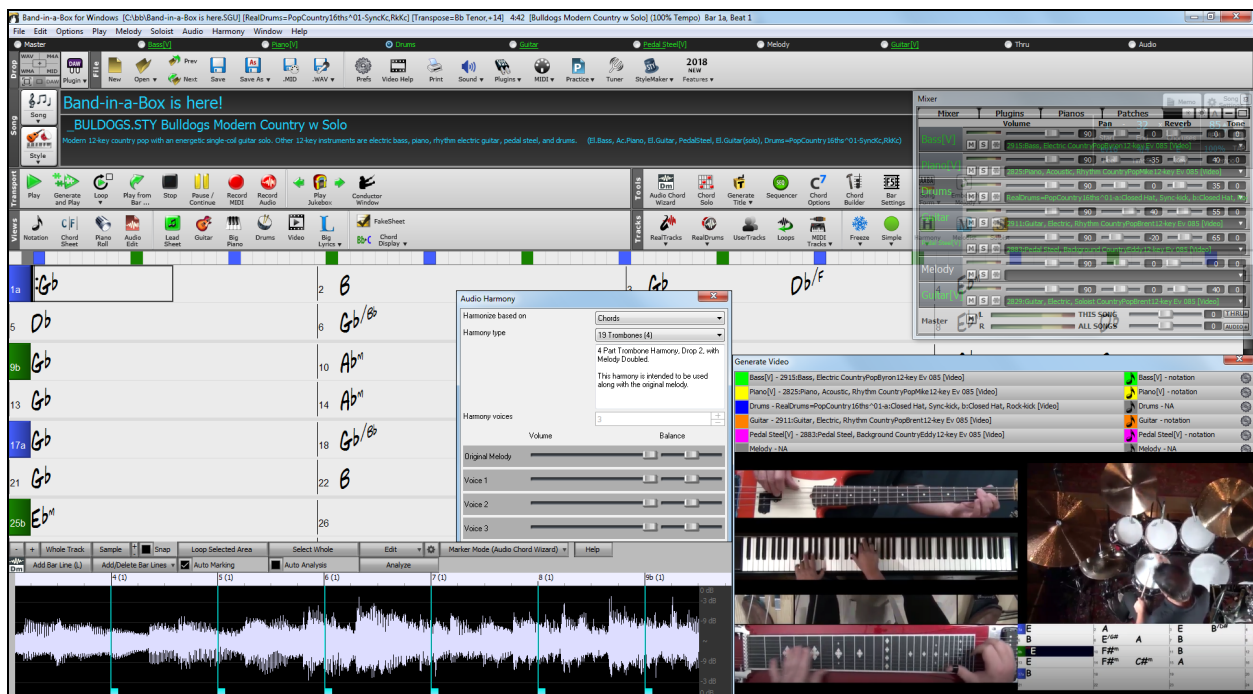


BAND IN A BOX®

Version 2018 for Windows®



User's Guide

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Chapter 1: Welcome to Band-in-a-Box®!

Congratulations on your purchase of Band-in-a-Box, the favorite of musicians, students, and songwriters everywhere. Get ready to have fun!



What is Band-in-a-Box?

Band-in-a-Box is an intelligent automatic accompaniment program for your multimedia computer.

You can hear and play along to many song ideas and go from “nothing” to “something” in a very short period of time with Band-in-a-Box as your “on demand” backup band.

Band-in-a-Box is so easy to use!

Just type in the chords for any song using standard chord symbols (like C, Fm7, or C13b9), choose the style you’d like, and Band-in-a-Box does the rest, automatically generating a complete professional-quality arrangement of piano, bass, drums, guitar, and strings or horns in a wide variety of popular styles plus live audio tracks with RealDrums and RealTracks.

And that’s not all...

Band-in-a-Box is a powerful and creative music composition tool for exploring and developing musical ideas with near-instantaneous feedback. Over the years many features have been added to Band-in-a-Box – Notation and Lyrics, Piano Roll, 16-channel MIDI multi-tracks, harmonization, the StyleMaker and StylePicker, a live performance Conductor window, Medley Maker, and 24 –substyle Multistyles. The Soloist and the Melodist are popular “intelligent” features that generate professional solos or even create whole new songs from scratch. RealDrums add the human element of a live drummer while RealTracks add even more live session musicians, bringing the entire Band-in-a-Box arrangement to life. You can even record your own UserTracks and Band-in-a-Box will play them just like RealTracks! Or use the MIDI SuperTracks for MIDI tracks with a “real feel” that you can edit and arrange. The Audio Chord Wizard has the amazing ability to analyze, extract, and show the chords from audio recordings on-screen and then write them to the Band-in-a-Box Chord Sheet.

The inclusion of digital audio features makes Band-in-a-Box the perfect tool for creating, playing, and recording your music with MIDI, vocals, and acoustic instruments. Band-in-a-Box for Windows® can also record an acoustic instrument or voice to add to the composition, with processing through its own DirectX audio effects. Its built-in TC Helicon audio harmonies will turn your audio track into multiple harmony parts or adjust its pitch, with vibrato and scooping effects for up to sixteen realistic choral parts. Use the Mixer window to select parts, set levels, and create a polished final mix.

You can print out your finished creation with lyrics, chords, repeats and endings, DC markings, and codas, or save it as a graphics file for web publication or to e-mail to a friend. And when you are ready to let others hear your composition, you can burn it directly to an audio CD. Or save your composition as a Windows® Media File (or in any other compressed formats you have) for a file that’s “Internet ready.”

You will have even more fun making automatic medleys, playing your favorite song lists in the Band-in-a-Box Jukebox, and singing along to your Karaoke files with CDG graphics.

Let’s get started!

This is a comprehensive guide to the program, including information not included in the printed manual. We will begin with the easy installation and setup procedure.

Installing Band-in-a-Box for Windows®

Minimum System Requirements

Windows® XP/Vista/7/8/8.1/10 (32 or 64-bit)

Minimum 1 GB RAM (2 GB+ recommended)

Minimum 1.0 GHz processor (2 GHz+ multicore recommended)

1 GB free Hard Disk space for a minimal install. More space is required for RealTracks, depending on which package you buy...

- RealTracks & RealDrums: ~100-400 MB per set
- Pro RealCombos: ~18 GB
- MegaPAK RealCombos: ~28 GB
- Full UltraPAK/UltraPlusPAK/EverythingPAK when installed to internal hard drive: ~120 GB (another ~100 GB is required for the installation files when downloading the UltraPAK, UltraPlusPAK, or EverythingPAK)
- Hard Drive versions of the UltraPAK, UltraPlusPAK, EverythingPAK, or Audiophile Edition do not require any hard disk space when run directly from the external hard drive they are shipped on.

1024x768 screen resolution (1360x768+ recommended)

DVD drive for shipped versions of the MegaPAK or Pro version.

USB port for the UltraPAK, UltraPlusPAK, EverythingPAK, and Audiophile Edition.

A MIDI sound source is required. This could be a sound card, a MIDI keyboard, MIDI sound module, or software synthesizer. Band-in-a-Box comes with the Coyote WT software synthesizer included.

Installing the Program

Use any of the following three methods to install the program files into the Band-in-a-Box directory. By default, this directory is *C:\bb*, but you may choose another location.

Method 1 – Auto Run

1. Insert the program DVD-ROM into the DVD drive.
2. In a few seconds, a browser window will open with a list of the DVD contents.
3. Double-click on SETUP.EXE to run the installation program.

Method 2 – My Computer

1. Insert the program DVD-ROM into the DVD drive.
2. Access your DVD-ROM drive from the Windows® desktop by double-clicking on the **My Computer** icon.
3. Then, double-click on the DVD-ROM drive icon and double-click again on the SETUP.EXE program found in the root or main folder of the DVD-ROM.

Method 3 – Start Menu

1. Insert the program DVD-ROM into the DVD drive.
2. From the Windows® [Start] button, select Run.
3. Type *D:\SETUP* in the “Open:” command line box. If your DVD-ROM drive uses another drive letter, type the appropriate letter, for example *E:\SETUP*.
4. If you don’t know the drive letter for your DVD-ROM, you can use the [Browse...] button to find it.

SETUP.EXE will copy all of the program files to your Band-in-a-Box subdirectory (usually *C:\bb*) and install icons to a Band-in-a-Box program group. Click on the Band-in-a-Box icon or launch bbw.exe to open the program and configure the setup.

Band-in-a-Box External Hard Drives

Larger versions of Band-in-a-Box ship on portable USB hard drives. You can run Band-in-a-Box and RealBand directly from the hard drive by using the program shortcuts. Before you use the programs, you should double-click on Setup.exe. This will set up any files that need to be installed/registered on your computer.

Note: Before unplugging the hard drive from your computer, make sure it is not in use, then click the “Safely Remove Hardware” icon in your taskbar. When you plug the drive in, Windows® may prompt you to select an appropriate action - if so, select “Open folder to view files.”

MIDI Setup

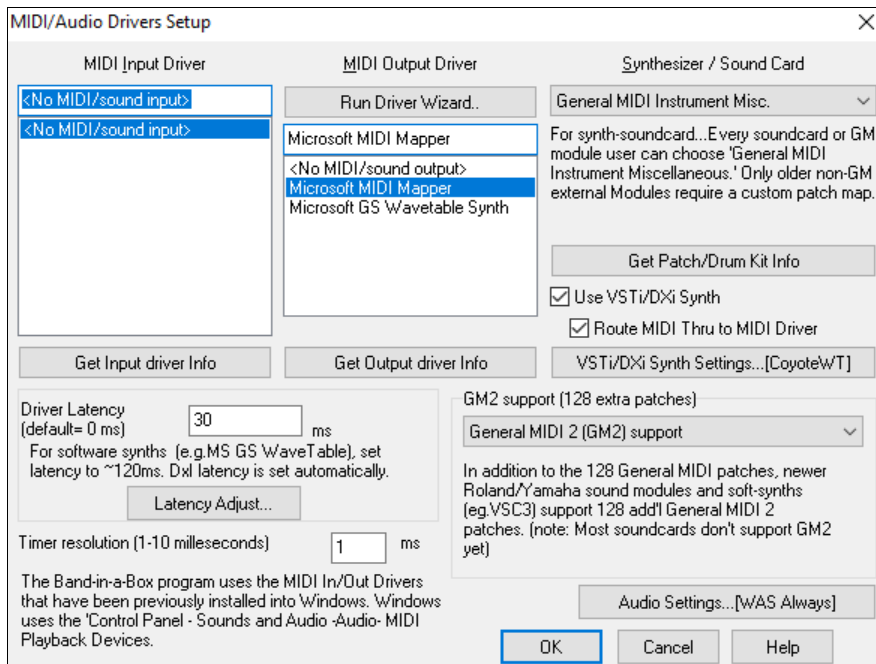
Band-in-a-Box uses the multimedia drivers for your MIDI interface and/or sound card that are supported by the Windows® operating system. To get sound playback you need to have a MIDI (and audio - for songs with digital audio, RealDrums, and RealTracks) driver installed.

To start using the program you will need to make sure that your MIDI interface, audio driver, and Windows® sound source are installed and configured.

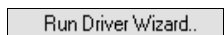
Run the program by double-clicking the program icon.



To check your MIDI driver setup, press the **[MIDI]** toolbar icon and select the menu item *MIDI/Audio Drivers Setup*. This will open the **MIDI/Audio Drivers Setup** dialog. You can also go to *Options | MIDI/Audio Driver Setup* to open this dialog.

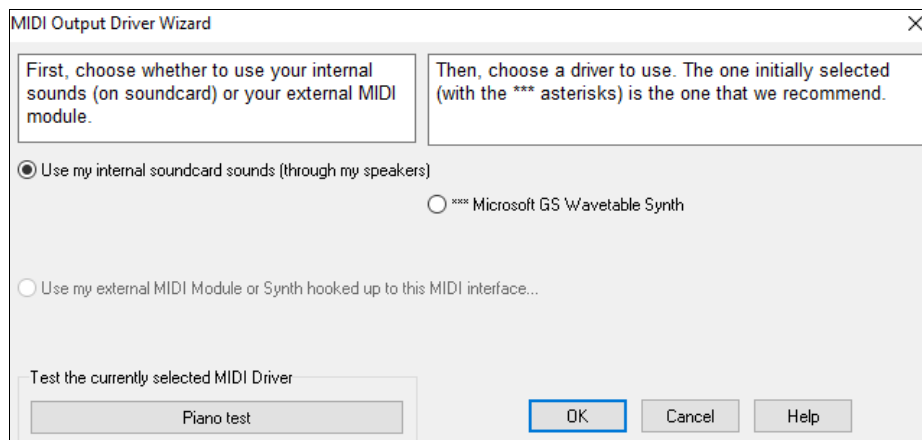


Select a MIDI Output Driver to use for MIDI sound playback and optionally a MIDI Input Driver if you are using an external MIDI controller keyboard or guitar. If the setup is panned to mono, the program offers to change it to stereo.



Perhaps the easiest way to configure Band-in-a-Box is to press the **[Run Driver Wizard]** button in the **MIDI/Audio Drivers Setup** dialog.

The **MIDI Output Driver Wizard** dialog will take you step-by-step through the process of auditioning and selecting an appropriate driver. This assumes that the appropriate Windows® sound drivers are installed and correctly configured.



Output to Software Synthesizers (DXi and VSTi)

Software synthesizers allow Band-in-a-Box to play high quality sounds directly through your computer sound card, without requiring any external MIDI hardware. Most new software synthesizers are released as “plug-ins,” so they will work in a standard way with many programs. Connecting Band-in-a-Box to the software synth as a plug-in provides several advantages over the previous method of connecting as a MIDI driver. The plug-in allows Band-in-a-Box to merge/sync in any existing audio file (vocals etc.) with the synth output. You can also directly render your performance to a .WAV file using the plug-in. Sampler-based synths allow you to assemble a huge, customized library of instrument samples to use with Band-in-a-Box.



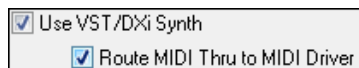
The current DXi or VSTi synth name is displayed in the button that launches the VST/DXi settings.

DirectX Instrument Synthesizer (DXi plug-in) Support

To use DXi with Band-in-a-Box, you should think of the DXi as a type of “MIDI Output Driver.” As such, you either go to the menu *Options | MIDI/Audio Driver Setup* or click on [Prefs] [MIDI Driver] and select the “Use DXi Synth” checkbox. When you do this, you can select the type of DXi to use (from a list of installed DXi, if any), and also will see a panel display of the DXi that allows you to make settings directly for your DXi synth.

The DXi will convert the MIDI information to audio, which Band-in-a-Box will playback through your sound card to audio speakers.

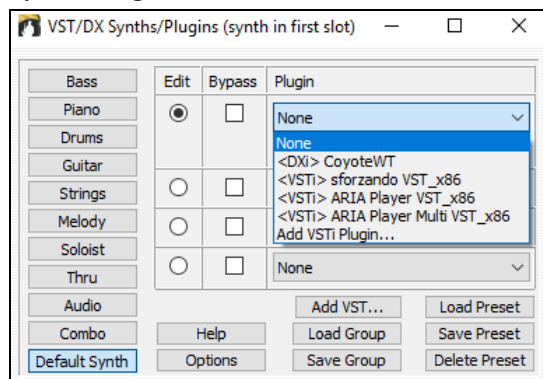
You can select DirectX DXi Software Synthesizers as the MIDI destination, and also apply DirectX Audio plug-ins to the Band-in-a-Box audio track.



Check the **Use VST/DXi Synth** checkbox to enable DXi playback. While using DXi or VSTi, all playback information is routed to the DXi/VSTi, including the option to route the THRU part from your MIDI keyboard to the DXi/VSTi synth.

Note: To use this option, you must have a polyphonic DXi synthesizer installed on your computer, such as the CoyoteWT. It will also be most convenient if your DXi synthesizer can use General MIDI or GM2 patches.

To select the DXi synthesizer, click the [VST/DXi Synth Settings] button, which will open the **VST/DX Synths/Plugins** window.



Select your desired DXi synth in the top plug-in Insert Slot 1.

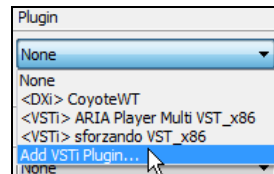
To apply DirectX audio plug-ins to the synth, insert DX audio plug-ins to Insert Slots 2, 3, or 4. This can be useful to add EQ, Reverb, Compression, or Peak Limiting plug-ins, if the “raw sound” of the synthesizer needs sweetening.

VSTi Instrument Synthesizer (VST plug-in)

To add VSTi synthesizer plug-ins use the plug-in menu on the top synthesizer slot.

VST plug-ins appear at the bottom of the plug-in list below the DirectX plug-ins. VST plug-ins and synthesizers have the text <VST> prefixed to the name of the plug-in or synthesizer.

To select a VST plug-in for the first time, select the “Add VST plug-in...” item at the bottom of the plug-in Menu. Select a VST plug-in .dll file in the following **Select a VST plug-in** dialog, and it is added to the plug-in list. After you add each VST, the plug-in is permanently added to the list. You only have to add each plug-in one time.



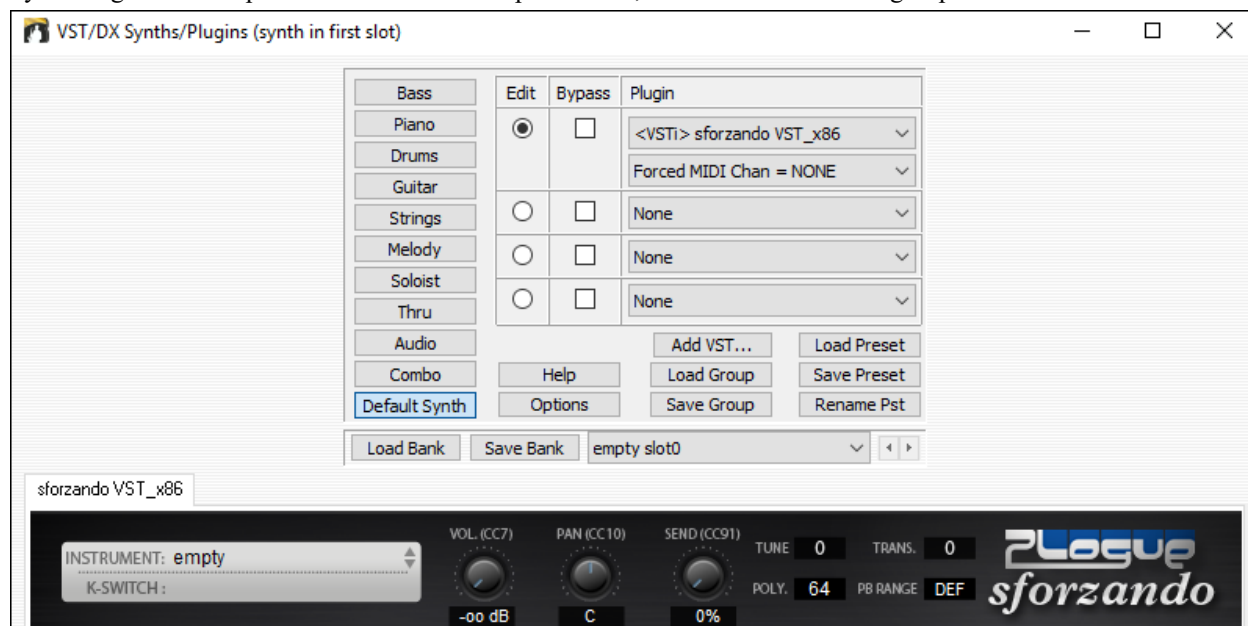
Note: Some VST host programs scan for all available plug-ins every time they start up. We decided not to use that method, because the scanning can take a long time if there are many plug-ins on your system. Additionally, a badly written or corrupt plug-in could cause program malfunctions. Therefore, we feel the method of selecting only the plug-ins you wish to use is both safer and faster.

VST/VSTi Additional Panel Controls

VST is necessarily different from DirectX/DXi, and some extra controls are available for VST plug-ins.

DirectX/DXi plug-ins save their presets to the Windows® Registry and only one setting is “alive” at a time.

VST/VSTi plug-ins save their presets to disk files. VST/VSTi plug-ins contain a bank of presets in memory. You can switch between presets while editing, and each edited preset is remembered in the current bank. If you save the bank, it will save all the presets you have edited. You can save individual presets, or you can build a custom group by loading individual preset files into different preset slots, and then save the new group file.



Note: Some very nice plug-ins, including some advanced synthesizer plug-ins, may only have one preset, but that single preset can be a doozy containing many settings. Even with single-preset plug-ins, you can Save/Load Presets or Banks.

Presets and Groups

Load Preset: A preset contains settings to a single slot. VST presets are stored in .fxp files; DirectX presets are stored in the registry.

Save Preset: Save the currently selected Preset. VST/VSTi preset files use the “.fxp” extension.

Delete Preset: Delete a saved preset from the selection list.

Load Group: A group is a .tgs (Trans Group Settings) file from the C:\bb\DX Settings folder. Load an entire group of presets for all slots.

Save Group: This saves all plug-in settings for all slots of a track to a .tgs (Trans Group Settings) file in the C:\bb\DX Settings folder.

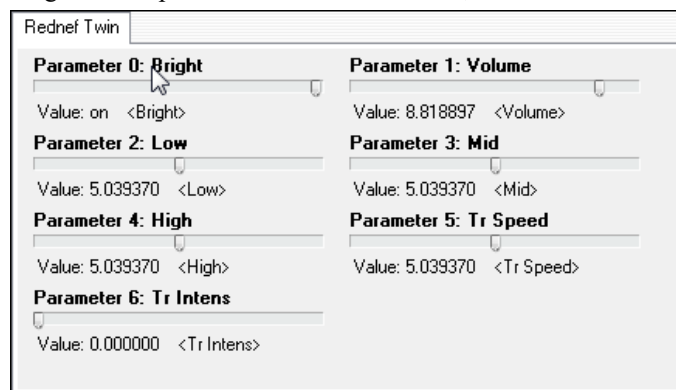
VST Generic User Interface

VST/VSTi plug-ins are not required to have a fancy graphic control panel. There are many “faceless” VST plug-ins which have many adjustable parameters, but no fancy control panel. When you open such a plug-in, the control panel will look like this example. Band-in-a-Box presents one “generic” slider for each adjustable parameter in the plug-in.

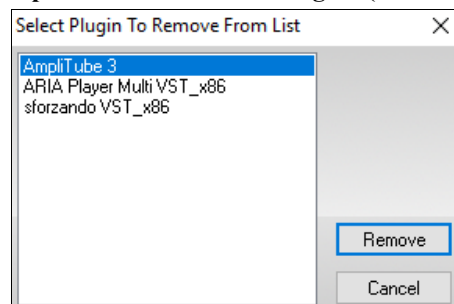
Parameter Name: Simply the name of each adjustable parameter.

Value Slider: Move the slider to adjust the parameter value

Value Indication Text: Displays the value of the slider, as interpreted by the plug-in. In this example, Parameter 0: Bright is interpreted as an ON/OFF switch, but Parameter 1: Volume is interpreted as a value from 0 to 10.



Options: Remove VST Plug-In (from list)



This feature allows the removal of unwanted plug-ins from the Band-in-a-Box VST/VSTi plug-in lists.

Support for 64-bit VST Plugins using jBridge

You can use your 64-bit VST plugins and VSTi instruments with Band-in-a-Box, using jBridge. Since Band-in-a-Box has built-in support for jBridge, you just use your plugins as you normally would, by selecting 32- or 64-bit plugins within Band-in-a-Box. (jBridge is a third-party product. You can purchase jBridge from PG Music.)

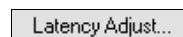
To use 64-bit plugins with Band-in-a-Box, you:

1. Get and install jBridge,
2. Select and use your 64- or 32-bit plugins within Band-in-a-Box, without any further setup or configuration!

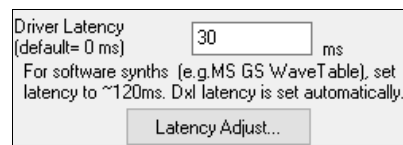
Driver Latency

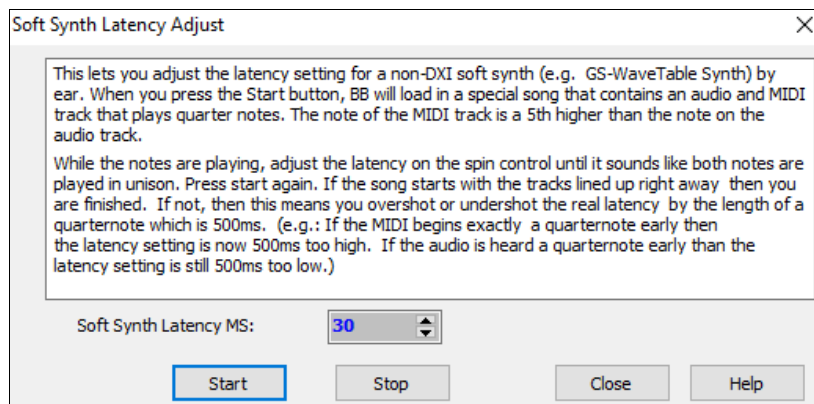
Software synthesizers have some inherent latency, which is the delay between the time a note is played and it is processed by the computer. Older soft synths had noticeable latency, whereas a VSTi/DXi synth using ASIO drivers has very little. This setting is used to synchronize the visual display (notation, chords, virtual piano etc.) with the sound you hear.

Band-in-a-Box automatically sets the latency for VSTi/DXi and some other soft synths.



The **[Latency Adjust...]** button opens the **Soft Synth Latency Adjust** dialog where you can manually adjust the latency.



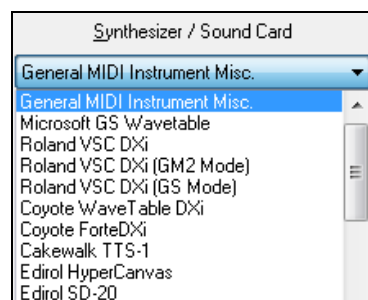


Alternate Patch Maps

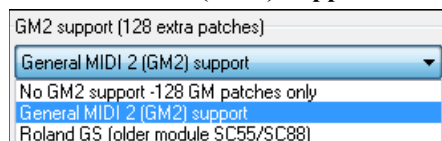
You can choose the patch map (instrument list) that matches your synthesizer keyboard or sound module. Original equipment sound cards or integrated sound chips are General MIDI (GM) compatible.

We have made preset drum/patch files for many synthesizers and sound cards. If your synth is not listed, you should use the General MIDI Instrument Misc. patch kit (default).

You can probably omit this step unless you are using an old synth that is not General MIDI compatible. If your non-GM synthesizer or sound card is not listed, you can easily make your own patch map with the **[Patch Map]** button in *Options | Preferences*.



General MIDI 2 (GM2) Support



General MIDI 2 patches are supported for 128 additional instruments. The type of GM2 support is set in this dialog.

The GM2 support choices are:

- **General MIDI 2 support:** If you’re using a newer Sound Canvas (i.e. newer than 1999, or newer than the Roland SC88), then choose this GM2 support.
- **Roland GS (older Modules):** “Older” Sound Canvases (SC55/SC88) support GS, but not GM2. The good news is that they have the same patches available, just at different locations. So, if you choose this option, Band-in-a-Box will find the patches at the “GS” locations instead of the “GM2” locations. If you have a newer GS module like the SC8820, it supports both GM2 and GS - you should likely choose GM2.
- **No GM2 support:** Some sound cards don’t have GM2 support but they do support the original 128 General MIDI sounds. Band-in-a-Box will use the closest instrument in these cases.

Audio Setup

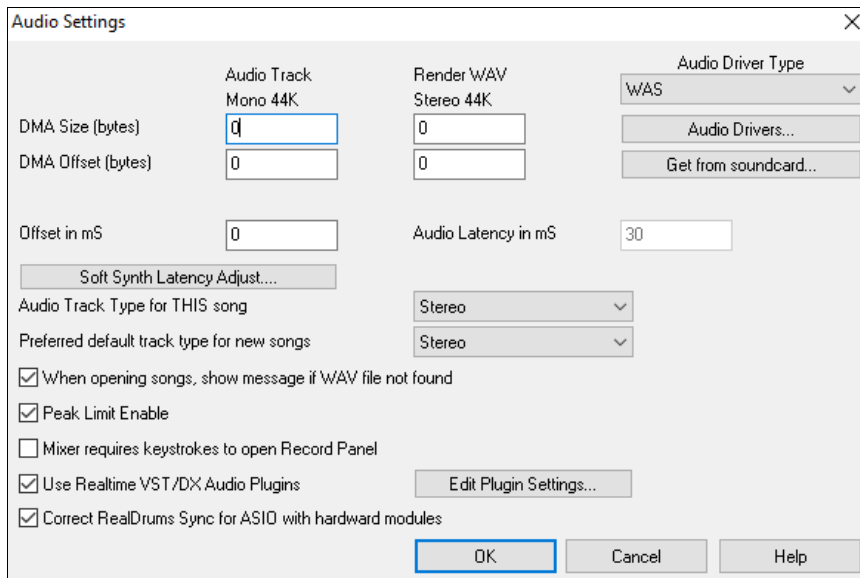


The **[Audio Settings]** button in the **MIDI/Audio Drivers Setup** displays the current audio driver and status (WAS/MME/ASIO).

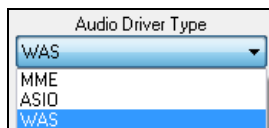
Band-in-a-Box performs the audio setup automatically using the installed system audio components.



To restore or modify this setup, click on the **[Prefs]** button and then click on the **[Audio]** tab to launch the **Audio Settings** dialog.



Audio Driver Type



MME is the default audio driver type that is used in Windows®. MME is good, but there is latency (delay) associated with MME drivers.

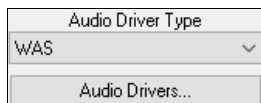
ASIO is a faster audio driver developed by Steinberg. It has much lower latency than ordinary MME drivers do.

WAS (Windows® Audio Session) is an alternative driver to MME and ASIO and has ultra-low latency.

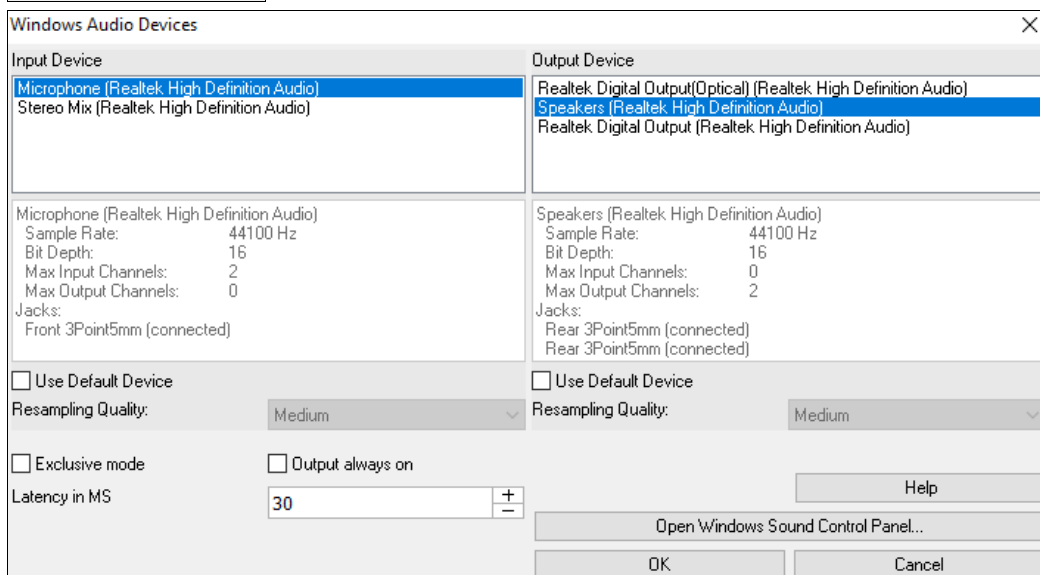
Windows® Audio Session (WAS)

Band-in-a-Box supports Windows® Audio Session (WAS) driver, an alternative to ASIO (a driver with low latency, but usually can be used by one program at a time) or MME (an older driver with worse latency). The WAS driver has ultra-low latency (< 25 ms on a typical Windows® PC), so audio operations like playing or sending out information via MIDI happen with no noticeable delay.

When you boot up Band-in-a-Box, it will be already set to use the WAS driver. If you want to change the settings, open the **Windows Audio Devices** dialog.



The dialog will open if you press the **[Audio Drivers]** button in the **Audio Settings** dialog when the “WAS” is selected for the audio driver type.



Input Device

This is the audio input device that will be used for recording a voice or an instrument. If you have multiple devices installed in your system, you can choose a device from the list.

Output Device

This is the audio output device that will be used for playing sound. If you have multiple devices installed in your system, you can choose a device from the list.

Use Default Device

If this option is enabled, the playback or recording device selected as the default device in your Windows® Sound Control Panel will be used.

Resampling Quality

You can choose a quality level for resampling. “Low” will improve performance if necessary, but “High” will sound best.

Exclusive mode

Use the exclusive mode if you want Band-in-a-Box to take full control over the audio device(s). In this mode, other applications might not be able to use the audio devices, so we recommend you do not use this mode.

Output always on

If this is enabled, sound will always be sent to the device. If this is disabled, sound will be sent to the device only when the song is playing. Enable this option if you want MIDI plugins to work when the song is not playing.

Latency in MS

This is the delay between when sound is sent from Band-in-a-Box and when you actually hear it by the audio device. Increase this setting if you are hearing sound glitches during playback.

[Open Windows Sound Control Panel]

This button will open the Windows® Sound Control Panel. You can change your device settings by clicking on [Properties] > [Advanced]. For the “Default Format,” a setting of 16 bit, 44100 Hz is best for Band-in-a-Box.

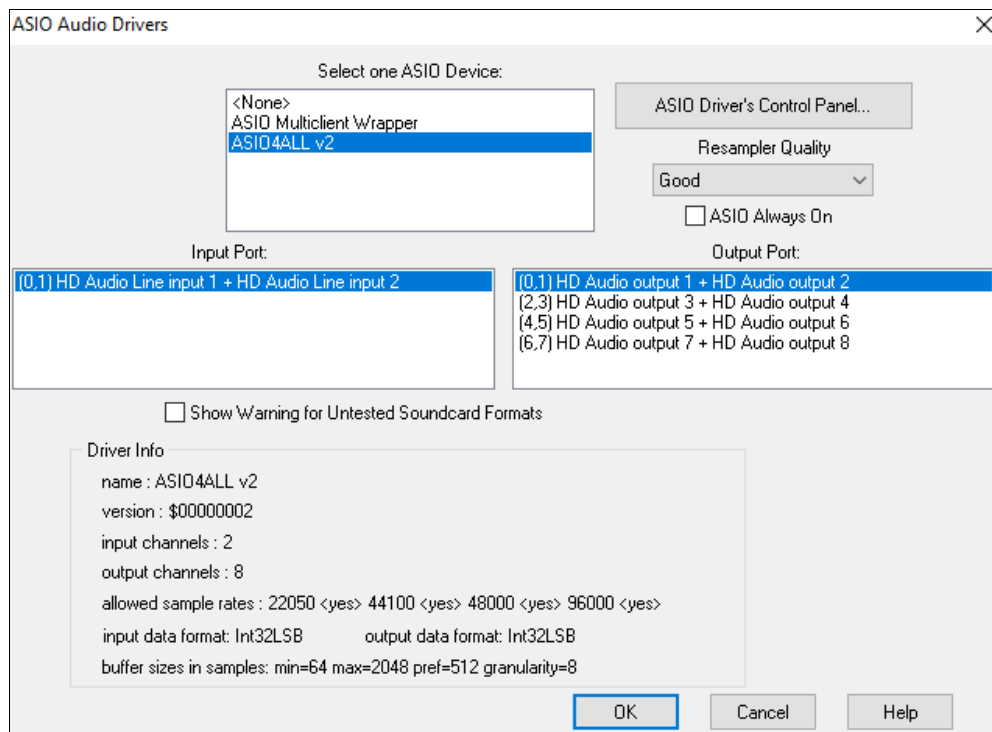
ASIO Audio/Software Synth Drivers

ASIO drivers allows for much lower latency than ordinary MME drivers do.

Note: Most low-end sound cards do not include an ASIO driver, so you may not have an ASIO driver yet. In this case, you need to get an ASIO driver from the Internet.

This **ASIO Audio Drivers** dialog lets you choose an ASIO driver. You can arrive at this dialog in 3 different ways:

- 1) If you haven’t used ASIO drivers, but Band-in-a-Box detected them, and you answered “Yes” when Band-in-a-Box asked if you want to use an ASIO driver.
- 2) If, within the **Audio Settings**, you change the “Audio Driver Type” from MME to ASIO.
- 3) If the “Audio Driver Type” is already set to ASIO, but you later press the **[Audio Drivers...]** button in the **Audio Settings**.



The **Select one ASIO Driver** list box lets you select an ASIO driver to use. You can only select one ASIO driver at a time.

Once you have selected an ASIO driver, you will see the **Input Port** and **Output Port** list boxes filled with your driver's input and output ports. By default, the first of each will be selected. You are allowed to select different ports (but only one input and one output port at a time can be selected). The ports you selected will be available for output within Band-in-a-Box. If you do not hear input or output, then you may need to try different ports than the defaults. You may need to read your sound card's instructions to determine the correct ports to use.

Tip: The ASIO4All driver sometimes cannot connect if the Microsoft GS Wavetable synth is being used as a driver. So, if this happens, you will get a message that ASIO will be silent, and the solution is to de-select the ASIO4All driver.

The **[ASIO Driver's Control Panel]** button launches the Control Panel for your driver. This usually lets you adjust the latency by letting you choose different buffer sizes in milliseconds. Some drivers might let you choose the buffer size in samples, which is less convenient than milliseconds. The smaller the buffer size, the lower the latency, and the faster the response. Smaller buffers require more CPU power and if you hear dropouts or artifacts, you may need to increase the buffer size. See the **Understanding Latency** section that follows.

Since many ASIO drivers do not support multiple sample rates, Band-in-a-Box has a built-in resampler which lets you play and record songs that have a different sampling rate than the rate(s) directly supported by your ASIO driver. For example, if the driver does not support 44.1K sampling rate, but supports 48K, then Band-in-a-Box will use the resampler to convert to 48K when playing back, and to convert FROM 48K when recording. The **Resampler Quality** combo lets you choose Fast, Good, Better, or Best. Fast is the quickest but is the lowest of the four levels of quality. Best is the slowest (uses more CPU time), but the most transparent and accurate quality.

The **[ASIO Driver's Control Panel]** button launches a settings dialog specifically provided by your driver manufacturer. This usually lets you adjust the latency, and usually you will have a choice between buffer sizes in milliseconds. See the following section on **Understanding Latency**.

Show Warning for Untested Soundcard Formats is an optional setting that shows a warning if your ASIO driver format has not been tested in Band-in-a-Box. It does not necessarily mean your driver will not work.

The **Driver Info** field shows various characteristics of your driver.

The **Name** is the driver's name.

The **Version** is the version number of your driver.

Input Channels is the total number of mono input channels that your sound card has.

Note: Band-in-a-Box groups each Input and Output channel into a stereo pair.

Output Channels is the total number of mono output channels that your sound card has.

The **Allowed Sample Rates** field shows the sample rates are allowed by your sound card's ASIO driver. Band-in-a-Box has a built-in resampler which lets you play and record files that aren't directly supported by your ASIO driver.

The **Buffer Sizes In Samples** shows the range of allowed buffer sizes. The "Pref" is the preferred size, and this is the size that Band-in-a-Box uses. Your driver may alter the preferred size if you've launched the ASIO Driver Control Panel and have selected a new buffer size from within the driver's Control Panel. If your driver changes the preferred size, then Band-in-a-Box will be aware of the new preferred size.

Understanding Latency

Latency is based on the buffer sizes. The smaller the buffer sizes the lower the latency. Lower latency allows you to hear mixer volume changes very quickly, as well as hear MIDI thru echoed out via a DXi soft synth practically in real time. The latency, in MS is determined by the buffer size in samples, as well as the driver's sampling rate.

Note: If your ASIO driver's control panel lets you select the buffer size in MS, then you don't have to pay much attention to the part of discussion below about converting samples to MS.

Converting Samples to MS: For example, suppose the driver's sample rate is 48K. A 48K sampling rate means that it is playing at 48,000 samples per second. If the buffer size were 48000 samples, then the latency would be 1 second, or 1000ms (which is very large and slow, and usually not allowed in ASIO). If the buffer size were 4800 samples, which is 1/10 second, then the latency would be 100ms. If the buffer size were 2400 samples, which is 1/20 second, the latency would be 50 ms. If the buffer size were 240 samples, which is 1/200 second, the latency would be a mere 5ms which is incredibly low and very fast.

Normally, you can change your driver's latency by pressing the Launch ASIO Driver's Control Panel button. Normally, the driver specifies the buffer sizes in milliseconds which is equal to the latency.

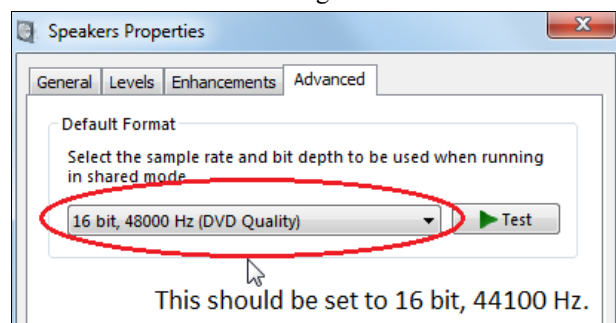
Low latency is faster and more responsive but uses more CPU power.

Depending on the speed of your computer, you may find that the playback has dropouts, clicks/pops, or other artifacts if you set the buffer sizes too small. This is because smaller buffers use more CPU power and if your computer can't handle the low latency you will hear artifacts. If this happens, you would need to use larger buffer sizes. You may need to experiment to find what works well. You may be able to use smaller buffers with songs that don't have a lot of tracks and effects but may find that you need to use larger buffers with songs that have more tracks and use more effects. This is because more tracks and more effects use more CPU power, which leaves less CPU power available for the audio routines to keep up with lower latencies.

Sample Rate Detection Warning

Windows 7 has a peculiar issue where if you choose Windows® Start button - Control Panel - "Sound," right-click on your output device, choose "Properties" and then "Advanced," you can see the default format. It should be 16 bit 44100. Unfortunately, some apps change this setting without your knowledge. When it is set like this, all of your audio gets "resampled" and this can create obvious audible artifacts and make some things sound "bad."

Band-in-a-Box detects this setting when you exit the **MIDI/Audio Drivers Setup** dialog, and will give you a notification about it, and that's a clue for you to visit this dialog and set it back to 44100.



Have fun!

Chapter 2: QuickStart

Creating music with Band-in-a-Box is as easy as 1-2-3! Here's how.

Step 1 – Typing in the Chords

There are numerous ways of entering chords into Band-in-a-Box; we will discuss the two most common methods.

1. Using the Computer Keyboard
2. Playing directly on a MIDI Controller Keyboard

On the main screen of the program, you will see an area called the Chord Sheet.

1a	E	2		3	D ⁷	4	
5	A	6		7	E	8	
9	B	10	A	11	E	12	E ⁷
13	A	14		15	A	16	E ⁷ A ⁷
17	D	18		19	A	20	F ⁷
21	E	22	D	23	A	24	
25	A	26	:	27		28	
27a	A	28		29		30	

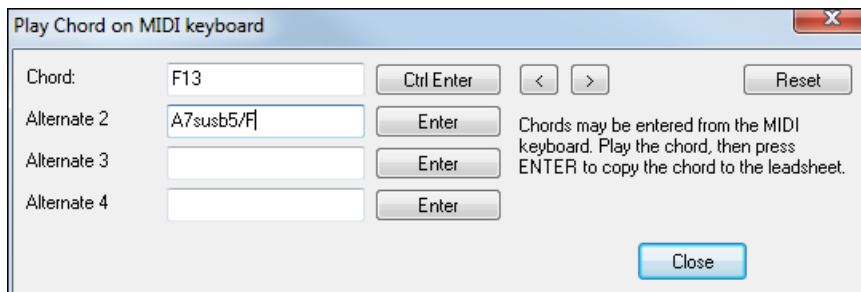
Each of the numbered cells on the Chord Sheet represents a bar. In this example, we see that there is an E chord in the first bar of this song, an A chord in bar 5, and later in the song, an E7 in bar 12. Notice the box in the first half of bar 1. This is the highlight cell, and it represents the bar you are currently working on. You can move the highlight cell around using the cursor keys or click on any bar with the mouse.

Enter Chords Using the Computer Keyboard

To enter a specific chord, move the highlight cell to where you want to place the chord. For example, to add (or change) a chord in bar 10, you would highlight bar 10 on the Chord Sheet. Next, type in your chords. If you want an A chord at bar 10, type the **A** key on your keyboard, and press **Enter**. Notice that when you use the **Enter** key, the highlight cell moves to the second half of the bar. You could then enter another chord at beat 3. Chords names are normally typed using standard chord symbols (like C or Fm7 or Bb7 or Bb13#9/E), but you can enter them in other chord formats like Roman Numerals, Nashville Notation, Solfeggio, and Fixed Do (popular in Italy and Europe).

Enter Chords Using a MIDI Controller Keyboard

If you have a MIDI controller keyboard, you can use it to enter chords into Band-in-a-Box. Play a chord on your MIDI keyboard, and then type **Ctrl+Enter**. The chord will be entered into the Chord Sheet at the current highlight cell position. Another method allows you to choose alternate chords. From the *Window | MIDI Chord Detection* menu item, you will see this window:



When you play chords, Band-in-a-Box shows you the chord name and suggests alternates that you can choose from. Typing **Ctrl+Enter** enters the first selection and advances the highlight cell by ½ bar. To place an alternate chord in the Chord Sheet, click on the **[Enter]** button beside the chord you want.

Step 2 – Choosing a Style

Band-in-a-Box creates backing arrangements based on the chords you type in, playing them in a particular style.

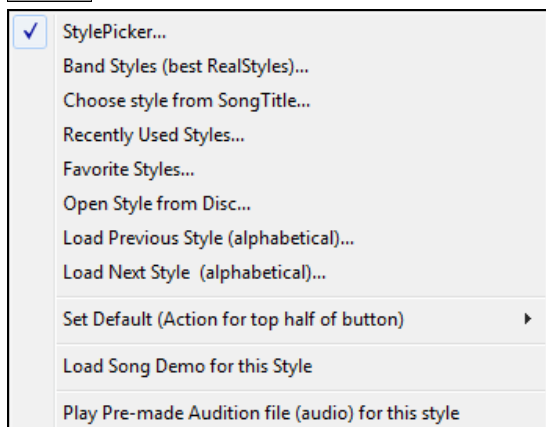
What's a Style?

A style is a set of rules that determine how Band-in-a-Box creates music using your chords. There is a huge collection of styles in all musical genres, with both RealTracks audio and MIDI.

Opening a Style



You can open a style using the [Style] button. This is a split button, with the top half being the default function, and the bottom half listing different methods to load a style and allows you to set the default.



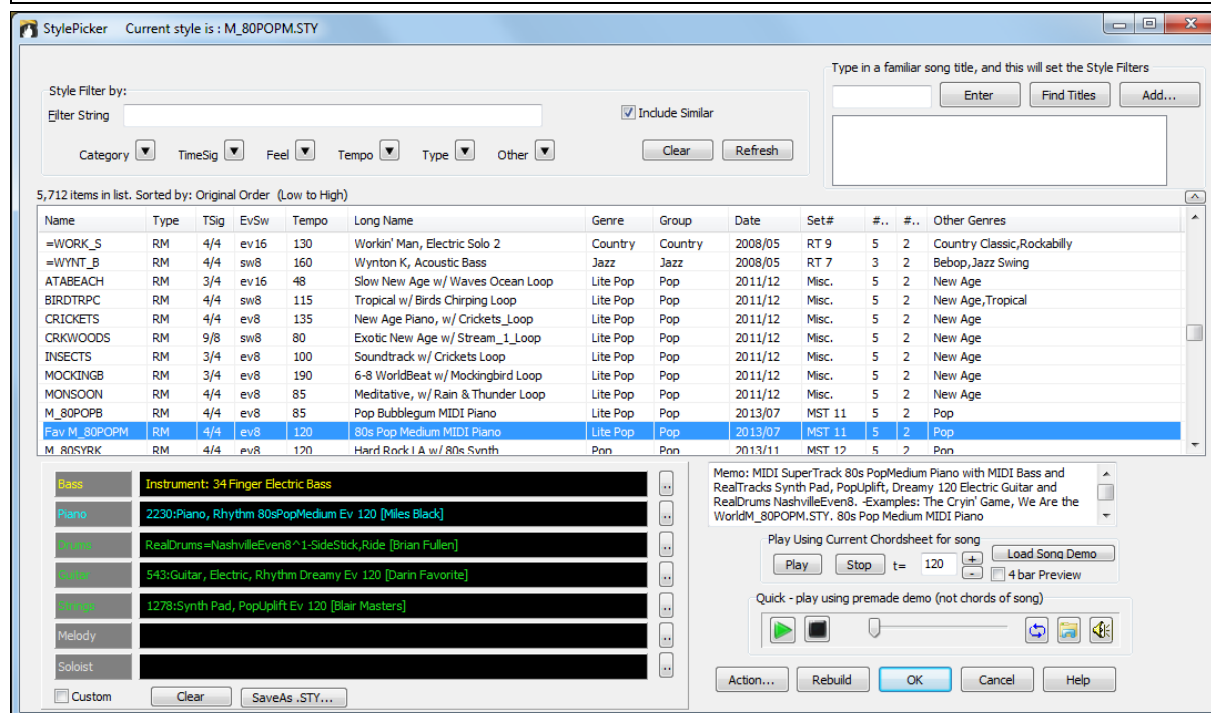
Selecting a Style using the StylePicker

The **StylePicker** window lists all styles with full information. It has a great filter feature for finding a perfect style for your song by selecting elements such as time signature, feel, or tempo, or by simply typing in a familiar song title.

You can browse styles by sorting columns or hear an “instant” preview by double-clicking on the list. If style has both MIDI and RealDrums available, you can hear both, and choose which one you want. This makes it much faster to find the style that fits your song.

Tip: You can quickly launch the StylePicker by **S+Enter** or **Ctrl+F9** keys.

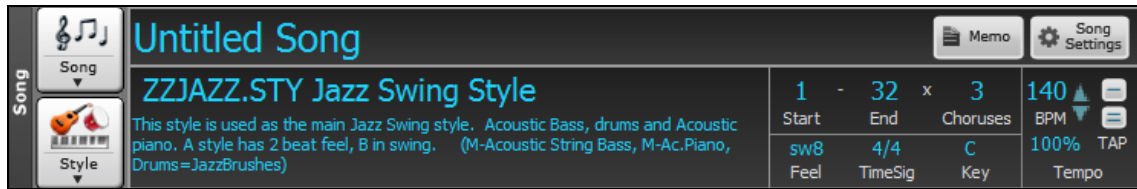
Note: The first time you use the StylePicker there will be a short delay while it builds the list of styles.



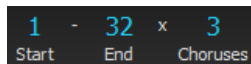
Step 3 – Play your song!

To play your song you will need to tell Band-in-a-Box how long the song is, how many times to play it through, in what key, and how fast.

Framing the Song



Setting the Chorus



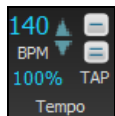
To tell Band-in-a-Box where to start and end the song, locate the framing buttons. There are three of them, one each for Beginning of Chorus, End of Chorus, and Number of Choruses. In the example shown, the chorus starts at bar 1, ends on bar 32, and is going to play 3 times.

Setting the Key



The Key button is used to set the key or to change it and transpose the song. When you press it, you see 2 columns of keys. The first column will set the key AND transpose the song; the second will just set the key signature.

Setting the Tempo



The Tempo Control shows the current song tempo. Left-click on the up/down arrows to change the tempo by +/- 5 beats per minute. Right-click to change it by +/- 1 bpm. Tempos can also be typed in directly.



This button allows you to quickly set the relative tempo. Click the button and choose a percentage or use the *Custom Tempo %* menu item to set any value between 1% and 800%. 1% would be 1/100 of the original tempo and 800% would be 8 times the original tempo. Hot keys are available: Ctrl - (minus key) for half speed and Ctrl = for normal speed.



Use the Tap tempo buttons to count and set a tempo. Tap the [-] button in tempo four times to set the tempo. It will appear in the tempo box. Tap the [=] button to count-in the song and start playback at the tapped tempo. As you tap more than 4 times, the accuracy will improve (through averaging) and you can continue to tap until the target tempo has been reached. For example, in a 4/4 style, once you tap 4 times a tempo will be set. But you can keep tapping and the tempo will change every beat, based on the average tempo that you have typed.

Shortcuts for song formatting

Typing special words, instead of chord names, will make the following settings:

begin + Enter	sets the beginning of the chorus to the current bar
chorusend + Enter	sets the end of the chorus to the current bar
end + Enter	sets the end of the song to the current bar
tkc + Enter	sets key signature to c, tkbb would set it to bb
trc + Enter	transposes song to key of C
t125 + Enter	sets tempo to 125

Press Play

When you're ready, just press the **[Play]** button or the **F4** function key and Band-in-a-Box will immediately generate and play a professional arrangement of your song using the settings and the style you selected. You can double-click on any bar in the Chord Sheet, including the tag or ending, to start playback from that bar.

More fun with Band-in-a-Box...

That's how easy it is to start creating music with Band-in-a-Box, but it's just the beginning. Band-in-a-Box is jam-packed with features, helpers, and user options, so read on and keep having fun!

Chapter 3: Band-in-a-Box 2018

Band-in-a-Box 2018 for Windows is here!

We've been busy and added **over 50 new features** and **an amazing collection of new content**, including **RealTracks, MIDI SuperTracks, Instrumental Studies, Loops, Artist Performances, Amplitude presets and associated styles, 12-Key RealTracks, and Hi-Q Guitar Notation!** We've added **202 new RealTracks**, double the 101 that we've often released in the past! Now introducing **Video RealTracks (40 available in Country, Pop, and Jazz)**, which work just like RealTracks, but also include videos of the musician's performance! We've also made a new **Xtra Styles PAK 4 with 160 new Xtra Styles**. (Xtra Styles are styles based on previously released RealTracks). There are over **200 new RealStyles** for our new RealTracks including Americana, Klezmer, Top-40, Jazz Strings Pads, Vocals (oohs and aahs), New Crooner "Shout" BigBand styles, and more! We have a **Bonus 49-PAK with 40 additional new unreleased RealTracks** on top of the 202 above, so in total an amazing 242 new RealTracks are available! The Bonus 49-PAK also includes **Video RealTracks Set 1 and 2, 32 new MIDI SuperTracks, 108 new Instrumental Studies, 52 Loops, and 8 Artist Performances.**

Band-in-a-Box 2018 Features and Additions

There are over **50 exciting new features** in Band-in-a-Box 2018! We're introducing "**Video RealTracks**," which work like RealTracks, but also include videos of the musician's performance. You can make a video of a single musician or a band video, optionally with a chord sheet or notation, and you can even add own videos to the final mix. We've added a new audio driver system (**Windows® Audio Session**) that has **ultra-low latency** (< 25 ms on a typical Windows® PC). This means that audio operations like playing or sending out information via MIDI happen with no noticeable delay. The **Audio Chord Wizard has been redesigned** and is now built into Band-in-a-Box. The **Audio Harmonies feature has been enhanced** with **Audio Transcription**, which converts a monophonic audio track to MIDI (notation), **Fix Tuning** to fix an out-of-tune audio recording, and more. We've **redesigned the BB folder so it is "clean"** with only a few files needed and other files organized in folders. You can **save the Notation window to a video** in sync with the audio track playback. We've added **notation support for time signatures like 12/8, 6/8, and 9/8**. The **Toolbar** has been enhanced with **skins and more customization**. You can **open or save ABC notation files**, which are very common song files on the internet with chords and melody. Songs can now be **saved as MP3 files** in high resolution. **M4A song saving has been enhanced** and is faster. The popular **Song Titles Browser is enhanced** with more songs (now over 10,000), filters, and the ability to show titles that work with a specific style. **StylePicker enhancements** include a mixer-like control allowing clear display and style customization. The **RealDrums Picker has been enhanced** with the option to find similar RealDrums. The **Audio Edit window is redesigned** with new a GUI and features. And many more!

Summary of New Features

We've added over 50 new features to Band-in-a-Box 2018, including...

Video RealTracks

The video RealTracks is a brand-new feature to Band-in-a-Box. We have over 2,500 available *audio* RealTracks, and now we have 40 available *video* RealTracks including two full video bands - Country and Pop Ballad. When you load a video RealTracks, you can use it just like an audio RealTracks, but you can also generate a video, which will display the musician playing your song exactly as you hear it. If you load one of the video RealTracks bands, you will have video RealTracks on 5 tracks, and you can make a video of 1-5 musicians. You can also include a chord sheet or notation in the video.

Windows® Audio Session

Band-in-a-Box now supports Windows® Audio Session audio driver, an alternative to ASIO (a driver with low latency but usually can only be used by one app at a time) or MME (an older driver with worse latency). The Windows® Audio Session driver has ultra-low latency (< 25 ms on a typical Windows® PC), so audio operations like playing or sending out information via MIDI happen with no noticeable delay.

Built-in Audio Chord Wizard

The Audio Chord Wizard has been redesigned and is now built into Band-in-a-Box. Previously, the Audio Chord Wizard was a separate app and not tightly integrated into Band-in-a-Box. This app is still available from the [Audio

Chord Wizard] toolbar button, but the improved built-in Audio Chord Wizard can be accessed from the Audio Edit window.

Audio Harmonies Feature Enhancements

Harmonize the Audio track with up to 4 voices with the new Audio Harmony dialog. You can choose one of the 4 harmonizing modes.

- The “Chords” mode will harmonize the audio based on the chords in your song. Choose a type of harmony from the “Harmony type” option. Choose either the intelligent mode, which allows you to select the number of voices, or one of the Band-in-a-Box harmony presets.
- The “Melody track” mode will add voices (up to 4 voices) to the audio, based on melodies in the Melody track.
- The “Soloist track” mode will add voices (up to 4 voices) to the audio, based on melodies in the Soloist track.
- The “Fix Tuning” mode will analyze the Audio track and corrects out-of-tune notes according to the key of your song.

The Fix Tuning feature analyzes the Audio track and corrects out-of-tune notes in the selected region according to the key of your song. For example, in the key of C, if a C# is detected, then it will be transposed down to C or up to D depending on which one is closer.

You can use the Auto-Transcribe feature to transcribe the audio data to the Melody or Soloist track as MIDI data.

Cleaned-up BB Folder

The Band-in-a-Box folder (usually `C:\bb`) has become full of lots of files over the years. Up to 10,000 files are present in the folder on a full install of the UltraPAK. With version 2018, we’ve fixed this and put the files into various folders. This is done with a cleanup routine. The cleanup normally happens automatically during installation, but you can run it manually by selecting the main menu *Help | Utilities | Run Cleanup routine*.

Save Notation Window as a Video

With previous versions of Band-in-a-Box, you could make a video of the Chord Sheet, showing the highlighted bars as the song is playing. Now, you can make a video of the Notation window. This is helpful if you have a melody or a RealChart (notation for RealTracks) that you would like to see on a video.

Improved GUI

The Toolbar has been enhanced with skins support, and the Display Options dialog has more customizable color items.

Improved Mixer

Soloing/Muting functions are improved. Now you can change the solo and the mute status of other tracks by right-clicking on a blue mute button.

The floating Mixer window now has opacity controls. Left-click on them to change the opacity by a significant amount, or right-click on them to change it by a small amount.

Support for ABC Notation Format

ABC notation is the simple text-based notation system used by musicians worldwide to store chords, melody, and lyrics of songs. Now you can open and save songs in ABC notation format. You can find out more information about the songs and ABC notation at abcnotation.com.

Song Titles Brower Enhancements

We’ve added 2,000 new song titles including requests from users, so there are now over 10,000 titles!

You can now filter the list by genres, time signature, feel, tempo, and decades.

The dialog can list song titles that will work with the current style.

Subgenres have been added for most song titles. Searching by a subgenre name in the text filter will display song titles in that subgenre.

Recommendation of styles has been improved. When you select a song title and press the [OK - Find Matching Styles] button, the StylePicker dialog will open and show only styles that will work with that song title. This feature has been improved so that subgenres are also considered, so the style recommendations are more accurate.

StylePicker Enhancements

Mixer-like control allows style customization within the StylePicker. This shows what tracks are used in the highlighted style in the list and color-codes them according to the track types (MIDI/RealTracks/MIDI

SuperTracks). There is also a menu button on each track, which allows you to change the instrument, disable/enable the track, or perform other track actions.

A [Save as .STY] button has been added. When you have customized a style, you might want to save it so that it is added to the StylePicker list and can be used easily. For example, you might add/remove a RealTracks, and save that as a new style.

Recommendations of styles is improved when using the [Find Titles] button at the top right of the dialog. This also displays subgenres and makes it easier to find styles for a certain popular song.

New user categories have been added, including Americana; Bebop and Fast Jazz; Bluegrass, Train, and Old Time; Dixieland, Gypsy, and Old Jazz; Fingerstyle Guitar; Funk, RnB, and Soul; Heavy Rock; Singer-Songwriter; and World.

The buttons to copy the styles list to the clipboard, set the dialog options, and reset the dialog to defaults have been moved to the [Action] button menu.

The two buttons to rebuild a complete or partial styles list have been combined into a single button.

Rebuilding the styles list also rebuilds lists in the RealTracks and RealDrums Picker dialogs.

The option to change the font size of the text in the styles list has been moved to the StylePicker Options dialog.

Renewed Render to Audio File Dialog

The dialog now has a simpler look and is easier to use.

Songs can now be saved as MP3 files in high resolution

Band-in-a-Box will render songs to MP3 files in the highest resolution available (320 kilobits per second).

M4A song saving has been enhanced and is faster

This uses Windows® functions instead of Apple® QuickTime® Library for Windows®.

RealDrums Picker Enhancements

You can now demo individual variations of the RealDrums at the tempo closest to your current song by double-clicking on them.

The “#” column shows “VideoFound” if the video RealDrums is installed.

RealDrums QuickList

There is now a simpler dialog for choosing RealDrums, an alternative to the RealDrums Picker. It displays all available RealDrums in a simple list, which can be easily filtered by genre, time signature, feel, and more. The list can be set to show only RealDrums that are compatible with the current style of the song. You can also set the highlighted RealDrums as a prototype RealDrums to find alternates to that RealDrums.

Audio Edit Window Enhancements

The Audio Edit window now has a nicer looking GUI, with a dedicated settings button and a Marker Mode button.

When you select the Audio Chord Wizard or UserTracks for the marker mode, the markers will be visible and editable.

Editing features can now apply to the entire track. Before version 2018, you had to highlight a region to use editing features, but now if no region is highlighted, then they will apply to the entire track.

There are some items added to the [Edit] button menu.

Guitar Window Enhancements

Clicking on the black area to the left of the zero fret notes in the Guitar window will delete the notes on just the channel of that string on the current notation time line rather than all notes at that time line.

Clicking on a note will delete the note from the Notation window if the note is currently highlighted. If no notes are highlighted in red, then clicking on a note will first delete any notes on the current notation timeline and channel before inserting a new note.

Big Piano Window Enhancements

Clicking on the black area to the left of the piano will delete highlighted red notes from the Notation window. If no notes are highlighted in red, then clicking to the left of the piano will delete any note on the current notation timeline.

Clicking on a note will delete the note from the Notation window if the note is currently highlighted in red.

Notation Window Enhancements

Notation supports 12/8, 9/8, and 6/8 time signatures. Previous versions of Band-in-a-Box only supported 3/4 or 4/4 notation. Now you can also select 12/8, 9/8, or 6/8. This is done by pressing the new button in the Notation window and selecting one of the time signatures from the list

Duplicate previous group of notes lets you quickly duplicate the previous chord (a group of notes on the same location) without having to reenter it. This is a menu option added to the context menu in the Notation window.

Delete highlighted Red Notes lets you delete all notes that are currently highlighted in red. This command is also added to the context menu in the Notation window.

The Staff Roll mode now has a context menu.

You can now enter Section Numbers. Previously, you could enter letters (A-Z) only, but now you can also enter numbers (1-9).

The vertical position of a dot of a dotted rest has been adjusted. A dot used to be drawn a staff line, but it is now drawn between staff lines.

When loading a MusicXML file, if more than 20% of notes are triplet notes, then the overall beat resolution will be automatically set to 3 in the Notation window.

Improved algorithms are now used for drawing slurs. A slur will be drawn with a Bezier curve, which is especially helpful for notes being very close together.

Enhanced Flash Messages

Flash messages are now brighter for clarity. They also have a close button, which is useful for closing green flash messages without performing the action. Up to 4 messages can be on the screen at once. (Previously, only 2 messages could be shown.)

And more!

Introduction to Band-in-a-Box 2018

Let's take a closer look at the great new features in Band-in-a-Box 2018!

Video RealTracks

The video RealTracks is a brand-new feature to Band-in-a-Box. We have 2,500 available *audio* RealTracks, and now we have 40 available *video* RealTracks including two full video bands - Country and Pop Ballad. When you load a video RealTracks, you can use it just like an audio RealTracks, but you can also generate a video, which will display the musician playing your song exactly as you hear it. If you load one of the video RealTracks bands, you will have video RealTracks on 5 tracks, and you can make a video of 1-5 musicians. You can also include a chord sheet or notation in the video.

You can easily find the video RealTracks in the RealTracks or RealDrums Picker. The "Set" column will show "VideoFound" if the video RealTracks is installed.

Name	Type	Feel	Tempo	Genre	#	N/A	Set*
Guitar, Electric, Rhythm BossaCompOly12-key Ev 110	Rhythm	Ev	110	Jazz	2826		videoFound300
Guitar, Electric, Rhythm JazzWaltzCompOly12-key Sw 110	Rhythm	Sw	110	Jazz	2827		videoFound300
Piano, Acoustic, Rhythm BluesStraightMike12-key Ev 085	Rhythm	Ev	85	Blues	2881		videoNA299
Piano, Acoustic, Rhythm CountryPopMike12-key Ev 085	Rhythm	Ev	85	Country	2825		videoFound281
Guitar, Electric, Rhythm CountryPopBrent12-key Ev 085	Rhythm	Ev	85	Country,Pop	2911		videoFound281

RealDrums Style Name	^	Genre	Ge...	/4	Ev	8	Lo	Hi	x	Artist	#*
PopSyncSw16^	^	Pop	Rock		Sw	16	060	120		Shannon Forrest	VideoFound277
Rock8ths^	^	Rock	Pop		Ev	8	150	190	x	Shannon Forrest	VideoFound277
DrivingPop8ths^	^	Pop	Rock		Ev	8	090	130		Shannon Forrest	VideoFound262
ModCountry16ths^	^	Country	Rock		Ev	16	070	110		Shannon Forrest	VideoFound262

Note: The "Set" column will show "VideoNA" if a video is available but not installed. Not all video RealTracks/RealDrums are included with a regular Band-in-a-Box package, so seeing VideoNA is normal unless you have purchased add-ons.

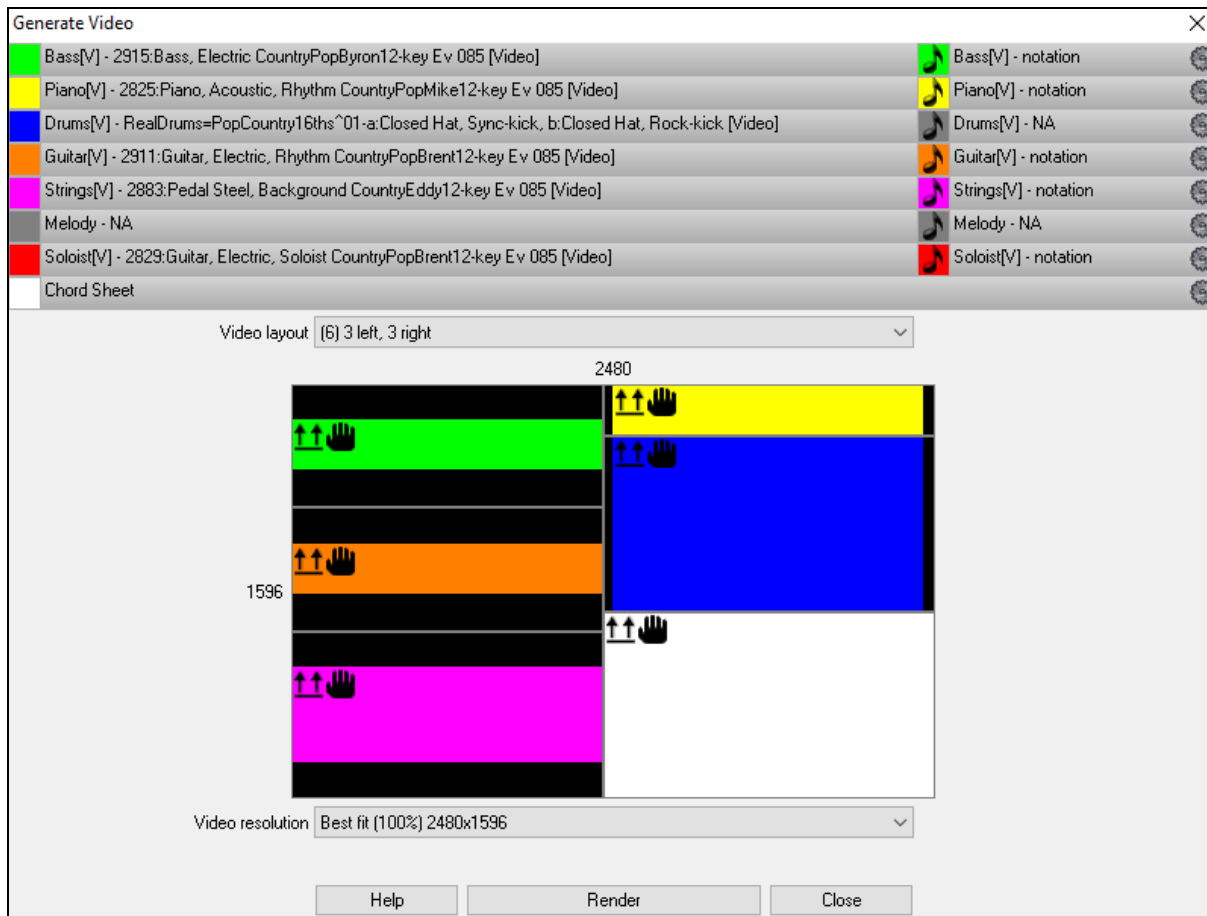
When you select video RealTracks, [V] will show at the track buttons.



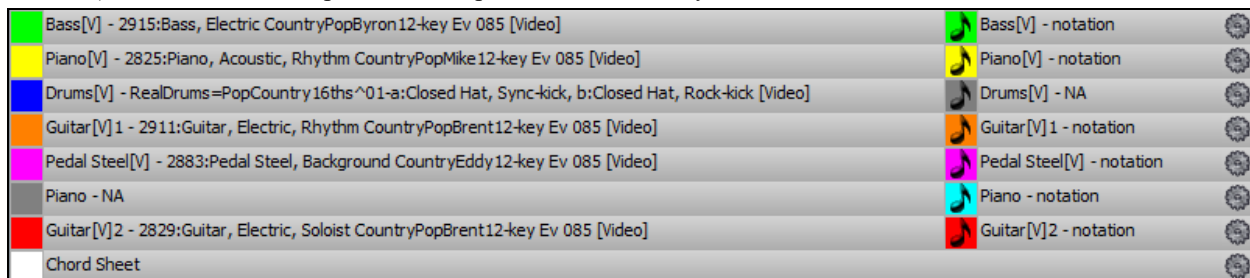
Render Video(s)

To make a video, click on the [Video] toolbar button and select *Render Video(s)* from the menu.

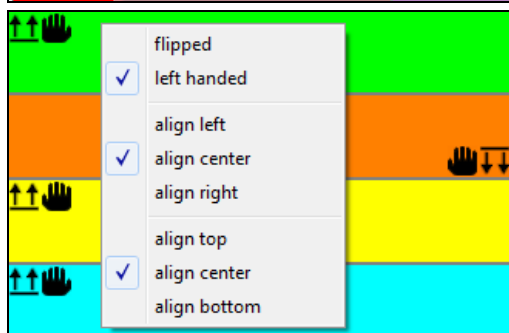
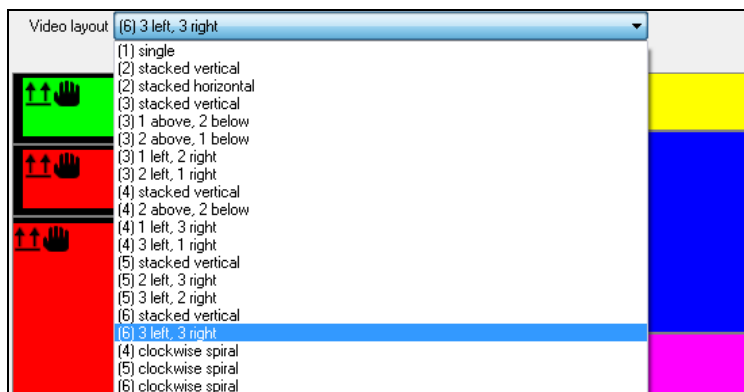
This will open the **Generate Video** dialog.



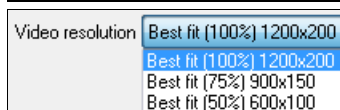
Drag one of the available tracks listed at the top of the dialog and drop it onto the layout selector below. You can also drag and drop the chord sheet or notation (if available). You can even drag a video file (.mp4 files and some .avi files) from Windows® Explorer and drop it onto the video layout selector.



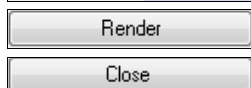
If you are making a video of multiple tracks, you can choose a track layout. For example, you can stack 3 tracks vertically for a 3-track video, or 3 tracks on the left and 2 tracks on the right for a 5-track video.



Right-clicking on the layout selector will show you a menu with options to flip a video, make a video for the left handed, or select alignment for each video.



You can select the resolution for the video. The aspect ratio is determined by which tracks are included and how they are arranged, but this allows you to make the final video smaller if you want.



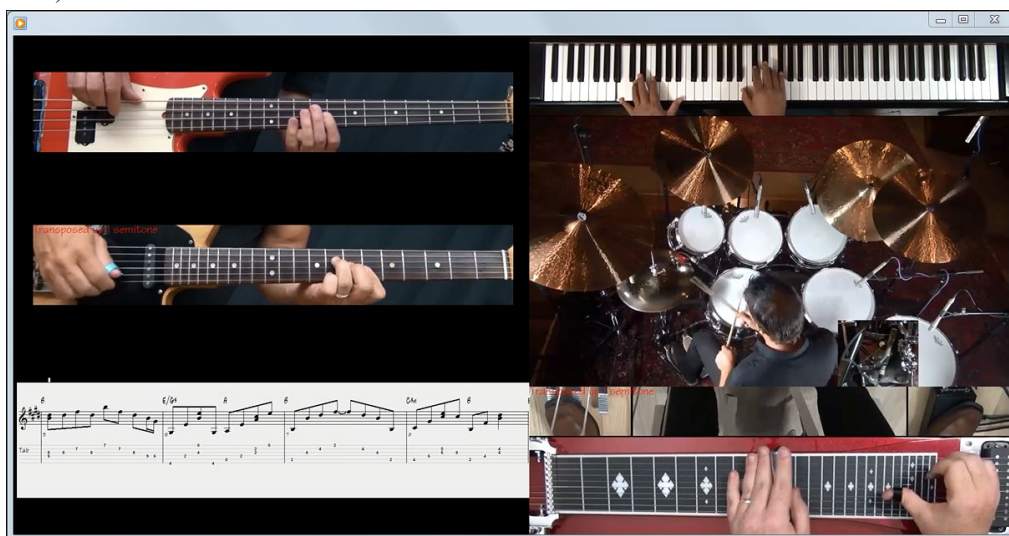
When you are ready, press this button and select the name and location for the video.

While the video is being rendered, you can close the dialog and use other features in Band-in-a-Box.



When the video has been rendered, you can click on the .mp4 file on the Windows® Explorer to play the video.

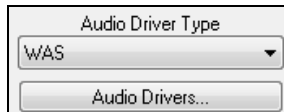
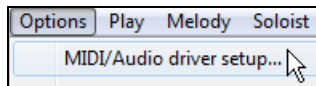
Here is an example of a video for a modern country band (electric bass, electric guitar, piano, drums, and pedal steel).



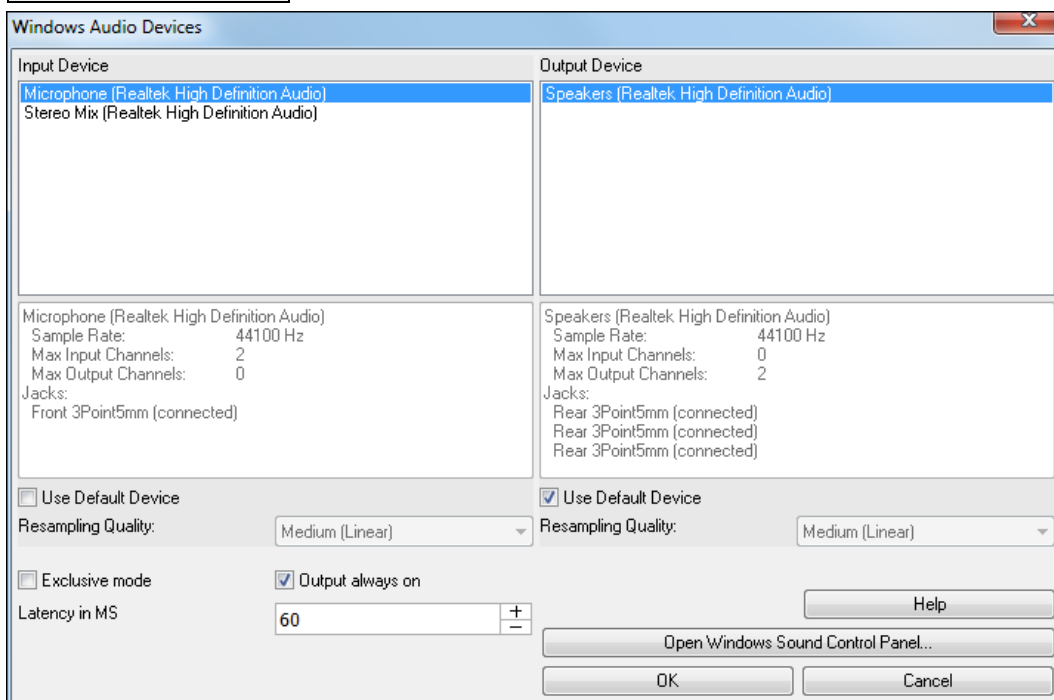
Windows® Audio Session (WAS)

Band-in-a-Box now supports Windows® Audio Session audio driver, an alternative to ASIO (a driver with low latency, but usually can be used by one program at a time) or MME (an older driver with worse latency). The Windows® Audio Session driver has ultra-low latency (< 25 ms on a typical Windows® PC), so audio operations like playing or sending out information via MIDI happen with no noticeable delay.

When you boot up Band-in-a-Box, it will be already set to use this driver without any action from you, but if you want to change the settings, go to the menu *Options | MIDI/Audio Driver Setup* and press the **[Audio Settings WAS]]** button.



When the **Audio Settings** dialog opens, click on the **[Audio Drivers]** button. This will open the **Windows Audio Devices** dialog.



Input Device

This is the audio input device that will be used for recording a voice or an instrument. If you have multiple devices installed in your system, you can choose a device from the list.

Output Device

This is the audio output device that will be used for playing sound. If you have multiple devices installed in your system, you can choose a device from the list.

Use Default Device

If this option is enabled, the playback or recording device selected as the default device in your Windows® Sound Control Panel will be used.

Exclusive mode

Use the exclusive mode if you want Band-in-a-Box to take full control over the audio device(s). In this mode, other applications might not be able to use the audio devices, so we recommend you do not use this mode.

Output always on

If this is enabled, sound will always be sent to the device. If this is disabled, sound will be sent to the device only when the song is playing. Enable this option if you want MIDI plugins to work when the song is not playing.

Resampling Quality

You can choose a quality level for resampling. “Low” will improve performance if necessary, but “High” will sound best.

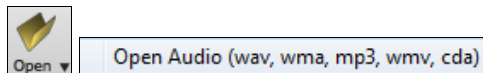
[Open Windows Sound Control Panel]

This button will open the Windows® Sound Control Panel. You can change your device settings by clicking on [Properties] > [Advanced]. For the “Default Format,” a setting of 16 bit, 44100 Hz is best for Band-in-a-Box.

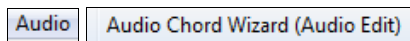
Built-in Audio Chord Wizard

The Audio Chord Wizard has been redesigned and is now built into Band-in-a-Box. Previously, the Audio Chord Wizard was a separate app and not tightly integrated into Band-in-a-Box. This app is still available from the **[Audio Chord Wizard]** toolbar button, but the improved built-in Audio Chord Wizard can be accessed from the Audio Edit window.

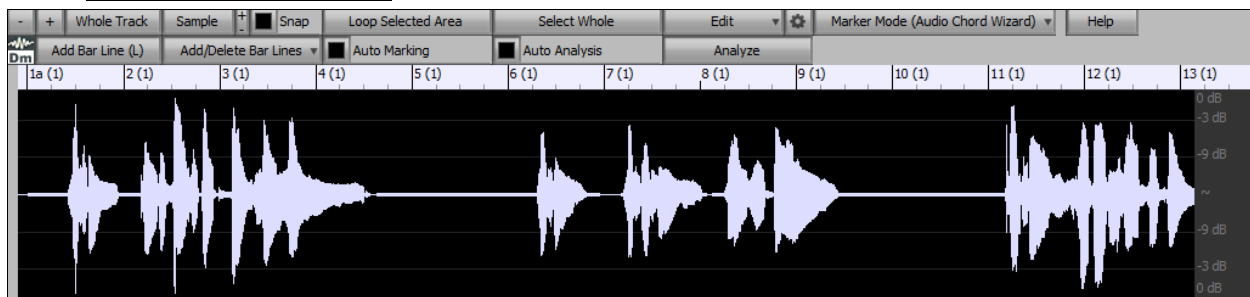
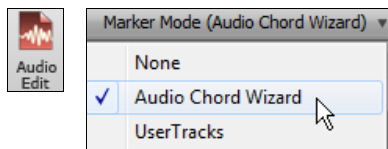
First, open an audio file with the *Open Audio* menu item in the **[Open]** button.



Next, go to the main menu *Audio* and select *Audio Chord Wizard (Audio Edit)*. This will open the **Audio Edit** window with the Audio Chord Window marker mode selected.



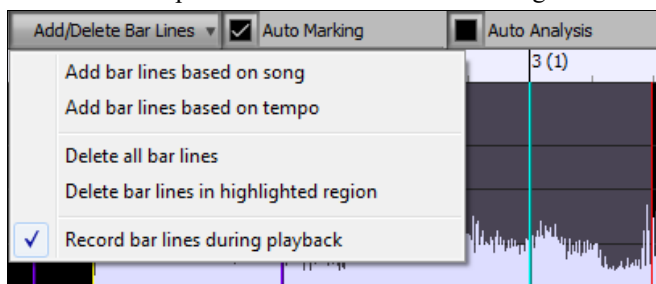
Alternatively, you can press the **[Audio Edit]** button, and when the **Audio Edit** window opens, press the **[Marker Mode]** button on its toolbar and select *Audio Chord Wizard* from the menu.

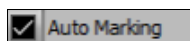


The first task is to locate bar lines in the audio so that the Audio Chord Wizard can detect chords accurately and the audio will play in sync with the Band-in-a-Box song.

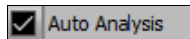
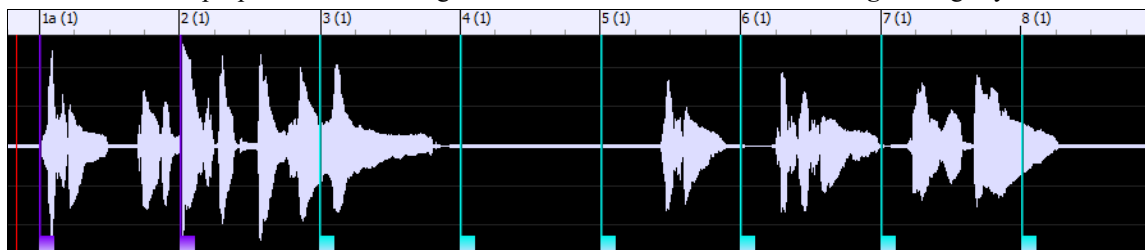
Add Bar Line (L) You can add bar lines with the **[Add Bar Line]** button or with the [L] key on your keyboard. A bar line will be placed at the audio edit cursor or at the playback cursor if the song is currently playing.

Add/Delete Bar Lines The **[Add/Delete Bar Lines]** button menu has options to add bar lines based on your song structure or tempo. You can delete all the existing bar lines or only the ones within the highlighted region.



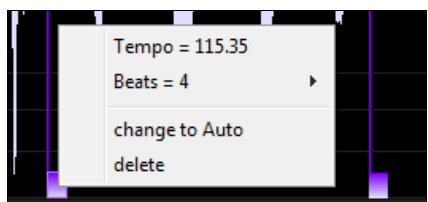


If “**Auto Marking**” is enabled, then Band-in-a-Box will automatically add and arrange bar lines based on the bar lines you have added manually. The “auto” bar lines will show in light blue, and the “user” bar lines will show in purple. You can change these colors in the **Audio Edit Settings** dialog if you want.



If “**Auto Analysis**” is enabled, then Band-in-a-Box will re-analyze the chords in the audio whenever you add or move a bar line, or when you edit the audio data. Keep this setting disabled if you prefer to set all bar lines first (i.e. establishing tempo), and then analyze the chords when you are done.

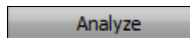
Bar lines can be moved with the mouse. Just click and drag the thumb control at the bottom. If you move an “auto” bar line, it will become a “user” bar line.



You can also right-click on the thumb control to get a context menu with options to switch a marker type (“user” or “auto”), delete the bar line, or set the time signature for the bar. The menu also shows you the tempo of the bar, based on the time signature of the bar and the position of the next bar line.

When you add or move bar lines, Band-in-a-Box will automatically make a tempo map, so your song will play in sync with the audio.

Any changes you make in the Audio Chord Wizard mode are undo-able. This was previously not possible with the stand-alone Audio Chord Wizard.



Use the [**Analyze**] button to analyze the chords in the audio. The chords detected in the audio will be written into the Chord Sheet. You don’t need to do this if you have “Auto Analysis” enabled, but you might want to if you have erased or made changes to the chords in the Chord Sheet.

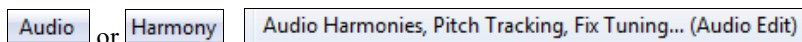
When you open the Chord Sheet, you will see that the Audio Chord Wizard has entered the chords and the tempo map.

1a $F\sharp$	2 $F\sharp$	3 A	4 $F\sharp$
5 D	6 D	7 $D\sharp$	8 $F\sharp$
9 $D/F\sharp$	10 $F\sharp$	11 $B/D\sharp$	12 $F\sharp$
13 D	14 B^7	15 D	16 $F\sharp$
17 $F\sharp$	18 F^7	19 D E^b	20 $F\sharp^7$

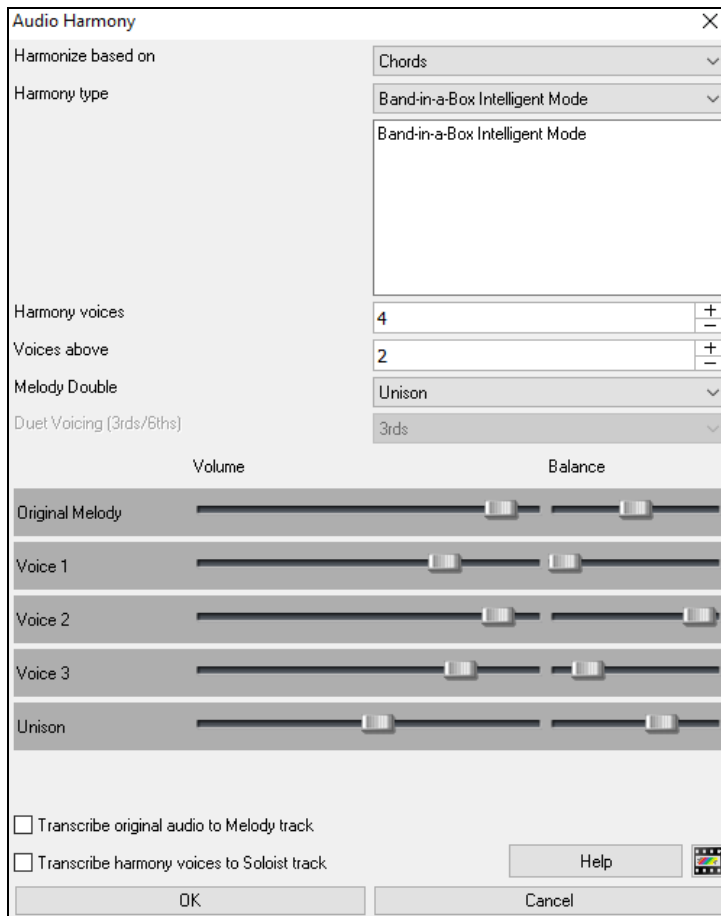
Audio Harmonies Feature Enhancements

Harmonize the Audio track with up to 4 voices with the new Audio Harmony dialog.

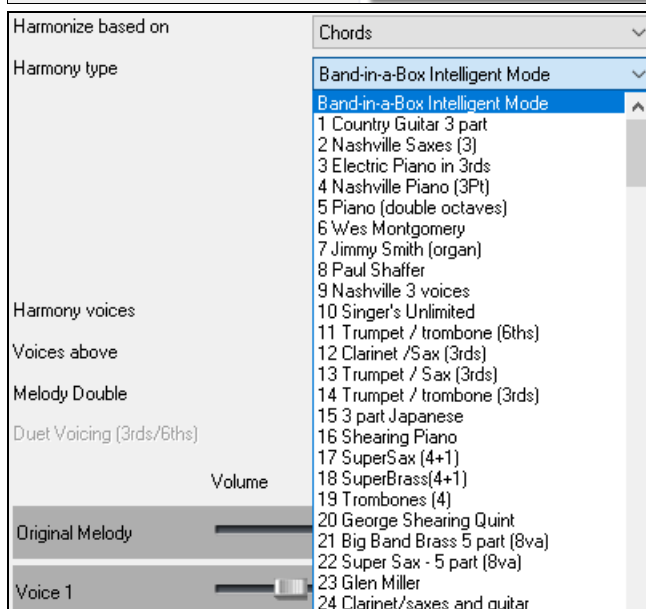
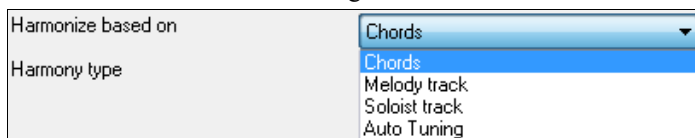
To access this feature, first open an audio file (WAV/WMA/MP3/M4A) or a Band-in-a-Box song file with audio. Then, go to the menu *Audio* or *Harmony*, and select *Audio Harmonies, Pitch Tracking, Fix Tuning (Audio Edit)*.



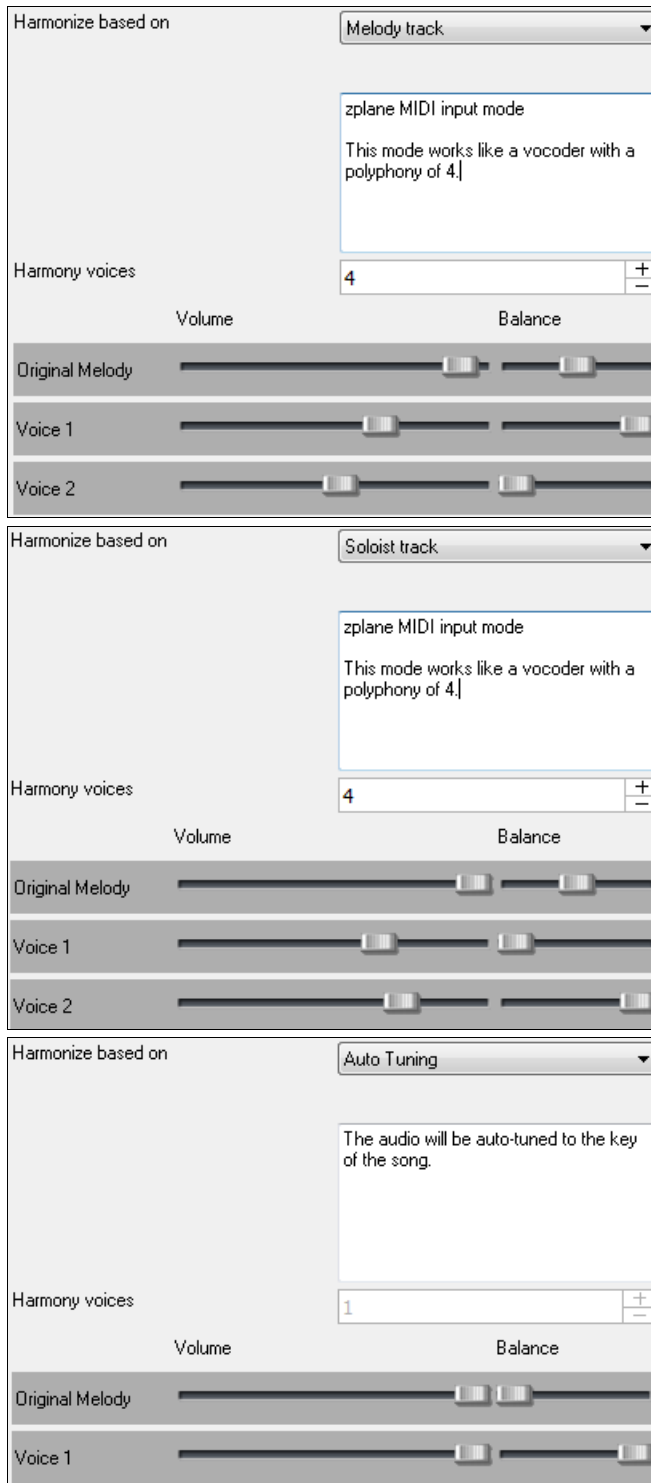
This will open the **Audio Edit** window and the new **Audio Harmony** dialog.



Choose one of the 4 harmonizing modes.



1) The “Chords” mode will harmonize the audio based on the chords in your song. Choose a type of harmony from the “Harmony type” option. Choose either the intelligent mode, which allows you to select the number of voices and other options, or one of the harmony presets. Then, set the volume and the stereo balance of each voice in the harmony. When you select the intelligent mode, you can also use the “Melody Double” option to make one of the harmony voices double the original melody. For the 2-part harmony, you can make the harmony voice 3rds or 6ths above/below the original melody depending on the “Voice above” setting or a combination of 3rds and 6ths with the “Duet Voicing” setting.



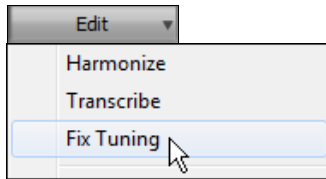
2) The “Melody track” mode will add voices to the audio, based on melodies in the Melody track. You can choose the number of voices (up to 4 voices), and the volume and the stereo balance of each voice.

3) The “Soloist track” mode will add voices to the audio, based on melodies in the Soloist track. You can choose the number of voices (up to 4 voices), and the volume and the stereo balance of each voice.

4) The “Fix Tuning” mode will analyze the Audio track and corrects out-of-tune notes in the selected region according to the key of your song. Normally, you do not want to keep out-of-tune notes after the fix tuning is done, but you can mix the original voice with the fixed one by moving the volume slider for “Original Melody” to the right.

Fix Tuning for Audio track

This feature analyzes the Audio track and corrects out-of-tune notes in the selected region according to the key of your song. For example, in the key of C, if a C# is detected, then it will be transposed down to C or up to D depending on which one is closer. To use this feature, press the **[Edit]** button in the **Audio Edit** window and select *Fix Tuning* from the menu.

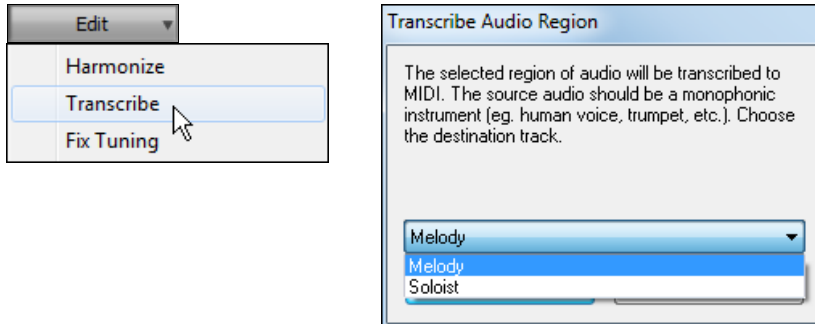


Auto-Transcribe of Audio track to notation (MIDI)

This will transcribe the audio data to the Melody or Soloist track as MIDI data.

Note: The Audio track should have been recorded by a monophonic instrument (e.g. vocal, saxophone).

To access this feature, press the **[Edit]** button in the **Audio Edit** window and select *Transcribe* from the menu. You can then select the destination track.

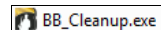


Cleaned-up BB Folder

The Band-in-a-Box folder (usually *C:\bb*) has become full of lots of files over the years. Up to 10,000 files are present in the folder on a full install of the UltraPAK. With version 2018, we have fixed this and put the files into various folders. This is done with a cleanup routine. The cleanup normally happens automatically during installation, but you can run it manually by selecting the main menu *Help | Utilities | Run Cleanup routine*.

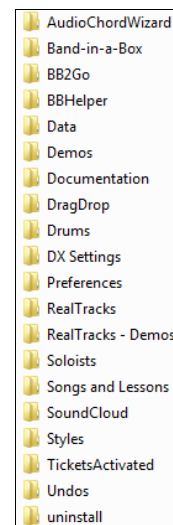


Technical note: This will run a utility *C:\bb\Data\BB_cleanup.exe*, which you can double-click on it to run outside of the Band-in-a-Box program.



The cleanup routine does the following.

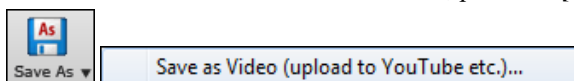
- Moves Styles files (.STY/.STX) from *C:\bb* to *C:\bb\Styles*.
- Moves Soloists files (.ST2/.XT2) from *C:\bb* to *C:\bb\Soloists*.
- Moves various Demo folders to *C:\bb\Demos*.
- Moves various songs and lessons folders to *C:\bb\Songs and Lessons*.
- Moves various files essential for running Band-in-a-Box to *C:\bb\Data* and *C:\bb\Data\Lib*.
- Moves various preferences files to *C:\bb\Preferences*.
- Moves tutorial demo songs, program manuals (.pdf), and the help file (.chm) to *C:\bb\Documentation*.



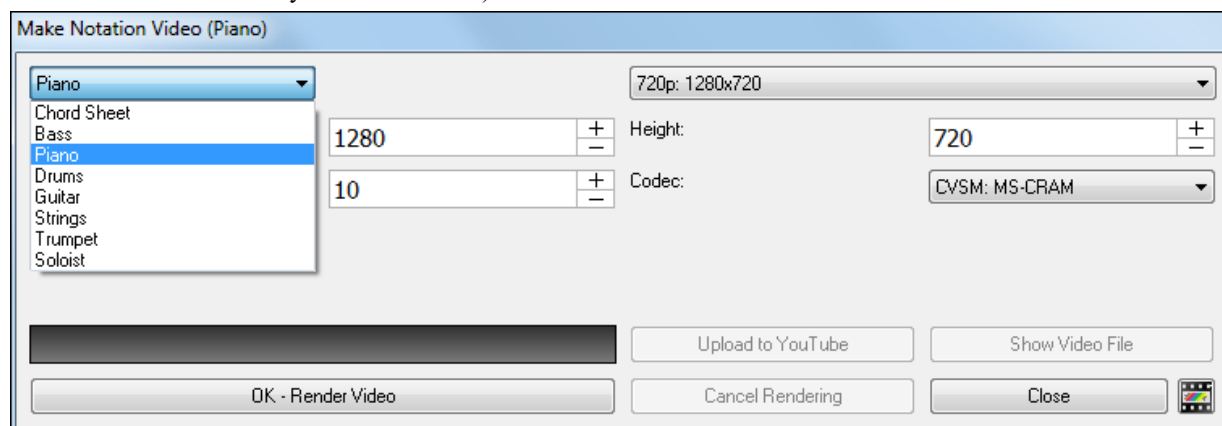
Save Notation Window as a Video

With previous versions of Band-in-a-Box, you could make a video of the Chord Sheet, showing the highlighted bars as the song is playing. Now, you can make a video of the Notation window. This is helpful if you have a melody or a RealChart (notation for RealTracks) that you would like to see on a video.

To make a video of the Notation window, press the **[Save As]** button and select *Save as Video* from the menu.



In the **Make Notation Video** dialog, select a track at the upper left corner. (**Note:** The dialog title says “Make Chord Sheet Video” until you select a track.)



You can also set the dimension (width/height) of the video and select the number of frames per second and a specific codec.

Press the **[OK - Render Video]** button to start rendering the video.

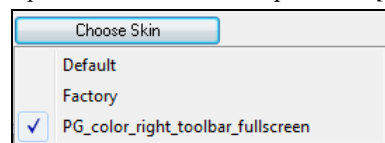
Note: A special use of this feature is to combine a video RealTracks with the corresponding notation in a single video. This creates an educational video, which shows the actual performance with notation/tab, playing over your chord progression! To do this, right-click on the Master button or one of the track buttons at the top of the main screen and select *Render Video(s)* from the menu.

Improved GUI

The Toolbar has been enhanced with skins support. Previously, the smaller toolbar buttons were black and white, but now there are various skin options for the buttons.

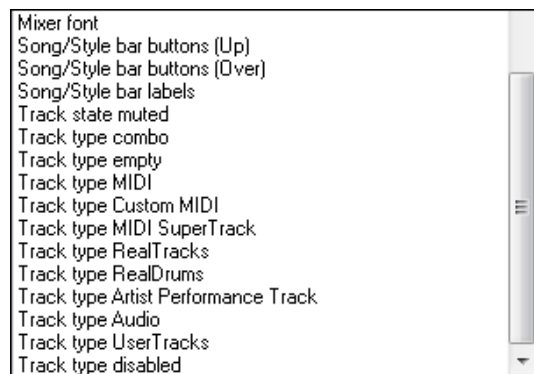


To choose a skin, open the **Display Options** dialog by clicking on the Chord Sheet and selecting the *Display Options* menu item, and press the **[Choose Skin]** button.



Technical Note: To examine or create your own skins, look in the *C:\bb\Data\CustomSkins* folder.

The Display Options dialog has more customizable color items: Mixer font, Song/Style bar buttons (Up), Song/Style bar buttons (Over), Song/Style bar labels, Track state muted, Track type combo, Track type empty, Track type MIDI, Track type Custom MIDI, Track type MIDI SuperTrack, Track type RealTracks, Track type RealDrums, Track type Artist Performance Track, Track type Audio, Track type UserTracks, and Track type disabled.



Improved Mixer

Soloing/Muting functions are improved.

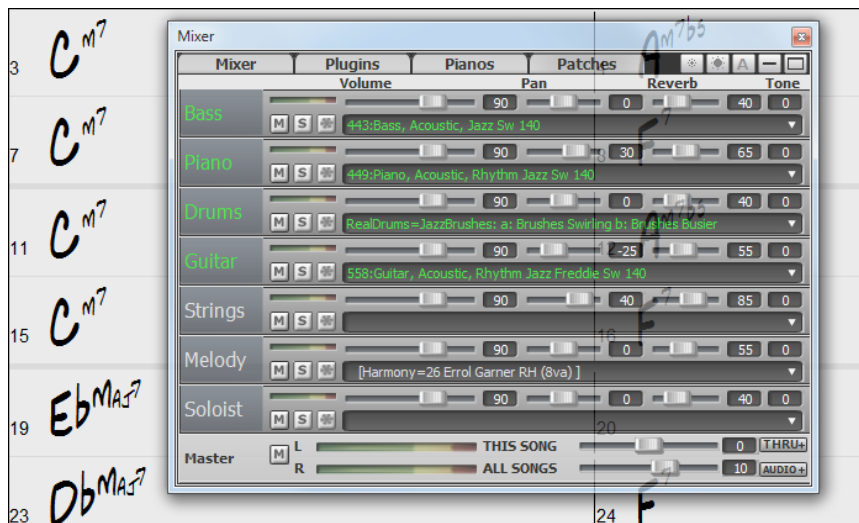
Now you can change the solo and the mute status of other tracks by right-clicking on a blue mute button. For example, if the Guitar track is in the solo status, when you right-click on the blue mute button on the Drums track, the Drums track will be un-muted AND the Guitar track will be un-soloed.



The floating Mixer window now has opacity controls.



Left-click on the buttons at the top right to change the opacity by a significant amount, or right-click on them to change it by a small amount.



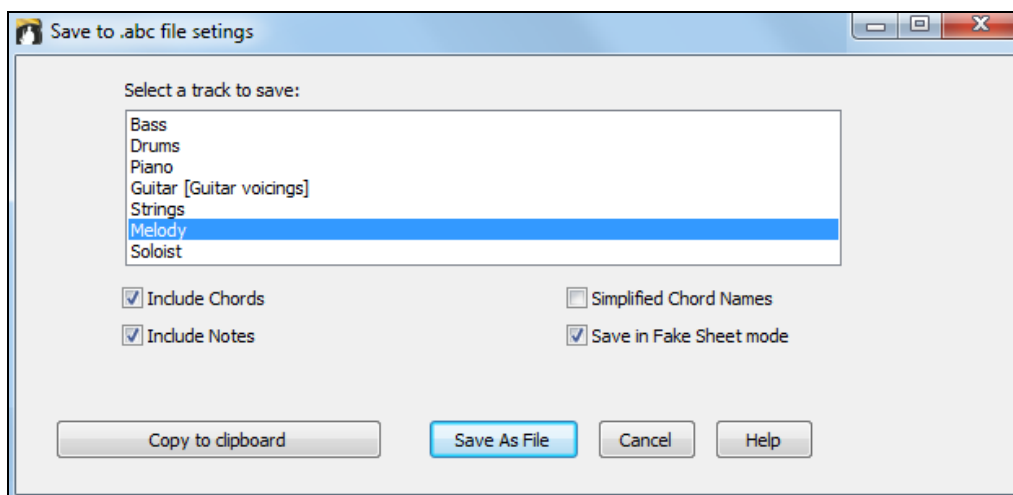
Support for ABC Notation Format

ABC notation is the simple text-based notation system used by musicians worldwide to store chords, melody, and lyrics of songs. Now you can open and save songs in ABC notation format. You can find out more information about the songs and ABC notation at abcnotation.com.

To save the song in ABC notation format, press the [Save As] toolbar button and choose *Save as ABC notation file* from the menu.



Save as ABC notation file...



Select a track to save

Click on the track that you want to save in the file. This applies if “Include Notes” is enabled.

Include Chords

Check this to save chords in the file.

Include Notes

When this option is checked, notes on the selected track will be saved.

Simplified Chord Names

When this is enabled, complicated chords will be written as simplified names. For example, D7#5#9 will be written as D7.

Save in Fake Sheet mode

Enable the fake sheet mode if you want to save repeats and endings in the file.

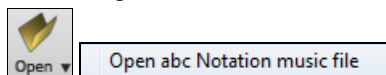
[Copy to clipboard]

Pressing this button will copy the file to the clipboard. You can then paste it into other programs.

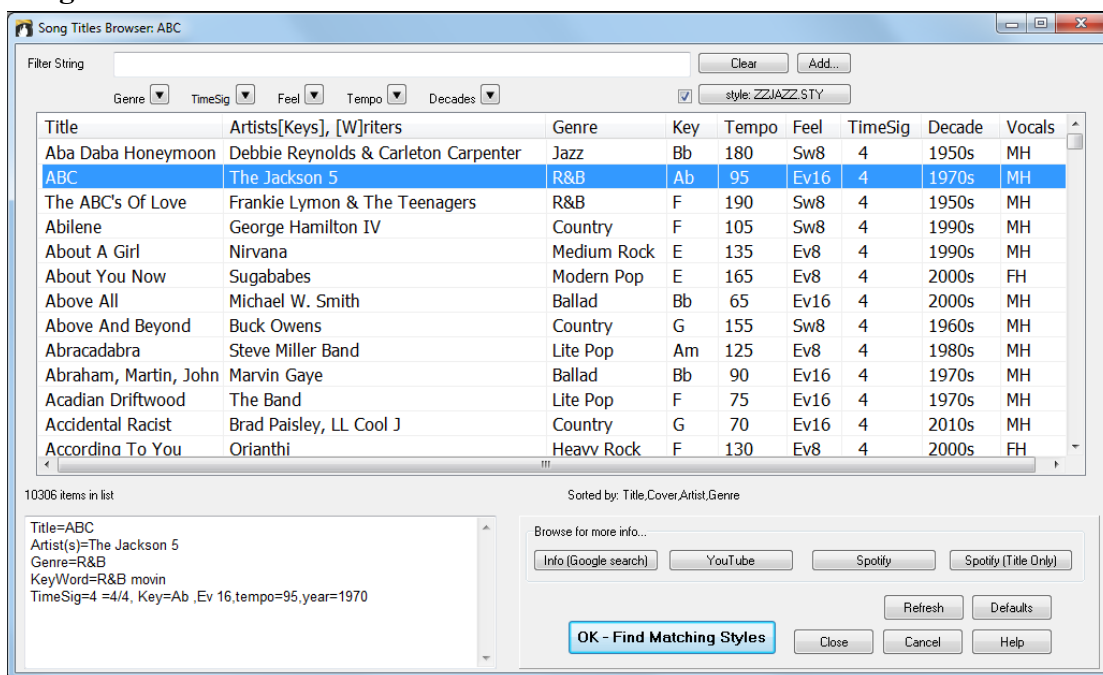
[Save as File]

Press this button, and then you type a name and select the destination in your hard drive.

You can open an ABC Notation file with the **[Open]** toolbar button.



Song Titles Brower Enhancements



2,000 new song titles have been added to the list, including requests from users. There are now over 10,000 songs! You can now filter the list by genres, time signature, feel, tempo, and decades.

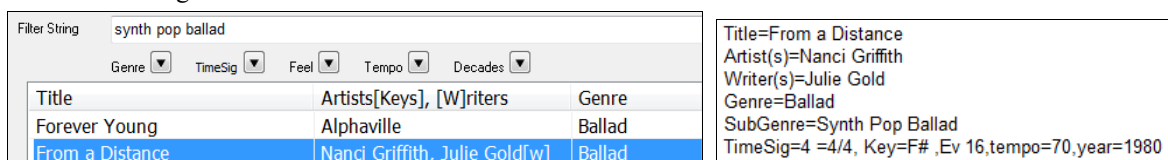


The dialog can list song titles that will work with the current style.



Press the **[style:]** button to filter the list by the genre, time signature, feel, and tempo of the current style. If the checkbox to the left of this button is enabled, then when you open the dialog, the list will be automatically filtered to show song titles that are similar to the current style.

Subgenres have been added for most song titles. Searching by a subgenre name in the text filter will display song titles in that subgenre.



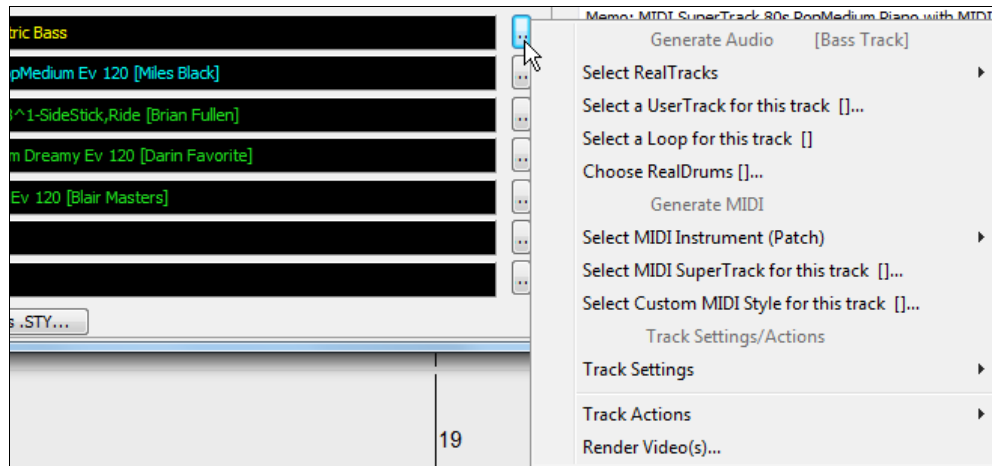
Recommendation of styles has been improved. When you select a song title and press the **[OK - Find Matching Styles]** button, the StylePicker dialog will open and show only styles that will work with that song title. This feature has been improved so that subgenres are also considered, so the style recommendations are more accurate.

StylePicker Enhancements

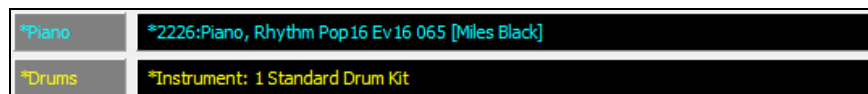
The new mixer-like control shows what tracks and instruments are used in the currently selected style in the list and color-codes them according to the track types (MIDI, MIDI SuperTracks, or RealTracks).



For each track, there is a menu button, which allows you to change the instrument, disable/enable the track, or perform other track actions. Previously, you had to close to the StylePicker window to do these.



When the track is customized, an asterisk will be added to the name.

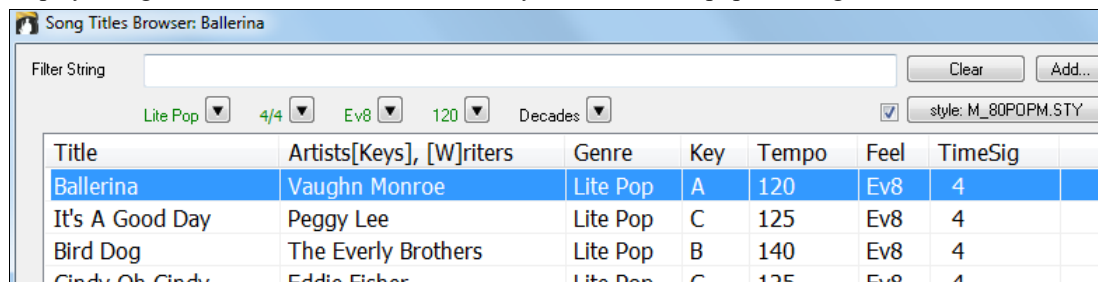


When the “**Custom**” option is checked, the tracks of the currently selected style will be overridden with the choices you have made.

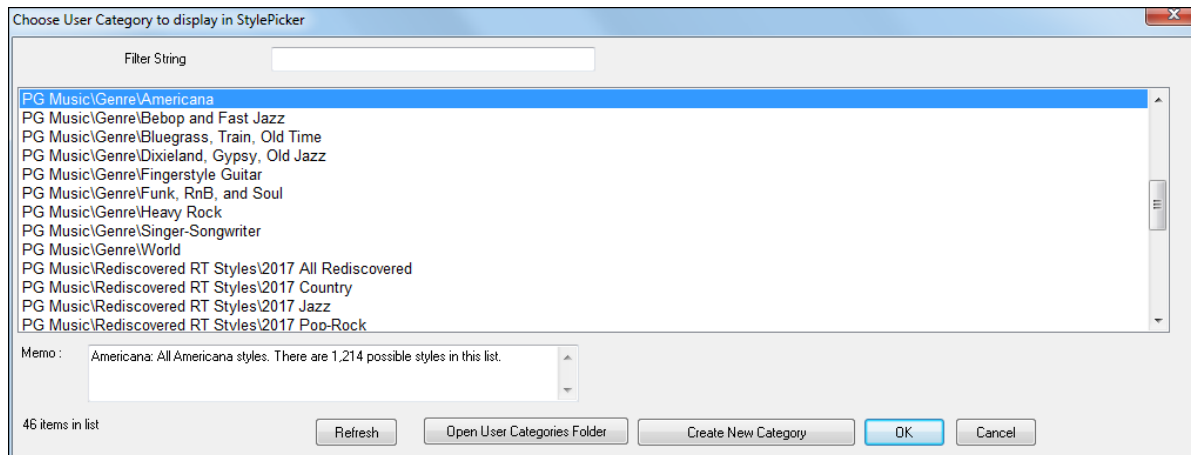
The [**Clear**] button will clear any customized settings.

Press the [**Save as .STY**] button to save the style that you have customized. When you save the style, it will be added to the StylePicker list.

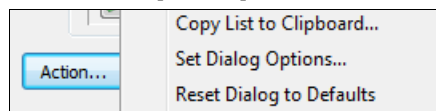
Recommendation of styles is improved when using the [**Find Titles**] button at the top right of the dialog. This also displays subgenres and makes it easier to find styles for a certain popular song.



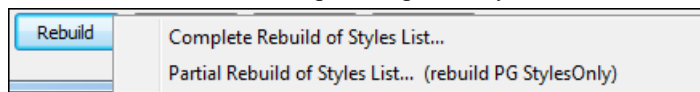
New user categories have been added, including Americana; Bebop and Fast Jazz; Bluegrass, Train, and Old Time; Dixieland, Gypsy, and Old Jazz; Fingerstyle Guitar; Funk, RnB, and Soul; Heavy Rock; Singer-Songwriter; and World.



The buttons to copy the styles list to the clipboard, set the dialog options, and reset the dialog to defaults have been moved to the **[Action]** button menu.

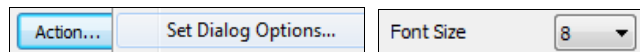


The buttons to rebuild a complete or partial styles list have been combined into a single button.



Rebuilding the styles list also rebuilds lists in the RealTracks and RealDrums Picker dialogs.

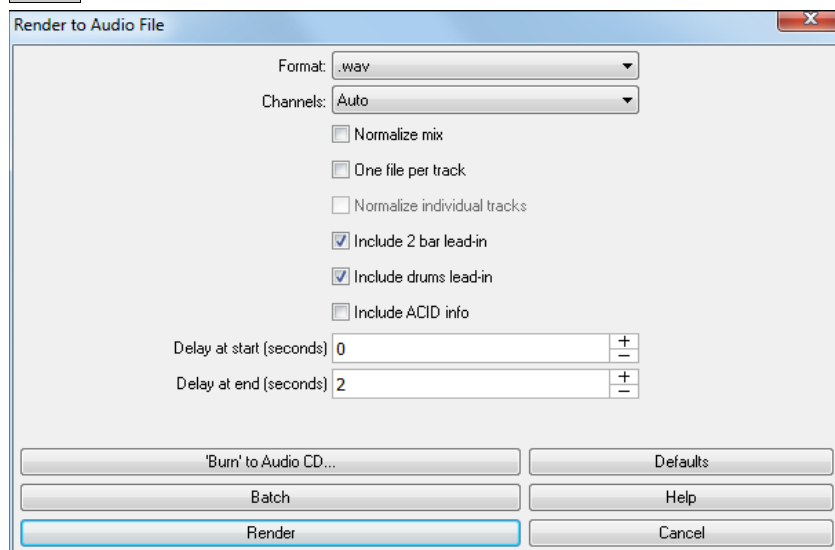
The option to change the font size of the text in the styles list has been moved to the **StylePicker Options** dialog.



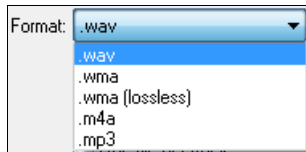
Renewed Render to Audio File Dialog

The dialog now has a simpler look and is easier to use.

 You can open the dialog by selecting the *Export Song as Audio File* menu item from the **[.WAV]** toolbar button.



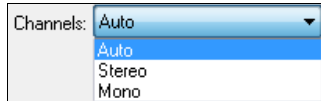
Format



Select the format of the audio file: WAV, WMA, WMA (lossless), M4A, or MP3.

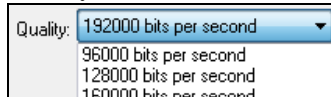
Note: If you are using Windows® XP or Vista, the M4A option requires Apple® QuickTime® Library for Windows®, available from www.apple.com.

Channels



When “Auto” is selected, individual tracks will be rendered as either mono or stereo, depending on the original source. You can also force to render all tracks as stereo or mono.

Quality



The bit rate selection is available for compressed audio files (WMA, M4A, and MP3).

Normalize mix

Enable this option if you want the audio file normalized. Normalizing boosts the volume to a maximum level without distortion, but it takes longer to render.

One file per track

If this option is enabled, you will get separate audio files, one for each track.

Normalize individual tracks

Enable this option if you want each track normalized individually. This applies if the “One file per track” option is enabled or when you drag and drop an individual track out of Band-in-a-Box.

Include 2 bar lead-in

If this option is disabled and there is no lead-in in the Melody track, the lead-in will be skipped in the rendered file.

Include drums lead-in

Enable this if you want to include the drum count-in the rendered file.

Include ACID info

If you are rendering to a WAV audio file, you can include ACID information such as tempo, key, and time signature. The ACID information can be read by DAW programs.

Delay at start (seconds)

This allows you to add silence in seconds at the start of the audio file.

Delay at end (seconds)

You can also add silence in seconds at the end of the audio file.

[Burn to Audio CD]

This button will open the MiniBurn program, which allows you to burn your own CD.

[Batch]

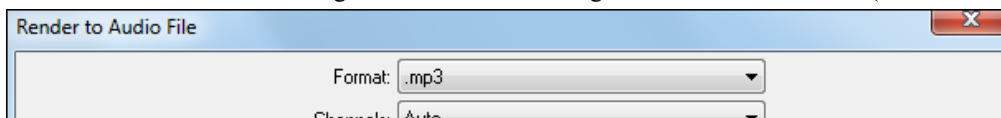
This button allows you to render all songs in a folder to audio files.

[Render]

To render the song, press this button and select the name and destination for the audio file.

High Resolution MP3 Audio Rendering

Band-in-a-Box will render songs to MP3 files in the highest resolution available (320 kilobits per second).



Enhanced and Faster M4A Audio Rendering

This uses Windows® functions instead of Apple® QuickTime® Library for Windows®.

RealDrums Picker Enhancements

You can now demo individual variations of the RealDrums at the tempo closest to your current song by double-clicking on them.

Variations (dbl-click to demo)	
1-a:Snare, Sloppy HiHat b:Snare, Bell Ride	
2-a:Snare, Closed HiHat b:Snare, Bell Ride	
3-a:Snare, Closed HiHat b:Snare, Crash Ride	
4-a:HalfopenHat, b:Snare, Closed HiHat	
5-a:Snare, Sloppy HiHat b:Snare, Crash Ride	
6-a:Snare, Toms b:Snare, Bell Ride	

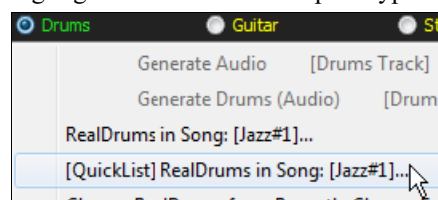
The “#” column shows “VideoFound” if the video RealDrums is installed.

RealDrums Style Name	^	Genre	Ge...	/4	Ev	8	Lo	Hi	x	Artist	#*
PopSyncSw16^	^	Pop	Rock	Sw	16	060	120			Shannon Forrest	VideoFound277
Rock8ths^	^	Rock	Pop	Ev	8	150	190	x		Shannon Forrest	VideoFound277
DrivingPop8ths^	^	Pop	Rock	Ev	8	090	130			Shannon Forrest	VideoFound262
ModCountry16ths^	^	Country	Rock	Ev	16	070	110			Shannon Forrest	VideoFound262

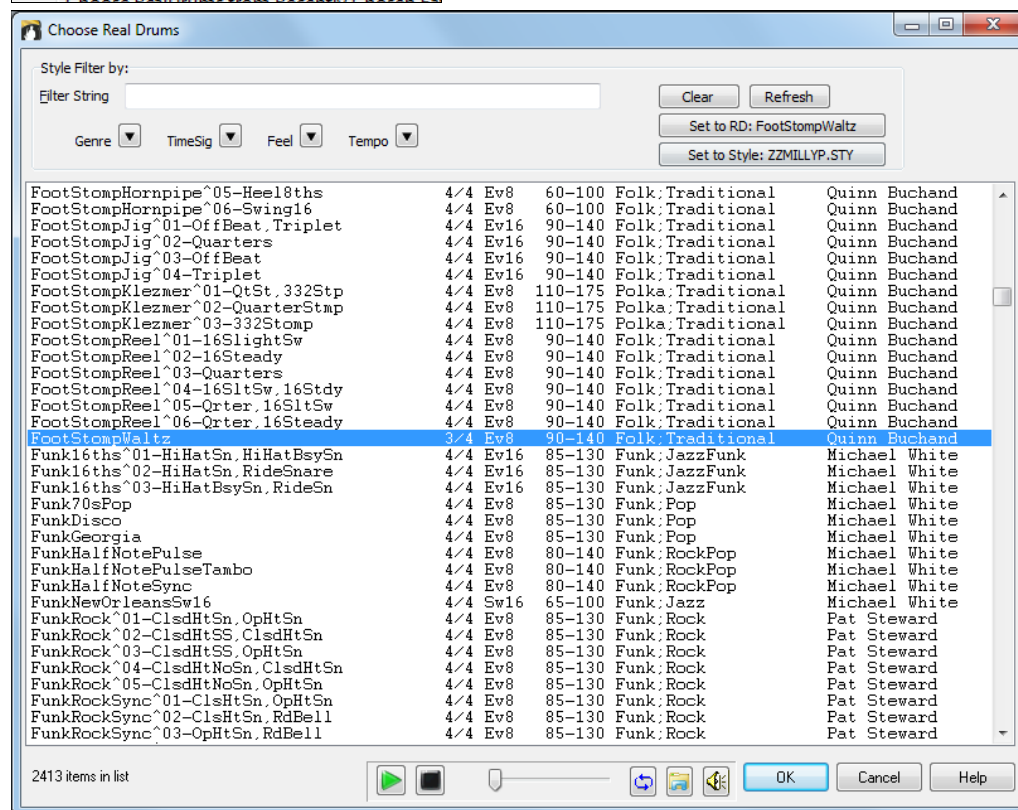
Note: The “#” column will show “VideoNA” if a video is available but not installed. Not all video RealDrums are included with a regular Band-in-a-Box package, so seeing “VideoNA” is normal unless you have purchased add-ons.

RealDrums QuickList

There is now a simpler dialog for choosing RealDrums, an alternative to the RealDrums Picker. It displays all available RealDrums in a simple list, which can be easily filtered by genre, time signature, feel, and more. The list can be set to show only RealDrums that are compatible with the current style of the song. You can also set the highlighted RealDrums as a prototype RealDrums to find alternates to that RealDrums.

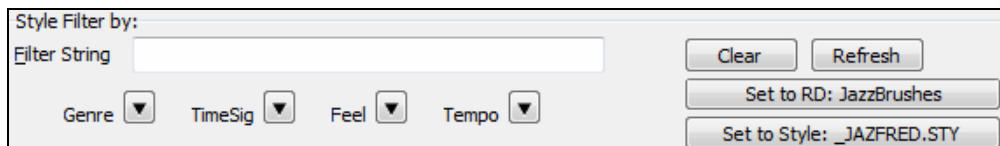


To open the dialog, right-click on the Drums track button, and select *[QuickList] RealDrums in Song* from the menu.



You can filter the list by genre, time signature, feel, tempo, and text. Use the **[Set to Style:]** button to see RealDrums that are compatible with the current style of the song. The **[Set to RD:]** button allows you to set the

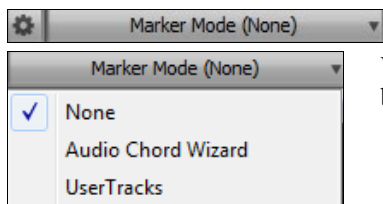
highlighted RealDrums as a prototype RealDrums so you can find alternates to that RealDrums. Press the **[Clear]** button to clear any filter.



Audio Edit Window Enhancements



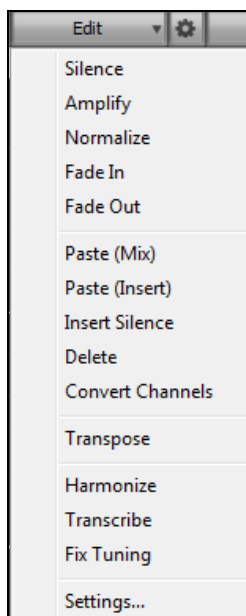
The **Audio Edit** window now has a nicer looking GUI, with a dedicated settings button and a Marker Mode button.



When you select the Audio Chord Wizard or UserTracks mode, the markers will be visible and editable.

Editing features can now apply to the entire track. Before version 2018, you had to highlight a region to use editing features, but now if no region is highlighted, then they will apply to the entire track.

There are some items added to the **[Edit]** button menu.



Paste (Mix) - This will mix the audio from the clipboard with the existing audio instead of overwriting it. You will be given the option to set the percentage of the existing audio to keep and the pasted audio to mix in.

Paste (Insert) - This will insert the audio from the clipboard to the current location, instead of overwriting the existing audio. The audio to the right of the insertion point will be shifted to make room for the new audio.

Delete - This will delete the selected region of audio.

Insert Silence - This will insert silence at the cursor. The duration of the silence inserted will be equal to the duration of the selected region.

Convert Channels - If the audio is stereo, this will convert it to mono. If it's mono, this will convert it to stereo. You will be given the option to set the percentage of the left and right channels to include.

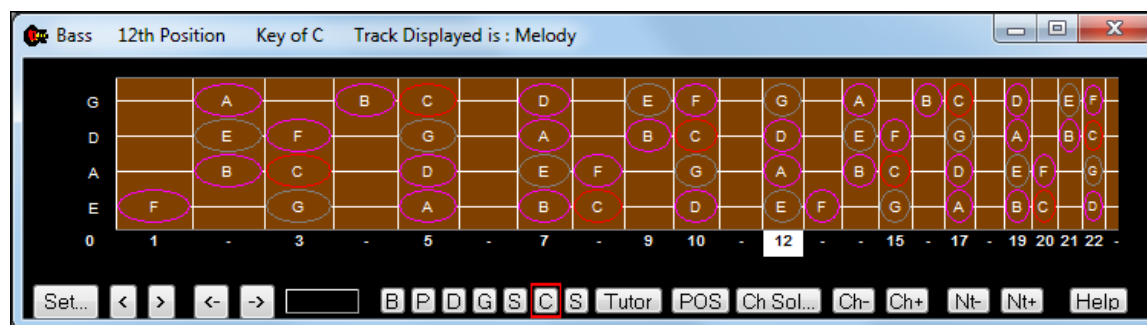
Transpose - This will transpose the audio by a specified number of cents.

Harmonize - This will add harmonies to the audio.

Transcribe - This will transcribe the audio to the Melody or Soloist track.

Fix Tuning - This will automatically correct the tuning according to the key of your song. For example, in the key of C, if a C# is detected then it will be transposed down to C or up to D depending on which one is closer.

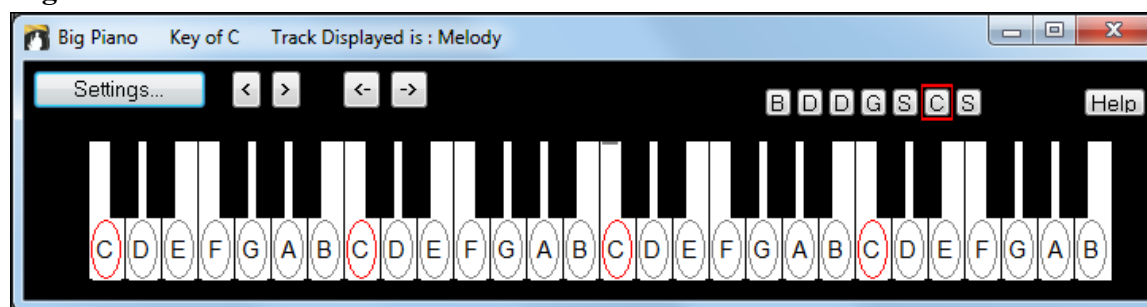
Guitar Window Enhancements



Clicking on the black area to the left of the zero fret notes in the Guitar window will delete the notes on just the channel of that string on the current notation time line rather than all notes at that time line.

Clicking on a note will delete the note from the Notation window if the note is currently highlighted. If no notes are highlighted in red, then clicking on a note will first delete any notes on the current notation timeline and channel before inserting a new note.

Big Piano Window Enhancements

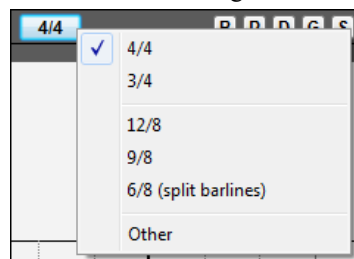


Clicking on the black area to the left of the piano will delete highlighted red notes from the Notation window. If no notes are highlighted in red, then clicking to the left of the piano will delete any note on the current notation timeline.

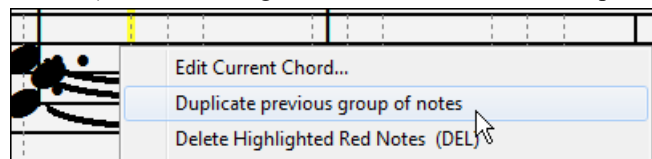
Clicking on a note will delete the note from the Notation window if the note is currently highlighted in red.

Notation Window Enhancements

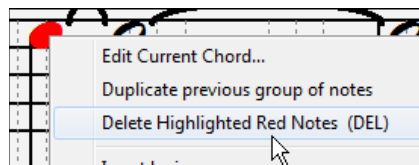
Notation supports 12/8, 9/8, and 6/8 time signatures. Previous versions of Band-in-a-Box only supported 3/4 or 4/4 notation. Now you can also select 12/8, 9/8, or 6/8. This is done by pressing the new button in the Notation window and selecting one of the time signatures from the list.



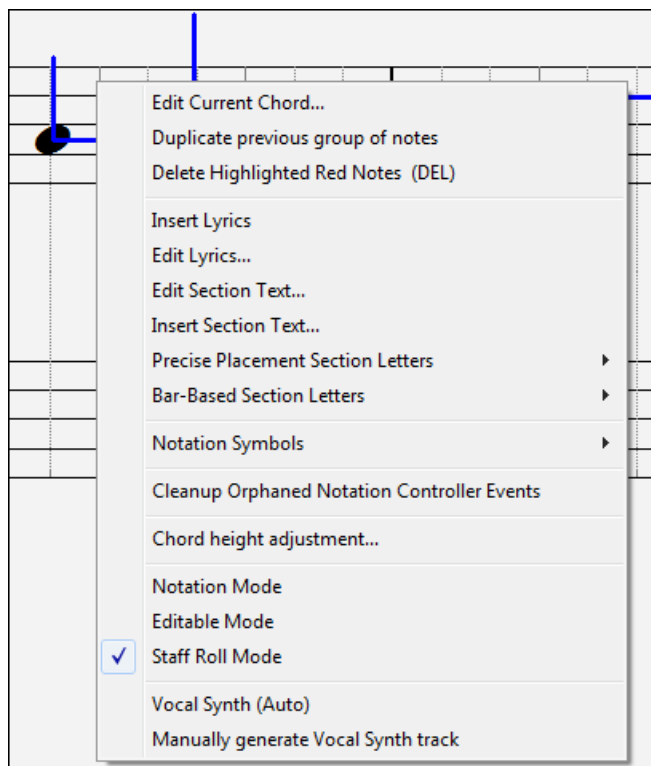
Duplicate previous group of notes lets you quickly duplicate the previous chord (a group of notes on the same location) without having to reenter it. This is a menu option added to the context menu in the Notation window.



Delete highlighted Red Notes lets you delete all notes that are currently highlighted in red. This command is also added to the context menu in the Notation window.



The Staff Roll mode now has a context menu.



You can now enter Section Numbers. Previously, you could enter letters (A-Z) only, but now you can also enter numbers (1-9).

Precise Placement Section Letters			
Bar-Based Section Letters			
	A	N	1
	B	O	2
	C	P	3
	D	Q	4
	E	R	5
	F	S	6
	G	T	7
	H	U	8
	I	V	9

The vertical position of a dot of a dotted rest has been adjusted. A dot used to be drawn a staff line, but it is now drawn between staff lines.

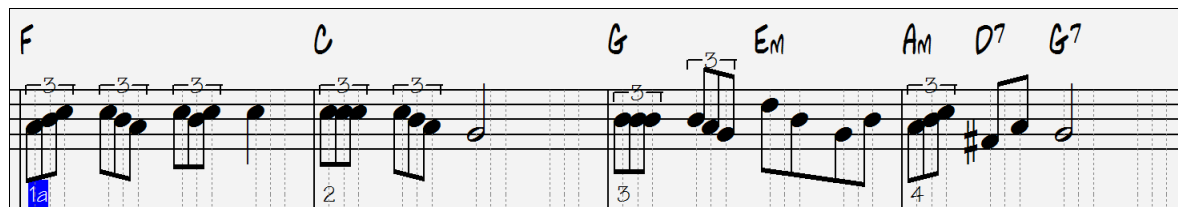
Old version:



New version:



When loading a MusicXML file, if more than 20% of notes are triplet notes, then the overall beat resolution will be automatically set to 3 in the Notation window.



Improved algorithms are now used for drawing slurs. A slur will be drawn with a Bezier curve, which is especially helpful for notes being very close together.

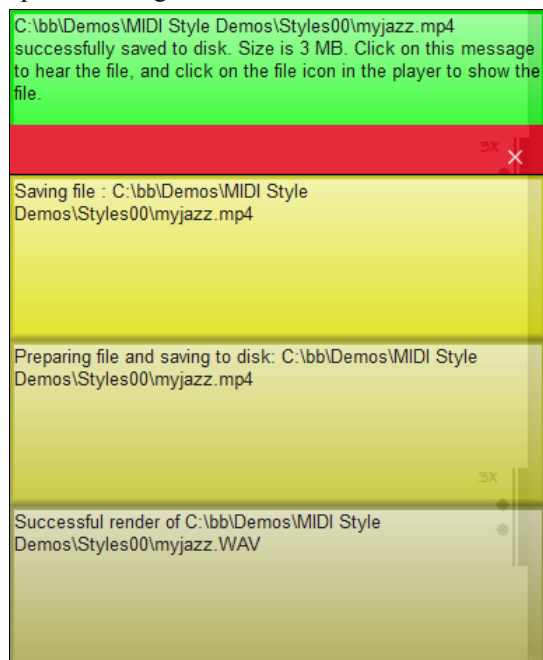


Enhanced Flash Messages

Flash messages are now brighter for clarity.

They also have a close button, which is useful for closing green flash messages without performing the action.

Up to 4 messages can be on the screen at once. Previously, only 2 messages could be shown.



And more!

Thank you for taking time to read this introduction to Band-in-a-Box 2018!

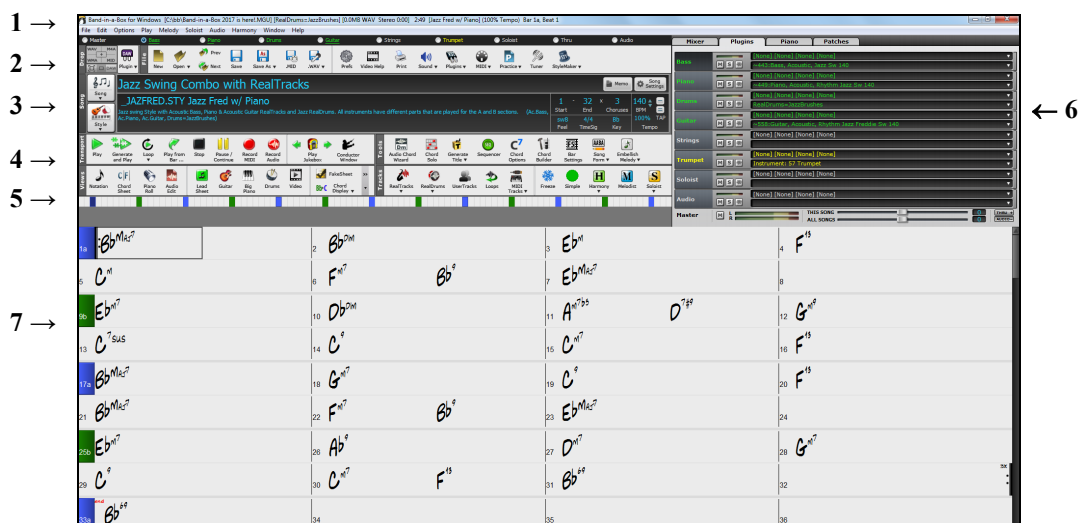
Chapter 4: The Main Screen

Main Screen Overview

Band-in-a-Box supports Windows® themes. It will use the current theme that you have selected in the Windows® Control Panel to use for windows and dialogs.

The main screen gives direct access to the major features and program settings of Band-in-a-Box for ease and convenience during a session.

There are seven different areas on the main screen.



1. The **Status Bar** is used to show program running status messages and path names of the currently loaded song. This area also includes the **Menu Bar**, with typical Windows® menus for the program settings. Immediately below it are the **Track buttons**, where instruments are assigned and sounds are chosen. Right-click on the instrument names to open a menu of settings for that instrument.
2. The **Main Tool Bar** has buttons for direct access to important program features and menus. Hold the mouse cursor on any button to see a pop-up hint that describes its function.
3. The **Song Panel** includes the song title and all the other settings for the song such as its Key Signature, Tempo, and Chorus settings. The **[Song]** and **[Style]** buttons offer various ways of selecting songs and styles, including the **SongPicker** and **StylePicker** dialogs.
4. The **Function Tool Bars** are organized into groups of buttons for related features such as Transport, Tools, Views, and Tracks.
5. The **Progress Bar** displays a timeline for the current song.
6. The **Mixer** is always open in the top right corner. It provides live control of parts with Volume, Pan, Reverb, and Tone settings. It also supports the assignment of plug-ins and patches to individual parts and has a piano keyboard display.
7. The **Chord Sheet Area** occupies the lower part of the screen. Chord changes for the song are typed into the numbered bars (cells) in the sheet. Part markers (a, b, through x) are entered here to switch between up to 24 Band-in-a-Box substyles. Repeats and endings are also shown.

The Band-in-a-Box window is resizable.

When the window size changes, the Chord Sheet, Notation, and other windows redraw in proportion to the new size. This allows you to have Band-in-a-Box open as a small window on screen with other programs, and you still see a full Chord Sheet. The screen size is remembered between sessions.



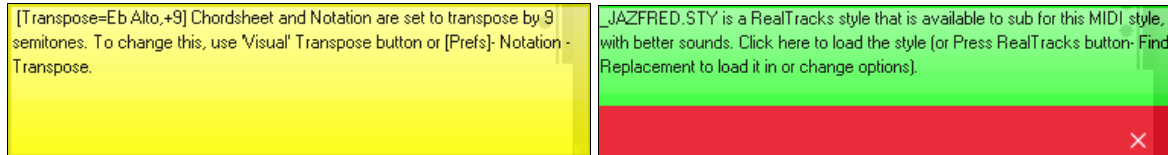
To resize the window, first unmaximize it.



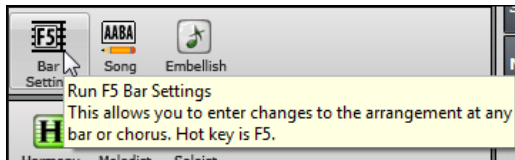
Then use the sizing control at the bottom right. The various Band-in-a-Box windows will scale as you do this. Band-in-a-Box will remember the position and size of the window between sessions.

Yellow Alert messages and green Action messages

You will see that many Band-in-a-Box messages appear as “yellow alerts” at the bottom right of the screen. That way you don’t have to respond to the message, interrupting work flow. If the message box is green instead of yellow, it’s an “action” message and you can click on it to perform the action described, such as loading a substitute style. The green action messages have a close button, which is useful for closing them without performing the action.



Descriptive Hints

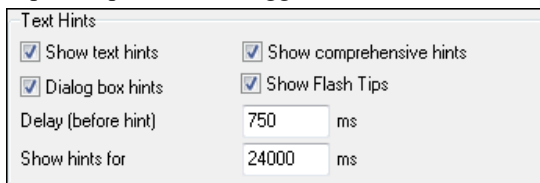


The pop-up hints are comprehensive fly-by hints that appear when you move over an item, including hints for the dialog boxes and various windows.

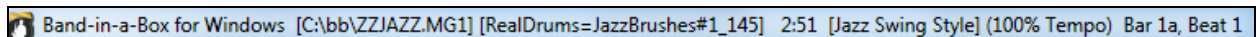


Go to *Options | Preferences* or click on the **[Prefs]** toolbar button to open the [Preferences](#) dialog and then set the type of hints to display, the time delay, and duration.

Set a longer delay if you find that the hints are popping up too often and getting in your way. Clicking on Flash Tips will perform the suggested action.

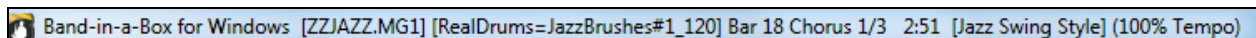


Status Bar



The name of the open song is identified in the status bar at the top of the screen. The full file name and path name are shown, as well as audio track information if present, the length of the song in minutes and seconds, and the current position of the highlight cell. Other “running status” messages such as Soloist Generation and Song Generation display in the status bar.

The status bar changes during playback to show additional information like the current bar and chorus location and the current style. The on-screen file name includes “*” when a file has been changed.



Status bar during playback.

Track Buttons



This bar shows all of the available tracks in Band-in-a-Box, including:

- The Melody track, where you can record your own MIDI melody. Or just use it as a sequencer track to record any MIDI track.
- The Soloist track, for solos generated by the Band-in-a-Box Soloist. This track can also be used as a MIDI sequencer track if not needed for a solo.
- The Thru track for play-along on an outboard MIDI device or with the Band-in-a-Box Wizard feature.
- The Audio track for your recorded vocal or instrumental part, or an imported audio file.

The color of the instrument name indicates its type or state.

- White indicates that the part is empty and is not in use.

- Yellow indicates a MIDI track playing a Band-in-a-Box MIDI part.
- Green indicates a RealTrack instrument. If the track name is underlined, it also has RealChart notation. If [V] is shown, the track has a video RealTracks.
- Blue indicates a MIDI SuperTracks.
- Orange is an Audio Performance track.
- Red means that the track has been muted. When one of the tracks is being soloed, all other tracks will change color to red.
- For the Audio track, orange shows that an audio recording is present on the track.

Automatic track labels with numbers. With previous versions of Band-in-a-Box, the tracks were always called the same names “Bass, Piano, Drums, Guitar, and Strings.” Now the names match the styles, and if the 2 tracks have the same name, numbers will follow. For example, if you load in the Slow Bluegrass Waltz style, you will see these names:

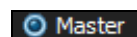


Note: If you prefer the “default” track labels (Bass/Piano/Drums/Guitar/Strings/Melody/Soloist), uncheck the “Auto-Generate Track Labels” option in the [Preferences](#) dialog.

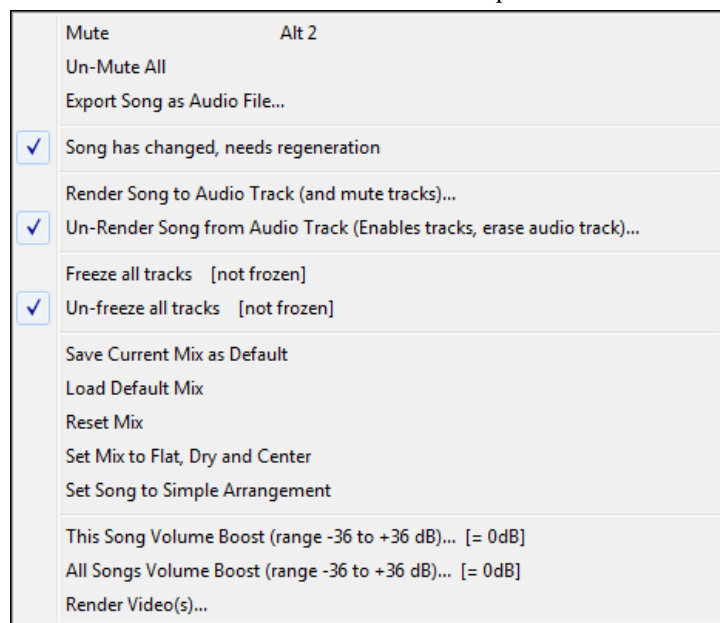
RealDrums can be added to any track, not just the Drums track, so you can have more than one drums track. To do this, right-click on the track button and select *Choose RealDrums* from the menu. When there are multiple drums tracks, they will be automatically called Drums 1, Drums 2 etc.



Master Button Menu



When the Master button is selected, changes to volume, reverb, etc. will apply to all tracks. Right-click on the Master button to open a menu of commands.



Mute and *Un-Mute All* will mute or unmute all parts.

Export Song as Audio File will render the tracks together into one audio file or render them as individual audio files.

Song has changed, needs regeneration will regenerate a new arrangement for all parts.

You can *Render Song to Audio Track*, which mutes the individual tracks and plays the rendered audio wave, or you can *Un-Render Song from Audio Track*, which will erase the audio track and play the individual tracks again.

The *Freeze* and *Un-freeze* commands apply to all tracks.

If you like the current mix (of volumes, panning, reverb), and you want this applied as a default for all songs, choose *Save Current Mix as Default*. *Load Default Mix* restores the default mix you have saved, and *Reset Mix* sets the mix back to “factory defaults.”

Set Mix to Flat, Dry and Center sets the song to Flat (all volumes=90), Dry (no Reverb) and Center panning. This is useful when rendering individual tracks and transferring to a DAW.

The *Set Song to Simple Arrangement* checkbox makes the RealTracks play a simpler (less busy or embellished) arrangement.

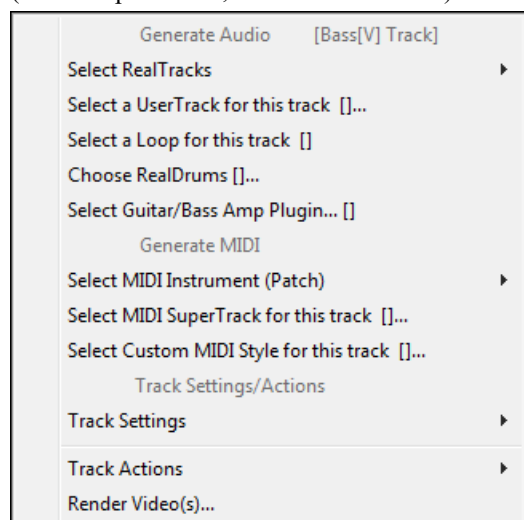
This Song Volume Boost (range -36 to +36dB) opens a dialog where a dB value can be entered that will affect only the current song. For reference, 6dB is generally considered to be double the volume; -6dB would be half the volume.

All Songs Volume Boost (range -36 to +36dB) opens a dialog where a dB value can be entered to adjust the overall volume of all songs. A setting of 6dB is twice as loud, -6dB half as loud.

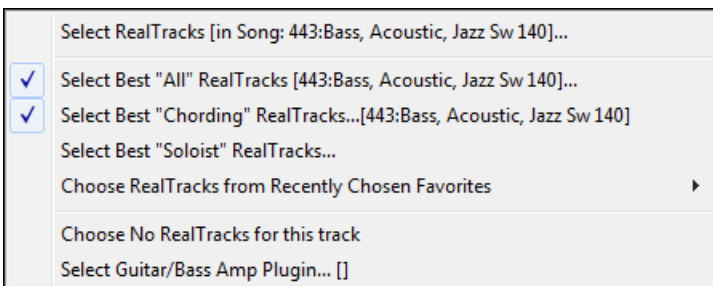
Render Video(s) allows you to make a video of RealTracks that are selected for your song, optionally with the chord sheet or the corresponding notation.

Track Buttons Menu

Right-click or double-click on a track button for a menu of settings and actions for the selected part. The menu is organized into groups allowing easier selection of track types: audio (RealTracks, UserTracks, Loops) or MIDI (MIDI SuperTracks, classic MIDI tracks) and track settings/actions.



Select RealTracks



Select RealTracks generates the part as a RealTrack using any available RealTracks instrument.

Select Best “All” RealTracks will show all RealTracks, sorted by best to worst for the current style, and *Select Best “Chording” RealTracks* shows the list for comping (i.e. Chording, non-Soloist) RealTracks.

Select Best “Soloist” RealTracks to add a best Soloist to any track.

Choose RealTracks from Recently Chosen Favorites opens a list of recently used RealTracks.

Choose No RealTracks for this track will remove the current selection from the track.

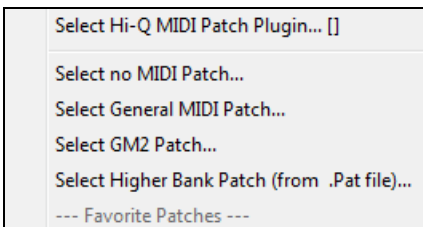
Select a UserTracks for this track lets you assign a track from the list in your UserTracks folder. UserTracks work like RealTracks but are created from the user’s own audio recordings.

You can play an audio loop (your own or 3rd party) on any track with the *Select a Loop for this track* command.

Choose RealDrums allows you to add RealDrums to any track, not just the Drums Track.

Select Guitar/Bass Amp Plugin will list all available TGS files for guitar/bass amp plugins. (Note: This menu item will be shown on an audio track.)

Select MIDI Instrument (Patch) is used to assign an instrument to a MIDI track from the Hi-Q patch list, the General MIDI patch list, the General MIDI 2 patch list, the higher bank patches on your particular synthesizer, or from a preselected list of favorite patches.

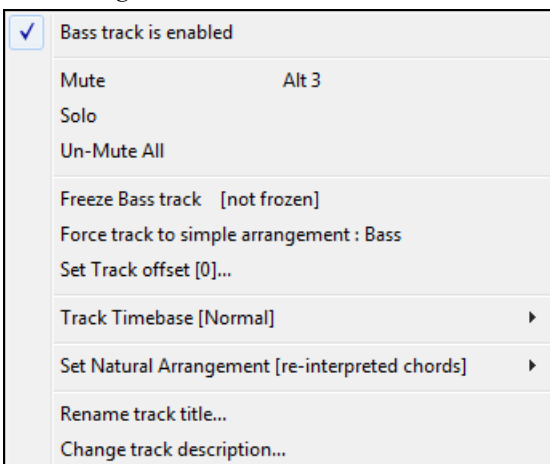


Use the *Select Hi-Q MIDI Patch Plugin* command to select a preset of a Hi-Q instrument and a VST plugin (e.g. sforzando). (Note: This menu item will be shown on a MIDI track only.)

Select MIDI SuperTrack for this track opens a list of available MIDI SuperTracks. They can be used in the same way as RealTracks.

Select Custom MIDI Style for this track lets you play your favorite MIDI track from any style on any track of your current style, including the Melody and Soloist tracks. The track you assign doesn't have to be the same instrument, i.e., you could assign a Guitar to the Strings track.

Track Settings



XXX track is enabled. This command is the easy way to disable/enable a track, even during song playback. To disable a track, right-click on the track name (at top of the screen or on the mixer) and select enable/disable the track. When a track is disabled, the color is dark gray on the main screen and on the mixer.

You can *Mute* or *Solo* the individual part. *Solo* mutes all but the soloed part.

Un-Mute All is useful to restore all other parts after a part has been soloed.

Freeze the track if you do not want the part regenerated on each play. Tracks can be unfrozen.

Force Track to simple arrangement makes the RealTracks play a simpler (less busy or embellished) arrangement.

Set Track offset allows the track to moved ahead or behind by +/- 1000 ticks (at a resolution of 120 PPQ).

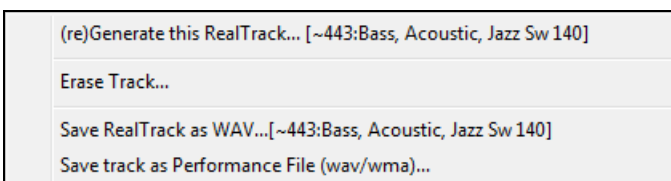
Track Timebase allows you to select a timebase (normal/half/double/triple).

Set Natural Arrangement allows re-interpretation of chords for the selected track of the current song.

Rename track title allows you to change the track label for the selected track.

Change track description allows you to change the track description.

Track Actions



(re)Generate this RealTrack will (re)generate the track with the selected RealTrack.

Erase Track removes either the MIDI data or RealTracks audio from the track.

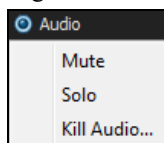
Save MIDI/Real Track as WAV File allows you to save RealTracks or MIDI tracks to any drive or folder you choose as WAV files, e.g., "Untitled Song BBGuitar_MIDI_SingleRender.WAV"

Save track as Performance File (wav/wma) renders the track to your choice of a WAV file or a WMA file. When you choose, the track will be rendered to C:\bb\<Song Title><track name>(e.g. Bass).WAV or .WMA.

Render Video(s) allows you to make a video of RealTracks that are selected for your song, optionally with the chord sheet or the corresponding notation.

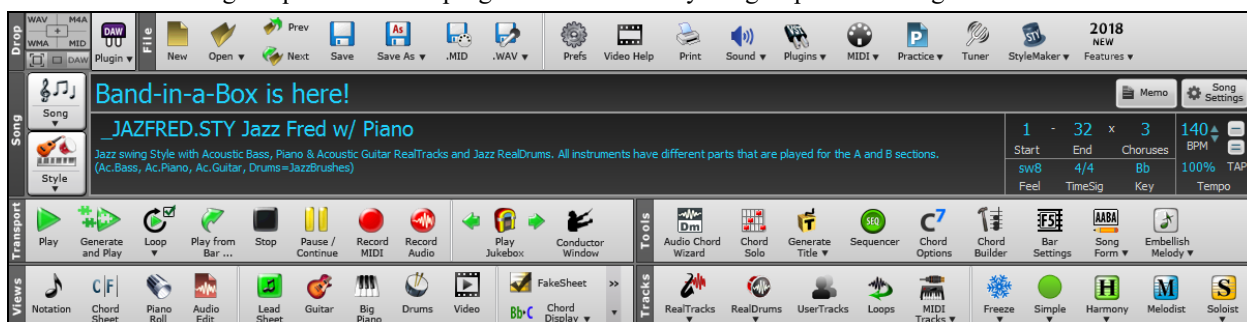
Audio Track Button

Right-click on the **Audio** label to quickly mute, solo, or delete the Audio track.



Toolbars

The toolbar buttons give quick access to program features. They are grouped according to function.



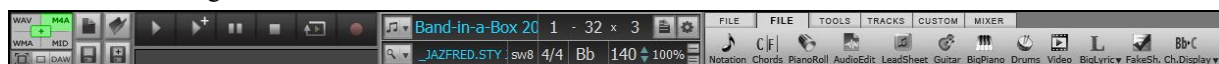
Toolbar Modes

There are three modes for the toolbar.



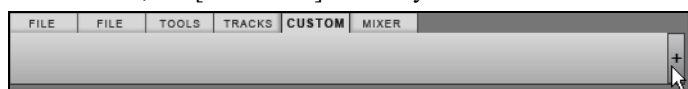
You can switch the toolbar modes using the Mode Selector buttons at the top left of the screen.

1. Smaller, configurable toolbar with tabbed interface.



Tip: If you want to see the buttons in color, open the [Display Options](#) dialog by clicking on the Chord Sheet and press the **[Choose Skin]** button.

In this mode, the **[CUSTOM]** tab lets you select and add buttons in the order that you want.



First, click on the **[+]** button on the right to open a palette of buttons.

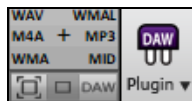


Then, while holding down the **Ctrl** key, drag buttons around to add, remove, or set the order.

2. Taller toolbar, with fixed on-screen Mixer, useful for people with hi-res screens.

3. **DAW** DAW mode. This makes a small screen, always on top, useful for drag and drop of files to your favorite DAW.

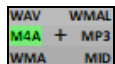
Drop Station



The **Drop Station** is used to drag and drop tracks from Band-in-a-Box to Digital Audio Workstations (DAWs) that don't support direct drag and drop. Many DAWs will allow you to do this directly, but, if your sequencer does not support the direct drop of a track that is not yet generated, you can drag from a radio button (Master, Bass, Piano, etc.) to the Drop Station.

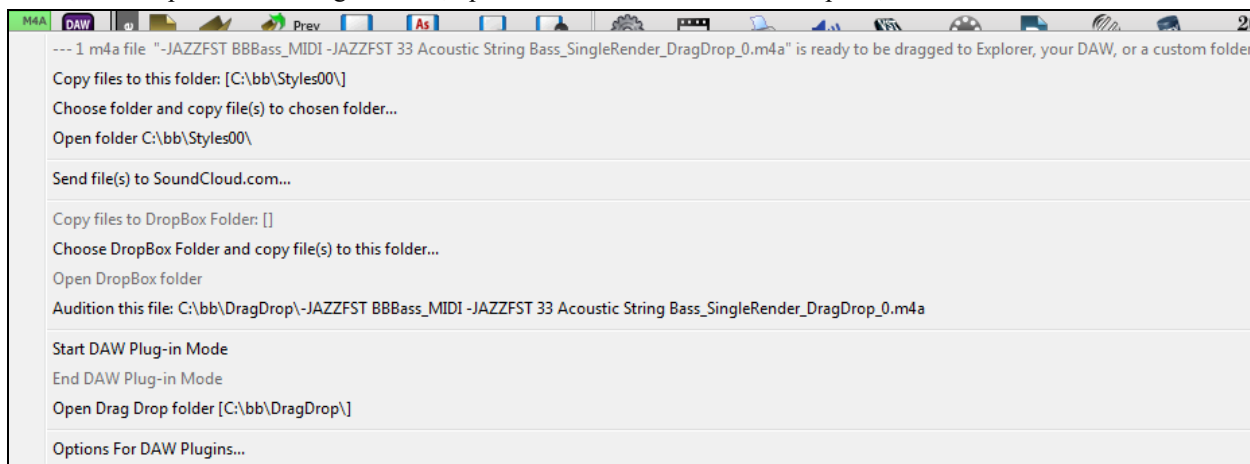
The Drop Station shows six different file types. Your file will be rendered to the file type you drop it in and the button will change color to orange, indicating that the file is accepted and being prepared.

When you drop the track to the [+], you are presented with a dialog, where you can choose a file format and other render options. (See [Chapter 13](#) for details.)

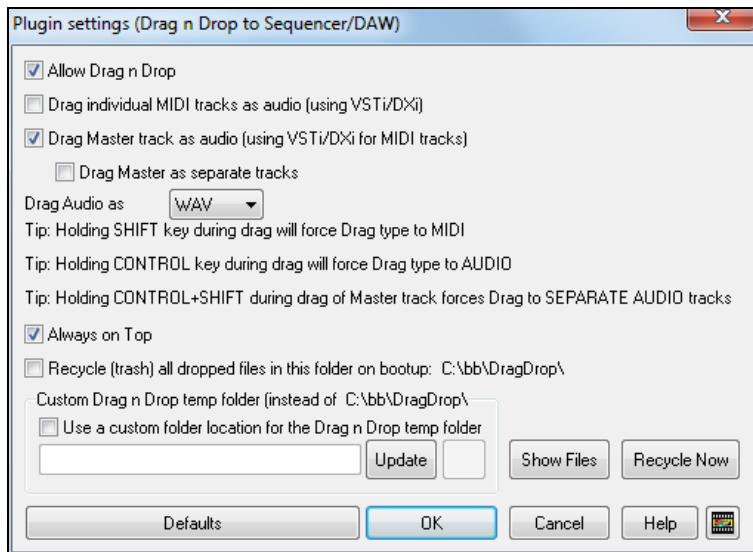


When the button turns bright green, the track has been generated and is ready to drag from the Drop zone to your DAW.

The Drop panel has a right-click menu, allowing you to copy the resulting file to a favorite folder, open the favorite folder, start/stop the DAW Plug-in mode, upload to SoundCloud.com or Dropbox, and more.



The DAW Plugin button has two menu items. One starts or ends the plug-in mode, which lets you drag and drop MIDI or audio files from Band-in-a-Box to your DAW or Explorer. The other opens a **Plugin settings** dialog.



This dialog controls drag 'n' drop operations. The **[Help]** button shows detailed instructions.

File

For File functions like Open, Save etc.



The **[New]** button clears the Chord Sheet to start a new song. Band-in-a-Box reminds you to save your work before it erases the chords.



The **[Open]** button shows a menu to open (load) songs into the program using various methods.



Use the **[Prev]** button to immediately open the previous song in the same folder (in alphabetical order) without going through the usual file opening process.



Use the **[Next]** button to instantly open the next song in the same folder (in alphabetical order) without going through the usual file opening process.



The **[Save]** button saves the song to disk with the standard Windows® **Save As** dialog.



This will show a menu to [save a song](#) using various methods.



The **[MIDI]** button allows you to [make a Standard MIDI File](#) and save it to disk as a file with extension .MID or to the Windows® clipboard with type “Standard MIDI File.” Type 0 and Type 1 MIDI files are supported, or you can also choose to save the song as a Karaoke file with the .KAR extension.



This will show a menu with options to [save the song as an audio](#) as well as to [send the song to SoundCloud.com](#).



The **[Prefs]** button will open a dialog where you can set various settings all at once and access most of the program options.



Click here for a link to video demonstrations and tutorials.



Use the Print button to launch the [Print Options](#) dialog, which allows you to print Lead Sheet or Fake Sheet style notation.



This menu button launches either the Windows® Play control for sound output or the Windows® Record control for the recording input.



This button has a menu to assign DirectX and VST audio plug-ins, to select and configure DXi (DirectX instruments) or VSTi software synthesizers, and to open the [PG Music Reverb](#) dialog to select the type of audio reverb.



Use this menu to launch various MIDI options and also to enable the MIDI keyboard [Wizard for playing along](#) on the lower two rows of the QWERTY keyboard during playback.



This button will show menu options for various practice features.



The tuner button opens the [Guitar Tuner](#) so you can tune a guitar or other instrument that is plugged into the sound card.



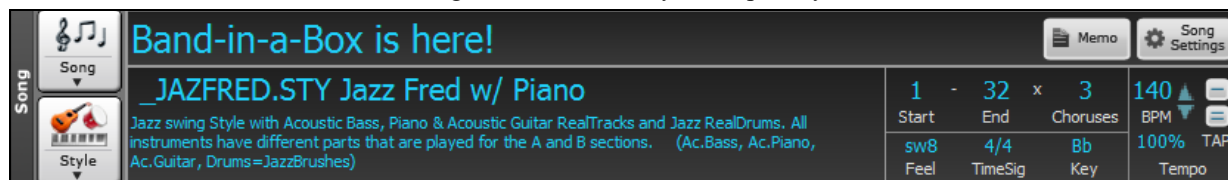
This button will show menu options to edit or make styles.



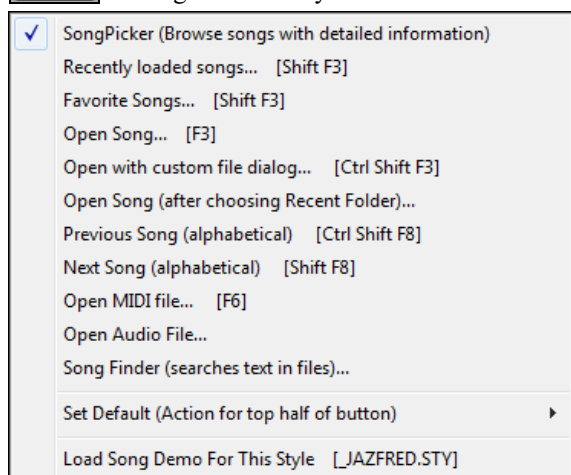
This will launch an internet browser and open the new feature tutorial page.

Song

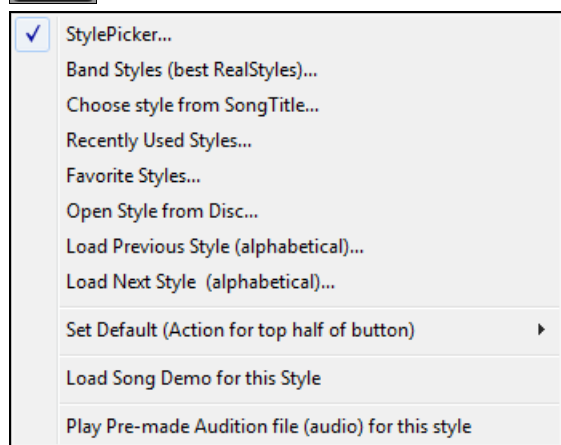
For information related to the current song, such as current style, tempo, key, form, etc.



The **[Song]** button lets you load a song. This is a split button. The top half of the button uses the default method to load a song. The bottom half shows a menu of different methods to load a song and allows you to set the default action for the top.



The **[Style]** button is also a split button, with the top half being the default function, and the bottom half listing different methods to load a style and allows you to set the default.



The song title is displayed, and you can type in the name in this box. Directly below the song title, the style display shows the style name and more information about the style.

JCOOLGT.STY SmoothJazzCool Sw16 Guit(100RS)
 Smooth JazzCool style with a Sw 16 feel and All RealTracks, featuring
 Acoustic Piano, Electric Guitar, Electric Bass and RealDrums. T=90-130
 (El.Bass, Ac.Piano, El.Guitar, Drums=SmoothJazzCoolSw16^1-XStHt,SnRd)

- Style file name (Short) **JCOOLGT.STY**
- Style Name (Long) **SmoothJazzCool Sw16 Guit(100RS)**
- Style Memo **Smooth JazzCool style with a Sw 16 feel and All RealTracks, featuring Acoustic Piano, Electric Guitar, Electric Bass and RealDrums. T=90-130**
- List of instruments (and indication if they are MIDI or Real)
(El.Bass, Ac.Piano, El.Guitar, Drums=SmoothJazzCoolSw16^1-XStHt,SnRd)



This button opens a full menu of settings to use for a polished song arrangement, including a tag (coda), automatic endings, style variations and more. The [Help] button has full descriptions of these features.



You can type any information about your song in the Memo window.



1 Chorus Begin button: Click on the button and then click on a bar number or type a number in the dialog to select the first bar of the chorus. The Bar number that you select is displayed.



32 Chorus End button: Click on the button and then click on a bar number or type in the dialog to select the last bar of the chorus. The Bar number that you select is displayed.



3 The number of choruses possible for a tune is 40. Click on the chorus button and choose how many choruses you require.



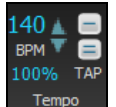
sw8 This is the feel (swing or even, and 8th of 16th) of the song. The feel is determined by the selected style.



4/4 This is the time signature of the song. You can click on it to change the time signature.



Bb The Key box is used to set the key or to change it and transpose the song. When you press it, you see 2 columns of keys. The first column will set the key AND transpose the song; the second will just set the key signature.



The Tempo Control shows the current song tempo. Left-click on the up/down arrows to change the tempo by +/- 5 beats per minute. Right-click to change it by +/- 1 bpm. Tempos can also be typed in directly.



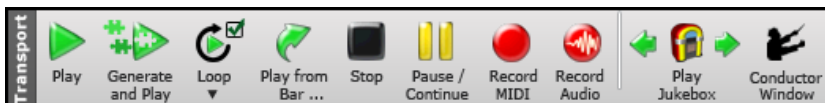
This button allows you to quickly set the relative tempo. Click the button and choose a percentage or use the *Custom Tempo %* menu item to set any value between 1% and 800%. 1% would be 1/100 of the original tempo and 800% would be 8 times the original tempo. Hot keys are available: Ctrl - (minus key) for half speed and Ctrl = for normal speed.



Use the Tap tempo buttons to count and set a tempo. Tap the [-] button in tempo four times to set the tempo. It will appear in the tempo box. Tap the [=] button to count-in the song and start playback at the tapped tempo. As you tap more than 4 times, the accuracy will improve (through averaging) and you can continue to tap until the target tempo has been reached. For example, in a 4/4/ style, once you tap 4 times a tempo will be set. But you can keep tapping and the tempo will change every beat, based on the average tempo that you have typed.

Transport

Standard play controls, recording controls, Jukebox, and Conductor.



[Play] plays the song from the beginning without creating a new arrangement, unless regenerating is required.



[Generate and Play] generates a new Band-in-a-Box arrangement and then plays the song.



[Loop] plays the selected (highlighted) section of the Chord Sheet in a loop. The dropdown menu has settings for looping the entire song.



[Play from Bar] button is used to play a song starting anywhere in the song, including tags or endings. This feature is also available from the right-click menu in the Chord Sheet.



[Stop] button stops the song or the Jukebox from playing.



[Pause/Continue] button pauses the song during playback. Press again to continue from the paused location.



The **[Record MIDI]** button is to [record a song](#) from the beginning. The music that you play in to the computer will then be stored on the Melody track. The hot key is **Ctrl+R**.



The **[Record Audio]** button launches the [Record Audio](#) dialog for live audio recording.



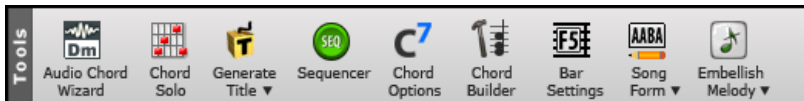
The **[Play Jukebox]** button is used to start or stop the [Jukebox](#). The [↶] and [↷] arrow keys are used to move to either the previous or next song in the Jukebox.



The [Conductor](#) window allows live, real time QWERTY keyboard or MIDI control of the song as it is playing.

Tools

Miscellaneous Band-in-a-Box tools.



This will open the [Audio Chord Wizard](#), which will figure out the chords from an audio file.



Press the **[Chord Solo]** button to launch the [Generate Guitar Chord Solo](#) dialog.



This will automatically generate a song title for you. The menu also includes a command to generate multiple titles.



Runs the [Sequencer](#) for control of multi-channel Melody or Soloist tracks. Each track can record up to 16 separate channels.



This button launches the [Chord Options](#) dialog, which allows you to add chord pushes, rests, shots, and held chords for any given bar.



This is the [Chord Builder](#) button. Chords may be heard and entered to the Chord Sheet by clicking in this dialog.



F5 Bar Settings - Launches the [Edit Settings for Current Bar](#) dialog. This allows you to enter changes to the arrangement at any bar or chorus. The hot key is **F5**.



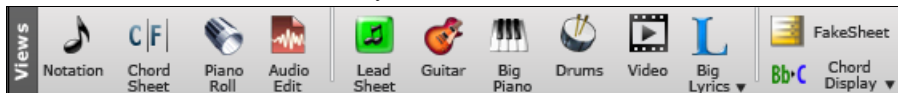
Song Form - launches the [Song Form Maker](#) dialog and other tools to control the form of your song



The grace note button enables the embellisher and opens the [Melody Embellisher](#) dialog for customizing the Melody Embellisher.

Views

Chords, Notation, Guitar, Piano, Lyrics windows and more.



This button toggles between the **Notation** window, where you can enter chords and lyrics, edit notation, and view MIDI notation, and the Chord Sheet, where you enter chords for your song.



Displays the **Chord Sheet** window. This is the default window in Band-in-a-Box, where you enter chords.



Launches the **Piano Roll** window for editing the Melody or Soloist tracks in a piano roll format, including graphic controller editing.



The **Audio Edit** window displays a graphical waveform and allows editing. Hold Shift when pressing to open a moveable window.



The **Lead Sheet** notation is a full-screen notation window with optional Fake Sheet mode that shows 1st and 2nd endings, repeats, and codas.



The [**Guitar**] button launches a guitar fretboard window that displays guitar notes as music is playing.



The [**Big Piano**] button launches a **Big Piano** window. It will display the notes to any track (except drums) as the music is playing.



The [**Drums**] button launches an animated **Drum Kit** window. Press it to launch this fully functional (and fun) GM-MIDI “virtual” drum kit.



The [**Video**] button opens a menu with selections to open the **Video** window and the **Generate Video** dialog



This button opens the **Big Lyrics** window for full screen “Karaoke-style” scrolling lyrics. The menu also includes the lyric document, karaoke window, and vocal synth for generating vocal audio from the lyrics and melody.



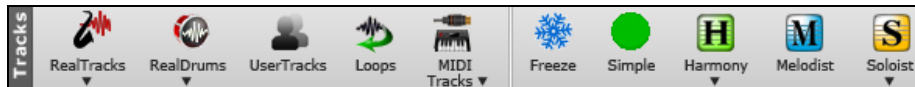
Select for Fakesheet mode chord display with 1st/2nd endings and repeats. Use the menu to set repeats, coda, and ending.



This will show a menu to select the chord font, chord color, type of chord display (standard, Roman numeral, Nashville, etc.) and a list for visually transposing the notation for non-concert instruments.

Tracks

Methods of adding tracks to Band-in-a-Box (RealTracks, Loops, UserTracks, etc.)



This opens a menu with selections for the **RealTracks Picker**, **RealTracks Preferences** (settings), and a command to “Select better RealTracks” for the song tempo.



This opens a menu with selections for the **RealDrums Picker** and **RealDrums Preferences** (settings).



Displays a dialog of available **UserTracks**, which are like RealTracks but are made by you or third parties.



The Loops button is for the **Loops Picker**, where you can choose an audio loop (WAV, WMA, MP3, MP4, M4A) to add to a track (e.g., nature sound, drum loop, etc.). Choose the track and then the loop. Add your own loops to the Loops folder in the RealTracks folder.



Choose a MIDI SuperTrack or use the **MIDI Track Picker** to add a MIDI track from a different style to the current song. Open the dialog and choose a track. Then choose the style and source track that you want to add.



This opens a list of tracks with the option to freeze or unfreeze all tracks or just freeze individual tracks. Frozen tracks play without regenerating for faster playback. This button also allows you to force tracks to simple arrangements.



This button allows you to force any tracks or all tracks to play with simple arrangements. You can set this for the current song or all songs.



Band-in-a-Box can automatically add audio harmonies to the audio track and MIDI harmonies to the Melody or the Thru/Soloist track, giving you harmonies for your live playing on the Thru channel or QWERTY wizard.



The [**Melodist**] button opens the **Generate Chords and/or Melody** dialog, where you can choose the type (or genre) of Melodist you wish to have generate a complete new song with chord changes and melody as well as an improvised solo and an original song title.



This menu is for either selecting a RealTracks soloist from a list of best soloists, or to open the **Select Soloist Dialog**, where you can choose a custom soloist (MIDI or RealTracks) to play over any given chord changes.

Progress Bar





This bar displays a timeline for the current song. The current time is marked with a gray vertical line. You can click on the bar to move the current time to that point. Part markers are marked with colored (blue, green, etc.) vertical lines and the beginning of each chorus is marked with outlines. You can double-click on the bar to start playback from that point.

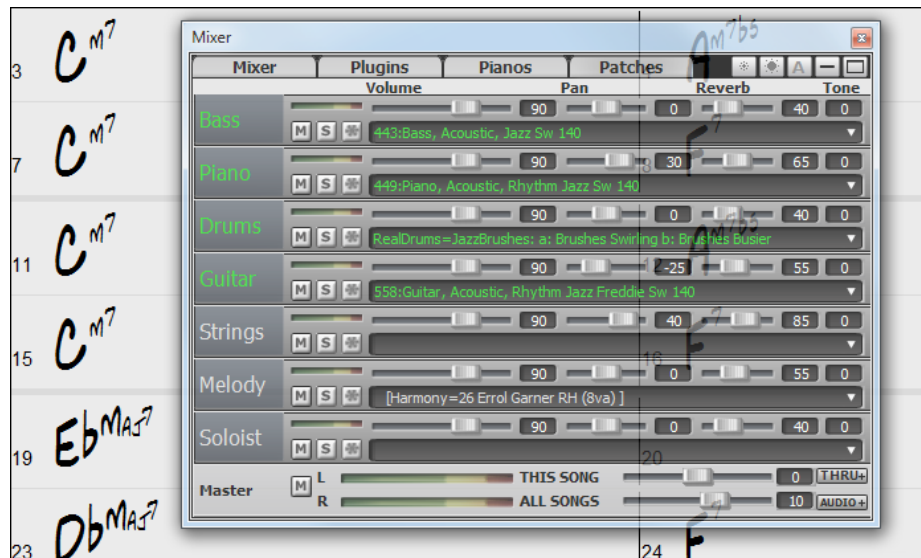
Mixer

The Mixer window shows the current state of instruments and parts and allows easy changes or adjustments. In the tall fixed toolbar mode, the window is always open in the upper right section of the main screen. If you want to see the floating Mixer, which can be resized and “parked” anywhere on the screen, then go to *Window | Floating Mixer Window* or use the hot key **Ctrl+Shift+M**. In the small configurable toolbar mode, the [**MIXER**] tab will open the floating Mixer.



 The small button at the top right corner will switch to the floating mode, which allows you to resize or move the window to anywhere on the screen.

 In the floating mode, you can change the window's opacity. Left-click on these buttons to change the opacity by a significant amount, or right-click on them to change it by a small amount.



The window has four different screens for Mixer, Plugins, Piano, and Patches. The default screen is Mixer, where you see the currently assigned instruments for the song.

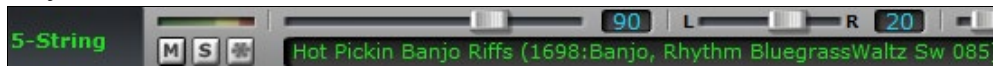
With previous versions of Band-in-a-Box, the tracks were always called the same names “Bass, Piano, Drums, Guitar, and Strings.” Now the names match the styles, and if the 2 tracks have the same name, numbers will follow. For example, if you load in the Slow Bluegrass Waltz style, you will see these names: Bass, Guitar_1, Mandolin, Guitar_2, and Banjo.

Note: If you prefer the “default” track labels (Bass/Piano/Drums/Guitar/Strings/Melody/Soloist), uncheck the “Auto-Generate Track Labels” option in the [Preferences](#) dialog.

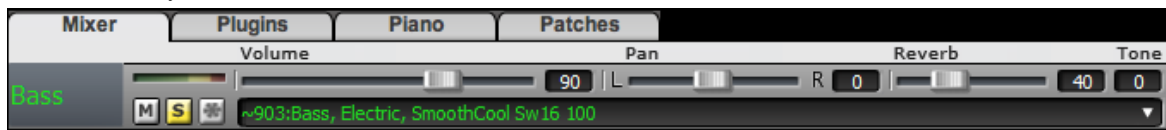
If you click on the track description on the Mixer, you will see a menu that has two new items.



You could, for example, change the track label from Banjo to “5-String” and the track description to “Hot Pickin Banjo Riffs.”



Mixer In the Mixer screen, each individual track has settings for Volume, Pan, Reverb, and Tone that can be adjusted as the song is playing. Volume, Pan, and Reverb are controlled by horizontal sliders. Tone is controlled by typing in a number from -18 (full bass) to 18 (full treble), or by clicking on a number and dragging the mouse cursor vertically.



Hold the **Ctrl** key down as you click on the track slider or drag the thumb of the slider. This will force all tracks to move to the same absolute location as the original track. Hold the **Shift** key and it will move all tracks relative to the move of the original track.

Double-clicking on the slider sets the value to a default value.

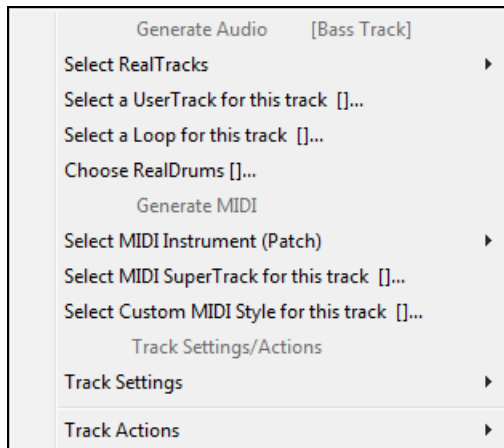
Each track in the Mixer screen shows the name of the instrument assigned to it.

Instrument: 27 Jazz Electric Guitar

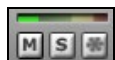
Yellow text indicates a MIDI instrument.

903:Bass, Electric, SmoothCool Sw16 100

Green text indicates RealTracks or RealDrums.



Right-click or double-click on a part name for a menu of settings and actions for the selected part. The menu is organized into groups allowing easier selection of track types: audio (RealTracks, UserTracks, Loops) or MIDI (MIDI SuperTracks, classic MIDI tracks) and track settings/actions.



Each track has its own VU meter to show the sound level, and buttons to Mute, Solo and Freeze the track.

There is also a Master section with a Mute button, VU meters, and Master Volume controls.



Master Mute:



VU Meters (stereo):



There are Master Volume faders for “This Song” and “All Songs.”

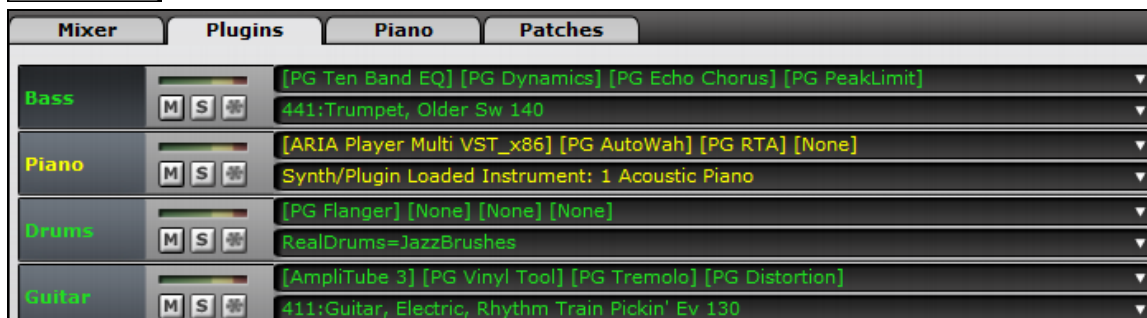


The Master Volume is a true Master Volume, in that it applies a decibel (dB) boost to the master signal, independent of the tracks volumes. So, for example, if you want all Band-in-a-Box songs to be louder, you can simply set the “All Songs” Master volume slider (e.g. to +6 dB) and this boost will apply to audio output from all instruments (MIDI and audio) for all songs.

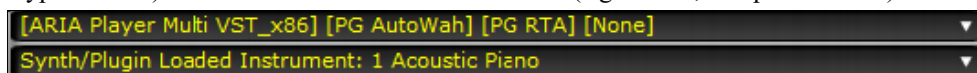


Since most people don't need to have the THRU and Audio tracks visible on the main screen at all times, there are THRU and AUDIO buttons on the mixer that show/hide these tracks. If you open a song that contains an Audio track, then the Audio panel will automatically open.

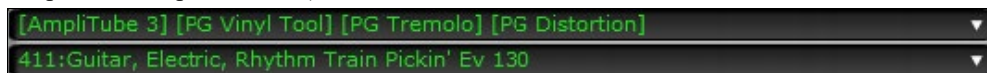
The **[Plugins]** tab opens a window where you can assign up to four DX or VST plugins to each track.



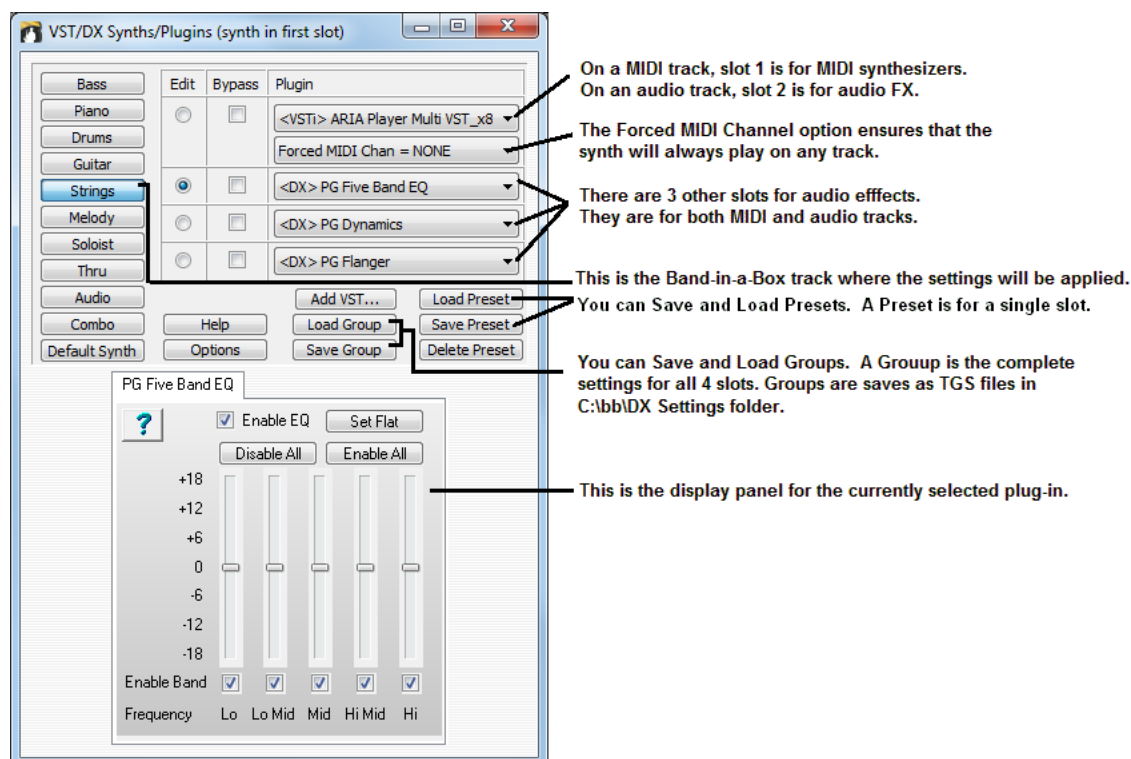
MIDI tracks have 4 slots. The first slot can take a synthesizer (e.g. Sforzando, Coyote GM, Garritan Aria, and HyperCanvas) and the other 3 can take audio effects (e.g. reverb, compression etc.)

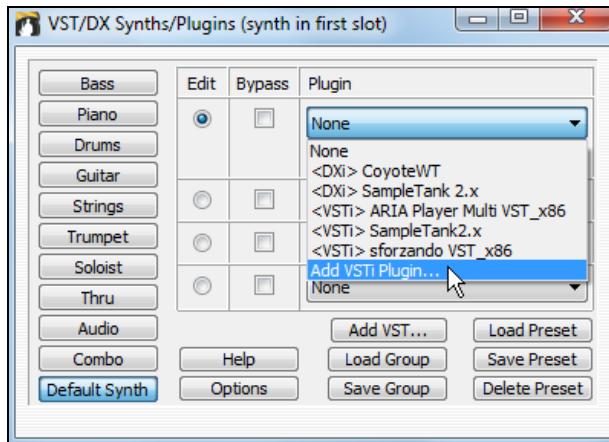


Audio tracks have 4 slots. There is no synthesizer slot, so they have 4 for audio effects (e.g. Reverb, compression, AmpliTube Amp simulation).



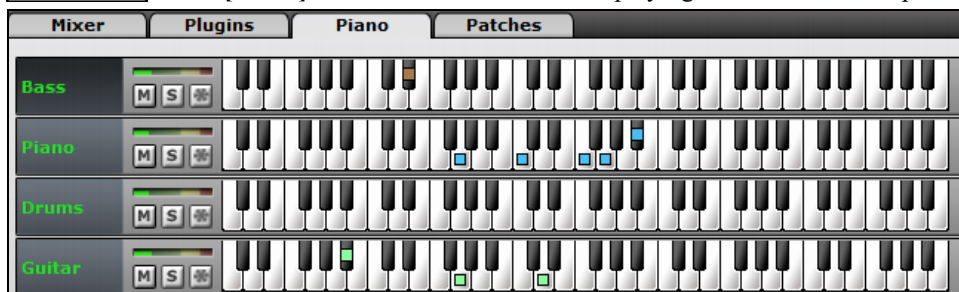
Click in any slot to launch the **VST/DX Synths/Plugins** dialog, where you can select VSTi or DXi synthesizers and/or VST and DirectX audio effects for each track.





You can add new VST plug-ins by using the drop-down list, and selecting the last item, which is “Add VST Plugin.” From this, select the VST plug-in, which is a DLL, usually found in *C:\Program Files (x86)\Steinberg\VSTPlugins* or *C:\Program Files\Steinberg\VSTPlugins*. (Note: On Windows® XP, the folder name doesn’t contain (x86).)

The **[Piano]** tab shows the notes that are playing on each track on a piano keyboard.



Clicking on the **[Patches]** tab opens a window that lists all of the assigned instruments for the song in larger type.

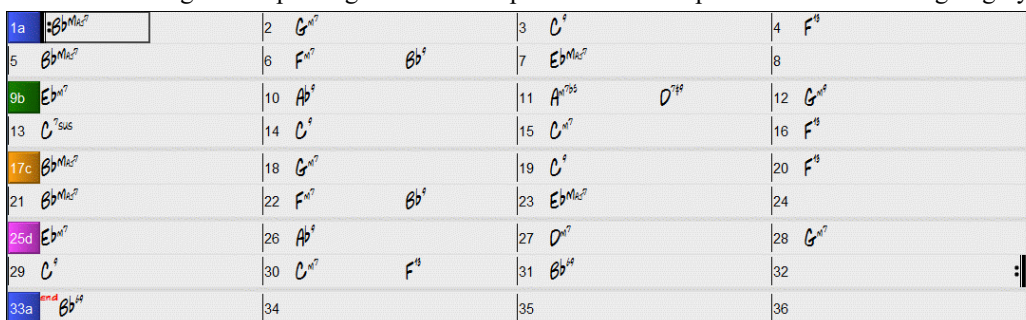


Clicking on any instrument name opens the menu for selecting or changing the instrument.

Chord Sheet Area

Chords, rests, shots, holds, and part markers are entered in the Chord Sheet.

The Chord Sheet can be viewed in the full linear view showing all bars, or optionally in fake sheet view that shows 1st and 2nd endings and repeat signs. Another option shows bars past the end of the song in gray.



You can use Tab and Shift+Tab keys to navigate through the Chord Sheet.

In the Chord Sheet, typing special words, instead of chord names, will make the following settings.

- begin + **Enter** sets the beginning of the chorus to the current bar
- end + **Enter** sets the end of the song to the current bar
- chorusend + **Enter** sets the end of the chorus to the current bar

tkc + Enter	sets key signature to C, tkbb would set it to Bb
trc + Enter	transposes song to key of C
t125 + Enter	sets tempo to 125
S + Enter	launches the StylePicker.

You can quick-load a song by typing only. Type the word “Song” followed by a file name or partial file name, and the song will get loaded in. For example, type `C:\a\MySong.sgu` to load in that exact song name. Type “bossa” to load in the first song with bossa in the name AFTER the current song name, in the current folder.

Quick-load a style by typing only “style” followed by a style name, e.g., `stylezbbossa<Enter>` will load in `zbbossa.sty`.

Fake Sheet Mode

Open the demo song “Repeats Tutorial example 2 with 1st-2nd and DC al Fine” from the `C:\bb\Documentation\Tutorials\Tutorial - Repeats and Endings` folder.



To view the Chord Sheet in the Fake Sheet mode, press the **[Fake Sheet]** button on the toolbar and enable the *Display Chord Sheet in Fakesheet Mode* menu item.

1a	F ⁺		2	D ⁺		3	F ⁺		4	F ⁺	E ⁺	E ^{b+}	D ⁺
5	G ⁺		6	C ⁺		7	F ⁺	D ^{b+}	8	G ⁺		C ⁺	:
15	F ⁺	B ^{b+}	16	F ⁺		17b	F ⁺		18				
19			20			21	G ⁺		22				
23	C ⁺		24			41			42				
43			44			45			46				
47			48			49			50				
51			52			53			54				
55			56			57			58				



When you disable the Fake Sheet mode by pressing the **[Fake Sheet]** button and deselecting the *Display Chord Sheet in Fakesheet Mode* menu item, the Chord Sheet will display in the full linear mode.

In this mode, you see all the bars in the order that they will be played.

1a	F ⁺		2	D ⁺		3	F ⁺		4	F ⁺	E ⁺	E ^{b+}	D ⁺
5	G ⁺		6	C ⁺		7	F ⁺	D ^{b+}	8	G ⁺		C ⁺	:
9a	F ⁺		10	D ⁺		11	F ⁺		12	F ⁺	E ⁺	E ^{b+}	D ⁺
13	G ⁺		14	C ⁺		15	F ⁺	B ^{b+}	16	F ⁺			Fin
17b	F ⁺		18			19			20				
21	G ⁺		22			23	C ⁺		24				DC al Fine
25a	F ⁺		26	D ⁺		27	F ⁺		28	F ⁺	E ⁺	E ^{b+}	D ⁺
29	G ⁺		30	C ⁺		31	F ⁺	B ^{b+}	32	F ⁺			
33b	end		34			35			36				

Chord Entry

The basic way of entering a song into Band-in-a-Box is to type in the chords to the song on the Chord Sheet (worksheet). The arrow keys move the active (highlighted) cell around in the Chord Sheet. The **Enter** key advances to the next ½ bar. Chords can be entered from the QWERTY keyboard or an external MIDI keyboard (see *Window | MIDI Chord Detection...*).

Chords are typed in using any of the supported chord symbol displays:

1. Standard chord symbols (e.g., C or Fm7 or Bb7 or Bb13#9/E).
2. Roman numerals (**I**^{Maj7}).
3. Nashville Notation (**I**^{Maj7}).
4. Solfeggio (**Do**^{Maj7}).
5. Fixed Do. In Italy and other parts of Europe, chords like C7 are always referred to by the Solfeggio name (Do7 for C7) regardless of the key signature.

Notes: It is not necessary to type upper or lower case. The program will sort this out for you. Any chord may be entered with an alternate root (“Slash Chord”) e.g. C7/E = C7 with E bass. Separate chords with commas to enter 2 chords in a 2-beat cell, e.g., Dm, G7

Shortcut Chords

If you enter a lot of songs, you will appreciate these shortcut keys.

J = Maj7

H = m7b5 (H stands for Half diminished)

D = dim There is a setting in Display preferences to “Treat dim chord as a diminished triad instead of Cdim7.”

S = 7sus

Example: To type CMaj7, just type **CJ** (it will be entered as CMaj7)

Add your own chord shortcuts.

You can make your own shortcuts text file and name it *C:\bb\shortcut.txt*. This allows you to add new chord shortcuts. (Note that this file doesn't ship with Band-in-a-Box or it would overwrite your file.)

If you find a chord that Band-in-a-Box won't accept like Csus2 (it expects C2), you can enter this on a single line (without the quotes) “Csus2@C2.” Then Band-in-a-Box will enter the chord C2 if you type in **Csus2**.

Rests, Shots, Holds keyboard Shortcuts

When entering chords on the Chord Sheet, there are shortcuts available for entering rests over a range of bars.

- Type h4 for a chord, and this will copy the rest/hold/parameters on the first beat of the cell for 4 bars.
- Type ,h4 for a chord, and this will copy the rest/hold/parameters on the second beat of the cell for 4 bars.
- Type h for a chord and it will copy the rests/holds/ until the next part marker.
- Type a chord with a rest/shot/hold followed by a number (N), and it will do this for the next N bars.
 - e.g. C7...4 will enter held chords for 4 bars

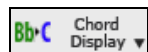
Gm7...bd5 will enter held chords (bd=except bass and drums) for 5 bars

Chord Sheet Options

“Layers”

9a	There's I Ab	10	where my heart is tur- I7 Ab7
13	Patch changes. Volume changes I/IV Ab/Eb	14	IIm7 V7 Eb7

Layers are optional rows of information shown above each bar. When there is no additional information within a row, that row will not show to maximize space on the Chord Sheet.



You can choose what to display for layers by clicking on the **[Chord Display]** button on the toolbar and selecting *Layers*.

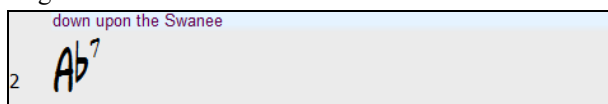
Layers...

- Close all layers
- Editable Layers (double-click on layer to start editing)--
- ☒ Section Text
- ☒ Bar Lyrics
- ☒ Bar Settings
- Additional Chord Display--
- None
- Normal
- ☒ Roman Numeral
- Nashville Notation
- Solfeggio Notation
- Fixed Do (Italy/Europe)
- ☒ ~ Concert Key ~

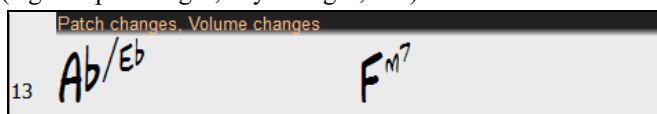
- “Section Text” layer is for editable text (up to 255 characters per bar) that is loaded and saved with the song.

13	Guitar solo begins here Ab	14	Ab7
----	-------------------------------	----	-----

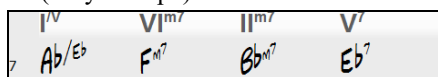
- “Bar Lyrics” layer is for editable bar-based lyrics (up to 255 characters per bar) that are loaded and saved with the song.



- “Section Text” and “Bar Lyrics” layers will attempt to intelligently separate your lyrics into different bars. For example, if you have a whole song of lyrics in Notepad and the lyrics for every bar are on separate lines, you can simply highlight the entire block of text and paste it into Band-in-a-Box using CTRL+V. Every line of text will occupy a separate bar. If the lyrics have not been distributed into the correct bars, you can move your text cursor to the beginning of a bar and press BACKSPACE to move the lyrics to the previous bar. This will shuffle the text in the following bars one bar backward as well. Hitting ENTER will move all of the text after the text cursor to the next bar and shuffle the text in the following bars one bar forward. If you wish to see more than one line within a bar, you can hold down CTRL while using the ENTER key, which forces a line break (second line) within the bar.
- “Bar Settings” layer shows information about any changes that occur for that bar, as set in the Bar Settings dialog (e.g. tempo changes, key changes, etc.).



- “Additional Chord Display” layer shows the chords using the normal display or an alternative mode of showing root notes. There are 4 alternative modes: Roman Numeral, Nashville Notation, Solfeggio Notation, and Fixed Do (Italy/Europe).

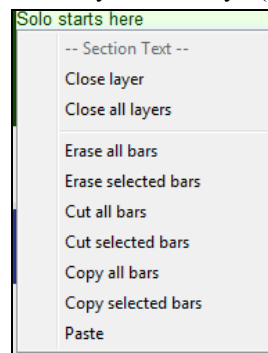
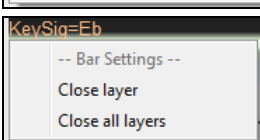
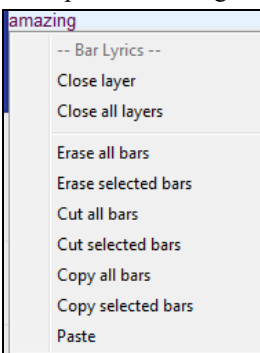
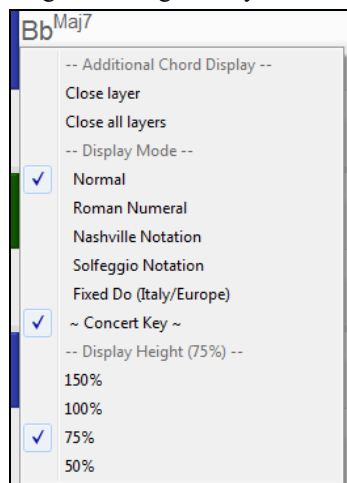


The height of this layer can be set as a percentage of the main chord using the “Height % of Additional Chord Display layer” setting in the **Display Options** dialog. For example, you might want to see Nashville Notation as big as the main chord display below it.

- The “Concert Key” option has been added to display an additional chord display of the same chords transposed to a different key. So, for example, you can see two layers, one with concert chords, and the other for Bb instruments.

1a	C ^{Maj7}	A ^{m7}	D ⁹	G ¹³
	F ^{DMaj7}	B ^{m7}	E ⁹	A ¹³
	C ^{Maj7}	G ^{m7}	F ^{Maj7}	
5	D ^{Maj7}	A ^{m7}	D ⁹	
6				
7				
8				

- All the layers can be customized with font and color in the **Display Options** dialog.
- Right-clicking in a layer has a menu with options to change height of the layer, close layer(s), copy/cut/paste, etc.



Display Options Dialog

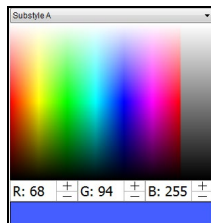
You can set up the Chord Sheet with your own preferences.



Go to *Options | Preferences* or click on the **[Prefs]** toolbar button to open the **Preferences**, and then click on the **[Display]** button to open the **Display Options** dialog. You can also right-click on the Chord Sheet and select *Display Options* from the menu to open this dialog.

The Display Options dialog box contains various settings for the Chord Sheet. It includes a color palette for the window background, checkboxes for enabling repeats/endings, display bars, and chord push/rest characters. It also features a transpose control, font selection options, and settings for superscripted chord extensions. The bottom of the dialog has buttons for 'Choose Skin', 'Defaults', 'Load scheme', 'Save scheme', 'OK', 'Cancel', and 'Help'.

Chord Sheet Color



You can choose any color for each element on the Chord Sheet. For example, you can choose color for substyle A & B part markers. Previously, the color of the chords was always black, so you were limited to brighter colors for the background since darker backgrounds would make the chord text hard to see. Now, all the colors can be picked from the color palette, and any changes you make can be seen on the Chord Sheet in real time.

Superscript Option

Superscript shows the chord extensions with smaller raised font, making the root of the chord more distinguishable, and also helping maximize space on the Chord Sheet. The **Display Options** dialog has separate settings for the main chords and additional chords.

The Superscript Option settings show two dropdown menus: 'Superscript chord extensions (main):' set to 'Always' and 'Superscript chord extensions (additional):' set to 'Never'.

In this example, extensions of the main chords will always show with small raised font, but extensions of the additional chords will not show with superscript.

I/V	VIm7	IIIm7	V7
7 Ab/E ^b	F ^{m7}	Bb ^{m7}	Eb ⁷

Number of Columns

You can set the number of bars to show on a row with the “Number of Columns” option.

1a Bb ^{m7}	2 G ^{m7}	3 C ⁹	4 F ¹³	5 Bb ^{m7}	6 F ^{m7} Bb ⁹	7 Eb ^{m7}	8
9 Eb ^{m7}	10 Ab ⁹	11 A ^{m7b5} D ^{7#9}	12 G ^{m9}	13 C ^{7sus}	14 C ⁹	15 C ^{m7}	16 F ¹³

Space between Columns

You can set the border thickness between columns with the “Extra space between columns (pixels)” option.

1a Bb ^{m7}	2 G ^{m7}	3 C ⁹	4 F ¹³
5 Bb ^{m7}	6 F ^{m7} Bb ⁹	7 Eb ^{m7}	8

Chord Sheet Font and Colors



Chord Sheet font and color can be also changed easily from the on-screen button, with visual menu.

Transpose Chord Sheet option



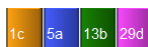
This button also allows you to quickly transpose your song.

If the Chord Sheet or Notation window transpose setting is in effect, a yellow hint message opens on boot up as a reminder.

Tip: [Transpose=Bb Trumpet,+2] Chordsheet and Notation are set to transpose by 2 semitones. To change this, [Prefs]- Notation - Transpose. [disable tips like this via Prefs-Show Flash Tips]

When the Chord Sheet is transposed, you can type in chords in the transposed key, and they will show up as you have entered them, instead of requiring you to enter the chords in the concert key.

Part Markers



Part Markers are placed on the Chord Sheet to indicate a new part of the song, to insert a substyle change, or to insert drum fills.

They typically occur every 8 bars or so but may be placed at the beginning of *any* bar.

1a Bb ^{m7}	2 G ^{m7}	3 C ⁹	4 F ¹³
5 Bb ^{m7}	6 F ^{m7} Bb ⁹	7 Eb ^{m7}	8
9b Eb ^{m7}	10 Ab ⁹	11 A ^{m7b5} D ^{7#9}	12 G ^{m9}
13 C ^{7sus}	14 C ⁹	15 C ^{m7}	16 F ¹³
17c Bb ^{m7}	18 G ^{m7}	19 C ⁹	20 F ¹³
21 Bb ^{m7}	22 F ^{m7} Bb ⁹	23 Eb ^{m7}	24
25d Eb ^{m7}	26 Ab ⁹	27 D ^{m7}	28 G ^{m7}
29 C ⁹	30 C ^{m7} F ¹³	31 Bb ¹³	32
33a Bb ¹³	34	35	36

Section Paragraphs

When you’re reading a book, a new section begins on a new line, with space between. Band-in-a-Box does that for chords too. Whenever a new section occurs (a part marker), we start the new section on a new line and draw a grey line above to clearly mark the new section. A section can be as short as 2 bars. You will see each section on a new line so that the form of the song is easier to see. The feature is configurable and optional.

Chord Sheet Editing Features

The Chord Sheet has a contextual menu that opens with a right-click in the Chord Sheet area. This menu is a very convenient way to access the features for editing song arrangements.

Cut	[Ctrl+X]
Copy	[Ctrl+C]
Copy From... To...	[Alt+C]
Paste	[Ctrl+V]
Chord Builder...	[Ctrl+Shift+B]
Play Current Chord	[Shift+Enter]
Chord Settings...	[Alt+F5]
Bar Settings...	[F5]
Song Settings...	
Display Options...	
Preferences...	[Ctrl+E]
Repeats/Codas/1st-2nd Endings...	
Play from Bar 17 Chorus #1	
Play from Bar 17 Chorus #2	
Play from Bar 17 Chorus #3	
Bar-Based Section Letters	▶
Edit Current Chord	Ctrl F2
Set Chorus Begin to Bar 17	begin <Enter>
Set Chorus End to Bar 17	chorusend <Enter>
Set Song Ending to begin at Bar 17	end <Enter>
Insert Bars	
Delete Bars	

Chords can be copied, pasted, cut, or erased and new chords can be entered from the **Chord Builder**.

Chord Settings allow pushes, rests, and pedal bass to be applied.

Bar Settings let you refine your arrangement with changes in tempo, meter, key signature, styles, RealDrums, volume levels, patches, and harmonies.

Song Settings allow rests and pushes, and also control tags, endings, and fadeouts.

Display Options allow full customization of the Chord Sheet.

Global system settings are accessed in the **Preferences**.

You can also right-click on a bar in the Chord Sheet to set it as the beginning or end of the chorus or the end of the song from the settings in the context menu. For example, these settings are available with a right-click on bar 16.

This menu can be used to start playback from the highlighted bar in any chorus of the song.

Bar-Based Section Letters lets you add a letter or number, which will display just above the bar number on the Chord Sheet.

Insert Bars or **Delete Bars** lets you insert or delete a specific number of bars at the current bar.

Play Selected Area as a Loop

To use this function, select a region on the Chord Sheet. To select a region, click a bar and drag the mouse. To select a large region, click a bar and SHIFT-click on the end point.



Tip: You can select a region of bars just by using the keyboard. Hold down the SHIFT key and use the cursor keys.



Click on the **[Loop]** button and select *Play and loop highlighted region* from the menu, or press **F10**, and the program will play a selected region and loop the selection. For example, you can select bars 19 and 20, and then press **F10**, and bars 19 and 20 will play looped.

Play and loop highlighted region	[F10]
Loop Section Enabled	[Numpad 1]
Loop Section Dialog	[Numpad 2]
--- Settings for Looping the Entire Song ---	
<input checked="" type="checkbox"/> Loop of Entire Song Enabled	
ALWAYS Loop Entire Song	
NEVER Loop Entire Song	

The Loop menu includes the **Loop Section Settings**.

Loop Section Settings

☒ Looping is enabled (1) Note: Pressing the 1-key hotkey for the underlined character makes the setting.

☐ Loop a Single Screen of Notation

☒ Loop Range of Bars

From Bar Chorus #

bars

Loop Presets (Set to Choruses...)

"L" command settings

Default Length

☒ L command on bar boundaries during playback

Practicing Features

☐ Mute

☐ Advance to Next Loop

To enter settings manually in this dialog, you start by choosing either “Loop a Single Screen of Notation” or “Loop Range of Bars.”

“Loop a Single Screen of Notation” (**Ctrl+NUMPAD 7**) loops a single screen of notation at the current song location. The length of the loop is determined by the number of “Bars/Screen” specified in the **Notation Window Options**.

Select “Loop Range of Bars” if you want a custom range of bars, then enter the starting “From Bar” number, the “Chorus #,” and the “# bars” for the length of the looped section. You can then play the song with the **[Play within loop]** button and then **[Close]** the dialog.

Presets are available to set the loop points to Introduction, First / Middle /Last Choruses or First & Middle, Middle & Last combinations, Ending, or All.

Loop Presets (Set to Choruses...)

As the different buttons are selected you will see the “Loop Range of Bars” settings update.

From Bar

bars

Hot keys are also available for these, look in the *Play* menu under the *Looping* submenu.

Chapter 5: Playing Songs

Opening Files

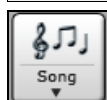
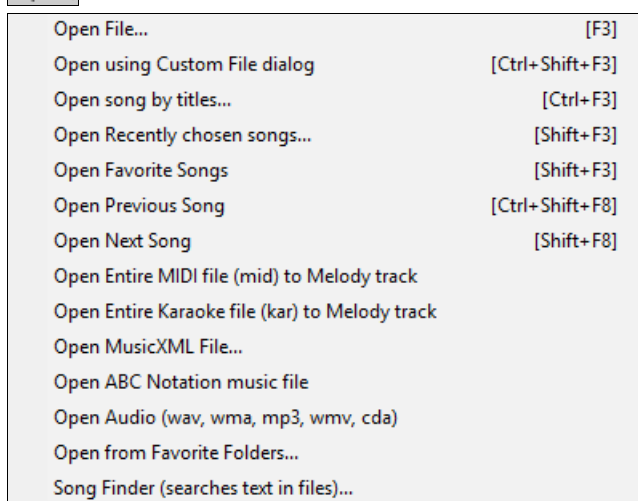
Band-in-a-Box supports most popular song formats in addition to its own native song files. It will open most audio file formats, and its powerful Audio Chord Wizard feature will interpret the chords from an audio file and write them to a Band-in-a-Box song file. You can also play karaoke files, including Karaoke MP3/CDG files with scrolling graphical lyrics, in Band-in-a-Box.

You can quick-load a song by typing only. In chord entry mode type the word “Song” followed by a file name, or partial file name, and the song will get loaded in. For example, type *C:\a\MySong.sgu* to load in that exact song name. Type “bossa” to load in the first song with bossa in the name AFTER the current song name, in the current folder.

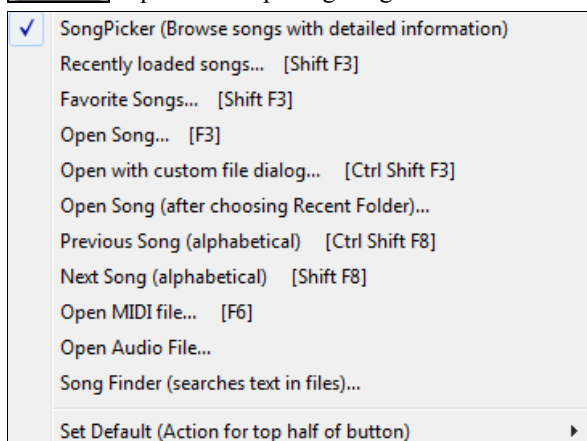
You can load a song from the **[Open]** or **[Song]** button on the toolbar.



The **[Open]** button opens a menu of commands for opening files by various methods.



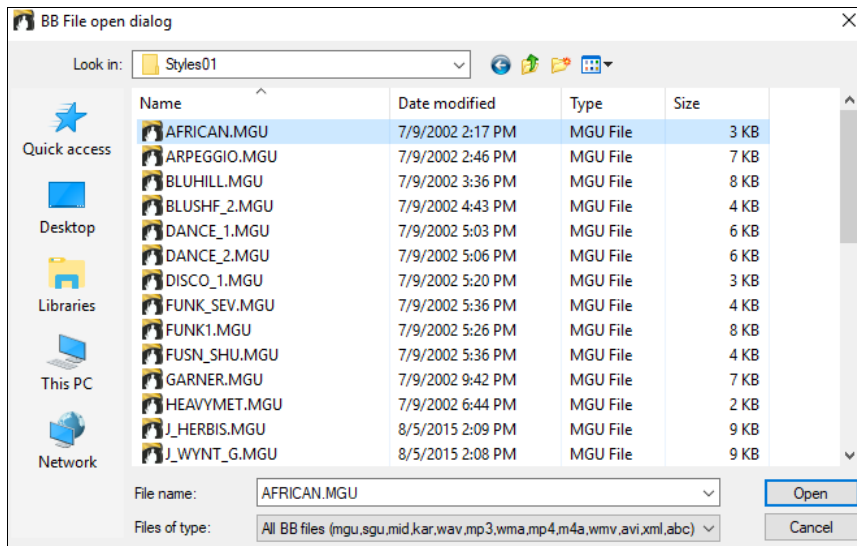
The **[Song]** button is a split button. Clicking on the top half opens a song selection dialog using the default method assigned to the button. Clicking on the bottom half of the button opens a menu of the options for opening songs.



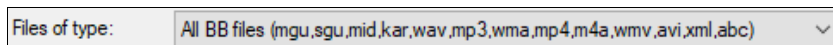
The default method for the top half of the button is assigned from this menu. For example, if there is a check mark beside “SongPicker,” clicking on the top half of the button will launch the **SongPicker** dialog. If “Recently loaded songs” is checked, clicking the button will go directly to the Recently Played Songs list, and so on.

Open File

The **Open File** dialog is opened with the menu command *Open File* or the **F3** function key.



It shows and opens all available file types.

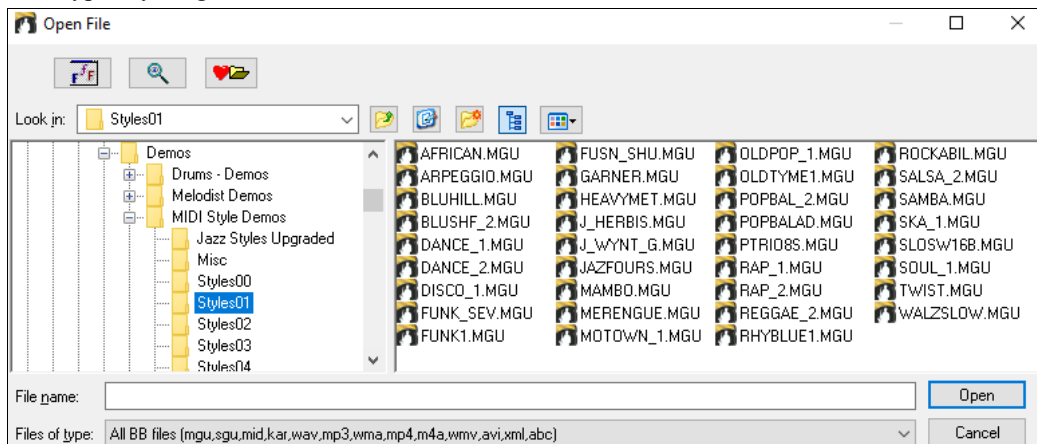



If MySong.MGU is loaded, and a same named audio file (MySong.WMA, MySong.MP3, MySong.WAV, etc.) is present, Band-in-a-Box will open the audio file to the audio track. This allows third parties to make audio files with chords in them, by making a MySong.MGU and MySong.MP3 pair of files, which will load into Band-in-a-Box, yet will have the audio compressed to take up little disk space. For example, make a teaching set of trombone files for Band-in-a-Box, with audio trombone track, and Band-in-a-Box file with chords, all fitting in a small file size.

Open Using Custom File dialog


This menu command, or the keystroke combination **Ctrl+Shift+F3**, launches the custom **Open File** dialog to load a song. You can make it the default dialog if you go to *Options | Preferences* and select “Use custom filename dialog” under the Environment Options in the [Preferences](#) dialog. Then pressing the **[Song]** button and choosing the menu command *Open File*, or the **F3** key, will launch the custom **Open File** dialog. The custom **Open File** dialog has several advantages over the traditional Windows® dialogs:

- The window is much bigger than the traditional one, allowing more room.
- There is a selectable font size and typeface.
- You can adjust the widths of the various columns.
- The window remembers your settings.
- There are tabs at the top that allow sorting by name, date etc.
- Additional information is displayed (file size, time of file).
- You can open a song without typing the extension. For example, to open the song MySong.MGU you just have to type MySong, without MGU.



 The Font Selection button lets you pick a font, size, and style for the dialog from any of the fonts installed in Windows®.

 The Search button allows you to search for a file by its name or part of a name.

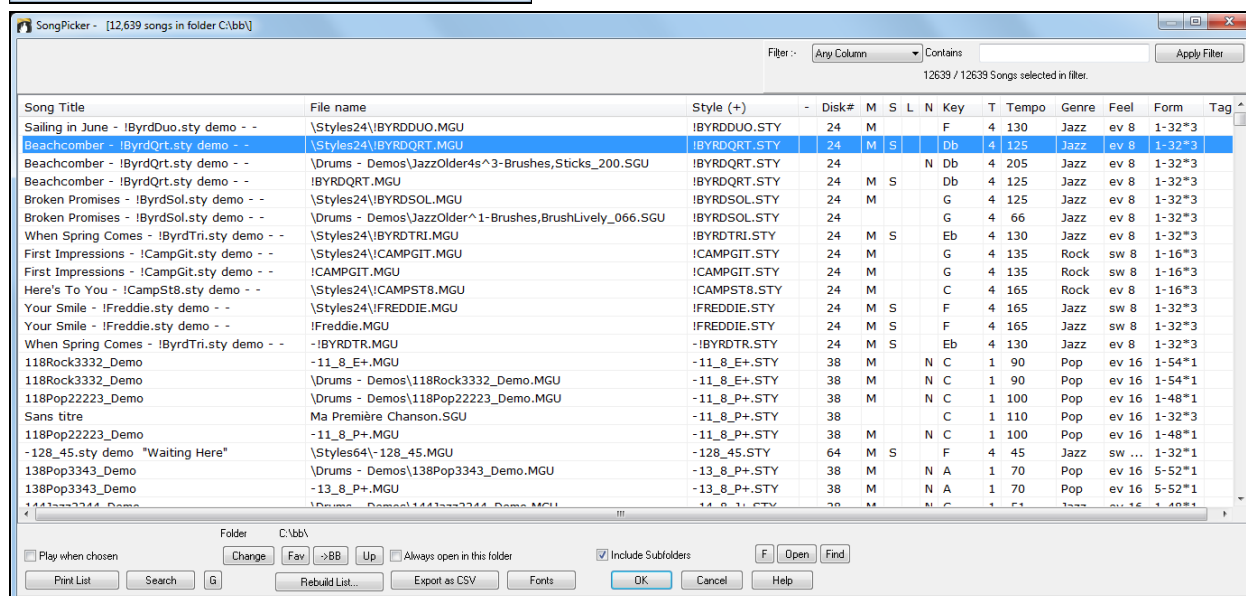
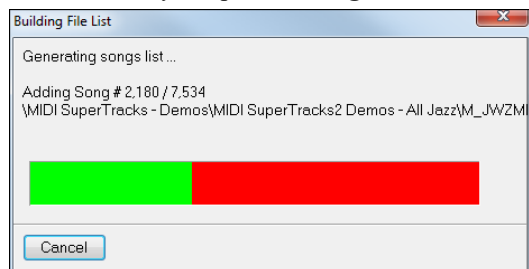
 The Favorite Folders button remembers the last few directories that you've used, allowing you to easily change between directories.

Open Song by Titles (SongPicker)

The **SongPicker** lists all of the songs in the current directory and, optionally, its subdirectories. You can lock the **SongPicker** to always open in the same folder and use the same list to keep track of all songs on your disk.

The first time you open the **SongPicker**, Band-in-a-Box automatically writes the song list. The current folder name is displayed in the title bar, with the total # of songs displayed. Song List generation has a **[Cancel]** button so that it can be interrupted.

Once the list is built, songs can be selected by title from the alphabetical list.



You can change the width of any of the columns by dragging the boundary. This customization will be remembered between sessions.

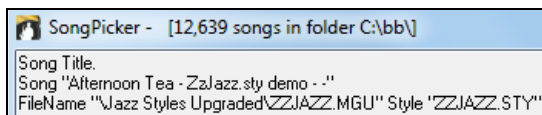
Songs can also be sorted by any of the column headings, by clicking the mouse on the heading at the top of the column. Either a plus (+) or minus (-) sign will appear beside the selected column heading.

Song Title (+) A plus sign indicates that the column is sorted in ascending order; a minus sign indicates that it is sorted in descending order.

The column headings are:

- | | | |
|-----------------------------|--------------------------------|-----------------|
| 1. Song Title | 7. Soloist (S) | 13. Genre |
| 2. File Name | 8. Line-based Lyrics found (L) | 14. Feel |
| 3. Style | 9. Note-based Lyrics found (N) | 15. Form |
| 4. Style Found (minus sign) | 10. Key | 16. Tag Present |
| 5. Style Disk # | 11. Time Signature (T) | |
| 6. Melody (M) | 12. Tempo | |

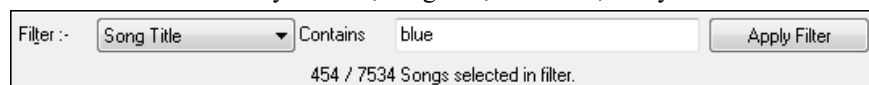
As you move your mouse over the column headings, a fly-by hint at the left of the screen gives information about each column.



- ☐ The “minus sign” column heading is for missing styles or style elements. This could be a style that is not included in your version, or that you haven’t purchased yet. A letter “d” in this column indicates a missing RealDrums set, and a letter “t” means that a RealTracks set is missing. If you have a fully installed UltraPlusPAK or EverythingPAK this column is normally blank.
- ☐ A letter “M” in this column shows that the song has a Melody track present. A blank column means that the Melody track is empty.
- ☐ A letter “S” in this column shows that a Soloist is present. If the column is blank the Soloist track is empty.
- ☐ This is the column for line-based lyrics, i.e., lyrics that display in a line above the notation. A letter “L” shows that the song has line-based lyrics.
- ☐ This column shows if note-based lyrics are present. A letter “N” means that the song has note-based lyrics; lyrics where each syllable is aligned with the corresponding note in the melody.
- ☐ **TimeSig** The number shown is the numerator of the time signature, so a “4” means the song is in 4/4 time and a “3” means it is in 3/4 time.

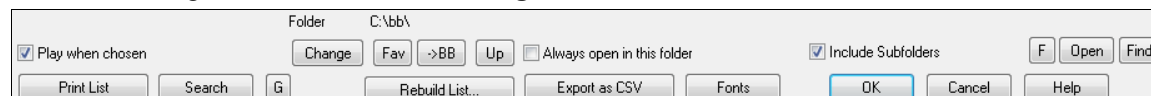
Filter

Use the filter to search by column, song title, file name, or style.



Folder Settings

The folder settings are at the bottom of the **SongPicker** window.



Folder The current folder name is displayed.

☒ **Play when chosen** If checked, the selected song is automatically played as soon as you press **[OK]**.

The folder can be changed, either by:


1. Selecting the new folder.
2. Choosing a folder from recently used favorites folder.
3. Changing the current folder to the BB home folder.
4. Going “up” a folder (e.g. from *C:\bb\Demos* to *C:\bb*).


When the new folder is chosen, the song list for that folder will be displayed. The song list may need to be rebuilt; the program will do that automatically.


☒ **Always open in this folder** If the “Always open in this folder” item is selected, the **SongPicker** will always open in the specified folder. So, if you put all of your songs in *C:\songs*, you can make the **SongPicker** always open to the *C:\Songs* folder.


☒ **Include Subfolders** If “Include Subfolders” is selected, the **SongPicker** list will contain songs from the folder and any subfolders. So, if you have subfolders to *C:\songs* like *C:\songs\country* and *C:\songs\jazz*, you can see/search them all in the same **SongPicker** dialog.

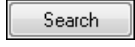
Tip: If you choose *C:* as your folder, the SongPicker would find every Band-in-a-Box file on your hard drive and display it in the SongPicker. You might instead find it easier to put all of your songs within a folder like *c:\songs* and have various subfolders to that. And then set the SongPicker to always open in the *C:\songs* folder. Then you will have access to all of your songs easily.


 Choose a song from the **Favorite Songs** dialog.


 Open a song (or any media type) using the **Open File** dialog.

 Find a song using the **Find song files** dialog.


 Copy the song list to the Windows® clipboard where it can be pasted into any word processing program and printed.

 Search for song by keyword will find the search term if it is present in any field. The filter (upper right) can also be used to search the song list.

 This is the Search Again button. It repeats the previous search starting from the current point.

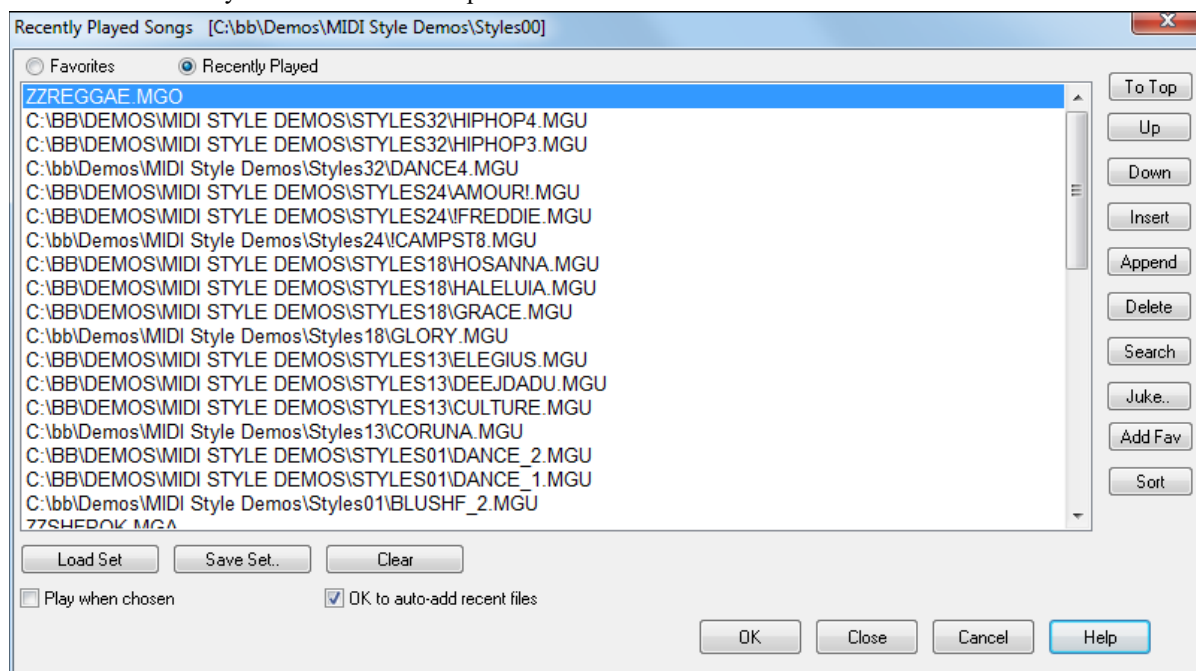
 This will exit the dialog and build or rebuild the song list file by loading in all of the songs in the directory. It will then launch the **SongPicker** dialog with the updated information.

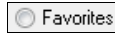
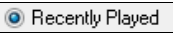
 This will export the list as a Comma Separated Value text file that can be opened by spreadsheets.

 Click here to change the fonts in the **SongPicker** dialog




Open Recently Chosen Songs / Open Favorite Songs

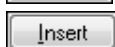


There's a dialog for these favorites with separate lists of Recently Played and Favorite songs. There are 2 radio buttons in this dialog, showing both recently used songs and a list of "favorites" that you select. Use the menu commands or the keystrokes **Shift+F3** to open the lists.

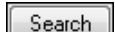





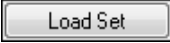
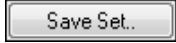

  The "Favorites" and "Recently Played" Radio buttons toggle between a list of your recently played songs and your favorite songs.

When "Save As" is used to save a song with a different name, the new name will be added to the **Recently Played** song dialog.

   Use these buttons to navigate up and down the list or to jump to the top of the list.

   **[Insert]** adds a song at the current list location. **[Append]** adds a song to the end of the list. **[Delete]** removes the selected item.

 This button allows you to search a file by a keyword.

	The lists can be edited, sorted, saved/loaded, and used with the jukebox. You can add an unlimited number of favorites.
	The list will start off as an empty one. But you can add songs as your favorites, by clicking the [Add Fav] button (this button is also found in the StylePicker).
	The [Sort] button sorts the list alphabetically.
 	You can save and load sets of favorites or recently played songs (or styles). Once you have the set, you can press the [Juke...] button. This will play the set file in order, not randomly. It will start from the currently selected song.
	You can make a new list of songs for a set by using the [Clear] button to clear the Favorites list, followed by the [Append] , [Insert] , and [Delete] buttons to add songs.
<input checked="" type="checkbox"/> Play when chosen	If this is enabled, when you press the [OK] button the song will play automatically.
<input checked="" type="checkbox"/> OK to auto-add recent files	If this is enabled, every song you load will be added to the top of the Favorites list.
Technical Note: The list of songs/style favorites is stored in a text file called SongFavorites.txt (or StyleFavorites.txt) in the C:\bb1\Preferences folder.	

Open Next Song

This command opens the next song in alphabetical order in the currently active folder.

Open Previous Song

This command opens the previous song in alphabetical order in the current folder.

Open Entire MIDI File (mid) to Melody Track

This command launches the **Open File** dialog showing a list of available MIDI files in the current folder and opens the file selected to the Melody track.

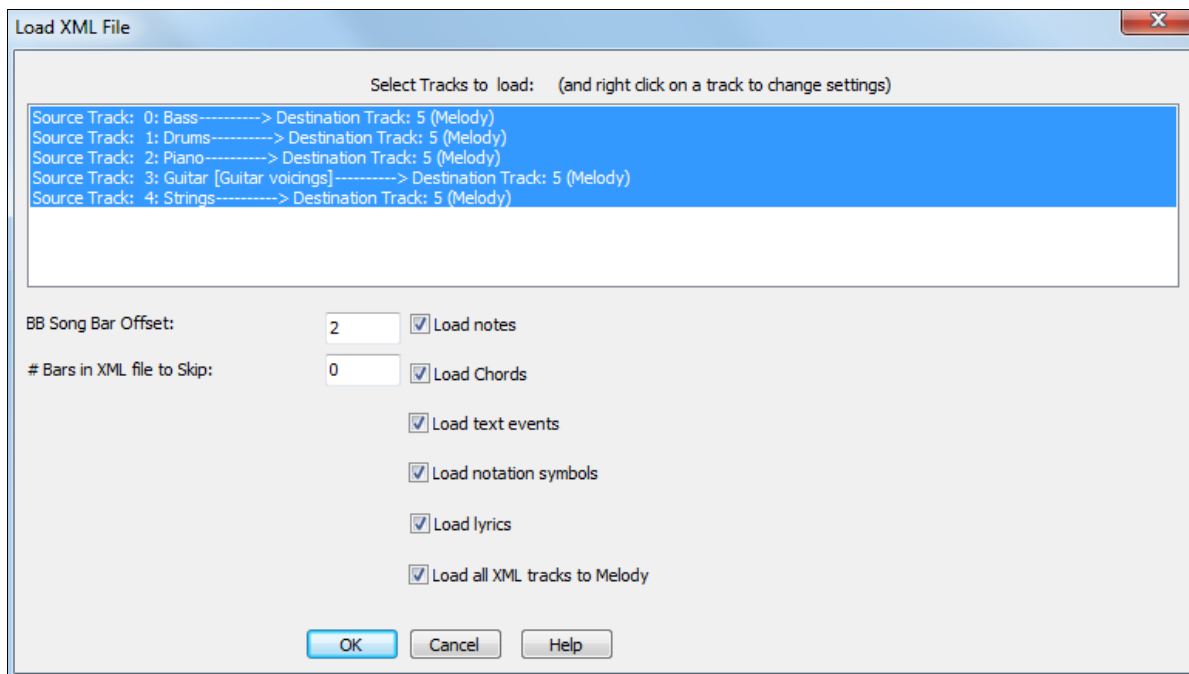
Open Entire Karaoke File (kar) to Melody Track

This command launches the **Open File** dialog showing a list of available Karaoke files in the current folder and opens the selected file to the Melody track.

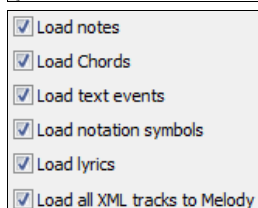
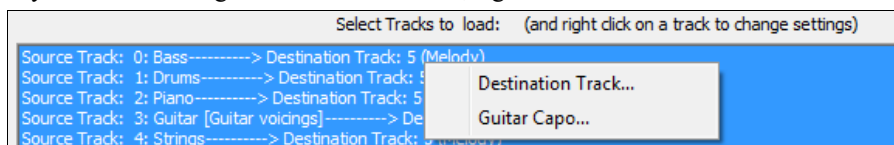
Open MusicXML File

Band-in-a-Box supports MusicXML so you can easily import MusicXML files including notes, chords, lyrics, guitar tab, bends, hammer-ons, pull-offs, and slides, from your notation programs such as Finale, Sibelius, and Guitar Pro to Band-in-a-Box.

When you select this menu command and select a MusicXML file, the **Load XML File** dialog will open.



First, select a track that you want to load. To select multiple tracks, hold down the CTRL key and click a track. If you want to change the destination track, right-click on a track and select *Destination Track*.



Select elements that you want to load from the XML file.

If you do not want all the tracks to be merged into the Melody track, disable the “Load all XML tracks to Melody” option.

Bars in XML file to Skip: 4 This setting allows you to load the XML file from a certain bar. For example, a setting of “4” will load the XML file from bar 5.

Press [OK], and the XML file will be loaded to Band-in-a-Box.

Note: When loading a MusicXML file, if more than 20% of notes are triplet notes, then the overall beat resolution will be automatically set to 3 in the Notation window.

Open ABC Notation File

ABC notation is the simple text-based notation system used by musicians worldwide to store chords, melody, and lyrics of songs. You can find out more information about the songs and ABC notation at abcnotation.com.

Open Audio File

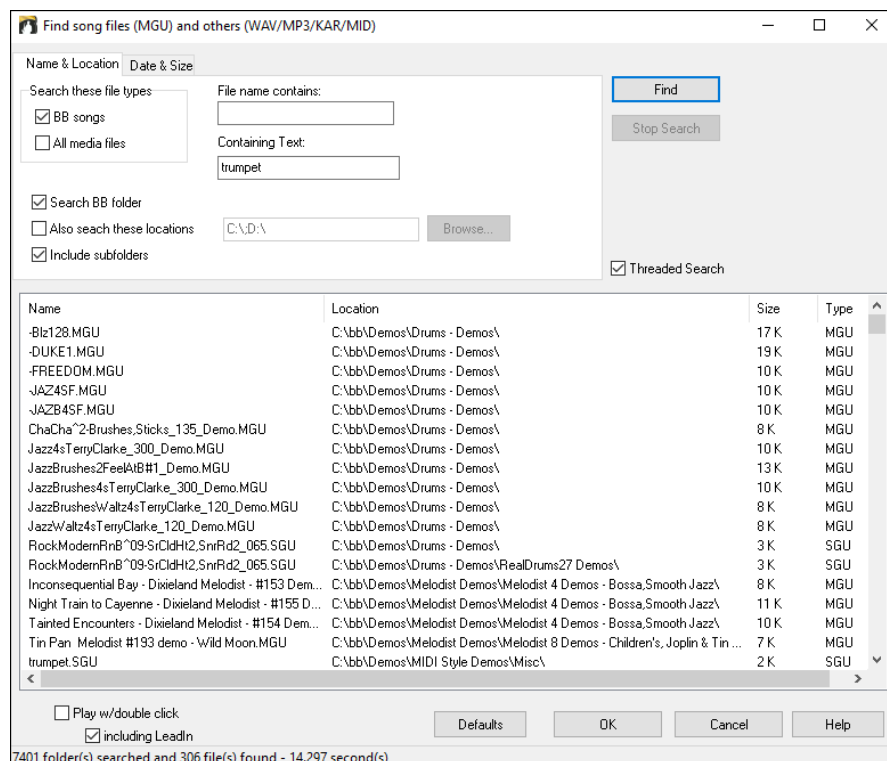
This command launches the **Open File** dialog with a list of audio files of all supported types (.WAV, .WMA, .MP3, .MP4, .M4A, .WMV audio, and audio CD) found in the current folder.

Open from Favorite Folders

The menu command *File | Open Special | Favorite Folders* launches the **Favorite Folders** dialog with a list of recently used folders. To open a song using this dialog you first select the folder from the list, and then you can directly open the song from that folder. This allows you to quickly find a song in another folder.

Song Finder

This launches the **Find song files** dialog that allows you to find a Band-in-a-Box song (or any file that Band-in-a-Box can open). This dialog also opens from the menu *File | Open Special | Find File*.

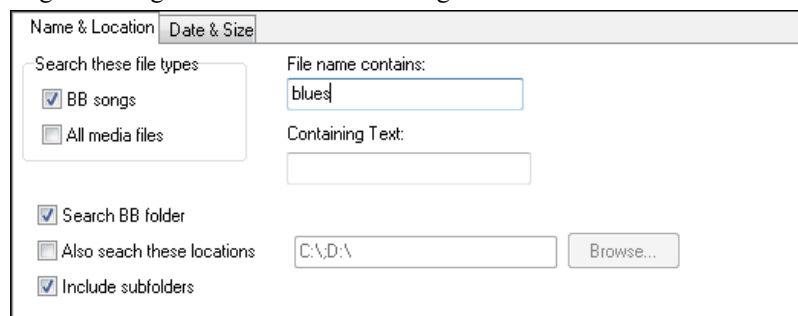


You can define your search by the name and location of the file, or by the date and size.

Name & Location

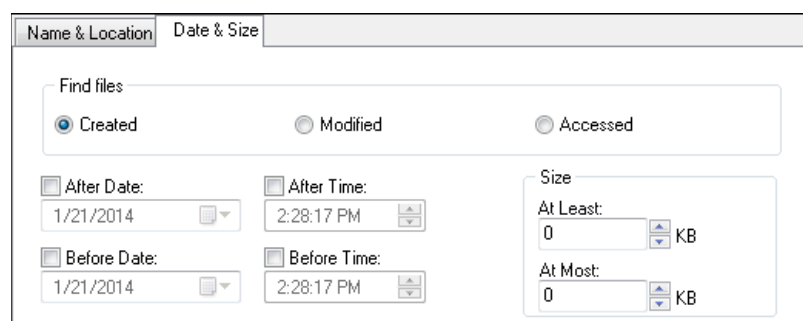
This includes filtering by words found in the file name or any text in the file. For example, you can

- get a listing of all Band-in-a-Box songs on your PC with the word “Blues” in the title.
- get a listing of all Band-in-a-Box songs in the BB folder with the word “Reggae” in them.



Date & Size

Use this window to search in a particular range of dates or times. This can be useful if you have multiple versions of a file from different dates and sessions.



File Associations

Go to the menu item *File | File Utilities* to associate the file types for Band-in-a-Box songs and styles in Windows®. Once set, this means that you can double-click on a song or style and Band-in-a-Box will open with that song or style.

Choose the menu items *File | File Utilities | Associate File types (songs, styles) with Windows...* to associate the Band-in-a-Box file types, and *Remove File Associations (songs, styles) with Windows...* to remove the associations.

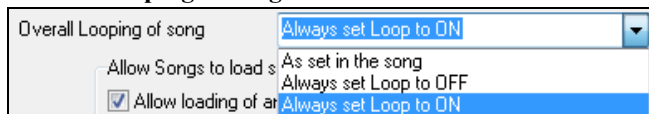
Global Song Overrides

These overrides let you ignore settings that were saved in song files.

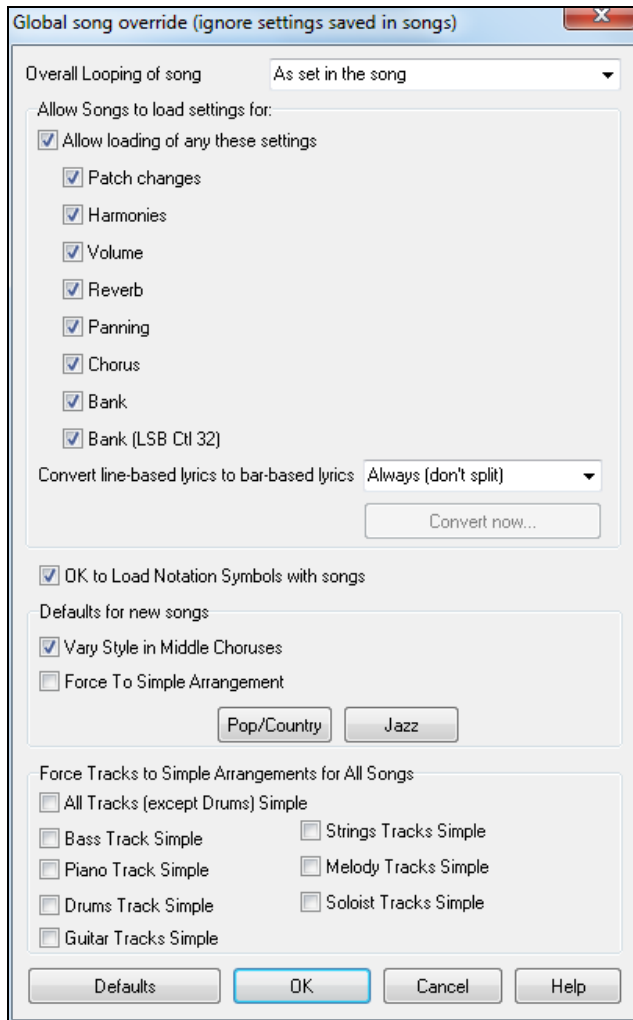


The global overrides are found in **Preferences [Overrides]**, and they allow you to set the overall song looping (always OFF, always ON, or as set in the song). Similar overrides are available to see which other information gets loaded from a file, such as patches, harmonies, volume, reverb, chorus, panning, and bank changes. For example, you can set every song to load with looping ON, and don't load any reverb settings from songs.

Overall Looping of song



For example, if you want every song loaded to have looping set to on, then set the **Overall Looping of song** option to “Always set loop to ON.” But if you are going out on a playing job, and don't want any songs to loop, then set it to “Always set loop to OFF.” If you want the settings to work the same way they did in previous versions, choose “As set in the song” or press the **[Defaults]** button.



Allow Songs to load settings for

If set, these items will be allowed to be loaded from songs. If not, the settings will be ignored when loading songs.

Convert line-based lyrics to bar-based lyrics

In the previous versions, there were line-based lyrics, which could be entered for each line on the Notation window. You can no longer enter this type of lyrics, but if your existing song has line-based lyrics, Band-in-a-Box can convert them to bar-based-lyrics. This option allows you to choose how the conversion should occur when the song with line-based lyrics opens. The default is “Always (auto-split),” which will convert line-based lyrics to bar-based lyrics and splitting them into 4 bars. If you choose “Always (don’t split),” line-based lyrics will be converted but they won’t be split into 4 bars. You can also choose not to convert line-based lyrics automatically. If the current song has line-based lyrics, you can press the **[Convert now]** button to convert them to bar-based lyrics.

OK to Load Notation Symbols with songs

If this is not selected, notation symbols (slurs, staccato, crescendos) will not be loaded from the song.

The options under **Defaults for new songs** are settings from the **Song Settings** dialog.

When **Vary Style in Middle Choruses** is selected (default), the song will play in substyle B throughout the middle choruses, playing substyle A for the first and last choruses only. If this setting is not selected, then the substyle changes will follow the part markers entered on the Chord Sheet.

When **Force to Simple Arrangement** is selected, the song plays a simpler (less busy or embellished) arrangement.

The **[Pop/Country]** preset button turns both of these settings off for a typical Pop or Country arrangement that follows part markers and does not embellish chords.

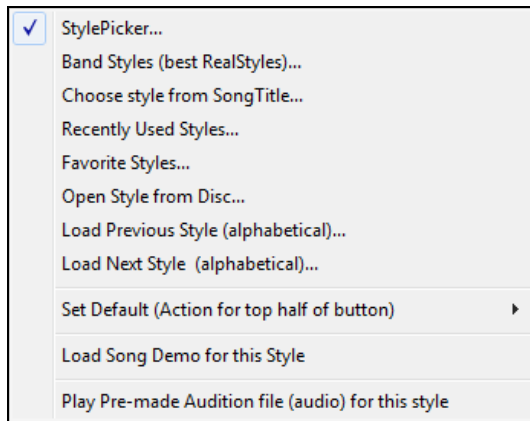
The **[Jazz]** preset button turns both of these settings on for a typical Jazz arrangement to support soloing over the middle choruses and allow Jazz chord embellishments.

Use the options under **Force Tracks to Simple Arrangements for All Songs** to set individual tracks or all tracks to simple arrangements for all songs. If you want to force simple arrangements on a song-by-song basis, use the **[Simple]** button on the toolbar.

Changing the Style



The **[Style]** button is a split button. Clicking on the top half opens a style selection dialog using the default method assigned to the button. Clicking on the bottom half of the button opens a menu of the options for selecting styles. The default method for the top half of the button is assigned from this menu. For example, if there is a check mark beside “StylePicker,” clicking on the top half of the button



will launch the **StylePicker** dialog. “Band Styles” opens a list of style categories. If “Recently Used Styles” is checked, clicking the button will go directly to the **Recently Played Styles** list, and so on.

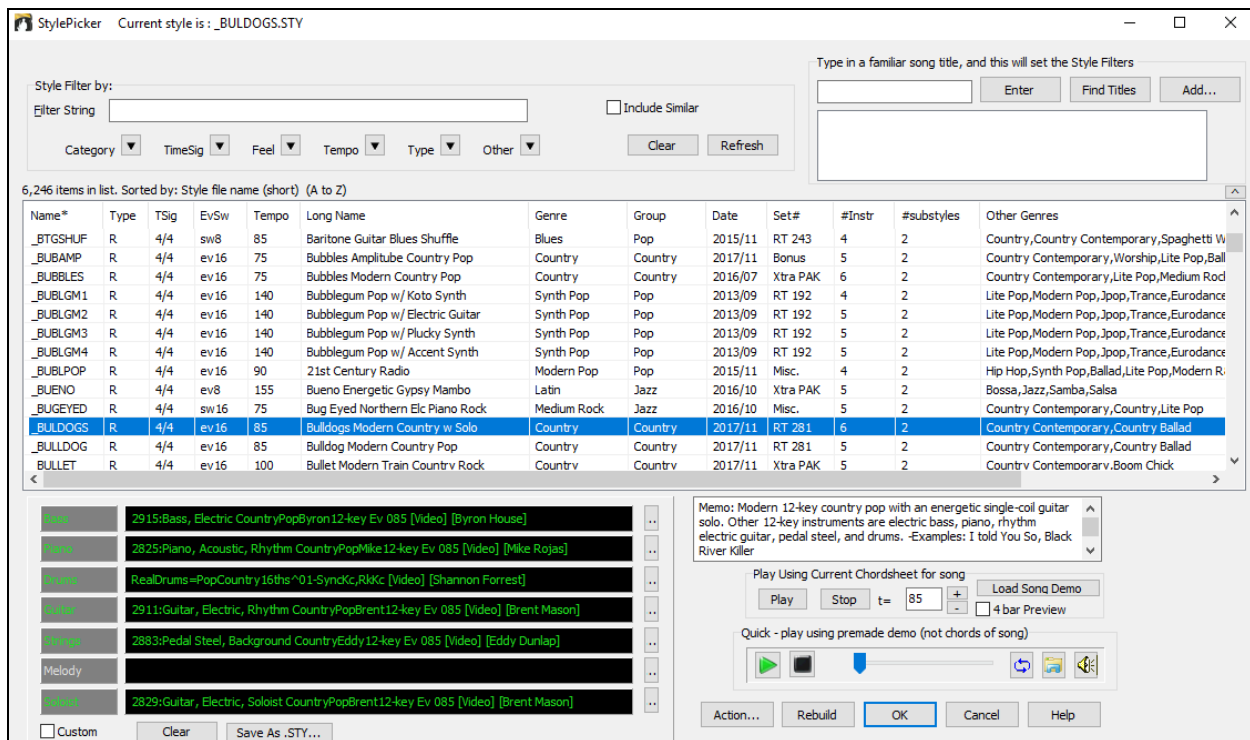
The StylePicker

The **StylePicker** window lists all styles with full information. It has a great filter feature for finding a perfect style for your song by selecting elements such as time signature, feel, or tempo, or by simply typing in a familiar song title.

You can browse styles by sorting columns or hear an “instant” preview of the style by double-clicking on the list. If style has both MIDI and RealDrums available, you can hear both, and choose which one you want. This makes it much faster to find the style that fits your song.

Tip: You can quickly launch the StylePicker by **S+Enter** or **Ctrl+F9** keys.

Note: The first time you use the StylePicker there will be a short delay while it builds the list of styles.



Quick Filter

Type a text and/or press the arrow button to select a category, time signature, feel, etc., and you will immediately see the filtered list. If “Include Similar” is unchecked, then the filtered list will show the exact match only, but if this option is checked, then the list will show the exact match and the similar styles.

Style Filter by:

Filter String

☒ Include Similar

Country Ballad 4/4 Feel Tempo Type Other

Style suggestion

Just type in a familiar song title, artist name, or genre of music, and the StylePicker will filter the list by the genre, feel, tempo, and time signature of that song title.

Type in a familiar song title, and this will set the Style Filters

Amazing Grace [American Trad] [Folk] [3/4 ev8 85]
 Amazing Grace [Alan Jackson] [Country] [Piano Ballad] [3/4 ev8 75]
 Amazing Grace (My Chains Are Gone) [Chris Tomlin] [Ballad] [Worship] [4/4 ev16 6]

Type in a text, click on a song to select it, and press **[Enter]**. Then, the list will be filtered to show styles that match the elements of the song. You can see what filters are in place when you look at the “Style Filter by:” area. If you enable the “Include Similar” option, the filtered list will include similar styles, but if you want to see only the exact match, then uncheck this option.

Style Filter by:

Filter String

☒ Include Similar

Folk 3/4 Ev8 85 Type Other

406 items in list. Styles exactly matching filter, then similar styles, sorted best to worst

Name	Type	TSig	EvSw	Tempo	Long Name	Genre	Group	Date	Set#
_BHALLSA	R	3/4	ev8	85	Bhalsa Slow Celtic Waltz w Harp	Celtic	Country	2016/11	RT 260
_THUINN	R	3/4	ev8	90	Thuin Slow Celtic Harp Waltz	World	Country	2017/06	Xtra PAK
_BZSLWLZ	R	3/4	ev8	100	Bouzouki Slow Waltz Duo	Country	Country	2013/06	RT 202
_CAVERN8	R	3/4	ev8	140	Cavern Harmonica Country Ballad	Country	Country	2017/11	RT 283
_ESQUIRE	R	3/4	ev8	90	Esquire Slow Celtic Waltz	Celtic	Jazz	2017/11	RT 285
_CLASWZG	R	3/4	ev8	85	Jazz Pop Waltz w/ Guitar	Jazz	Jazz	2011/07	RT 131
_CLASWLZ	R	3/4	ev8	85	Jazz Pop Waltz w/ Piano and Guitar	Jazz	Jazz	2011/06	RT 131
_POPWALZ	R	3/4	ev8	85	Pop Waltz w/ Acoustic Bass & Piano	Latin	Jazz	2009/07	RT 58
_MEMOIRS	R	3/4	ev8	100	Memoirs slow celtic waltz	Celtic	Jazz	2017/11	RT 285
_CTWLZPP	R	3/4	ev8	100	Celtic Waltz Basic 3-Piece	Celtic	Pop	2015/11	RT 233
_CELTWLZ	R	3/4	ev8	110	Celtic Waltz Solo Acoustic Guitar	Celtic	Pop	2012/11	RT 173

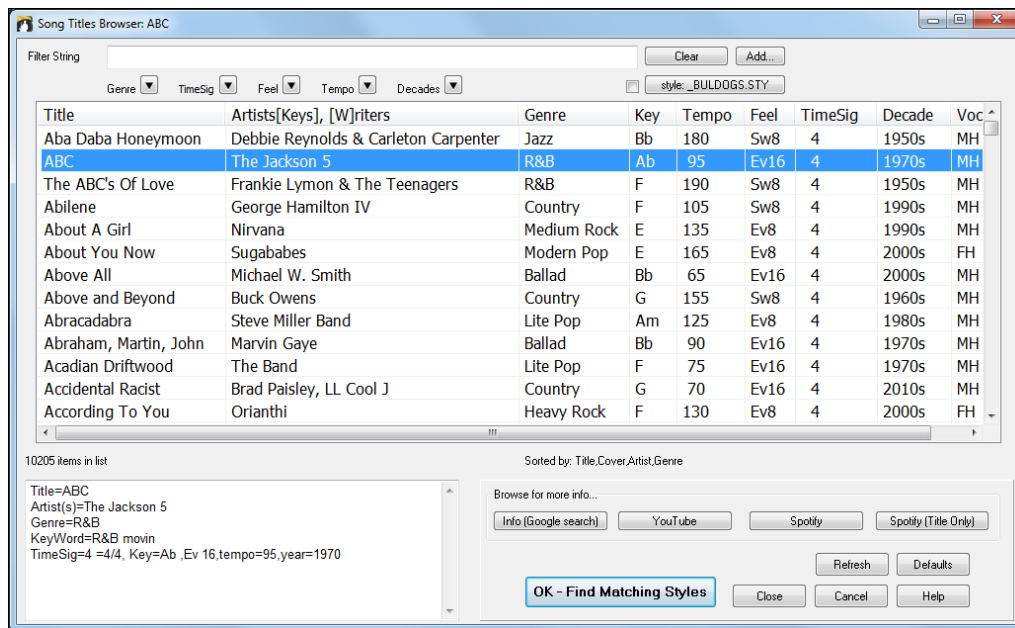
Song Titles Browser

The **Song Titles Browser** window allows you to browse and filter the huge list of over 10,000 popular song titles. You can, for example, filter by a certain artist, and then sort all the songs by tempo, key, feel, time signature, and more.

Type in a familiar song title, and this will set the Style Filters

You can open this window with the **[Find Titles]** button.

Note: You can also open the **Song Titles Browser** window by clicking on the **[Style]** button on the toolbar and selecting the *Choose style from Song Title* menu item.



OK - Find Matching Styles Once you have found a song, press the **[OK - Find Matching Styles]** button. This will take you to the **StylePicker** window with styles that best match the tempo, feel, and genre of the selected song title.

Style Filter by:

Filter String

☒ Include Similar

Blues

4/4

Sw8

95

Type

Other

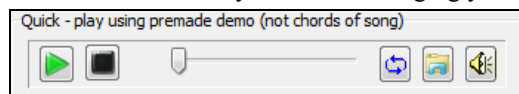
Clear

Refresh

Name	Type	TSig	EvSw	Tempo	Long Name	Genre	Group	Date	Set#	#Instr	#substyles
_RCKBLSS	R	4/4	sw8	85	Rockabilly Blues	Country	Country	2014/12	RT 222	4	2
_LAWLESS	R	4/4	sw8	110	Lawless Country Boogie Swing	Country	Country	2016/07	Xtra PAK	5	2
_TBLZSEV	R	12/8	sw8	85	Slow 12/8 Blues w/ Vintage Piano	Blues	Pop	2014/10	RT 211	5	2
_HBSS110	R	4/4	sw8	110	Slow Country Boogie w/ Simple Held Bass	Country	Country	2015/11	RT 234	5	2
_RCKBLSL	R	4/4	sw8	85	Rockabilly Wasteland	Country	Country	2014/12	RT 222	4	2
_CBOOGIM	R	4/4	sw8	110	Medium Country Boogie w/ Piano	Country	Country	2012/07	RT 167	5	2
_128P50S	R	4/4	sw8	85	50's 12/8 Pop	Lite Pop	Pop	2015/11	RT 228	5	2
_ELJ_BES	R	4/4	sw8	120	Blues Shuffle w/ Electric Bass	Blues	Pop	2008/05	RT 5	4	2
_GUITBLZ	R	12/8	sw8	65	Country Blues	Blues	Country	2012/12	RT 30	4	2
_CTRYSW1	R	4/4	sw8	85	Swinging Guitars w/ Piano	Country	Country	2012/04	Misc.	5	2

Instant Preview of Styles

You can audition a style without changing your existing arrangement, by using the preview control.



It has Play and Stop buttons, a progress bar, a Loop button and a file button.

Also, when the control is playing, if there are 2 files that can be played, there is a toggle button displayed. This appears for previewing MIDI styles, because there are MIDI drums and RealDrums available for most MIDI styles, and now you can easily hear both.

To hear a preview, simply double-click on a style name in the list. Or highlight a style and press the Play button. The demos are pre-made, so they play instantly. And they are a good idea of what the style is supposed to sound like.

The style demos are found in 2 possible places:

1. On your hard drive, in the *Data\Style Demos Audio* folder of your *RealTracks* folder, usually *C:\bb\RealTracks\Data\Style Demos Audio* (some of the demos are included on disk, but to save space not all of them are included).

2. On the Internet, at www.pgmusic.com (all of the demos are there).

When you demo a style, the program will play the version on disk if available; otherwise will play from the Internet.



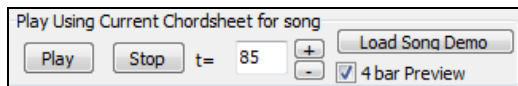
The style demos sometimes play files from the internet. You can download a file that is being played from the internet by clicking this button. If the file is being played on your hard drive, this button will show the file in a folder.



This button allows you to control the volume of demos.

Play Your Song with the Styles

You can also audition a style by actually playing it over the current chord progression of your song.



Pressing the **[Play]** button will generate arrangement for your song with the currently highlighted style. You can speed up the generation if you enable the “4 bar Preview” option, which will play only for the first 4 bars.

RealStyles and Styles with RealTracks

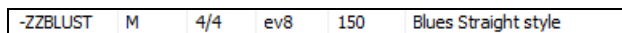
RealStyles are Band-in-a-Box styles that use RealTracks only. The style names for RealStyles are prefaced by an underscore, _.



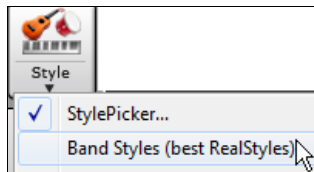
Styles with RealTracks are a blend of MIDI tracks and RealTracks. Style names for Styles with RealTracks are prefaced by an equals sign, =.



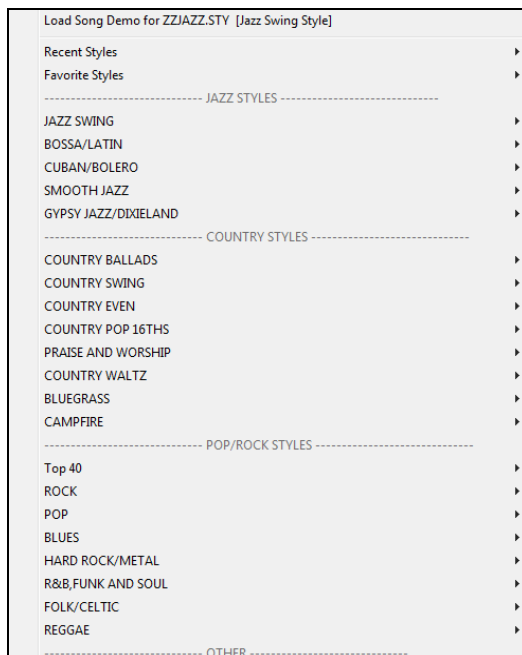
Styles with RealDrums use RealDrums for the Drums track and MIDI tracks for other tracks. Style names for Styles with RealDrums are prefaced by a hyphen -.



Band Styles



When you select this menu item, you will see a directory of style types, with submenus sorted into the listed categories.



For example, in the Jazz section you will see styles for Jazz Swing, Bossa/Latin, Cuban/Bolero, Smooth Jazz, and Gypsy Jazz/Dixieland. Each heading opens a list of selected RealStyles, sorted by tempo and type.

----- JAZZ STYLES -----	
JAZZ SWING	_JGTRMS.STY Jazz Swing MedSlow, Piano El.Guitar Quartet, Sw 110 (100-130) (Ac.Bass, Ac.Piano, El.Guitar, Brushes)
BOSSA/LATIN	_JGTRMS.STY Jazz Swing MedSlow, Electric Guitar Trio, Sw 110 (100-130) (Ac.Bass, El.Guitar, Brushes)
CUBAN/BOLERO	----- MEDIUM SWING (130-180) -----
SMOOTH JAZZ	_JSWINGP.STY Jazz Swing, Piano Trio, Sw 140 (130-180) (Ac.Bass, Ac.Piano, Drums)
GYPSY JAZZ/DIXIELAND	_JAZFRED.STY Jazz Swing, Freddie Quartet, Sw 140 (130-180) (Ac.Bass, Ac.Piano, Ac.Guitar, Brushes)
----- COUNTRY STYLES -----	
COUNTRY BALLADS	_JAZWES.STY Jazz Swing, Piano El.Guitar Quartet, Sw 140 (130-180) (Ac.Bass, Ac.Piano, El.Guitar, Brushes)
COUNTRY SWING	_JAZCMTR.STY Jazz Swing, Electric Guitar Trio, Sw 140 (130-180) (Ac.Bass, El.Guitar, Brushes)
COUNTRY EVEN	----- BEBOP (180-250) -----
COUNTRY POP 16THS	_JAZZBOP.STY Jazz Bebop, Piano Trio, Sw 190 (180-220) (Ac.Bass, Ac.Piano, Drums)
PRAISE AND WORSHIP	_JFREDFS.STY Jazz Bebop, Freddie Quartet, Sw 190 (180-220) (Ac.Bass, Ac.Piano, Ac.Guitar, Drums)
COUNTRY WALTZ	_JGTGRFS.STY Jazz Bebop, Piano El.Guitar Quartet, Sw 190 (180-220) (Ac.Bass, Ac.Piano, El.Guitar, Drums)
BLUEGRASS	_JGTFRFS.STY Jazz Bebop, Electric Guitar Trio, Sw 190 (180-220) (Ac.Bass, El.Guitar, Drums)
CAMPFIRE	----- WALTZES (75-190) -----
----- POP/ROCK STYLES -----	
ROCK	_JWALZPS.STY Jazz Waltz Slow, Piano Trio, Sw 85 (80-100) (Ac.Bass, Ac.Piano, Brushes)
	_JWALZPM.STY Jazz Waltz Med.Slow, Piano Trio, Sw 110 (100-130) (Ac.Bass, Ac.Piano, Brushes)
	_JWALZGM.STY Jazz Waltz Med.Slow, Guitar Trio, Sw 110 (80-130) (Ac.Bass, El.Guitar, Brushes)
	_JWALZP.STY Jazz Waltz, Piano Trio, Sw 140 (130-190) (Ac.Bass, Ac.Piano, Brushes)

Load Song Demo For This Style [_SJAZZC3.STY]

You can also load in a song demo by choosing the menu item.

This list of styles can be customized by the user. You can create a text file of styles to add to the top and/or bottom of the list (i.e. above or below the list of styles provided by PG Music). To customize this list at the top, create a file called *C:\bb\Data\RealCombos_User_Top.txt*, to customize this list at the bottom create a file called *C:\bb\Data\RealCombos_User_Bottom.txt*.

The format of the file is identical to the one that PG Music includes, which is called *C:\bb\Data\RealCombos.txt*. You can list a line of text (for a heading) e.g.

---- My Favorite Country Styles ----

or a line with a style on it e.g.

_JAZFRED\$ Jazz Style with 4 in the bar Guitar

On this line, the \$ character is a delimiter between the style name and the description.



Press the [Video Help] toolbar button for a tutorial on editing the Band styles list.

Playing/Pausing/Stopping Songs



This will replay the song without regenerating the tracks, unless regeneration is required. The current arrangement is preserved. (Freeze the song or save to a MIDI file to permanently save the arrangement.)



This will create a new arrangement and plays the song. If you don't want your tracks regenerated use [Play].



Click this button for a menu of looping selections. You can play the highlighted section of the Chord Sheet or Notation window in an endless loop. Click and drag the mouse to highlight a section of bars to loop. If the checkbox is selected, the entire song will loop.



This will play the song starting at the selected chorus and bar number. Use it to jump to any bar in the song. You can also start playback from any bar by right-clicking on the bar and selecting the *Play from Bar* menu item.

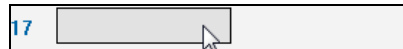


This will stop song playback.



This will pause playback with the [Pause/Continue] button; resume from the same location by pressing it again.

You can also use the *Play* menu commands or keystrokes.



You can double-click on any bar on the Chord Sheet or Notation window to start playback at that location.

There is also an option in the [Preferences](#) dialog to start and stop playback with the spacebar. The spacebar or double-click can be used on an ending bar (or a bar in the tag), and it will play from the ending (or tag).

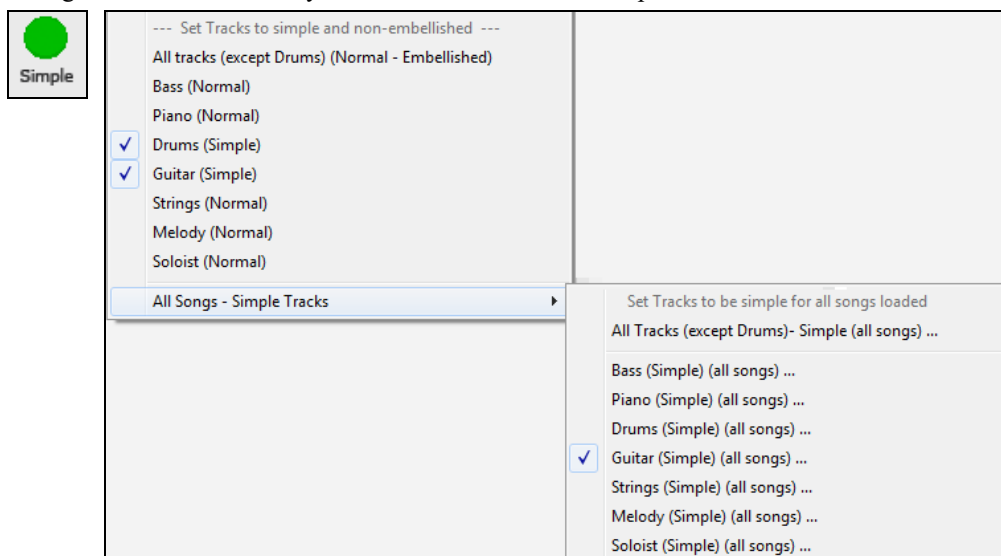
You can also right-click on the Chord Sheet or the Notation window to start playing.

Play from Bar 14 Chorus #1
Play from Bar 14 Chorus #2
Play from Bar 14 Chorus #3

Options for Simpler Arrangements

The **[Simple]** button on the toolbar allows you to set individual tracks or all tracks to unembellished arrangements. The simple arrangement option can be set on a song-by-song basis or for all songs.

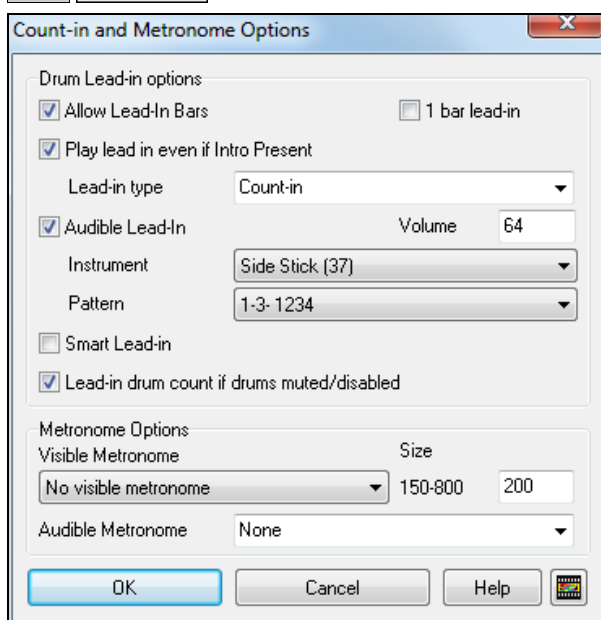
If you set the Drums track to be simple, then the Drum track will avoid fills or post fills (cymbal crashes). You can also set a Drums track to be simple in a style. UserTracks will also follow this setting for Drums and play a simpler arrangement without fills if you set the Drums track to Simple.



Lead-In Counts and Metronome



These settings are made in the **Preferences** dialog. Click on the **[Count-in/Met.]** button to open the **Count-in and Metronome Options** dialog.

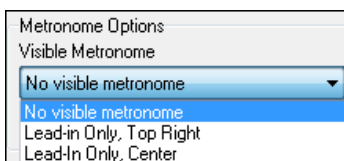


The default count-in is two bars, but there is an option to shorten it to a 1 bar lead-in.

You can select any drum instrument for the count-in and choose different count-in rhythms (e.g. Tap on 2 and 4 instead of 1-2-3-4).

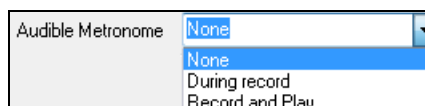
The Smart Lead-in feature avoids playing the count-in drum sound during a Melody pickup.

There's an option to play the drum count-in in all circumstances, useful when the style doesn't have drums or for drummers who play along with Band-in-a-Box by muting the drum track.



You can display the Visible Metronome on-screen during the entire song (or just the lead-in). Choose the screen position, the size (up to near full screen size), and the visual metronome pattern. The on-screen metronome is a great way for a student to learn to keep on the beat, and with a settable size, students can view this from across the room.

The Audible Metronome can be set to sound “During record,” during “Record and Play,” or “None” - turned off entirely.



Part Settings for Playback

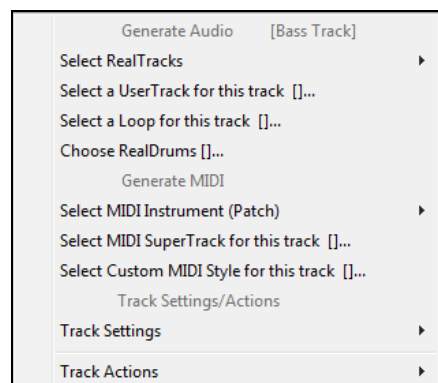
The individual instrument parts are controlled with the Mixer.



Mixer Each track in the Mixer shows the name of the instrument assigned to it.

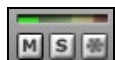
Instrument: 33 Acoustic String Bass Yellow text indicates a MIDI instrument.

~903:Bass, Electric, SmoothCool Sw16 100 Green text indicates RealTracks or RealDrums.



Right-click or double-click on a part name for a menu of settings and actions for the selected part. The menu is organized into groups allowing easier selection of track types: audio (RealTracks, UserTracks, Loops) or MIDI (MIDI SuperTracks, classic MIDI tracks) and track settings/actions.

Mute, Solo, and Freeze Tracks

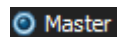


Each track has its own VU meter as well as buttons to **[M]**ute, **[S]**olo, and **[*]** Freeze the track.

Muting a Track



Click on the Mute button to silence the selected track. The button will turn red to show it is active.



To mute/unmute all parts as the song is playing, simply press **Alt+2** or right-click on the “Master” radio button at the top of the screen and select *Mute* in the menu.

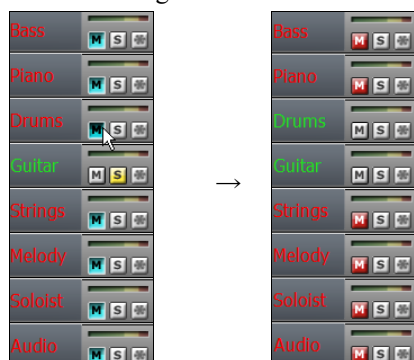
Solo a Track



While listening to Band-in-a-Box, you can solo (isolate) a certain part by clicking on the Solo button.

Or you could hold the **Ctrl** key and mouse click (left or right) on the track button at the top of the screen. For example, if you want to hear only the Piano track, **Ctrl+click** on the Piano track button. If you want to use hot keys for this, you can press **Alt+2** (Mute-All) and then **Alt+4** (Unmute Piano).

You can change the solo and the mute status of other tracks by right-clicking on a blue mute button.



For example, if the Guitar track is in the solo status, when you right-click on the blue mute button on the Drums track, the Drums track will be un-muted AND the Guitar track will be un-soloed.

Freeze a Track



Any track can be frozen (MIDI or RealTracks). When frozen, it won't get changed or re-generated. This saves time when replaying previous songs, and lets you freeze an arrangement that you like. The **[*]** buttons on the Mixer freeze the individual tracks.

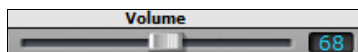


Use the snowflake button on the toolbar for additional options, which include freezing the whole song.

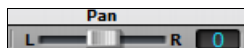
Changing Volume, Panning, Reverb, Tone

Each track in the Mixer has its own set of controls including volume, pan, reverb, and tone. Use them to make your own mix for the arrangement.

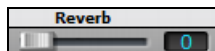
Volume slider and value:



Pan slider and value:



Reverb slider and value:



Tone settings: -18 (bass) to +18 (treble)



Hold the **Ctrl** key down as you click on the track slider or drag the thumb of the slider. This will force all tracks to move to the same absolute location as the original track. Hold the **Shift** key and it will move all tracks relative to the move of the original track.

Double-clicking on the slider sets the value to a default value.

There is also a Master section with a Mute button, VU meters, and Master Volume controls.



Master Mute:



VU Meters (stereo):



Master Volume (this song) And Master Volume (all songs):

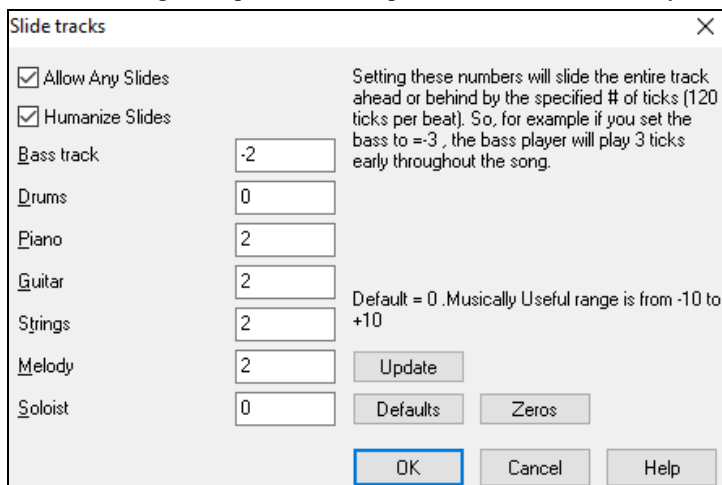


The Master Volume is a new type of volume setting for Band-in-a-Box, and is a true Master Volume, in that it applies a decibel (dB) boost to the master signal, independent of the tracks volumes. So for example, if you want all Band-in-a-Box songs to be louder, you can simply set the “All Songs” Master volume slider (e.g. +6 dB) and this boost will apply to audio output from all instruments (MIDI and audio) for all songs.

Slide Tracks

This is a menu command (*Edit | Slide Tracks...*) that allows you to move any of the Bass, Drums, Piano, Guitar, Strings, Melody, or Soloist tracks ahead or behind by a definable amount. For example, slide the Bass track a little ahead of the rest of the band to make the bass player “drive the band.”

To slide tracks, select the *Slide Tracks* option from the *Edit* menu. The values are measured in “ticks-per-beat” with 120 ticks being the equivalent of a quarter note. The musically useful range is from -10 to 10.



Allow Any Slides

If you want the slides to occur, then set this to YES.

Humanize Slides

If set to YES, the slides will be humanized to slide the track a different amount for each note. The amount varies from 0 ticks (none) to the slide setting for the instrument.

Press the **[Default]** button to fill the tracks with default slide values.

Press the **[Zeros]** button to “zero-out” the slide values for all tracks.

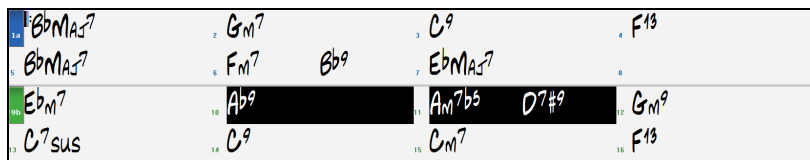
Press the **[Update]** button to affect your changes and hear the result instantly.

Tip: A track that always plays notes early by a certain amount tends to sound out of time, whereas humanizing the slide makes the track sounds more alive.

Play Selected Area as a Loop

Shift-click on the **[Play]** button or press **F10** (Play Selected Area as Loop), and the program will play a selected region and loop the selection. For example, you can select bars 10 and 11 and then press **F10**, and bars 10 and 11 will play looped.

To use this function, select a region on the Chord Sheet.

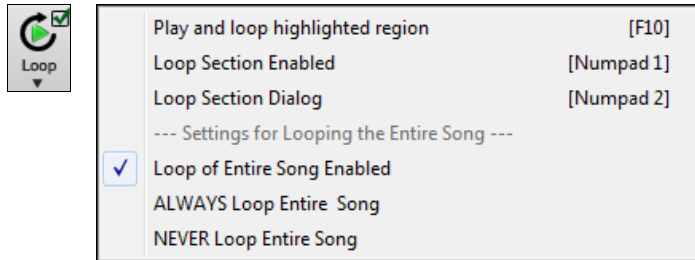


Choose *Play | Play & Loop Highlighted Section* (or press **F10**). The selected region will then play and continues looping until STOP is pressed.

Loop Button Menu

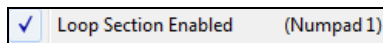
The **[Loop]** toolbar button opens a menu with the full list of looping options.

Click on the looping option you want, either the entire song or just a section that you select. Selecting the checkbox on the button enables looping for the entire song. The **Loop Section Settings** dialog lets you choose exactly what to loop.

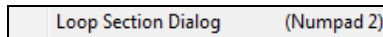


Loop any Section of the song

You can loop any section of the song. The program will then start playback at the first loop point and play the looped section until stopped.

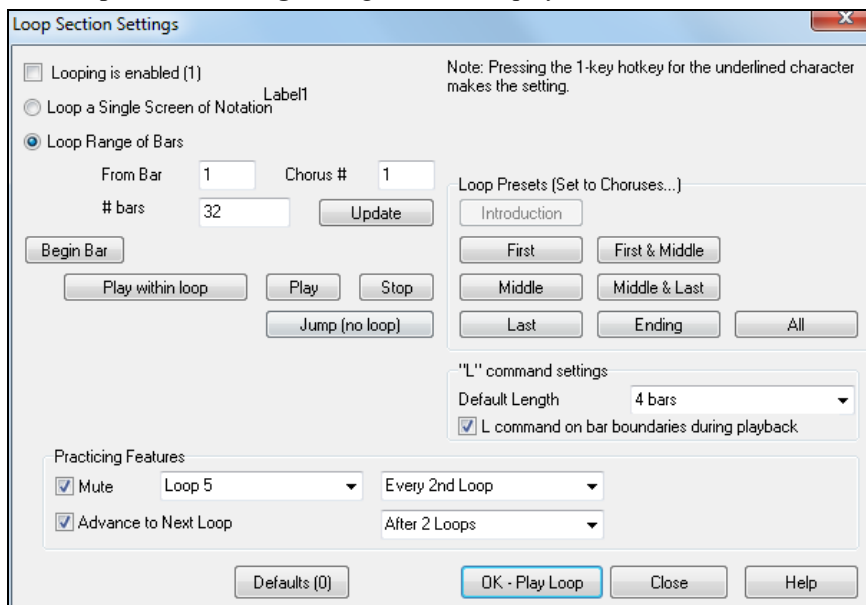


Looping of a section of the song is enabled in the Loop button menu or with the keystroke **[NUMPAD 1]**.



Select *Loop Section Dialog* from the Loop menu button to open the **Loop Section Settings** dialog, or press **[NUMPAD 2]**.

The **Loop Section Settings** dialog will then display.



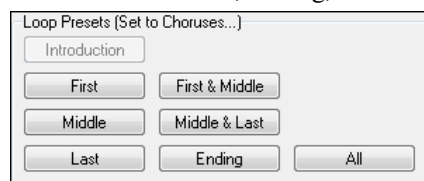
The “Play within loop” command allows you to quickly play a looped section. Highlight the range of bars to loop on the Chord Sheet, press **NUMPAD 2** to open the **Loop Section Settings** dialog, and click the **[Play within loop]** button.

To enter settings manually in this dialog, you start by choosing either “Loop a Single Screen of Notation” or “Loop Range of Bars.”

“Loop a Single Screen of Notation” (**Ctrl+NUMPAD 7**) loops a single screen of notation at the current song location. The length of the loop is determined by the number of “Bars/Screen” specified in the **Notation Window Options**.

Select “Loop Range of Bars” if you want a custom range of bars, then enter the starting “From Bar” number, the “Chorus #,” and the “# bars” for the length of the looped section. You can then play the song with the **[Play within loop]** button and then **[Close]** the dialog.

Presets are available to set the loop points to Introduction, First / Middle /Last Choruses or First & Middle, Middle & Last combinations, Ending, or All.

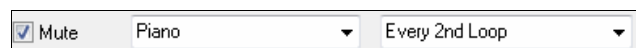


As the different buttons are selected you will see the “Loop Range of Bars” settings update.



Hot keys are also available for these, look in the *Play* menu under the *Looping* submenu.

Loop Practicing Feature



Getting the mute to loop every Nth time is helpful to learn a certain phrase. For the loops, you play along with the phrase, and then “you’re on your own” when the phrase gets muted every Nth loop. You can choose the track to mute and how often the track mutes.



The “Advance to next loop every Nth loop” option allows you to practice and learn a whole song, by getting each section repeated a certain number of bars.

Once you have these settings made, you can just start a loop the usual way. For example, highlight a region, press the **[Loop]** button, and select *Play and loop highlighted region* (or press [F10]). Or you can type L4 <enter> to start a 4-bar loop.

Loop Keystroke Commands (useful for live performance)

NUMPAD 1	Toggle looping on/off.
NUMPAD 2	Open Loop Section Settings dialog.
Ctrl+NUMPAD 1	Play with last chorus looped.
Ctrl+NUMPAD 2	Play with middle choruses looped.
Ctrl+NUMPAD 3	Play with middle and last choruses looped.
Ctrl+NUMPAD 4	Jump to last chorus.
Ctrl+NUMPAD 5	Jump to ending.
Ctrl+NUMPAD 7	Loop Notation screen.
NUMPAD [DEL]	Advances the Notation, Lead Sheet, and Guitar windows by one chord (group of notes).
NUMPAD [INS]	Backs up the Notation, Lead Sheet, and Guitar windows by one chord.

Notebook users should set “Simulate NUMPAD Keys” to “ON” in the [Preferences](#) dialog, then use the regular number keys to trigger looping.

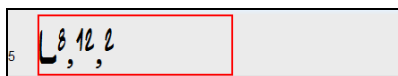
The Title bar at the top of the main screen indicates the looping status. If a song has a looped section, this will be listed at the top of the screen (e.g. “Will loop Middle Choruses” or “Currently looping Middle Choruses”). So you can tell what is going to happen with the looping during a live performance.

Quick command for Looping

Looping has been enhanced with an “L” command for quickly setting a loop.

For example:

- **L Enter** will loop at the current point for 4 bars. (The “4” is a selectable value. See below.)
- **L 8 Enter** will loop for 8 bars.
- **L 8, 12 Enter** will loop for 8 bars starting at bar 12.
- **L 8, 12, 2 Enter** will loop for 8 bars starting at bar 12 of chorus 2.



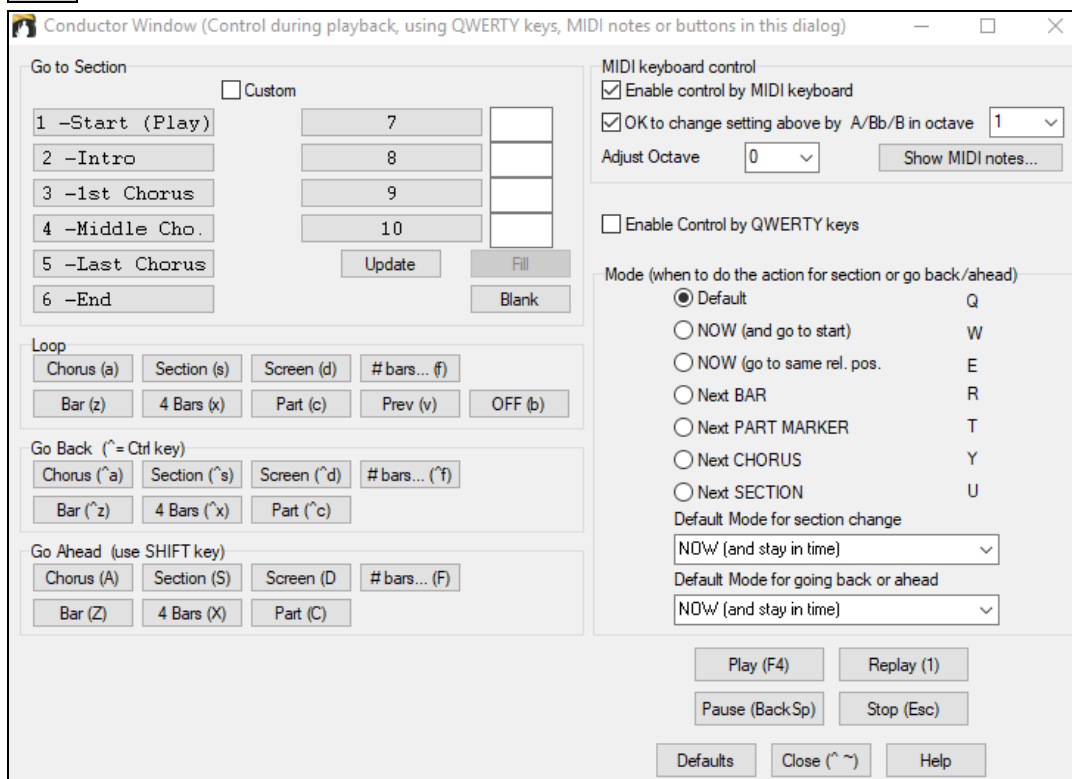
The “Default Length” option in the **Loop Section Settings** dialog determines the number of bars looped when you hit L [Enter] keys. For example, if this is set to 4 bars, then L [Enter] will loop 4 bars.



“Conductor”- Live Looping/Playback control



As the song is playing, many “single key” hot keys are now available to control the playback and looping of the song.



Play along with your MIDI Controller Keyboard

If you have an external MIDI keyboard controller connected to your computer system, you can use the MIDI THRU features to play along with the program.

Boost THRU Velocity by 20

When playing along on a keyboard to the Band-in-a-Box “band,” if the sound of your keyboard is too quiet and increasing the THRU Volume doesn’t help enough, use this option to boost the THRU velocity and make your playing on the THRU channel louder. To set this “THRU velocity boost,” open the **MIDI Settings** dialog (*Options | Preferences | Channels*). Click on the **[Options]** button and set “Boost THRU Velocity by” to a value in the range of –127 to +127 in the **MIDI Options** dialog. (Default is 0.)



Harmonize your play along part by choosing *MIDI Thru Harmony* (**Alt+F11**) from the **[Harmony]** menu button to choose a harmony, just as you would for the Melody.

Play Along with the Wizard

The **Wizard** is an intelligent play along feature that is controlled with the bottom two rows of your computer’s QWERTY keyboard or your connected MIDI keyboard. The bottom row of keys plays chord tones; the second row plays passing tones. You play any key in either row and never make a mistake! The Wizard keys are active during playback.

A S D F G H J K L ; ' ← This row plays PASSING Tones (2nd,Fourth,Sixth)

Z X C V B N M , . / ← This row plays CHORD tones (root,3rd,Fifth,Seventh)

To use this feature, press the **[MIDI]** toolbar button and enter a check for *MIDI Keyboard Wizard Enabled*.



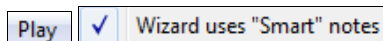
☒ MIDI Keyboard Wizard Enabled



☒ Wizard Playalong feature

You can also select the *Wizard Playalong feature* option from the *Play* menu.

In the *Play* menu, toggle *Wizard uses "Smart" notes* to "off" (unchecked) to have the Wizard provide you access to the chromatic scale. Toggle it "on" to have access only to the notes based on the chord/key of the song.



Also, the Wizard works with the harmony feature, so you can play along live in 4-part saxophone harmony for example.

Melody Wizard

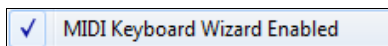
For songs with melodies, there are QWERTY keys (Enter, \, T, 6) that trigger notes from the melody as the song is being played. Other keys trigger 1-4 approach notes from below or above. The notes can be recorded, to humanize a stiff melody with better timing, and approach notes also useful for sight reading, rhythm practice or to perform.

Works with harmonies

- Melody notes: T, 6, Enter, \
- Same Melody note: 5
- Approach notes: QWER YUIO
- Octave set: 1, 2, 3

MIDI notes also work (if **Preferences [Transpose]** is set to "Allow Melody Wizard on THRU part").

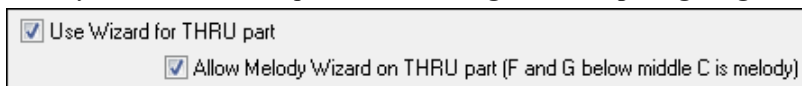
- Octave set: E(40), F(41), G(43)
- Melody notes: F(53), G(55)
- Approach notes: B(47), C, D, E A, B, C, D(62)



To use the Melody Wizard, make sure the MIDI Keyboard Wizard is enabled on the **[MIDI]** menu button.

This will also enable the MIDI Wizard on the QWERTY keys.

If you also want to use the Melody Wizard on MIDI notes, go to **Preferences [Transpose]** and enable "Allow Melody Wizard on THRU part" in the **Settings for transposing songs when loaded or "Do it Now"** dialog.



***.MGU** Then, choose a song that has a Melody track.



Mute the Melody track by right-clicking on the Melody track (**Alt+8**).



Play the song.

ENTER or \ As you play the song, you can use the **Enter** key or the \ key (or T or 6 above the T) to play Melody notes.

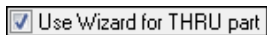
W,E,R,T These will be approach notes up to the melody. You can start on any note.

Q,E,R,T Starting on a Q instead of W will use wider voicings for approach notes.

I,U,Y,T These will be approach notes down to the melody. Start on any note.

O,U,Y,T Starting on an O instead of I will use wider voicings for approach notes.

MIDI Keyboard Wizard



By turning on this Wizard setting in the *Options | Preferences Transpose* dialog, notes played on a Thru channel MIDI keyboard will be played through the Wizard. C, E, G, and Bb will be mapped to chord tones while D, F, A, and B will be passing tones.

Changing Instruments / Settings for the Wizard



As a play along instrument, the Wizard uses the Thru instrument part. To change the instrument patch, volume, reverb, etc. for the Wizard select the Thru instrument in the Mixer.

MIDI Normalize

If performing a live set, or at a jam session, it helps to have the volume of all of the songs be similar. Now, with a MIDI Normalize feature, you can level the volumes to a setting in the program options. For example, you can set all volumes to be 70 and the program will make each song play within those levels. This is done in the **Preferences [Arrange]** tab.

[Normalized Velocity=70, was 65] When you have set the normalize to “on” the title window at the top of the screen reports that Normalization is set to 70, and that the velocity of the currently playing song has been increased from 65 to 70.

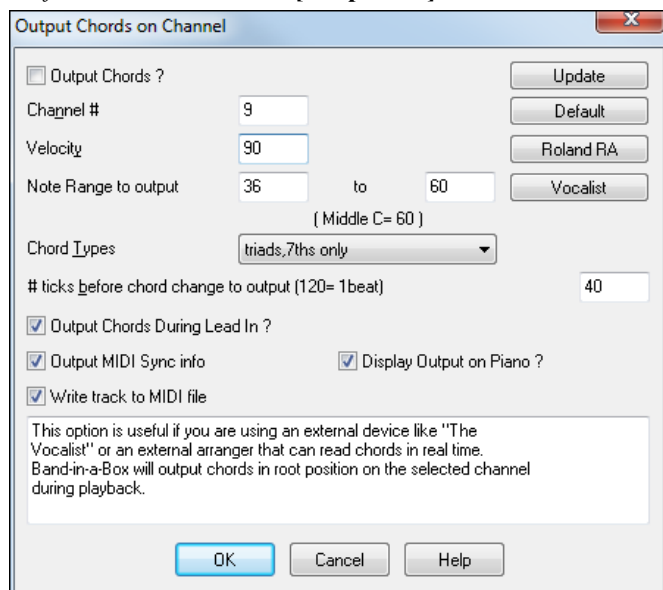
The normalization will affect bass, drums, piano, guitar, and strings. If you select the “Including melody and Soloist” option, the normalization will also affect the Melody and Soloist parts.

Outputting MIDI to an External Device

Some external music hardware devices require chords played in root position to drive them in real time.

An example of this is the Vocalist. It will let you sing into a microphone and harmonize your voice according to the chords that are input to the device. Band-in-a-Box has the capability of outputting a separate channel with the chords in root position to support such external devices automatically.

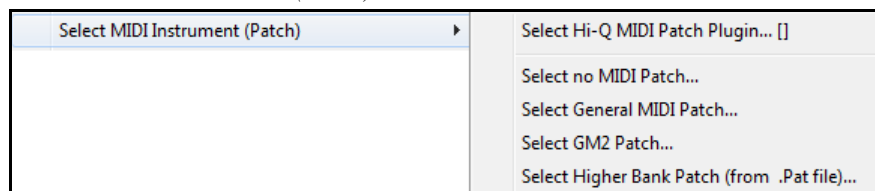
There are also settings such as complexity of chords, output channel, velocity, and note range. It will also drive “Real time Arrangers” like the Roland RA series. The best way to accomplish this is to access the *Options | Preferences* and select the **[OutputCh.]** button. You will then be given a window like this:



Click on the **[Vocalist]** button if you have such a device connected to your MIDI system. Band-in-a-Box will then send it the appropriate chord information automatically as your song is playing (e.g., root position triads).

Changing MIDI Instrument

To select a MIDI Instrument for any MIDI track, right-click on the track radio button at the top of the screen and go to *Select MIDI Instrument (Patch)* and choose one of the menu commands.



Select Hi-Q Patch Plugin

Use this menu command if you want to select a preset of a Hi-Q MIDI instrument and a VST plugin (e.g. sforzando).

Select no MIDI Patch

This will remove the current selection of the MIDI Instrument.

Select General MIDI Patch

This will allow you to select an instrument from the list of GM patches.

Select GM 2 Patch

This will allow you to select an instrument from General MIDI 2 patches.

Select Higher Bank Patch (from .Pat file)

This will allow you to select a higher bank instrument on your particular synthesizer.

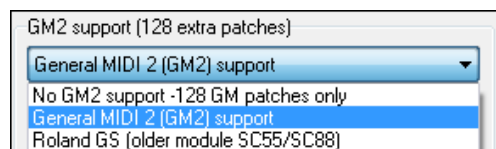
About Patch Changes

Patch changes are embedded in the Band-in-a-Box styles and these patches are loaded with songs by default. They can be disabled in the **MIDI Options** dialog found in the **Preferences**. Alternate patches can be saved with a song (Alt+F2).

General MIDI 2 support

General MIDI 2 standard (GM2) adds 128 more MIDI instruments to Band-in-a-Box styles and songs, including ukulele, mandolin, 12-string guitar plus many new and improved piano, organ, guitar, brass, and string sounds.

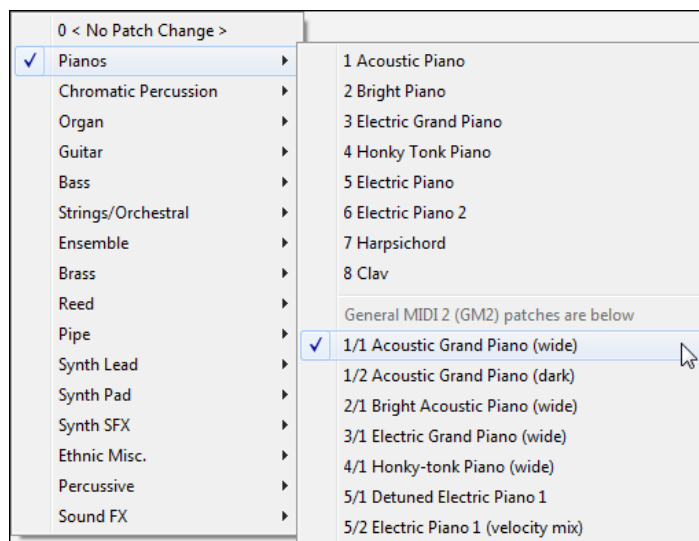
Note: The included Coyote synth supports GM2 instruments, as do most newer modules/sound chips. If yours doesn't, a similar instrument from the existing 128 General MIDI sounds will be substituted.



The type of GM2 support is set in the **MIDI Driver Setup** dialog (*Options | MIDI/Audio Driver Setup*). The choices are:

- **General MIDI 2 support:** If you're using a newer Sound Canvas then choose this GM2 support.
- **Roland GS (older Modules):** "Older" Sound Canvases (SC55/SC88) support GS, but not GM2. The good news is that they have the same patches available, just at different locations. So if you choose this option, Band-in-a-Box will find the patches at the "GS" locations instead of the "GM2" locations. If you have a newer GS module like the SC8820 that supports both GM2 and GS you should likely choose GM2.
- **No GM2 support:** Most sound cards don't have GM2 support yet, so just support the original 128 General MIDI sounds. Band-in-a-Box will use the closest instrument in these cases.

Select GM2 Patch... You can select a GM2 patch in the *Select MIDI Patch* submenu of the Track (right-click) menu. This shows a menu grouped by instrument types.



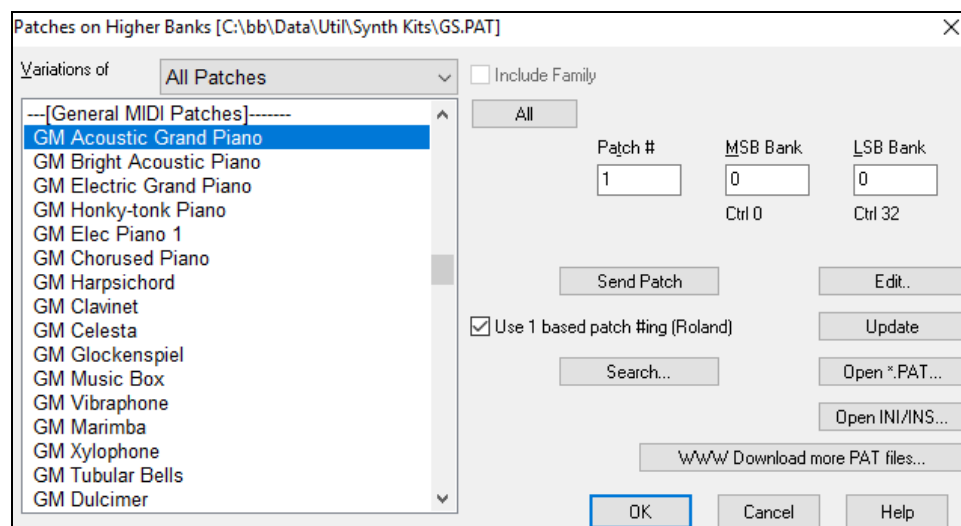
Additional Patches

A "patch" is a MIDI instrument name. Examples of patches are Acoustic Bass, Electric Piano, and Violin. Patches are used to emulate real instruments through MIDI playback. Band-in-a-Box defaults to using the standard bank of General MIDI patches used by all MIDI manufacturers, but many MIDI synthesizers and sound cards have additional patches available as alternatives to the basic GM list. These sounds are typically found on higher banks in memory.

Patches on Higher Banks Dialog

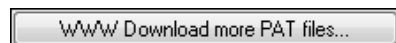
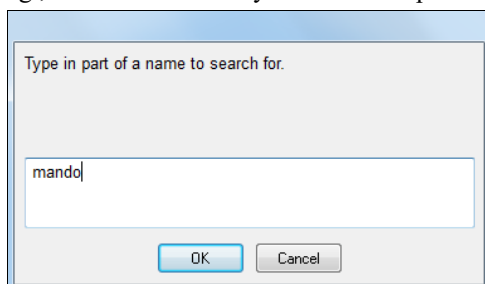
Select Higher Bank Patch (from .Pat file)...

You can select a higher bank patch in the *Select MIDI Patch* submenu of the Track (right-click) menu. This opens the **Patches on Higher Banks** dialog for easy access to patches on all other banks as well as General MIDI.



To narrow your sound search you can do one or all of the following:

- Open the patch list and select an instrument (i.e. Electric Bass, Acoustic Piano, etc.)
- Click on the “Include Family” checkbox to have other offerings of similar type shown. (i.e., all bass family patches, all keyboard family patches, etc.)
- Find a patch by keyword by clicking the [Search...] button and typing some letters that you know are in the name (e.g., “mando” will find your mandolin patch and any others containing “mando”).



Click on this button to go to the PG Music web page where you can download more patch files from http://www.pgmusic.com/support_miscellaneous.htm.

Converting Synthesizer Patch Lists in Band-in-a-Box

Band-in-a-Box can read a patch file list generated by PowerTracks Pro Audio or Cakewalk and convert it to a .PAT file for use in Band-in-a-Box.

Converting PowerTracks patch list to Band-in-a-Box .Pat files.

PowerTracks stores its patch lists in a single file, called PATCHES.INI. This file contains all of the patch lists for the synths supported by PowerTracks. Band-in-a-Box stores the patch list for each synth in a separate file, with an extension of .PAT.

To convert a PowerTracks patch file to a Band-in-a-Box Patch file, you will be choosing the *C:\pt\patches.ini*, and then choosing the synth that you want to convert to a .PAT file.

Select Higher Bank Patch (from .Pat file)...

Open the **Patches on Higher Banks** dialog from the *Select MIDI Patch* submenu of the right-click tracks menu.

Note: If a .PAT file has not been previously selected, a **File Open** dialog will appear. Select a .PAT file from the *C:\bb\Data\Util\Synth Kits* directory to launch the **Patches on Higher Banks** dialog.

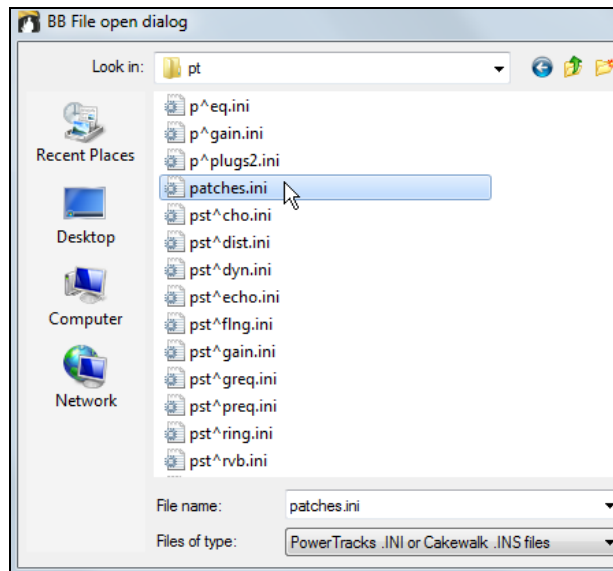
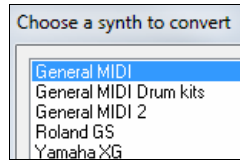


Press the **[Open INI/INS...]** button to launch the **Open File** dialog.

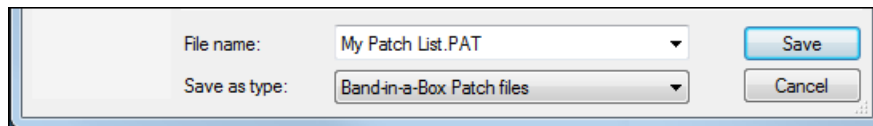
Choose the file *C:\pt\patches.ini*.

You will then see a menu of synths stored in the patches.INI file.

Select one to convert.



Create a name for the .PAT file (e.g. My Patch List.PAT) and save it to *C:\bb\Data\Util\Synth Kits*.



Converting a Cakewalk .Ins file to a Band-in-a-Box .Pat file.

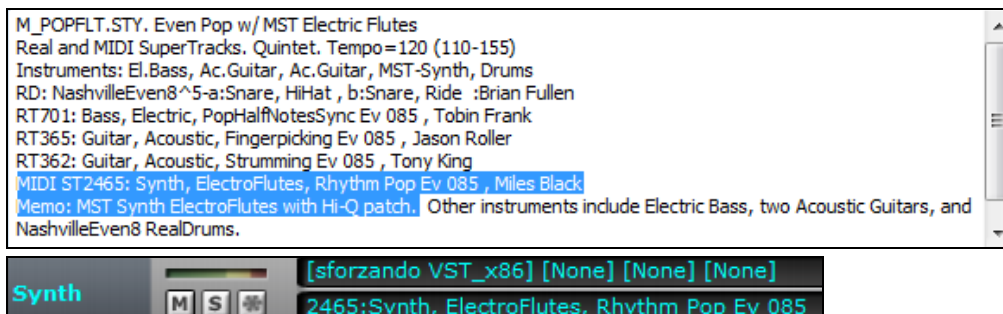
This is done using the same process described above for PowerTracks, except that you open the individual .INS file instead of a PATCHES.INI file. For example, if you have a Cakewalk file called “My Synth.INS” you would select this file name. You would then save that converted list to *C:\bb\Data\Util\Synth Kits\My Synth.PAT*.

Hi-Q MIDI Instruments for sforzando

We have added a new VST synthesizer, with support for popular .SFZ sound format, as well as PG Music’s Hi-Q sounds. Many sounds that have been developed with the .SFZ format are available on the internet and are ready to play with Band-in-a-Box using this synth. Your existing Band-in-a-Box Hi-Q sounds will play using this synthesizer, so previous songs or styles you made will play with this new synth. This synth is installed with Band-in-a-Box and is ready to play and does not require configuration.

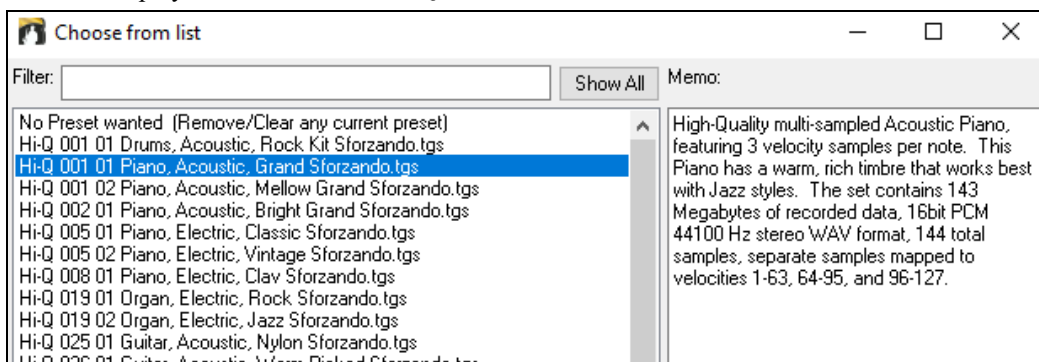


Most of the interaction between Band-in-a-Box and the sforzando synth will be behind-the-scenes, so you don't need to do anything. Just "pick a style and press play" as usual. This is because the styles that need to use the synth are coded to do so in the style, using the Hi-Q patch.



If you want to add a specific Hi-Q sound, right-click on the track button and go to *Select MIDI Instrument (Patch) | Select Hi-Q MIDI Patch Plugin*.

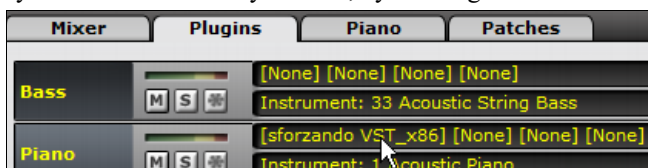
This will display a list of available Hi-Q sounds.



When you choose a Hi-Q sound from the list, sforzando will be loaded, with the Hi-Q instrument.



If you want to use a custom sound, such as a .SFZ sound that you have acquired, then you can launch the sforzando synth on the track that you want, by clicking on the Mixer's [Plugin] tab and then selecting sforzando.

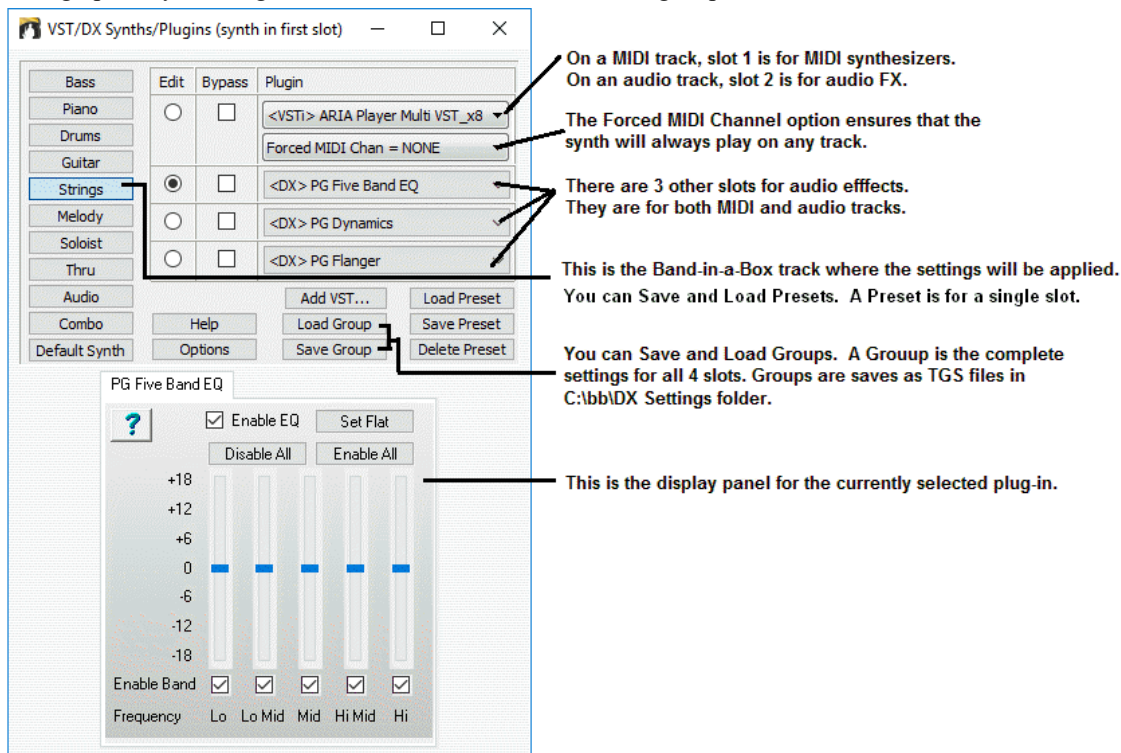


Note: You need to pick a MIDI track for this, not a "green" audio track.

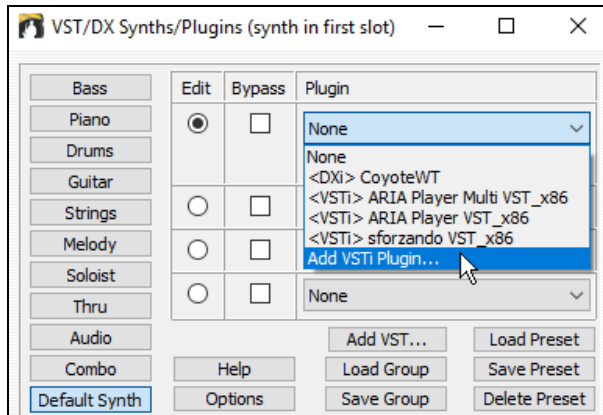


VST Plugin Selection Dialog

This is where you select VSTi or DXi synthesizers and/or VST and DirectX audio effects to assign to a track. This dialog opens by clicking on a slot in the Mixer window's Plugins panel.



You can add new VST plug-ins by using the drop-down list, and selecting the last item, which is “Add VST Plugin.” From this, select the VST plug-in, which is a DLL, usually found in *C:\Program Files (x86)\Steinberg\VSTPlugins* or *C:\Program Files\Steinberg\VSTPlugins*. (Note: On Windows® XP, the folder name doesn’t contain (x86).)



Examples: VST Synths to add to MIDI Track

1. Add a Garritan Jazz Big Band VST to the Melody track, to get a great sounding MIDI Saxophone sound.
2. Add a dedicated piano VST to the MIDI piano track.
3. Add a dedicated Drum VST to the Drums Track
4. Add your favorite B3 Organ VST synth to the Organ (Piano) track

Examples: Audio F/X to add to Audio Tracks

- Add “AmpliTube 3 CS” (Guitar Amp Simulator) to a “Clean Signal” Guitar RealTracks. Then you can tweak the guitar sound, by choosing the amp type, stomp box effects etc.
- Add your favorite Reverb to certain tracks.
- Add an “Exciter” Plugin to improve the sound.
- Add an Auto-Tune type of Plugin to improve intonation on your recorded audio track.

Save Your Mixer Settings



Save your song with the **[Save As]** button, choosing the menu item *Save Song with Patches Harmony*, or with the menu command *File | Save Special | Save Song with Patches & Harmony*, to save all of your Mixer settings.

Direct Input (DI) Guitars and AmpliTube®

A **Guitar Amp Simulator (AmpliTube CS)** is included in Band-in-a-Box along with over 150 “Direct Input” guitar-based RealTracks. You can customize the DI guitar RealTracks using the new **Guitar Amp Simulator** that is included (**AmpliTube CS**). With “**Direct Input**” guitar RealTracks, all of the added effects come from the Guitar Amp Simulator.

There are a few ways that you can use the AmpliTube 3 CS Plug-in in Band-in-a-Box.

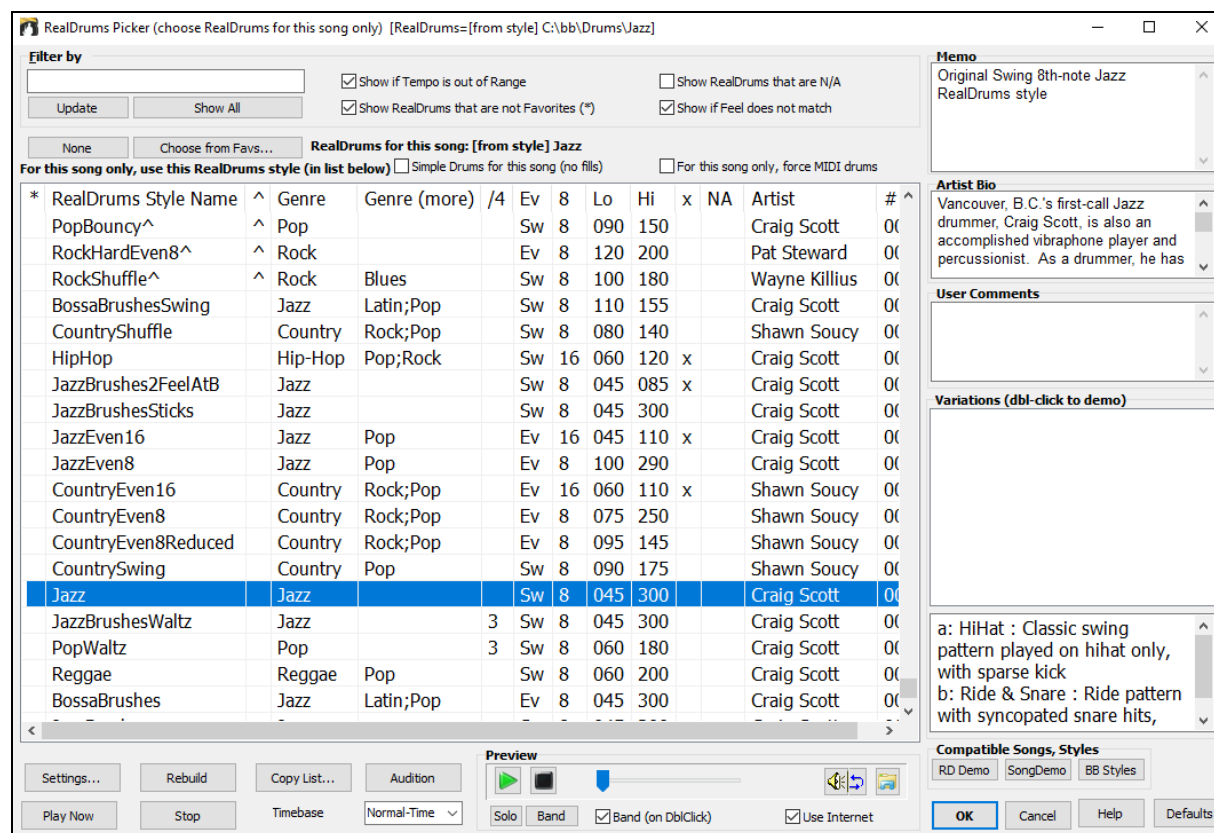
1. Load a Band-in-a-Box song that is set to use it. These will be found in the *C:\bb\Documentation\Tutorials\Tutorial BB2012* folder. Just load a demo song with “AmpliTube” in the name, and press play.
2. Load a Band-in-a-Box Style that is set to use AmpliTube. To find these, open the **StylePicker**, and type the word “AmpliTube” in the search filter to find these styles.
3. Add it yourself to any song. First select a Guitar RealTracks that has Direct Input Guitar available (see the last column of the **RealTracks Picker** for indication if Direct Input is available).

Tutorial Demo Songs – Direct Input Guitars and Amplitude

To see AmpliTube and the DI Guitars in action, open the *C:\bb\Documentation\Tutorials\Tutorial - BB2012* folder. This file automatically loads the DI version of the “PopShining” guitar soloist, and automatically applies the “Pop Rock Lead” AmpliTube preset:

_SHINAMP Demo (AmpliTube Demo using DI Guitar Soloist with Pop.SGU

These files have 3 different DI instruments using AmpliTube, and show you the progression from the instruments as the used to sound, then with just the DI instruments swapped out, and then with AmpliTube presets applied to the different DI instruments:



_ELECROK Demo (Uses same styles as _ELECAMP, but with original amp sounds).SGU

_ELECAMP Demo (Uses ONLY DI guitars with no AmpliTube, for comparison).SGU

_ELECAMP Demo (AmpliTube demo using ElecRock RealTracks DI Guitars).SGU

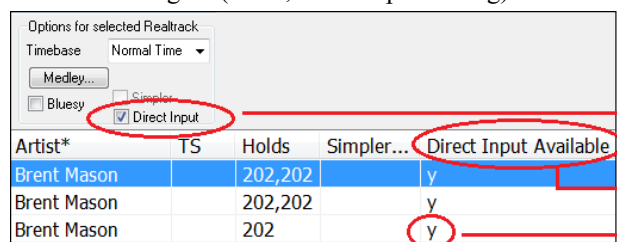
 When you play these songs, press the **[Memo]** button to read about the feature and the demo song.

To add a Direct Input Guitar to a song:

First select a Guitar RealTracks that has Direct Input Guitar available (see the last column of the **RealTracks Picker** for indication if Direct Input is available)

The last column of the **RealTracks Picker** indicates whether a “Direct Input” Clean Guitar option is available for that RealTracks.

If it is, there is a “Y” in the Column. You can then select the “Use Direct Input” checkbox to make that RealTracks use a Direct Signal (clean, without processing).



For RealTracks with available Direct Input guitar, select the "Direct Input" checkbox to enable it.

The last column of the RealTracks Picker indicates if a "Direct Input" clean guitar option is available for the RealTrack.

If it is, there is a "y" in the column.



Then, for that track, select the Plugins Tab of the mixer, and then select AmpliTube as a Plugin for that track. You can then play the song and tweak the settings in AmpliTube by clicking on the AmpliTube name on the Mixer.

When you save your Band-in-a-Box song, the settings will be saved with AmpliTube 3.

Technical Note on Direct Input RealTracks: The audio for the Direct Input files is located in the RealTracks folder, in a folder called "Direct Input." If you look in this folder, you can see which Direct Input guitars that you have (as well as looking in the RealTracks Picker as described above).

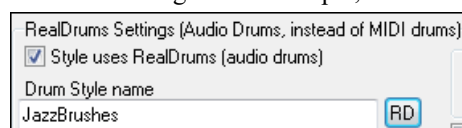
Adding Real Instruments – RealDrums and RealTracks

Your songs, styles, and solos can use live audio tracks recorded by studio musicians. These live recordings can be assigned to the Band-in-a-Box tracks in the **RealDrums Settings** or **RealTracks Settings** dialogs.

RealDrums

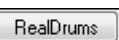
There are several ways to hear RealDrums with new or existing Band-in-a-Box songs.

We provide many styles that already have RealDrums. These styles can be identified by the style name beginning with a minus sign. For example, “-ZZJAZZ.STY” is a version of the ZZJAZZ.STY that uses RealDrums.

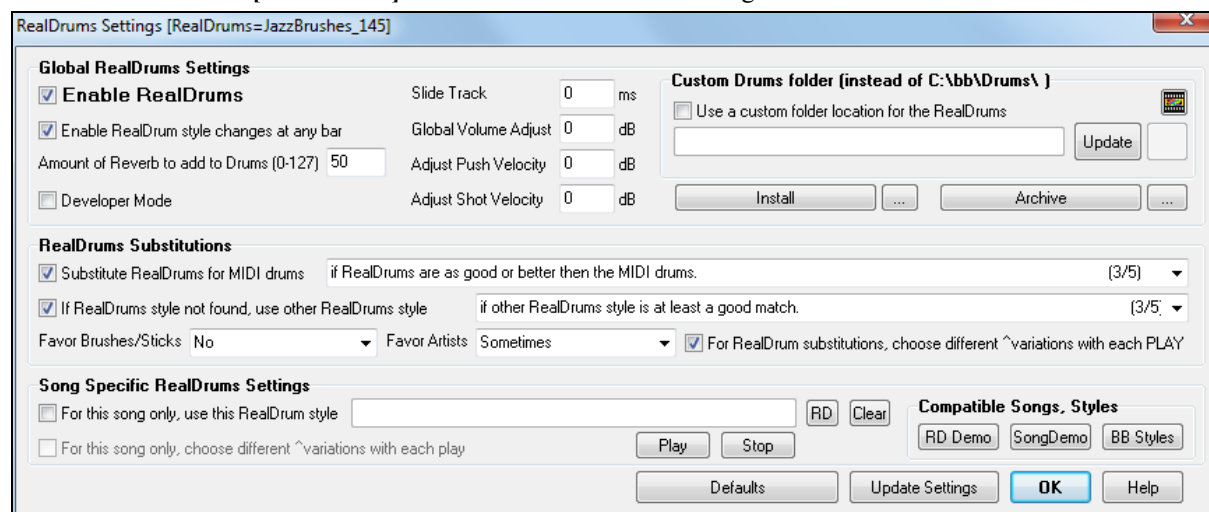


Styles (.STY) can have RealDrums (e.g. “-ZZJAZZ.STY”). This setting is found in the StyleMaker’s **Misc. Style Settings** dialog.

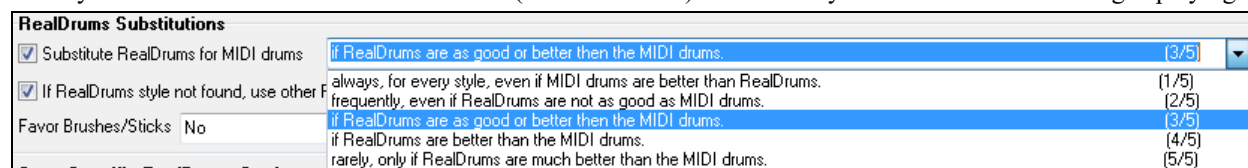
Misc You can set the RealDrum style inside the **StyleMaker**, by pressing the **[Misc]** button, and then typing the name of the RealDrum style.



RealDrums can be substituted for MIDI drums on existing styles in the **RealDrums Settings** dialog, which opens with **Ctrl+click** on the RealDrums toolbar button or with the **[RealDrums]** button in the **Preferences** dialog.



Enable RealDrums With “Enable RealDrums” checked, RealDrums may be used rather than MIDI. There is also a hot key combination to turn RealDrums on/off (**Ctrl+Shift+F6**). The hot keys also work while the song is playing.



This will substitute RealDrums for MIDI styles. You can change the setting from 1 to 5. If set to 1, almost all MIDI drums will get substituted by RealDrums. If set to 5, only RealDrum styles that match the style perfectly will get substituted.

Technical note: The text file a_pgmusic.ds provided by PG Music controls this, and users can make other files MySubs.ds if they make their own RealDrums styles.

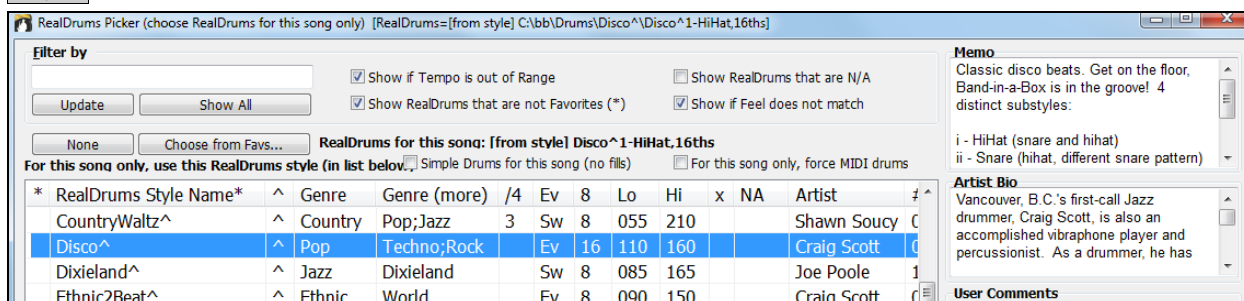


Individual songs can have RealDrums assigned to them. You can set the desired style in the **RealDrums Settings** dialog with the “For this song only, use this RealDrum style” setting. This will let the current song use the specific RealDrums style.

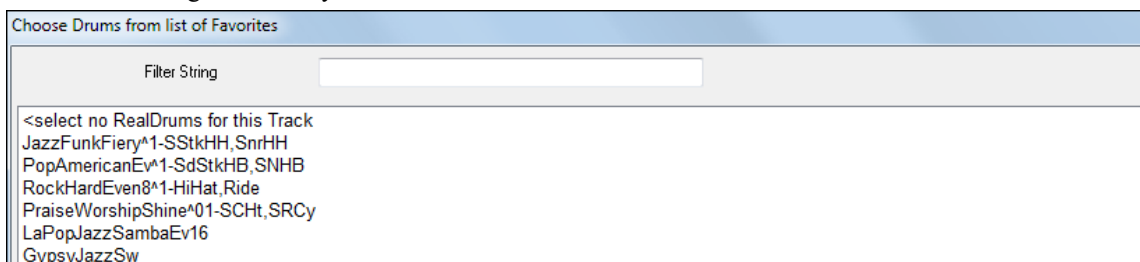
The **[RD]** button opens the **RealDrums Picker** where you select the specific RealDrums style that you would like to assign to your song.



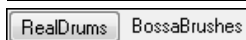
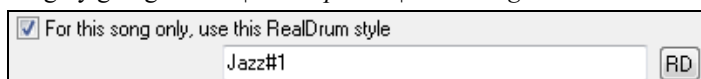
You can also open the **RealDrums Picker** directly from the toolbar with the RealDrums button.



Your recent RealDrums selections are saved, and available in the various dialogs that allow you to choose RealDrums. In the **RealDrums Picker**, click on the **[Choose from Favs]** button to open a list of up to 400 most recent selections. Use the Filter String to narrow the selection by entering a term like “bossa” or “swing” to see only RealDrums with those words in the name.



RealDrums are normally saved with songs, unless you have unchecked “Save all Settings with Songs” in the **Assign Instruments and Harmonies to Song** dialog. In that case, you can select and save a RealDrums style with your song by going to **File | Save Special | Save Song with Patches & Harmony (Alt+F2)** to assign a RealDrums style.



The **Edit Settings for bar...** dialog (**F5** key) lets you use multiple RealDrums styles within a song - either using the RealDrums from a Band-in-a-Box style or specifying a RealDrums style to use at a particular bar.

RealTracks

What are RealTracks?

Just as RealDrums replace the MIDI drum track with live audio recordings of top session drummers, RealTracks add “Real” instruments recorded by top studio players and recording artists. These tracks replace the MIDI track for that instrument and can be controlled just like the MIDI instrument (volume changes, muting, etc.). Best of all, they follow the chord progression that you have entered, so that you hear an authentic audio accompaniment to your song. These are not “samples,” but are full recordings, lasting from 1 to 8 bars at a time, playing along in perfect sync with the other Band-in-a-Box tracks. RealTracks can be built in to the style, and would replace the Bass, Guitar, Piano, or Strings track, or they can be generated to the Soloist (or Melody) track using the Soloist feature.

We include a selection of Pop, Jazz, and Country RealTracks Combos with Band-in-a-Box Pro. Many more RealTracks are available as separate add-ons or bundled into the various Band-in-a-Box PAKs for better value.

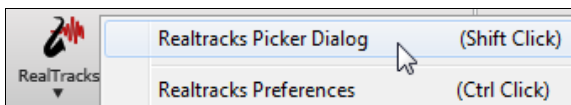
Using RealTracks in Songs - Assign RealTracks to Track Dialog

The **Assign RealTracks to Track** dialog assigns a RealTracks instrument to any of the Band-in-a-Box instrumental tracks. It also shows any RealTracks that are assigned to Band-in-a-Box tracks.

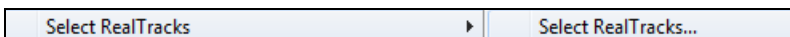
Note: RealTracks can be assigned either from the style or from the song. This dialog allows you to assign the ones in the song.

This dialog is launched by several ways:

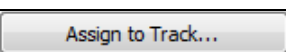
1. Clicking on the **[RealTracks]** toolbar button and selecting *RealTracks Picker Dialog*, or shift-clicking on this button.



2. Right-clicking or double-clicking on a Track radio button at the top of the main screen and choosing *Select RealTracks* in the menu.

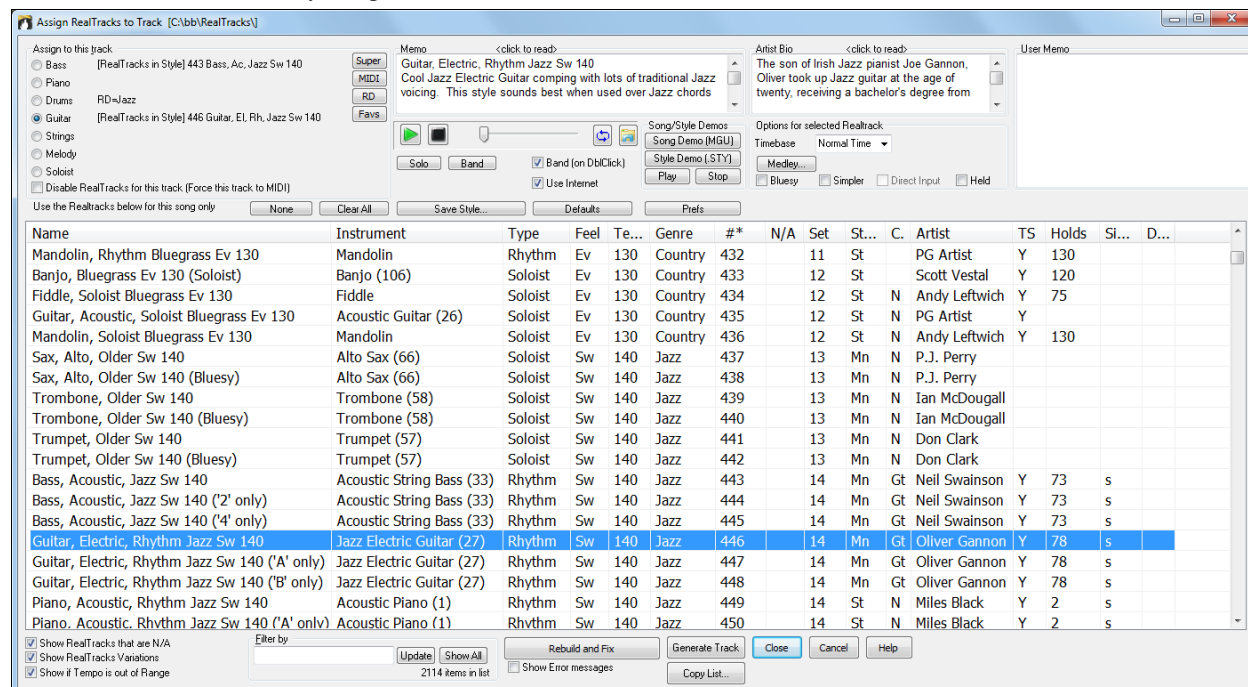


- or -

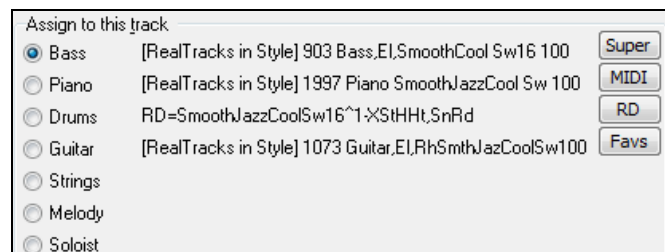


3. Pressing the **[Assign to Track...]** button in the **RealTracks Settings** dialog.

The dialog allows you to assign a specific RealTracks instruments to a track in a song. It also displays any RealTracks that are currently assigned to each track.



Tip: RealTracks in styles are assigned in the StyleMaker. Press the **[Misc.]** button or use the StyleMaker menu command *Style | Misc. Settings* to go to the **Misc. Style Settings** dialog, then click on the **[More]** button for the **More Settings** dialog.

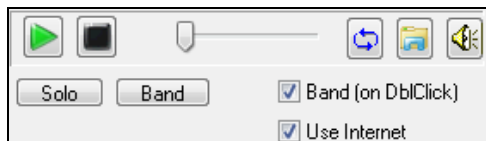


To use the dialog, first select the track that you want to assign. Then, select the RealTracks that you want in the list below it.


You can also select RealDrums without leaving this dialog by clicking on the **[RD]** button.


Instant Preview of RealTracks

You can instantly hear an audio demo of RealTracks by double-clicking a RealTrack on the list. Since this doesn't affect your song, you can quickly audition many different RealTracks, and find the best ones for your song.



You can choose which of band or solo plays first when you double-click on the list, by the “Band (on DblClick)” checkbox. Otherwise, press the **[Band]** or the **[Solo]** button.

 The preview sometimes plays files from the internet. You can download a file that is being played from the internet by clicking this button. If the file is being played on your hard drive, this button will show the file in a folder.

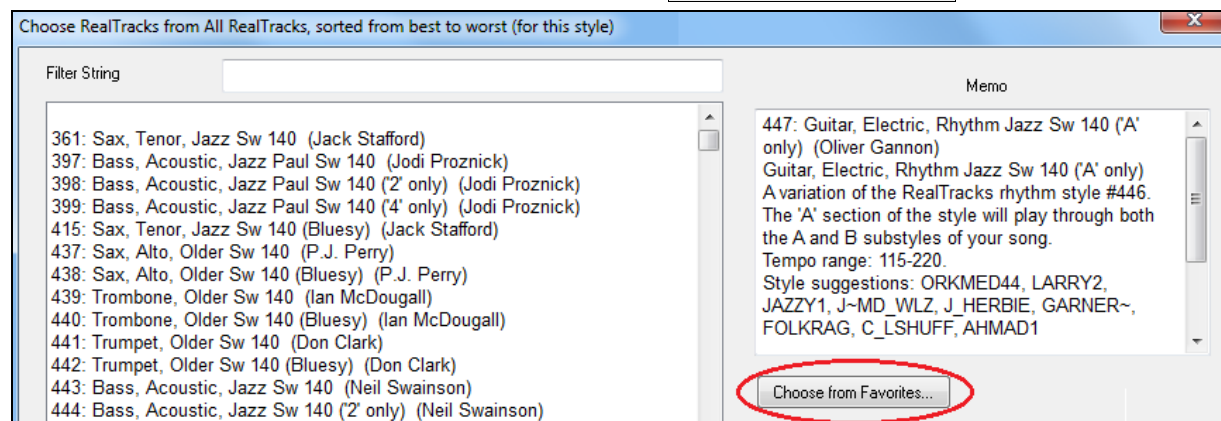
 You can control the volume of the demos with this button.

Choosing Favorite RealTracks

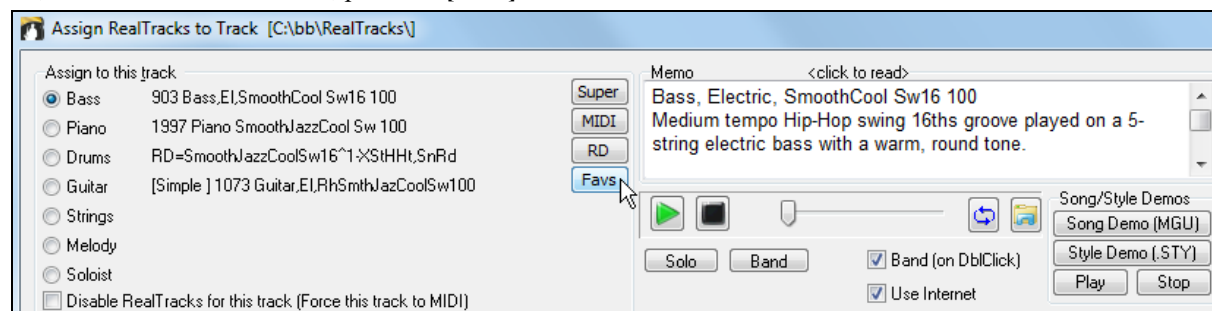
Your recent RealTracks selections are saved, and available in the various dialogs that allow you to choose RealTracks. The 400 most recent selections are shown, with most recent at the top.

When you use one of the “Select Best” commands in the right-click instrument menu, you will see a **[Choose from Favorites]** button in the dialog.

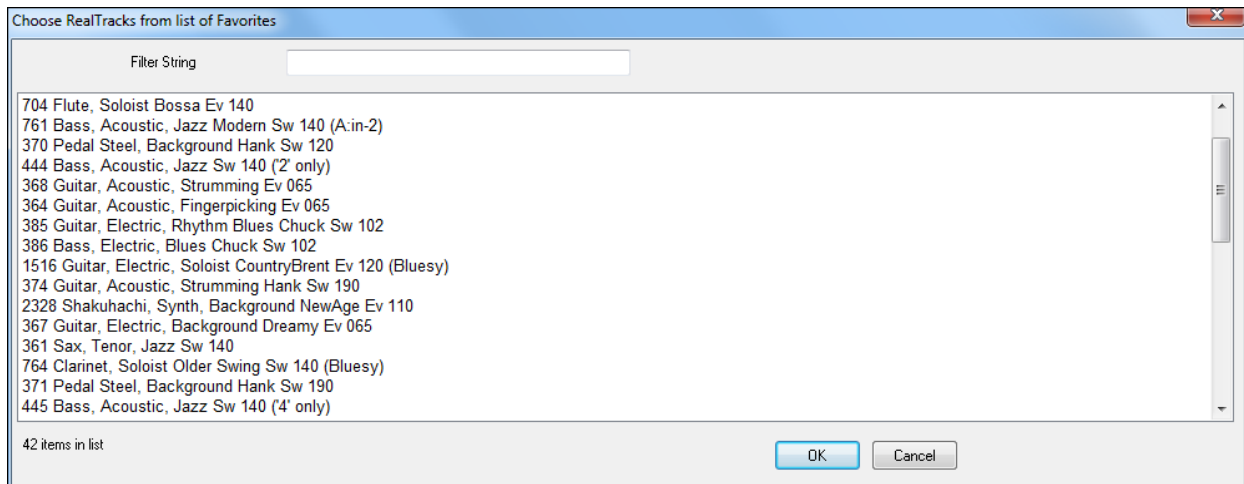
Select Best “All” RealTracks [...]
Select Best “Chording” RealTracks...
Select Best “Soloist” RealTracks...



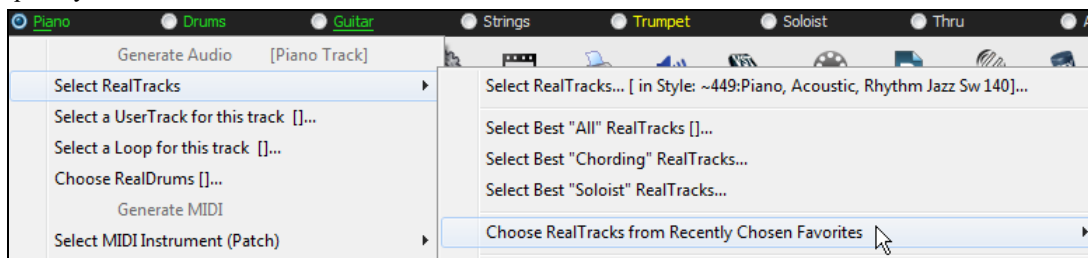
Or, in the **RealTracks Picker**, press the **[Favs]** button.



You will then see a dialog with a list of your recently chosen RealTracks, most recent on top. You can filter this dialog by text, e.g. “guitar,” to find a recently used RealTracks with the word “guitar” in it.



You can also see a list of recently used RealTracks if you right-click on a Track button at the top of the screen and go to *Select RealTracks | Choose RealTracks from Recently Chosen Favorites*. Click on a RealTrack from the list to quickly load it to the track.



Adding MIDI SuperTracks

What are MIDI SuperTracks?

MIDI SuperTracks are MIDI tracks that can be added to a track or a style and play like other MIDI tracks in a style. They are called “SuperTracks” because they are generated using a different engine than typical MIDI style tracks. Typical MIDI style tracks are generated from C7 patterns in the style and repeat these patterns over any chord. MIDI SuperTracks use actual MIDI playing from musicians (similar to RealTracks in that regard), so are not based on patterns.

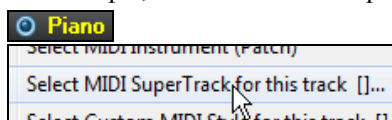
Using MIDI SuperTracks

To use MIDI SuperTracks, either:

1. Choose a style or song that has MIDI SuperTracks and press Play. Look in the MIDI SuperTracks Demos folder for these songs
2. Add a MIDI SuperTrack to a certain track.

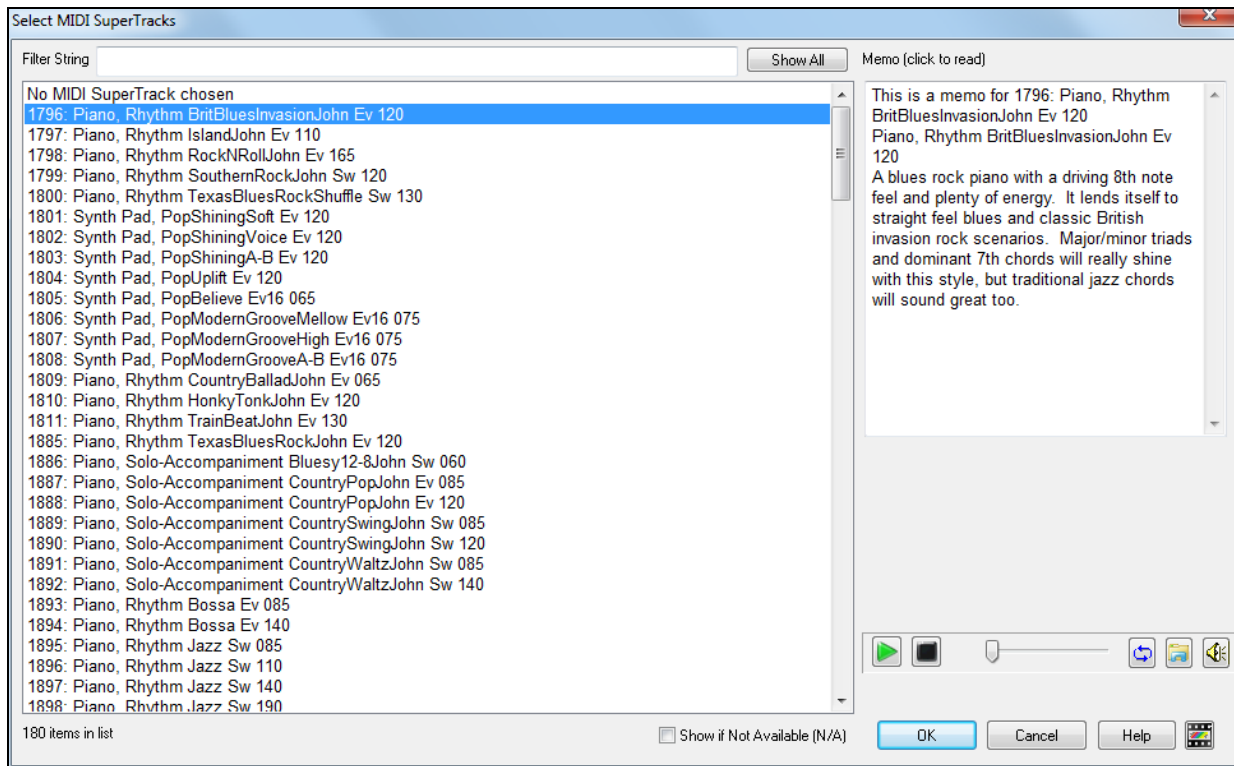
Adding a MIDI SuperTrack

For example, let’s add a MIDI SuperTrack to the Piano track.



Right-click on the Piano track label at the top of the screen to see a menu of options (or right-click on the Piano track in the Mixer), then choose *Select MIDI SuperTrack for this track*.

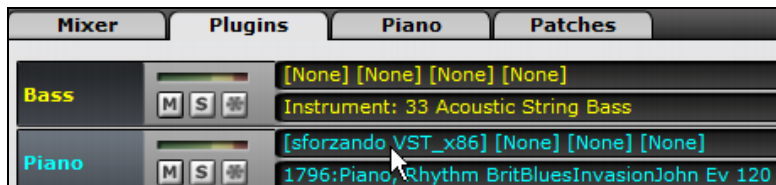
You will see a list of available MIDI SuperTracks. You can type filter text to narrow down your search.



There are memos describing the individual MIDI SuperTracks, and you can click on the memo for a big window. You can preview the MIDI SuperTracks by double-clicking on the list or using the transport control buttons.

Piano Once you choose a track, you will see that the Piano label has turned blue to indicate that it is a MIDI SuperTrack.

In the Mixer's Plugins panel, you will see that a VST plugin and a Hi-Q MIDI instrument have been selected to the Piano track.



If you want to customize the sound, click on the VST name in the Mixer to open the **VST/DX Synths/Plugins** window, and use the panel below.

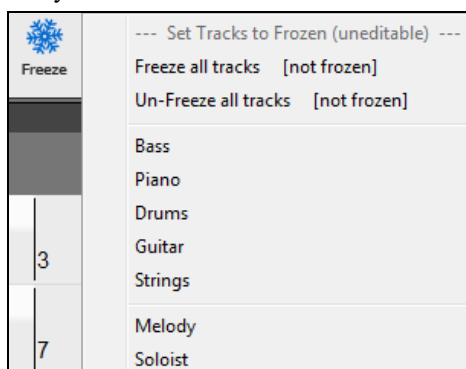


Freezing Tracks

Freezing (locking) MIDI or RealTracks/RealDrums

Any track (MIDI or RealTracks) can be frozen. When frozen, it won't get changed or re-generated. This saves time when replaying previous songs and allows you to freeze an arrangement that you like. If you freeze the whole song, you don't have to wait at all for the song to regenerate. The next time you press Play, it is ready to go.

You can make frozen tracks by pressing the **[Freeze]** button (snowflake) on the toolbar, and then choosing the tracks that you want to freeze or unfreeze.



There are a number of reasons that you would freeze a track.

Reasons to Freeze a RealTracks track (audio):

- Frozen tracks will play back instantly, not requiring time to generate.
- They play back the same way each time, so if you like a solo, you can “freeze it.”
- If you send a song to a friend as “frozen,” they will hear the same performance.
- For the Soloist track, if you generate a solo, it can now be saved (by freezing the track).

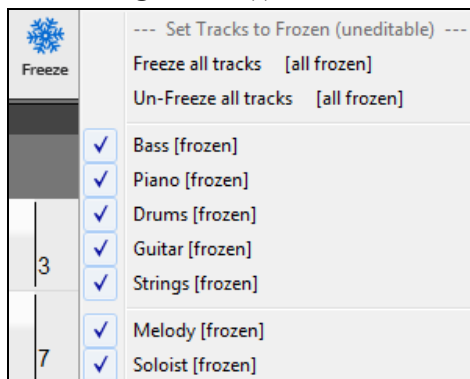
Reasons to Freeze a MIDI track:

- You can edit the MIDI data, to customize the performance to match a certain song, and this will be saved. Use the Notation or Piano Roll window to edit the track.

More reasons to freeze any track:

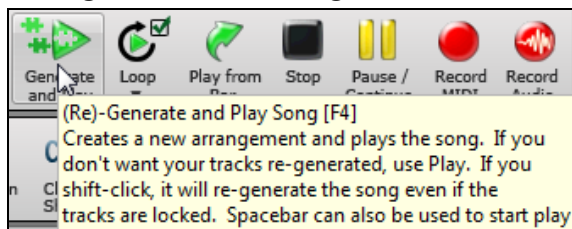
- Frozen tracks play back instantly, without requiring time to regenerate.
- They play back the same way each time.
- You can change the chord progression of the song and have one part playing a different chord progression than the rest of the band. For example, type a “blowing” chord progression, generate a solo, freeze the solo track, then type a normal chord progression and generate the rest of the instruments (bass/guitar etc.) that will play the normal changes.
- Have different instruments play different styles. For example, the Bass could be generated using Reggae, then Frozen, and then the rest of the instruments generated using a Techno style.

Un-Freezing a Track(s)



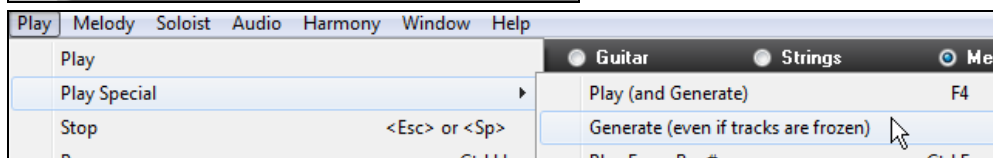
This is also done from the **[Freeze]** button. Choose a frozen track to un-freeze it or choose “Un-Freeze all tracks.”

Forcing Generation of a Song that is Frozen



Band-in-a-Box won't touch tracks that are frozen. But if you want to change that, without having to Un-Freeze the tracks, you can do this easily.

Hold down the **Shift** key as you press the **[Generate and Play]** button (the fly-by hint will remind you of that) or choose the menu command **Play | Play Special | Generate (even if tracks are frozen)**.



When you do this, the song will regenerate, the tracks will get rewritten, and the song will stay frozen. So, if you're freezing songs to get the instant playback with RealTracks but are tired of the “same-old” frozen arrangement, just press **Shift+Play**, generate a new arrangement, and press **Save**. Then the new “fresh-frozen” arrangement will play instantly, even with many RealTracks.

Tip: Obviously, you wouldn't use this feature to force regeneration of a frozen song if you have made *custom edits* to the song that you don't want to lose, unless you've saved the song and have a backup copy.

Editing and Saving Tracks

MIDI tracks for bass, drums, piano, guitar and strings can be edited and saved with the file. If you freeze a track, edits can be still made to it, because it is only frozen from Band-in-a-Box making changes to it (you can still edit it). The MIDI track will be saved to the file. So, you can customize the bass part to match a certain song, and save it with a frozen bass part, so that Band-in-a-Box won't overwrite your edits. This includes RealCharts – if you wanted to edit the notation of a RealTracks solo for example.

To edit a MIDI track (bass, drums, piano, guitar, strings), or the MIDI part of a RealTracks that has a RealChart (MIDI transcribed solo), simply open the Notation window (or Piano Roll window) and click on the track and edit it. Make sure to Freeze the track by pressing the **[Freeze]** button and choosing Freeze for that track, or right-clicking on the instrument at the top of the screen and choosing Freeze. Now your edited tracks will save with the song.

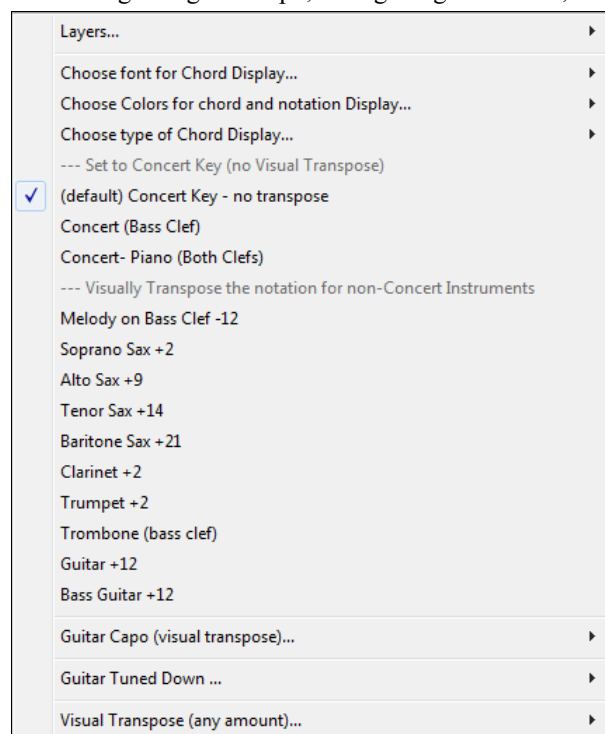
Non-Concert Visual Transpose

This feature displays the chords and notation for non-concert key instruments like trumpet and saxophone in the non-concert key (Bb, Eb) while the music plays in concert key.

Note: This does not transpose the music. To do that, use the song key box to the right of the Style area.



Pressing the **[Chord Display]** button opens a list of concert and non-concert instruments. There are also settings for guitar capo, tuning the guitar down, and visual transpose of any number of semitones.



Guitar Settings

No Guitar Capo

☒ Capo at Fret 1

☒ Capo at Fret 2

Capo at Fret 3

Capo at Fret 4

Capo at Fret 5

Capo at Fret 6

Capo at Fret 7

Capo at Fret 8

Capo at Fret 9

Capo at Fret 10

Capo at Fret 11

Capo at Fret 12

Capo at Fret 13

Capo at Fret 14

Capo at Fret 15

Capo at Fret 16

☒ Guitar Capo (visual transpose)...[capo at fret 2]

For example, with “Capo at Fret 2” selected, if you enter a D chord it will play as an E chord but display as a D chord. This is also true for notes entered in notation. An alert shows on-screen.

The chordsheet and notation are now visually transposed, for guitar at Capo 2
 Note: If you want to see tab on the guitar for melody, set menu-Melody-Track Type to Guitar

You can also tune the guitar down from 1 semitone to 8 semitones. If you tune down by 1 semitone a song entered in E will display in E but play in Eb.

Guitar - not tuned down

☒ Guitar - tuned down by 1 semitone (fret), to low note Eb

Guitar - tuned down by 2 semitone (fret), to low note D

Guitar - tuned down by 3 semitone (fret), to low note Db

Guitar - tuned down by 4 semitone (fret), to low note C

Guitar - tuned down by 5 semitone (fret), to low note B

Guitar - tuned down by 6 semitone (fret), to low note Bb

Guitar - tuned down by 7 semitone (fret), to low note A

Guitar - tuned down by 8 semitone (fret), to low note Ab

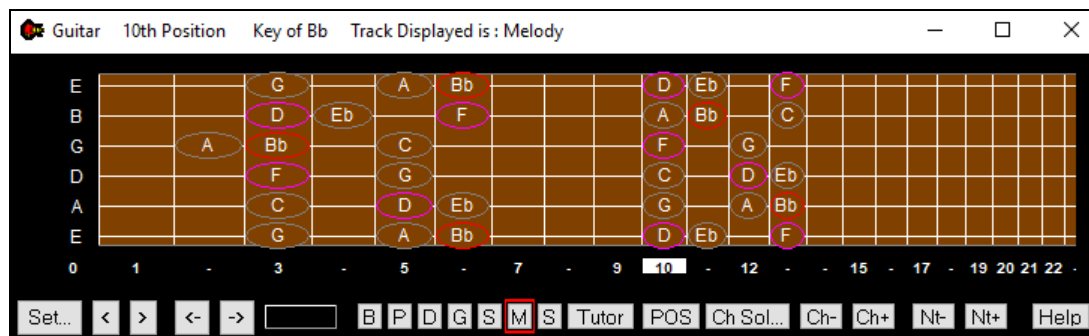
The Guitar Window

This is a window for guitar and bass players! The on-screen fretboard displays any track on guitar, bass, mandolin, ukulele, or banjo. This feature has many option such as auto-setting of correct positions, notes named on-screen, auto-octave adjust to play in selected position, and a resizable guitar fretboard.

Launching the Guitar Window



To launch the Guitar window, press the **[Guitar]** button in the Views toolbar, or **Ctrl+Shift+G**, or choose the *Window | Guitar Window* menu item.



Notice the various areas of the Guitar window.

- The top title bar states the key of the song, the current track, and the fret position.
- The fretboard is displayed with the highest notes of the guitar at the top, and the open position of the guitar on the left.
- There are names for the open strings displayed on the left (E B G D A E).
- There are fret positions marked at the bottom of the fretboard. You can mouse click on these positions to change the current fret position.
- There are Note Names displayed for two positions on the guitar fretboard. One of the positions is the scale beginning with the third of the scale on the lowest string. In the key of F, this is the 5th position beginning on an A note (the third of the scale). Because it begins on the third of the scale, this position is referred to as the Phrygian Position (since an A Phrygian scale is the same as an F scale). Similarly, the other popular scale is the scale beginning on the 6th of the scale, in the key of F, this is up at the 10th position, and is called the Aeolian Position.

- There are note names displayed in color, with ellipses around the notes that are in the scale. The root note of the scale is highlighted in red, the third and fifth of the scale are in purple, and the rest of the scale tones are circled in gray.
- Pitch bends show up on the Guitar Fretboard. As the pitch bend occurs, a blue line moves along the string in real time, illustrating the height of the pitch bend. Load in the *C:\bb\Documentation\Tutorials\Tutorial - BB 2005 Demos\Pitch Bend on Guitar Demo.MGU* song. You will then see pitch bends written as a blue color moving along the string.
- A capo is drawn if you set a capo value with the [Chord Display] toolbar button menu.
- Clicking on the black area to the left of the zero fret notes in the Guitar window will delete the notes on just the channel of that string on the current notation time line rather than all notes at that time line.
- Clicking on a note will delete the note from the Notation window if the note is currently highlighted. If no notes are highlighted in red, then clicking on a note will first delete any notes on the current notation timeline and channel before inserting a new note.

Automatic Settings for Guitar Display

Band-in-a-Box does a lot of things automatically on the Guitar window to ensure that the notes are displayed intelligently on a guitar fretboard. These include:

- Automatically setting the two positions that will display the note names based on the key.
- Auto-Scanning the track to be played and adjusting the display octave on the guitar fretboard to ensure that the best octave is picked to minimize the number of notes that will be outside of the current position displayed on the fretboard.
- After Auto-scanning the track, the best position for displaying the music on the guitar is determined. This is always one of the two positions, Aeolian or Phrygian, though you may over-ride this by clicking on any fret position.
- Color-coding note displays. In addition to the note names being outlined in the colors, when the note is played it is highlighted in green if it is a scale note and yellow if it is an out-of-scale note.

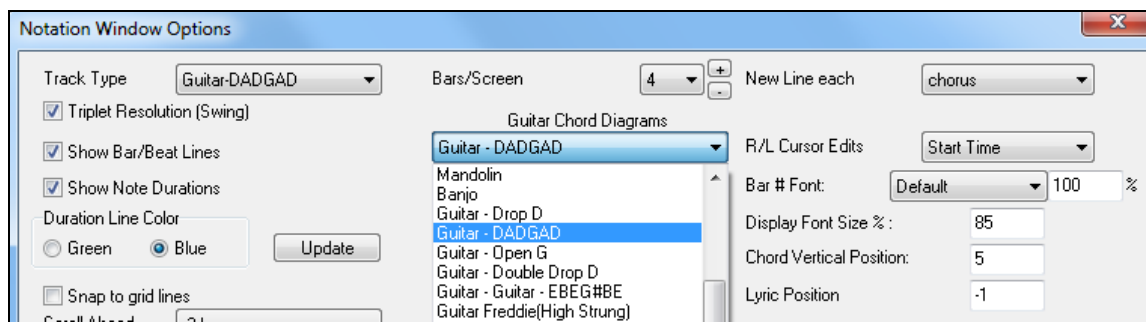
Alternate Guitar Tunings

The Guitar window supports alternate tunings, including DADGAD, Drop D, Double Drop D, Open G, and 11 others. You can also select “Nashville High Strung” tunings, which tune certain strings up an octave. These tunings are supported in Styles, Chord Diagrams, Guitar Tutor, Notation, Tab, and Printout. Learn how to play these tunings by watching the on-screen Guitar Fretboard or Notation/Tab window. Easily change any style to use the alternate tuning that you want.

In this discussion, we will be referring to DADGAD tuning, a popular alternate tuning. The same reasoning applies to all of the other alternate tunings available.

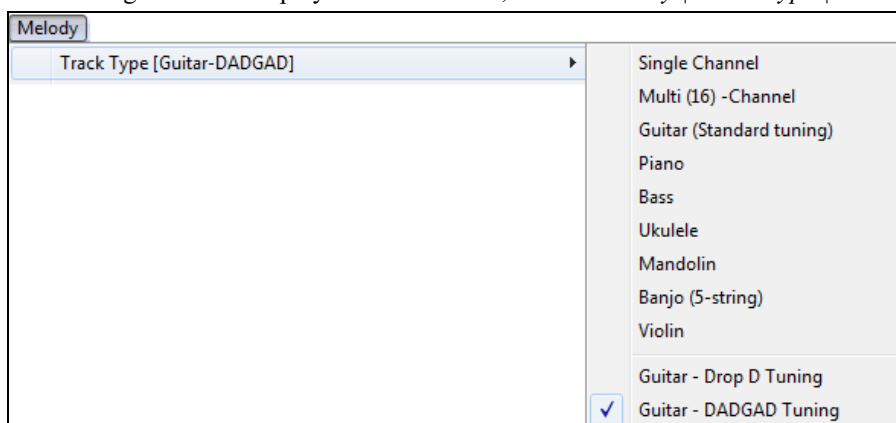
There are four ways you can use Band-in-a-Box playing in DADGAD (or any alternate) tunings.

1. See any Melody (or Soloist track) displayed in DADGAD tuning. This will display on the guitar fretboard, tab, and printout.
2. See guitar parts (chording etc.) in DADGAD tuning, using correct chord shapes. For this, choose a style that has DADGAD tuning, and view the guitar part.
3. Use the Guitar Tutor, to view DADGAD chording for any style.
4. View guitar chord diagrams in DADGAD tuning, by setting the **Notation Window Options** “Guitar Chord” to “DADGAD.”

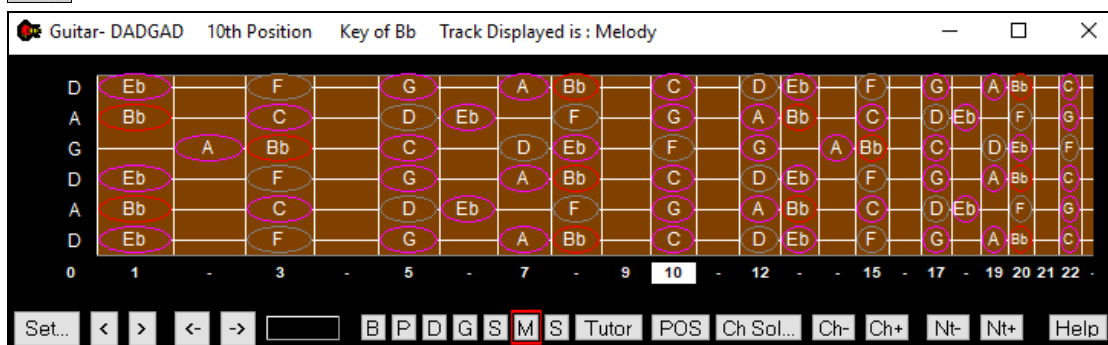


Guitar Fretboard

To see the guitar neck displayed in DADGAD, choose *Melody* | *Track Type* | *Guitar – DADGAD Tuning*.



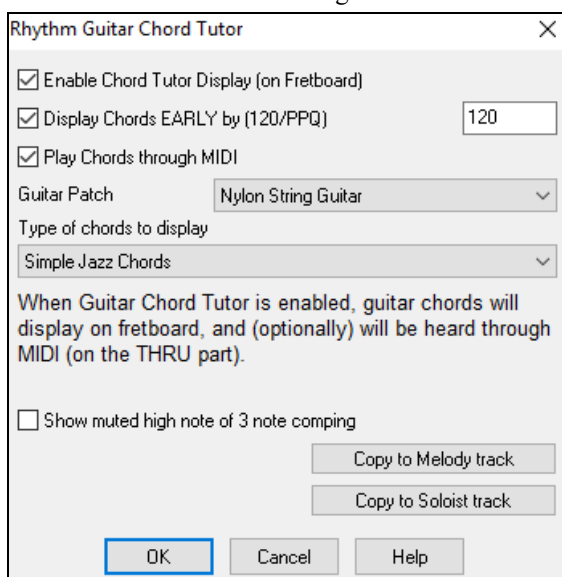
When you open the **Guitar** window and choose the Melody track, you will see the DADGAD tuning.



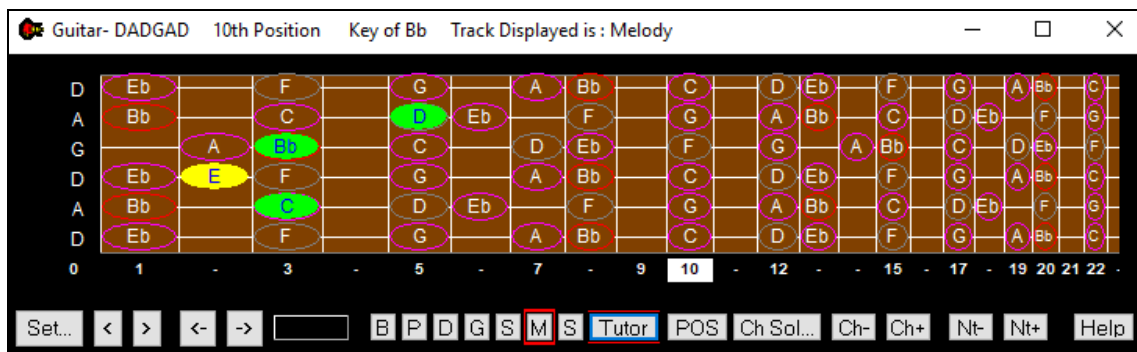
Any melody will now display in the chosen tuning. Similarly, you can set the Soloist track to an alternate guitar tuning with the *Soloist* | *Track Type* menu.

The Guitar track (or Piano, Strings) is controlled by the style, and will only reflect the type of tuning stored in the style. Load in some alternate tuning styles included in Styles Set #44 – *Requested 4* to see guitar chording in alternate tunings. Another way to see the guitar play chords in alternate tunings is to use the “Guitar Tutor.”

Tutor Select DADGAD tuning and enable Guitar Tutor.



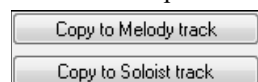
Now, during playback, you will see guitar chords on the guitar fretboard in DADGAD tuning.



The examples above are for DADGAD tuning but apply similarly to all 11 alternate tunings included.

Some of the tunings are “Nashville High Strung.” These tunings have the lowest 3 strings tuned up an octave, to achieve a close sound. So, a DADGAD High Strung tuning would have the lowest 3 strings “DAD” tuned up an octave. Listen to some style examples that use this tuning.

☒ Show muted high note of 3 note comping One of the tutors uses 3 note Jazz voicings to simulate the famous Big-Band chord guitar comping styles. If you use this tutor you will only see 3 notes in the chords of course. Since it sometimes helps to see the entire 4 chord voicing in this case, there is the option to show the muted note as well.



The Tutor normally just shows the guitar part without writing it to any track. If you want to see the track in notation copy it to the Melody or Soloist track.

If copying a Guitar Tutor part to Melody or Soloist track, the track type now gets auto-set to the correct tab and fretboard. So, if you are using a ukulele tutor, you can copy and see the tab for ukulele chords.

Guitar Window Toolbar

At the bottom of the Guitar window is the toolbar.

Set... The [Set...] button opens the **Guitar Settings** dialog, which allows you to set the guitar options.

< > <- > These buttons will chord step advance or note-step advance. The chord step advance is the most commonly used function. It is also accessible by the hot keys **Ins** and **Del** on the numeric keypad and will advance or go back one chord at a time, leaving the chord displayed on the guitar.

B 4 This is the name of the current note that the mouse is over. If you click on the guitar at that position, the note will sound. If the Notation window is open (in Editable Notation or Staff Roll mode), that note will get inserted on the notation at the current position on the timeline – you can disable that option to insert notes.

B P D G S M S When you open the Guitar Window, the first thing you want to do is choose the track that you want to display. Usually this will be a Melody track or a Soloist track. In the diagram here, the Melody track is the current track, and it has a red rectangle around it to indicate this. To get to the Soloist track, you would click on the [S] button or use the hot key **Ctrl+F5**, which toggles between the Melody and the Soloist. Similarly, you can display other tracks like Bass, Piano, or Strings.

Tutor There is a Guitar Tutor button.

POS The “position” button. This toggles between the two popular positions displayed with note names.

Ch Sol... Generate a guitar chord solo based on the existing Melody track using correct guitar fret positions.

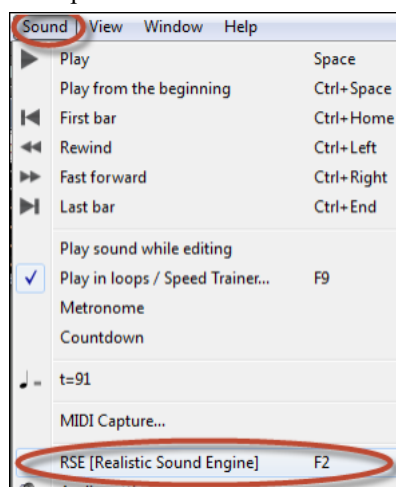
Ch- Ch+ When you have a note or chord highlighted press the [Ch-] or [Ch+] (insert guitar chord) button on the guitar, or [7] or [8] on the NUMPAD keypad. Each time you press the [Ch-] or [Ch+] you will see that the guitar chord changes to a different voicing, cycling through the available 5-10 voicings possible for each chord. (Some notes won’t have any chord voicings, for example a C# note on a Cmaj7 chord, because it is always a passing tone.)

Nt- Nt+ In a similar manner, you can convert a chord to a guitar note using the insert guitar note button. Pressing the [N+] (or [3] or [4] on the NUMPAD keypad) repeatedly cycles through playing the same note on all 6 strings.

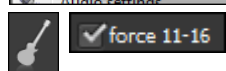
Displaying MIDI files from Guitar Pro® on the Guitar Fretboard

MIDI files can be read from Guitar Pro® and displayed correctly on the Guitar Fretboard in Band-in-a-Box. You can then import the audio file, and using Audio Chord Wizard, you can sync up the original audio recording with the Guitar Pro® MIDI file. So you then listen to the original audio as you watch the guitar transcription (from Guitar Pro® playing in Band-in-a-Box).

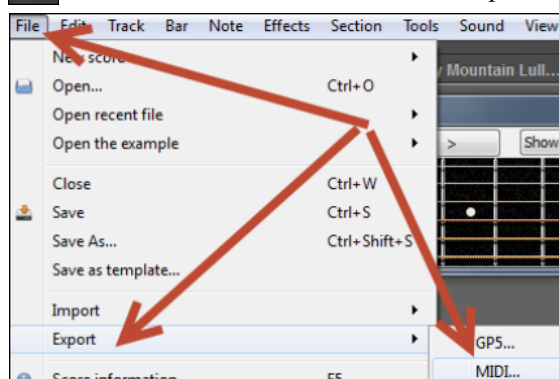
To export MIDI files on 6 channels in Guitar Pro®, you need to:



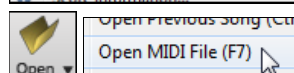
Turn the RSE off (menu *Sound - Realistic Sound Engine*).



Press the Guitar Settings button on the left of the Guitar Pro® window and then enable the force 11-16 channels option.



Export the Track (menu *File - Export - MIDI*).



Then, in Band-in-a-Box, click on the **[Open]** button and choose the menu item *Open MIDI File* to load a Guitar Pro® MIDI file into Band-in-a-Box.

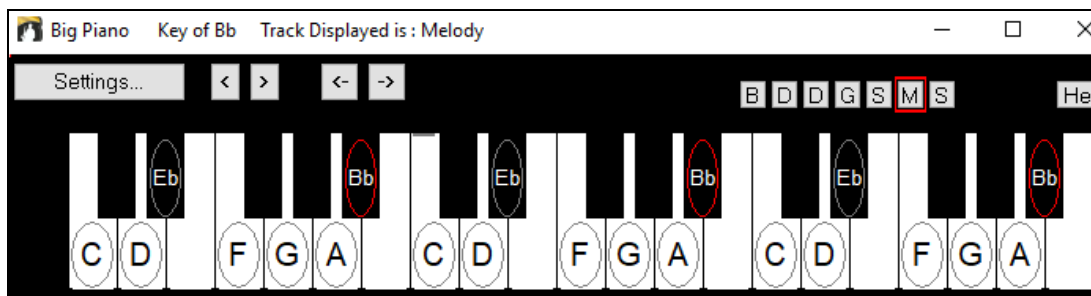
You can then play the file and watch the guitar fretboard to see it. Band-in-a-Box has a large guitar fretboard, sizable with many options, so you may like displaying some of your Guitar Pro® files in Band-in-a-Box.

Big Piano Window

The Big Piano window can display the notes of any track on a resizable piano keyboard. You can also set the range of the piano and number of octaves to display. Additionally, you can display notes names or guide notes --showing the scale notes of the current key. Notes can be displayed using a different color for each note. There's an "Auto-Octave" setting that will scan the track to be displayed and auto-size the piano to the largest size that would display all of the notes. This "Big Piano" makes it easier to learn piano parts from within Band-in-a-Box.



The Big Piano window is launched (or closed) by pressing the piano icon on the Views toolbar, or by pressing **Ctrl+Shift+N**, or choosing *Window | Big Piano Window*.



- The default settings for this feature can be customized by pressing the [Settings...] button.
- The Big Piano window displays a single track on the piano.
- The piano can be resized by dragging the bottom of the window to enlarge it vertically.
- The key of the song is displayed at the top.
- The range of the piano is set automatically (based on the actual notes in the track) to show the largest possible piano).
- The notes of the scale are circled on the piano, with the note names included.
- The root of the scale is colored in red. As the song plays, scale tones are colored green; other notes are colored yellow.
- The name of the note that the mouse cursor is over is highlighted at the top of the window. Clicking on the Big Piano plays a note (using the Thru part) and this can be recorded or sent to the Notation window when entering notation. You can select the track to use by clicking the [B|D|P|G|S|M|S] line of buttons.
- RealTracks (and MIDI style) piano parts that are on the piano track will appear with hands-split (right hand in red, left hand in blue) in the Big Piano window.
- Clicking on the black area to the left of the piano will delete highlighted red notes from the Notation window. If no notes are highlighted in red, then clicking to the left of the piano will delete any note on the current notation timeline.
- Clicking on a note will delete the note from the Notation window if the note is currently highlighted in red.

The Conductor

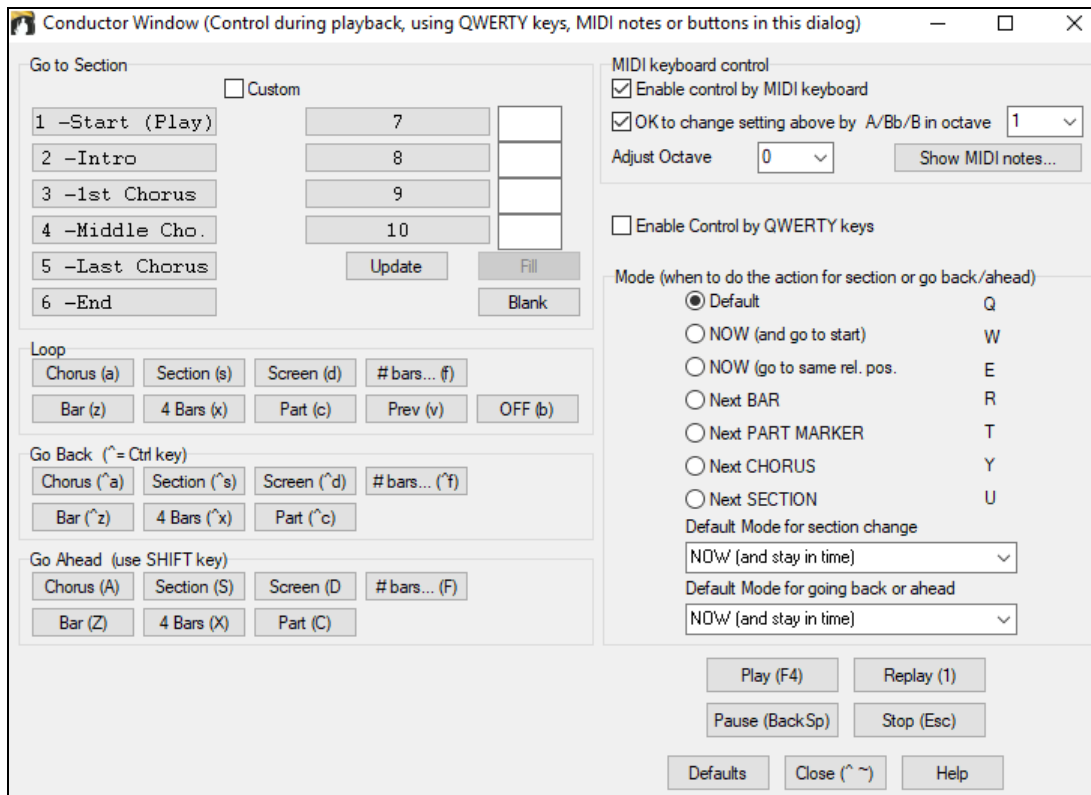
The **Conductor** provides live looping and playback control. As the song is playing, there are options to allow control the flow of playback by one of three methods:

1. Conductor window
2. QWERTY hot keys
3. MIDI keyboard

Many “single key” hot keys are available to control the playback and looping of the song. For example, pressing the “4” key will ensure that the middle chorus is the next one played, and pressing the “S” key will ensure that the middle section is looped. This would be useful to extend a song that has the last chorus playing. Custom loop points can also be set for each song. These settings are ideal for live performance or “jam sessions” where you aren’t entering new Band-in-a-Box songs but want full control of the playback. These loops happen seamlessly at the end of the chorus, so are suitable for the “dance floor.” In addition, you can control Band-in-a-Box from a standard MIDI keyboard, pressing MIDI keys corresponds to program functions. For example, load the next song, play/pause/tempo adjust/change thru patch/jump to middle choruses/open the notation or lead sheet window – all from your MIDI keyboard!



The **Conductor** is launched with the [Conductor Window] button on the Transport toolbar, the Ctrl + tilde (~) hot keys, or menu option *Window | Conductor Window*.



☒ **Enable Control by QWERTY keys** You must enable the QWERTY keys to be active for the Conductor during playback. This is done by selecting the “Enable Control by QWERTY keys” checkbox on the Conductor window.

☒ **Enable control by MIDI keyboard** If you want to control the Conductor using the MIDI keyboard, you need to enable this by selecting the checkbox “Enable control by MIDI keyboard.” When this setting is enabled, any MIDI input will be interpreted as a hot key for the Conductor, and you won’t hear MIDI thru.

☒ **OK to change setting above by A/Bb/B in octave** 1 If you’d like the ability to switch your MIDI keyboard between Conductor mode and regular playing mode, you can do this using the lowest “A-natural” MIDI note on your keyboard. This is A1 on an 88-note keyboard. Note A1 will turn the Conductor off, Bb1 turns it on, and B1 will toggle the Conductor on only when the Bb1 note is held down. If you don’t have an 88-note keyboard, you can set the octave setting to a number higher than 1, for example if you set it to “3,” then notes A3/Bb3/B3 will turn the Conductor Off/On/Toggled.

Using the Conductor QWERTY or MIDI keys, you can:

- define and jump to up to 10 user defined sections in the song,
- jump back 1 bar/4 bars/# of bars/screen/part/chorus/section,
- jump ahead 1 bar/4 bars/# of bars/screen/part/chorus/section,
- LOOP 1 bar/4 bars/# of bars/screen/part/chorus/section,
- pause/stop the song.

In addition, using the MIDI keyboard, you can also use the Conductor to:

- A1 (note#21) Turn MIDI Conductor OFF
- Bb1 Turn MIDI Conductor ON
- B1 Turn MIDI Conductor ON only as note is held down

Here are the various functions available using the Conductor. The MIDI key and QWERTY hot key are shown.

- C3 Normal Tempo Ctrl =
- C# Half Speed Tempo Ctrl -
- D3 Quarter Speed Tempo

Eb3	Eighth Speed Tempo	
E3	Loop Section Enabled	NUMPAD 1
F3	Play with last chorus looped	Ctrl-NUMPAD 1
F#3	Play with middle choruses looped	Ctrl-NUMPAD 2
G3	Play with middle and last choruses looped	Ctrl-NUMPAD 3
G#3	Jump to last chorus (no loop)	Ctrl-NUMPAD 4
A3	Jump to ending (no loop)	Ctrl-NUMPAD 5
Bb3	Loop notation screen	
B3	Decrease Tempo by 1	Shift [
C4(48)	Increase Tempo by 1	Shift]
Db4	Decrease Tempo by 5	[
D4	Increase Tempo by 5]
Eb4	Tap Tempo	- (press 4 times)
E4	Tap Tempo and play	= (press 4 times)
F4	Play	F4
F#4	Stop	Escape
G4	Pause	Backspace (or Ctrl H)
G#4	Replay	Ctrl A
A4	MIDI Panic	F12
Bb4	Previous Song	Ctrl-Shift-F8
B4	Next Song	Shift-F8
C5(60)	This is a control character for THRU patches. When C5 is held down, pressing MIDI notes 61/62 decrease/increase the THRU patch by one, and 63-72 change THRU patches to Favorite patches.	
Db5	Open Notation Window	Ctrl-W
D5	Lead sheet Window	Alt-W
Eb5	Reduce All Volumes by 5	Ctrl-Alt-Shift-Q
E5	Increase all Volumes by 5	Ctrl-Alt-Shift-W
F5	ALL Mute/Unmute	Alt-2
F#5	Bass Mute/Unmute	Alt-3
G5	Piano Mute/Unmute	Alt-4
G#5	Drums/Unmute	Alt-5
A5	Guitar Mute/Unmute	Alt-6
Bb5	Strings Mute/Unmute	Alt-7
B5	Melody/Unmute	Alt-8
C6	Soloist Mute/Unmute	Alt-9
Db6	THRU Mute/Unmute	Alt 0
D6	Audio Mute	
F6 to D7	Jump to Sections 1-10 of the song	1-9 and 0
Eb7	Loop Current Chorus	a
E7	Loop Current Section	s
F7	Loop Current Bar	z
F#7	Loop Current 4 Bars	x
G7	Loop current Part	c
Ab7	Looping ON, previous setting	v
A7	Looping OFF	b
Bb7	Go Back 1 Chorus	Ctrl a
B7	Go Back 1 Section	Ctrl s
C8	Go Back 1 Screen	Ctrl d

Db8	Go Back 1 Bar	Ctrl z
D8	Go Back 4 Bars	Ctrl x
Eb8	Go Back 1 Part marker	Ctrl c
E8	Go Ahead 1 Chorus	Shift A
F8	Go Ahead 1 Section	Shift S
F#8	Go Ahead 1 Screen	Shift D
G8	Go Ahead 1 Bar	Shift Z
Ab8	Go Ahead 4 Bars	Shift X
A8	Go Ahead 1 Part marker	Shift C

Customizing the Sections

Sections: This allows you to define up to 10 points in the song that are sections. By default, the following sections are defined for each song.

- Section 1: Start of song
- Section 2: Intro
- Section 3: First Chorus
- Section 4 :Middle Chorus (i.e. start of chorus #2)
- Section 5: Last Chorus
- Section 6: Ending
- Sections 7-10 are user definable. To do this, type in any bar # using the bar/chorus format (e.g. 21/2 would be bar 21, chorus 2).

If you prefer to enter custom values for the section numbers, you can do this if you check the “custom” checkbox, and then type in up to 10 bar numbers for each section.

The section numbers are saved with the song. Once you have defined the sections, you can jump to a certain section of the song as the song is playing, simply by:

1. Pressing the 1-9 or 0 key on the QWERTY keyboard or,
2. Opening the Conductor window (Ctrl + ~ hot key) and clicking on the section button or,
3. Pressing MIDI keys 77-86 (F6 to D7) corresponding to sections 1-10.

Mode (when to do the action)

By pressing a QWERTY hot key prior to an action, you can control when the action will take place. If no mode hot key is pressed prior to an action, the default mode will occur.

The default is set in the “Default Mode for section change” or “Default Mode for going back or ahead” combo box.

For example, by default, the section change will occur as soon as you press the key, and it will go to the equivalent place in the bar immediately before the beginning of the target section (so that the music stays in time, and next section

begins at the end of the bar). But you can change the default for the action to take place at the end of the current bar or current part marker etc.

Mode (when to do the action for section or go back/ahead)	
<input checked="" type="radio"/> Default	Q
<input type="radio"/> NOW (and go to start)	W
<input type="radio"/> NOW (go to same rel. pos.	E
<input type="radio"/> Next BAR	R
<input type="radio"/> Next PART MARKER	T
<input type="radio"/> Next CHORUS	Y
<input type="radio"/> Next SECTION	U

Example uses of the Conductor:

In this example, we don't have custom sections set, so the default sections apply (middle chorus = section 4 etc.).

- Jump to the start of middle choruses during playback (press "4").
- Loop the middle chorus (press S, which is Loop Section).
- Jump to the end of the song (press 6).
- Pause the song (Backspace).
- Go back 1 chorus (Ctrl a).
- Go ahead 1 chorus (Shift A).

At the end of the current chorus, go back 1 section, press Y then Ctrl S.

Note: Pressing the Y sets the mode to do the action at the end of the current chorus

These actions can also be done with the MIDI keyboard. See the MIDI keyboard mapping diagram for details.

Example using the MIDI keyboard

Assume Charlie is a piano player who uses his MIDI keyboard with Band-in-a-Box, and would like to play his keyboard, but also use it to control Band-in-a-Box.

☒ OK to change setting above by A/Bb/B in octave

1

He sets the Conductor to allow his MIDI keyboard lowest notes A/Bb/B to turn the Conductor mode OFF/ON/Toggled-when held.

When he turns it off (low A note), he can play his keyboard normally.

If he wants to pause the song, he holds down the low B3 note as he presses the MIDI key for pause, which is G4. The song will pause, and the Conductor mode turns off as he lets go of the B3 key, and he can resume his piano playing. If Charlie didn't plan on using the MIDI keyboard for piano playing, he could leave it in Conductor mode by turning it on with the A3 key.

The Jukebox



Use the Jukebox for continuous playback of a whole list of Band-in-a-Box songs or to play all or the songs in a folder. The ⇐ button plays the previous song in the directory; the ⇒ button plays the next song in alphabetical order.

The Jukebox will continue to play while you move to other Windows® programs, providing continuous background music. Click the **[Play Jukebox]** button to open the **Options for Juke Box** dialog.

Jukebox Options

Only Play song with melodies: If set to YES, the program plays only songs with melodies, that is, songs with an .MG? file extension. If NO, the Jukebox will include ALL songs in the subdirectory.

Change Melody instrument: If you set this option to “Yes,” then the program will randomly change the melody instrument among your favorite 10 Melody instruments.

Random order Playback: If set to “Yes,” the songs will be played in random order (though not repeating a song). If set to “No,” the songs will be played in the order they are listed in the subdirectory.

Hide Titles (until title clicked): This feature is used to play the “Guess the Song” game. When set to “Yes,” the titles are hidden till you click the title box.

Audible Count-in Click: While listening to the Jukebox, you might not want to hear the Count-in Click. If set to “No,” you won’t hear the count-in click.

Harmony Settings: Set the Change Harmony box to true/enabled if you would like harmonies in a given number range to be randomly assigned for use with the Melody and Soloist/Thru tracks (if applicable to the song).

Generate Solos: Set this option to “On” to permit the Soloist to play a Solo over all the songs selected for Jukebox Playback.

1. Change to this directory by loading/opening a song from the *C:\bb\Demos\Soloist Demos\SOLODEMO* directory.
2. Instead of playing the song you have loaded, press the **[Juke]** button.
3. Ensure that the Generate Solos checkbox is set to “Yes.”
4. Select **[PLAY JUKE BOX]**. The Soloist Select Dialog will pop up with a suggestion to use a Soloist for the first song in the Jukebox list. This is normal. Press **[OK]** to accept the Soloist suggestion. (The Jukebox will not bother you with the Select Soloist dialog again; it will simply choose an appropriate Soloist for any given song in the Jukebox song list.)

Preview: The Jukebox Preview mode will optionally play just one chorus of each song or a number of bars of each song (e.g. 8 bars).

To access this, press the **[Juke]** button, and select the Preview checkbox. Set the # of bars to use for the preview, a setting of 99 plays one chorus of each song.

Delay between songs: The user can set a selectable **time delay** (in seconds) between songs.

Note: To manually start playback of each song in the jukebox list, set “Pause Play Until MIDI or Key received” to On (checked) in the [Preferences](#) dialog. At the end of each song the jukebox will load the next song in the list and then pause until playback is started by sending a MIDI note or a computer keystroke.

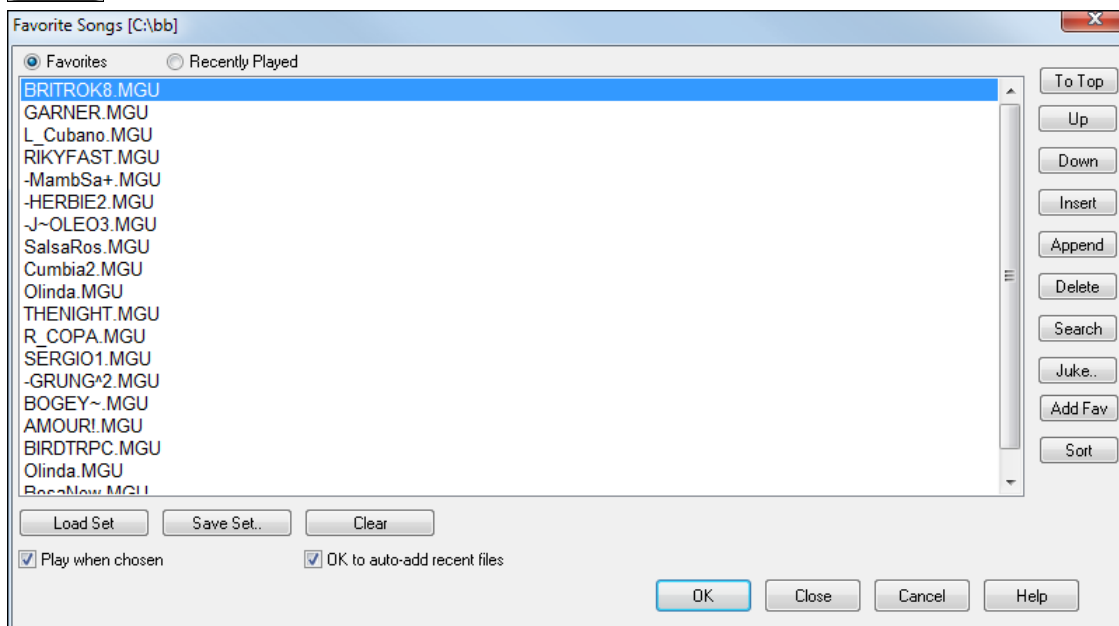
☒ **Loop Jukebox at end** Check “**Loop Jukebox at end**” for continuous jukebox play rather than stopping at the end of the list.

Change Directory:

You can change the directory before starting the Juke Box with the **[Change Directory]** button. You can also type a folder name directly, instead of using the folder dialog.



In the main screen, click on the **[Song]** button and choose *Favorite Songs* to open the **Favorite Songs** dialog and make your own custom set lists for the Jukebox.



- Use the **[Clear]** button to blank the list.
- Songs can be added or removed from the list with the **[Insert]**, **[Append]**, and **[Delete]** buttons. **[Add Fav]** also adds a song to the Favorite Songs list.
- Use the **[Save Set]** button to save the list of selected songs.
- The **[Load Set]** button loads a saved list of songs.
- The **[Juke]** button plays through the list of songs automatically, like a jukebox.

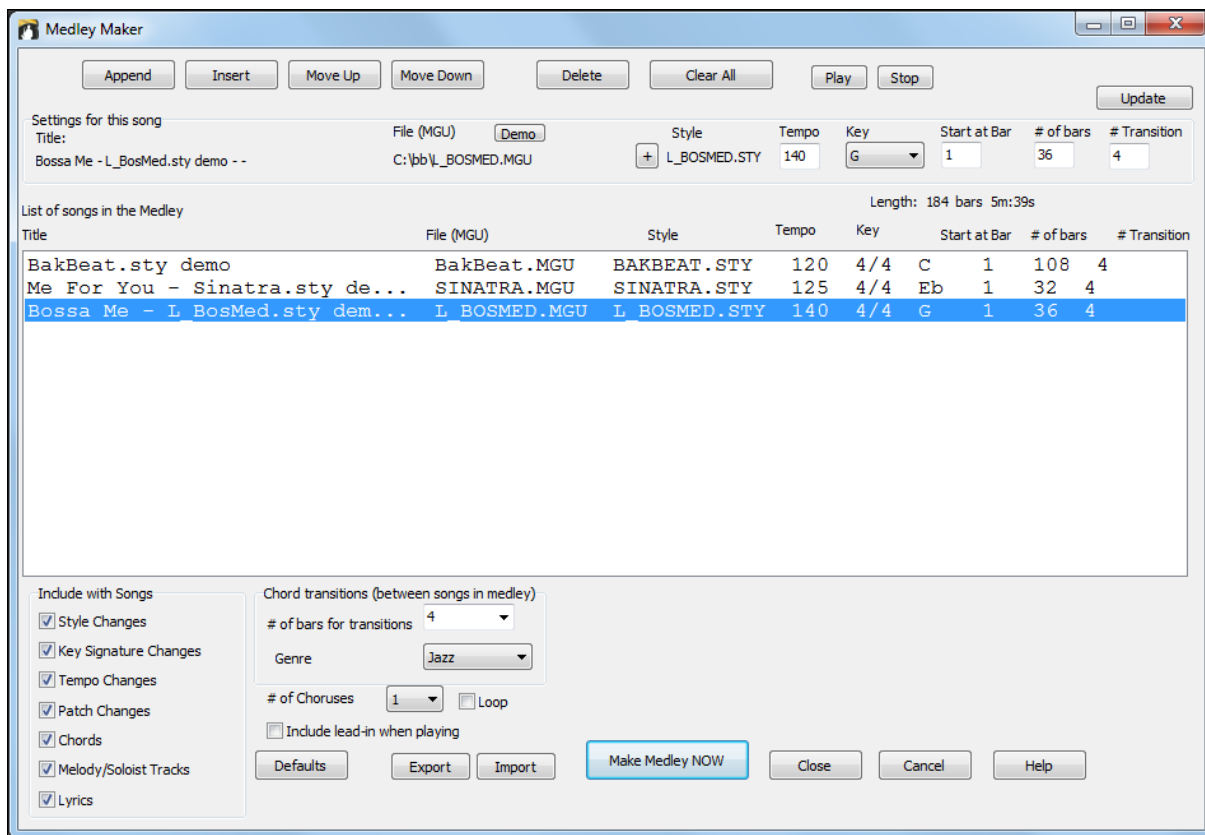
This is a great feature for saving a list of current song projects, or for performing a live set with Band-in-a-Box accompaniment.

Medley Maker

Would you like to make a medley of various Band-in-a-Box songs (MGU) using Band-in-a-Box? This is easily done with the **Medley Maker**. Inside the **Medley Maker**, simply select the songs that you want, and Band-in-a-Box will make the medley for you. A medley is not simply joining songs together. A good medley uses a “transition” area between songs to introduce the new style, key, and tempo. The **Medley Maker** automatically creates a nice transition area for you, writing in chords that would smoothly modulate to the next song, style, key, and tempo!



To open the Medley Maker, click on the **[Song Form]** button in the Tools toolbar and choose *MedleyMaker* from the menu, or choose *File | Import | Medley Maker*. This launches the **Medley Maker** dialog.



Chapter 6: Making Songs

Make Your Own Songs

It's fun to play music with Band-in-a-Box, but it's even more fun to make songs of your own. This section gives you step-by-step instructions from start to finish.

Clear the Chord Sheet



Click on the [New] button if you need to blank the Chord Sheet.

Name the Song

Enter the title of the song by clicking in the title area and typing in the name.



Choose a Key

You can use the special operators “tk” and “tr” to set or transpose a key signature.

Typing tkc plus the **Enter** key will set the key of the song to C. Typing tkbb sets it to Bb. Note that this sets the key signature but does not transpose the song.

The “tr” operator sets the key signature and transposes the song. Typing trf and pressing **Enter** would transpose the song to the key of F, typing trab would transpose the song to Ab.



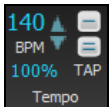
Another way to set a key signature is to click on the [Key] button and choose the key of your song from the lists of all major and minor keys. If you select from the “Transpose and Set Key Signature” column the song will be transposed to the new key signature you choose.

Transpose and Set Key Signature	Just Set Key Signature (no transpose)
<input checked="" type="checkbox"/> C	<input checked="" type="checkbox"/> C
Db	Db
D	D
Eb	Eb
E	E
F	F
Gb	Gb
G	G
Ab	Ab
A	A
Bb	Bb
B	B
C#	C#
D#	D#
F#	F#
G#	G#
A#	A#
-- Minor Keys --	-- Minor Keys --

If you select from the “Just Set Key Signature (no transpose)” column, the key signature will be changed but the song will not be transposed.

You can have multiple keys in a song by changing the key signature in the **Edit Settings for bar** dialog (**F5** function key). The new key signature is shown on notation.

Setting the tempo




The tempo is displayed next to the key signature. You can quickly enter a specific tempo for the song by typing the letter “t” together with the tempo and pressing the **Enter** key. For example, type t140 and **Enter** to set the tempo of the song to 140.

Click on the tempo box (hot key is **Ctrl+Alt+T**, or menu item *Edit | Tempo | Set Tempo...*), and a dialog will open up allowing you to type in a tempo.

When choosing *File | New* the tempo will be set to the best tempo for the current style. Click the mouse on the arrow buttons to adjust the tempo up or down.

- LEFT mouse click to change by 5 beats per minute at a time.
- RIGHT mouse click to change by 1 beat per minute at a time.

Setting the Relative Tempo

 This button allows you to quickly set the relative tempo. Click the button and choose a percentage or use the *Custom Tempo %* menu item to set any value between 1% and 800%. 1% would be 1/100 of the original tempo and 800% would be 8 times the original tempo. Hot keys are available: Ctrl - (minus key) for half speed and Ctrl = for normal speed.

Tap the Tempo



Not sure of the tempo for your song? Tap it in real time on either the minus [-] key or the equals [=] key on your computer keyboard. Four taps on the minus key sets the tempo, four taps on the equals key sets the tempo and starts the song playing. As you tap more than 4 times, the accuracy will improve (through averaging) and you can continue to tap until the target tempo has been reached. For example, in a 4/4 style, once you tap 4 times a tempo will be set. But you can keep tapping and the tempo will change every beat, based on the average tempo that you have typed. You can also click the mouse on the on-screen [-] and [=] buttons to the right of the tempo box.

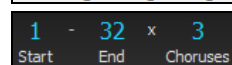
“Framing” the Song

Framing a song designates the first and last bars of each chorus and the number of choruses Band-in-a-Box will play before playing the standard 2-bar ending.

You can type special words to set the beginning and end of the chorus, and the end of the song.

- begin + **Enter** - sets the beginning of the chorus to the current bar
- chorusend + **Enter** - sets the end of the chorus to the current bar
- end + **Enter** - sets the end of the song to the current bar

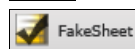
Another option is to right-click a bar in the Chord Sheet to set it as the beginning or end of the chorus or the end of the song from the settings in the context menu.



For this song, bar one is the first bar of the chorus and bar 32 is the last bar of the chorus. The chorus will play three times, jumping to the two-bar ending the third time through.



With the checkbox on the **[Loop]** button enabled the entire song will keep repeating until stopped. (This is a different feature from “LoopSection,” which loops a selected section of the song.)



The “FakeSheet” checkbox is for a fake sheet style of Chord Sheet display with 1st and 2nd endings and repeats.

Song Settings

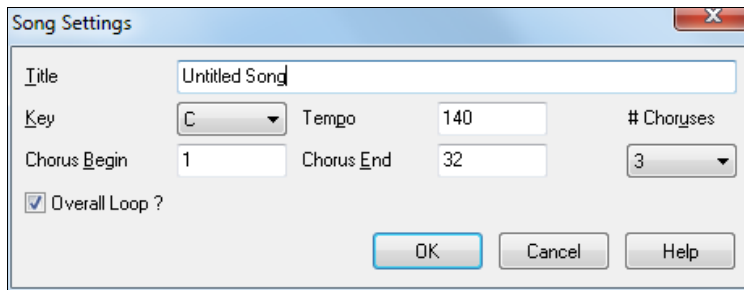


The **[Song Settings]** button opens the **Song Settings** dialog for additional settings such as endings, tags, style variations, pushes, rests, and chord embellishments to make your song interesting and varied.

You can also use the **Ctrl+N** keys or the *Edit | Song Form | Settings (for This Song)* menu command to open this dialog.



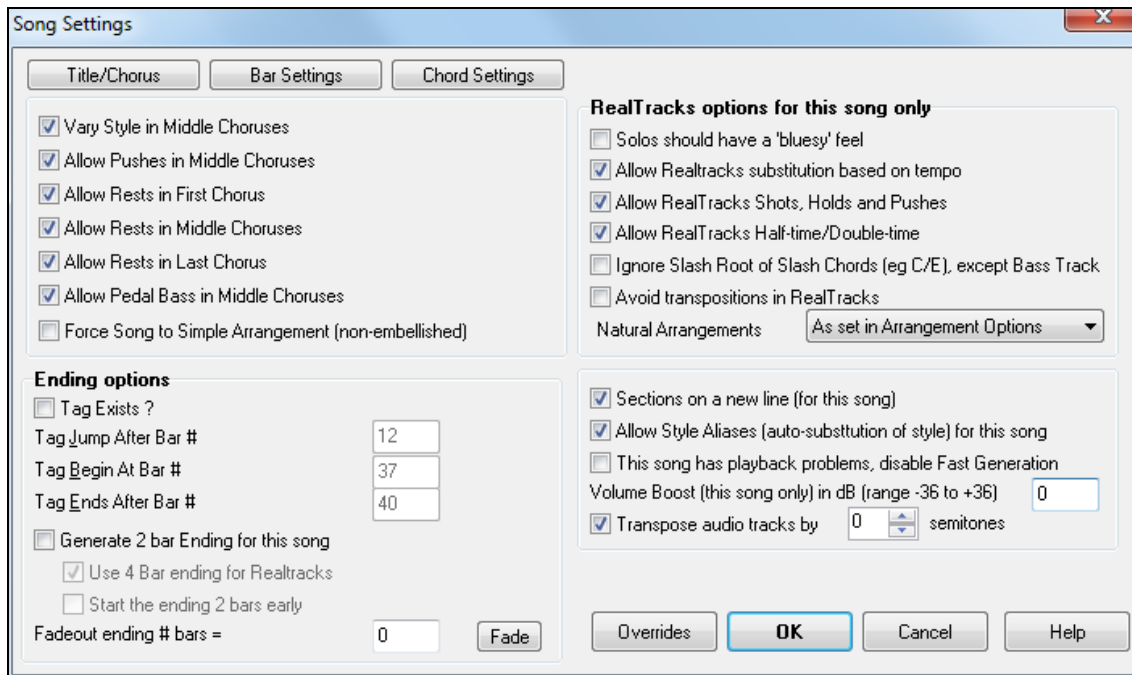
This button opens a dialog where the song’s title and its main settings can be typed in. These settings are usually made in the main screen title window.



This button opens the **Edit Settings for Current Bar** dialog.



This button opens the **Chord Options** dialog where you can edit chords and add rests and pushes.



These are additional song settings that are saved with the song.

Vary Style in Middle Choruses

If set to “Yes,” the song will play in substyle “b” throughout the Middle Choruses. The Middle Choruses are considered all choruses *except* the first and last ones. For example, in the Jazz Swing Style, since the “b” substyle is Swing, all of the middle choruses will have swing bass, whereas the “a” substyle is playing half notes on the bass. If set to “No” the middle choruses will play A and B substyles exactly as they appear in the song as outlined by the part markers.

Allow Pushes in Middle Choruses

This is most frequently used if there are pushes in a song (indicated by the “^” symbol), but you *don’t* want these pushes to play in the middle choruses. Simply set the checkbox to “No” (disabled) and the pushes will be ignored in the middle choruses. This is to allow for uninterrupted soloing choruses.

Allow Rests in First/Middle/Last Chorus

These parameters allow you to decide which choruses will play any rests that are present in a song (indicated by the “.” symbol). For example, you may have put rests into a song but don’t want the rests to play in the middle choruses, since you are using them for soloing: simply set the ALLOW RESTS IN MIDDLE CHORUSES checkbox to “No” (off).

Allow Pedal Bass in Middle Choruses

This determines whether Pedal Bass effect will be allowed in middle choruses.

Force Song to Simple Arrangement (non-embellished)

You can set the whole song to use “Simpler” RealTracks with this setting, as long as the RealTracks you are using have the simple option available. This is shown by a “y” in the **RealTracks Picker**’s “Simpler Available” column. The “Simpler” RealTracks play a less busy, less embellished arrangement.

Ending Options

Ending options

☒ Tag Exists ?

Tag Jump After Bar #

Tag Begin At Bar #

Tag Ends After Bar #

☒ Generate 2 bar Ending for this song

☒ Use 4 Bar ending for RealTracks

☐ Start the ending 2 bars early

Fadeout ending # bars =

A tag (also referred to as a coda) is a group of bars that are played in the very last chorus of a song. If you select the “Tag Exists?” check box then the tag will play during the last chorus of the song. After the bar you specify as the “Tag Jump After Bar #” the song jumps to the “Tag Begin At Bar #” and plays through the “Tag Ends After Bar #” and then plays a 2 bar ending as usual.

Band-in-a-Box will optionally create a 2-bar ending for your song, the standard ending is 2 bars appended to the end of the song. The “Use 4 Bar ending for RealTracks” option allows extra time for the natural decay of the instruments. The “Start the ending 2 bars early” option gives you an alternative to end the song on the last bar of the song. Band-in-a-Box will still play an ending on the chord that you specify, and the ending will occur as a 2-bar phrase beginning 2 bars before the end of the form. This results in more natural endings for many songs.

Song endings can be turned off for all songs, or on a song by song basis. For example, you might want to have your own custom ending that ends the song on the 3rd beat of a bar by playing a shot. To turn the song ending off for a “single song,” set the “Generate 2 bar Ending for this song” checkbox to off (cleared). To turn song endings off for “all songs,” choose *Options | Preferences* and press the **[Arrange]** button to open the **Arrangement Options** dialog. Then, set the “Allow any Endings” checkbox to off (cleared).

You can quickly choose a fadeout ending, just press the **[Fade]** button, and Band-in-a-Box will fadeout the last “x” bars of the song (you can specify how many bars). Or customize the fadeout with precise values for each bar.

RealTracks options for this song only set the RealTracks options for the song without changing the global RealTracks settings.

Solos should have a ‘bluesy’ feel

When set, any soloist or RealTracks background soloist, will treat any major triad (C, F, etc.) like a dominant seventh (C7, F7) and use flatted 7th for soloing.

Allow RealTracks substitutions based on tempo

When set, the program will find the best RealTracks to use at the current tempo. For example, it might substitute an acoustic bass recorded at a higher tempo, closer to the tempo of your song. The RealTracks name will appear on the main screen with a tilde (~) to indicate the substitution.

Allow RealTracks Shots, Holds and Pushes

When set (recommended), Band-in-a-Box will create realistic shots, holds, and pushes in your song. If unchecked, Band-in-a-Box will simulate a shot. Not all styles have these available. Check the *RealTracks\Library\Holds* folder and the **RealTracks Picker** “Holds” column listing the set number.

Allow RealTracks Half-time/Double-time

When set, this song will allow RealTracks to play at half time (twice the usual tempo) or double time (half the usual tempo). This allows you, for example in a ballad at a tempo of 70, to add a RealTracks Sax solo with a tempo of 140 and play it as a double time, which will match the ballad tempo of 70.

Ignore Slash Root of Slash Chords (eg C/E) except Bass Track

If this is set, the RealTracks other than the Bass track will not play the slash root of chords. For example, the RealTracks will play C instead of C/E.

Avoid transpositions in RealTracks

If this is set, RealTracks will try not to transpose. This will result in better quality, but less variety in the arrangement.

Natural Arrangements

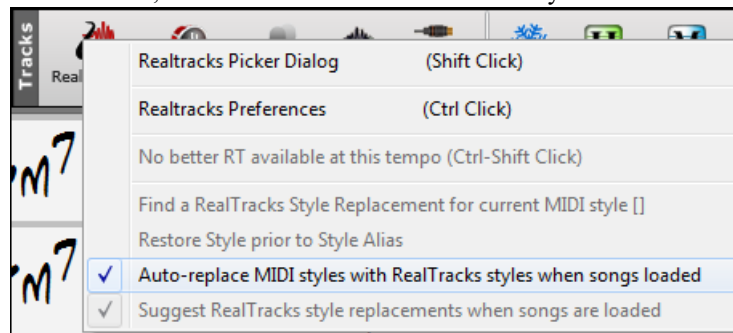
If you give a pro musician a complicated chord progression with fancy extensions like C7b9b13 or Gm11, the musician may reinterpret these rather than playing them exactly as written. This can achieve a much better sounding

arrangement because the musician has freedom to choose from similar chord extensions. You can get Band-in-a-Box to do the same thing with this option for all tracks in the current song. (Note: To set this feature for all tracks in all songs, use the option in the **Arrangement Options** dialog. To set this for specific track(s) in the current song, right-click on the track radio button, go to *Track Settings | Set Natural Arrangement*, and select an option.)

Sections on a new line (for this song) is an option to enable/disable the Section Paragraphs feature for this particular song.

Allow Style Aliases (auto-substitution of style) for this song

If this is set, and *Auto-replace MIDI styles with RealTracks styles when songs loaded* is checked on the RealTracks toolbar menu, then auto-substitution with a RealStyle is allowed.



This song has playback problems, disable Fast Generation

On slower computers, songs with lots of RealTracks might have playback problems (stuttering). If so, you can use this setting to disable Fast Generation for this song. You can turn Fast Generation off for all songs in the **RealTracks Settings** dialog by unchecking the setting “Speed up generation of RealTracks (disable on slow machines).”

Volume Boost (this song only) in dB

The volume of any particular song can be boosted or cut by typing in the number of decibels. A change of 6dB is about the same as moving a MIDI volume control by a value of 32.

Transpose audio track by _ semitones

If this option is enabled, the Audio track and any Artist Performance tracks will be transposed (pitch stretched) by the amount entered here.

Chord Entry

Computer Keyboard Entry

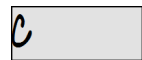
The most common way of entering the chords for a song in Band-in-a-Box is by typing them in from the computer keyboard. Up to 4 chords per bar may be entered.

Chords are commonly typed-in using standard chord symbols (like C or Fm7 or Bb7 or Bb13#9/E), but you can enter them in any of the supported chord symbol display formats - Roman Numerals, Nashville Notation, Solfeggio, and Fixed Do.

Tip: To view a list of chords recognized by Band-in-a-Box refer to the Chord List topic in the Help file.

To start typing in chords:

- Go to the top (Bar 1) of the Chord Sheet. The **Home** key will go directly there.
- Blank the Chord Sheet (if necessary) by clicking on the **[New]** button.



This is the chord highlight cell. Chords will be entered wherever this is placed. You may move this around by cursor arrow keys, the **Enter** key, or a mouse pointer click.

The chord highlight bar moves 2 beats at a time ($\frac{1}{2}$ a bar). When you have the chord highlight cell over the area that you want to enter a chord, you simply type the name of the chord you would like to see there.

For example, type c6 to get the C6 chord. Note that you should never have to use the **Shift** key, as Band-in-a-Box will sort this out for you.

- Use **b** for a flat, e.g. Ab7.
- Use **3** for a sharp #, e.g. for F#7 type f37.

- Use / for slash chords with alternate roots, e.g. C7/E (C7 w/E bass). A chord like Gm7b5/Db will display correctly using a Db instead of a Gm7b5/C#, since Band-in-a-Box bases it on a Gm scale.
- Use a **comma** to separate the ½ bar, enabling you to enter 2 chords in a cell. In the example below, we would type Ab9,G9 to get the 2 chords in the cell on beat 3 and 4 of bar 2.

C6 **Am7** **Dm7** **G#9G9** **C6/E** **A7#9**

The sequence of keystrokes to enter all these chords above would be:

HOME c6>am7>dm7>ab9,g9>c6/e>>a739

Note: We're able to type A7#9 as "a739" because Band-in-a-Box knows to use the uppercase of the 3, which is #. The > indicates a carriage return, or the **Enter** key.

☐ Display 'C9sus' as 'C11' A setting in the **Display Options** (*Options | Preferences | [Display]*) for "11th chords" allows display of '9sus' chords as '11' (e.g., Bb11 instead of Bb9sus). This only affects how the chord is displayed, not how it is stored, and you can type either C11 or C9sus to enter the same chord.

☐ Display '2' as 'sus2' ☐ Display 'sus' as 'sus4' The "Display '2' as 'sus2'" and "Display 'sus' as 'sus4'" settings in the **Display Options** dialog will show suspended chords more explicitly: 'sus' implies 'sus4,' and '2' implies 'sus2,' but you might want to see the full extension name.

Cut	[Ctrl+X]
Copy	[Ctrl+C]
Copy From... To...	[Alt+C]
Paste	[Ctrl+V]
Chord Builder...	[Ctrl+Shift+B]
Play Current Chord	[Shift+Enter]
Chord Settings...	[Alt+F5]
Bar Settings...	[F5]
Song Settings...	
Display Options...	
Preferences...	[Ctrl+E]
Repeats/Codas/1st-2nd Endings...	
Play from Bar 17 Chorus #1	
Play from Bar 17 Chorus #2	
Play from Bar 17 Chorus #3	
Bar-Based Section Letters ▶	
Edit Current Chord	Ctrl F2
Set Chorus Begin to Bar 17	begin <Enter>
Set Chorus End to Bar 17	chorusend <Enter>
Set Song Ending to begin at Bar 17	end <Enter>
Insert Bars	
Delete Bars	

Right-click on a chord, and a menu allows you to make edits to the chords and other song settings.

You can cut, copy, and paste chords in the Chord Sheet. Use the **Chord Builder** to try different types of chords or play the current chord to hear how it sounds.

Chord Settings include pushes, rests, shots, holds, and pedal bass.

Use the **Bar Settings** to make changes at a given bar, and Song Settings to make overall settings for the song.

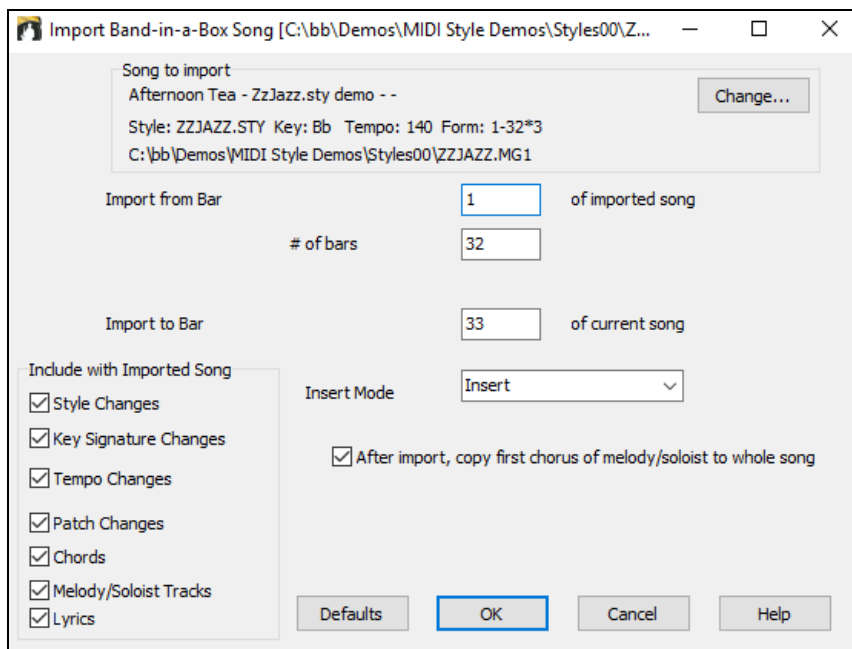
Bar-Based Section Letters lets you add a section letter, which will display just above the bar number on the Chord Sheet.

Entering Chords from MIDI Keyboard

You can also enter chords from an external MIDI keyboard using the *Window | MIDI chord detection...* feature. Play the chord on the keyboard, then press **Ctrl+Enter** to insert the chord into the Chord Sheet on the first beat of the current chord cell, i.e., beat 1 or beat 3 of the bar. Use **Ctrl+Shift+Enter** to insert the chord on the next beat, i.e., beat 2 or beat 4 of the bar.

Importing a Band-in-a-Box Song

Easily import part or all of an existing Band-in-a-Box song to your current song, with options to specify source and destination range, type of information to import (chords, melody, lyrics, etc.) and more. Choose *File | Import | Import MGU Song*.



In the **Import Band-in-a-Box Song** dialog, choose the range that you want to import (Import from Bar and # of bars), and the destination bar (Import to Bar). You can also choose which information to import, and the insert mode (Insert/Overwrite).

Audio Chord Wizard (Chords from Audio)



This feature analyzes a WAV, WMA, MP3, WMV, or CDA audio file and imports it to Band-in-a-Box. The Audio Chord Wizard is fully described in the **Tutors, Wizards, and Fun** chapter. It works out the tempo, bar lines, and chord changes so you can easily make your favorite files into Band-in-a-Box songs.

Copying and Pasting Section of Chords

Copying of sections or selections can be done using drag-and-drop, to drag regions around the Chord Sheet to quickly rearrange your song. Hold down the **Ctrl** key for finer control about insert/overwrite etc.



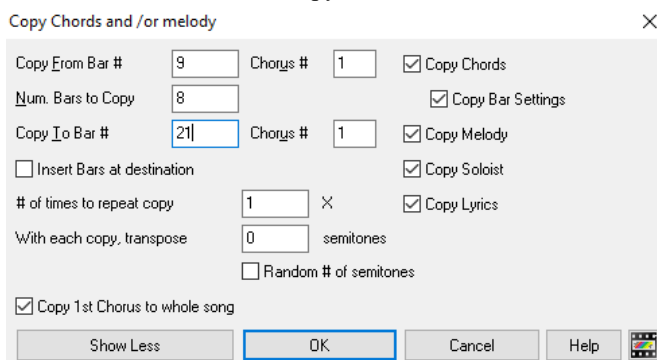
For example, if you have an 8-bar section at bar 9:

To copy it to bar 23 and insert the 8 bars at that location, drag the bar # and drop it at bar 23.

To copy it to bar 23 and **OVERWRITE** the 8 bars at that location, hold down the **Ctrl** key and drag the bar # and drop it at bar 23. In the dialog that appears, just press OK.

Another way to copy chords is to launch the **Copy Chords and/or melody** dialog by pressing **Alt+C**.

This allows you to copy chords/ melody/ soloist/ lyrics for a range of bars by entering the From and To locations and the number of bars to copy. Select the checkboxes for the items you want to include in the copy.



Insert Bars at destination

If selected prior to the Copy bars will be inserted onto the Chord Sheet at the destination chosen.

of times to repeat copy

If set to more than one, multiple copies will be made, optionally with transpositions on each copy. These are all applied to the first chorus only.

With each copy, transpose ___ semitones

If more than one copy is selected, this will transpose the song with each copy. This is most useful when wanting to learn a short phrase (“riff”) in different keys or modulating a section of a song.

Random # of semitones

This will transpose the copy a random transposition and would be useful for advanced students who are trying to master a riff or phrase in all keys.

Copy 1st Chorus to whole song

If set, this will apply any of the copying commands in this dialog to all choruses of the song, not just chorus #1.



This button toggles between **[Show More]** and **[Show Less]**, depending on whether just the basic functions or all Copy functions are displayed.

Copying chords to the clipboard

Select the region to copy. To select a region of the Chord Sheet (or the Notation or Audio Edit window), you can **Shift+click** on the end point to easily select a large area.

- **Click** on the starting bar.
- **Shift+click** on the ending bar.

Another way to select a region is by dragging the mouse over it. Place the mouse cursor at the bar to begin the selection. Then, holding down the left mouse button, drag the mouse over the region. As you do this you will see that the region will be inverted (white characters on a black background). When you have selected the proper region of chords to copy, then

- copy the selected (blackened) region to the clipboard
- click on the Copy button or choose Copy from the Edit menu.

Pasting chords to another section of the Chord Sheet

Assuming that you have already copied some chords to the clipboard you then paste them into the Chord Sheet by:

1. Move the highlight cell to the bar to begin the paste of chords.
2. Click on the Paste button or choose Paste from the Edit menu.

Tip: Remember that the copied section remains in the clipboard and can be repeatedly used. Example: If you're inputting a song with verse, verse, bridge, verse you can just copy the first verse to the clipboard, and then repeatedly paste in the other verses. The information on the clipboard remains intact even if you load in a new song, which means you can copy and paste between songs.

Copy, Repeat X times, with Transpose

The *Edit | Copy Special | Copy From.. To..* menu command opens the **Copy Chords and/or melody** dialog, which has additional fields allowing you to define the number of times to repeat each copy and define the number of semitones you transpose. For example, you could have a 16-bar section, copy it 3 times with a semitone transpose each time. Or, take a single 4 bar phrase, and copy it 11 times, transposing up a 4th each time, generating the same 4 bar phrase in all 12 keys.

Deleting Chords

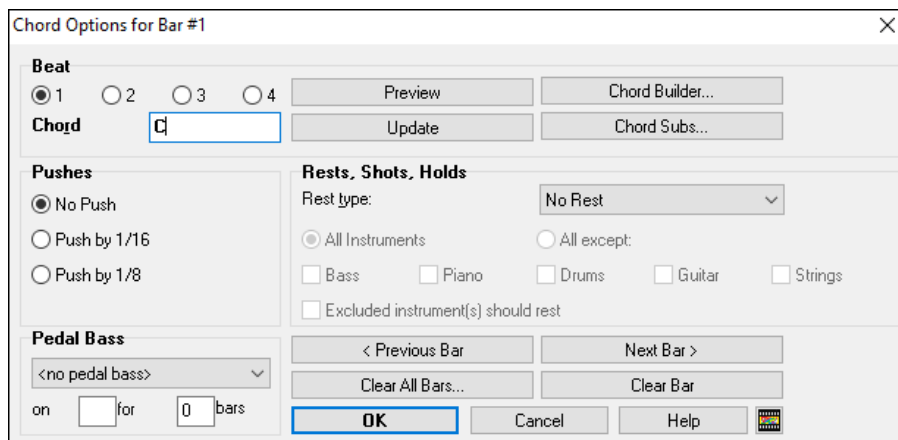
The chords at the current location of the highlight cell are cleared by the **Delete** key, the Windows® “Cut” command, or by typing a comma and pressing **Enter**.

Deletion of chords over a range of bars can be done by selecting the range and pressing the **Delete** key on your computer keyboard. No confirmation dialog is required.

Previewing Chords

This feature allows you to hear chords as you type them in. After you type a chord name onto the Chord Sheet (or the Notation window), press the **Shift+Enter** keys. This enters the chord onto the Chord Sheet and then plays the chord for you, using the patches on the Piano part and Bass Part. You can also listen to a chord that has already been entered, by just pressing the **Shift+Enter** keys after moving the highlight cell to the bar with the chord you want to hear. If there is no chord entered at a bar, you will hear the last chord that was entered.

You can right-mouse click on the Chord Sheet and choose *Chord Settings* to launch the **Chord Options** dialog, and then press the **[Preview]** button to hear the current chord in the Chord Options Dialog.



The **[Previous Bar]** and **[Next Bar]** buttons lets you go through the entire Chord Sheet without leaving the dialog.

The **[Clear All Bars]** button erases all Rests/Shots/Pushes/Pedal Bass from a song.

The **[Clear Bar]** button erases all Rests/Shots/Pushes/Pedal Bass from the current bar.

Support for other chord display types

You can enter or display chords in Roman Numeral notation, Nashville notation, Solfeggio, or Fixed Do notation.

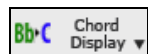
For example, the chord **Gm7** in the key of F would be displayed as **IIIm7** in Roman Numeral Notation, **2m7** in Nashville Notation, and **Rem7** in Solfeggio.

“Fixed Do” Notation

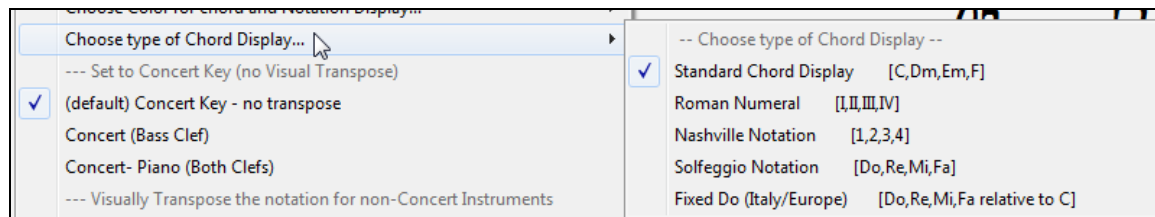
Do⁷

In Italy and other parts of Europe, chords like C7 are always referred to by the Solfeggio name (“Do 7” for C7) regardless of the key signature. These systems are very useful for learning or analyzing tunes, since they are independent of the key signature.

You can take an existing song, and print it out in Roman numeral notation, so you can study the chord progression. You can also type a chord in these systems, like “4” which will enter the 4 chord in the current key.



Click on the **[Chord Display]** toolbar button and *Choose type of Chord Display* from the menu. A yellow message box will confirm your selection.

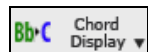


Chord Symbols are : Nashville Notation

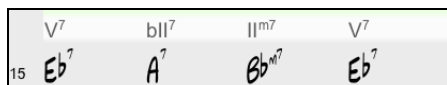
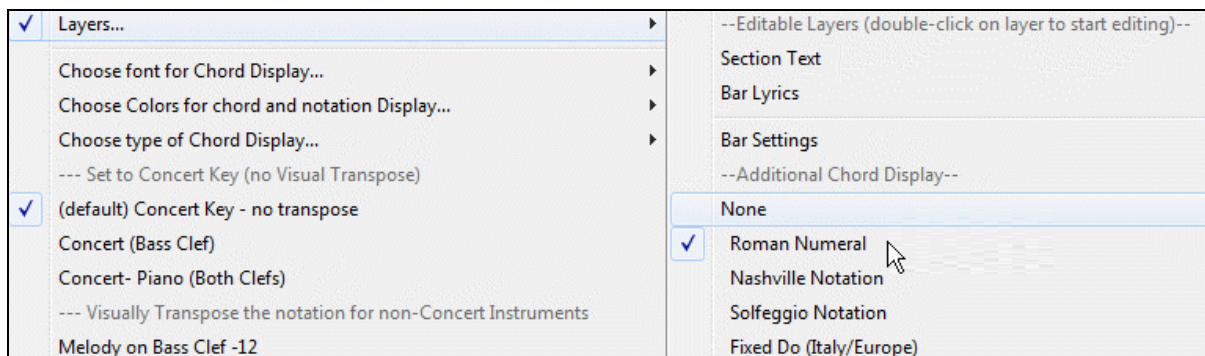
The Roman numeral and other nonstandard displays use superscript for the chord display when in the Notation window (or when printing out). Therefore, the alternative chord symbol displays are best viewed in the Notation window.

Tip: Print out a song in Nashville Notation or Roman numeral notation. Then, learn the song this way, i.e. 1^{maj7} 4^{maj7} 3^{m7b5} 6^{7b9}. You will soon discover that it is much easier to play the song in any key. Since you know the song goes from the 1 chord to the 4 chord, so you can easily play it in the key of Bb, for example.

There is an option to display the non-standard chord above the standard chord on the Chord Sheet.



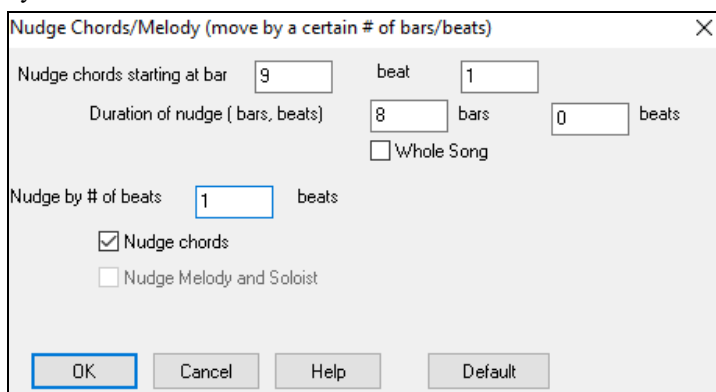
Press the **[Chord Display]** button, go to *Layers | Additional Chord Display*, and choose from the list of four options.



Tip: The font and the height of the additional chord display can be selected in the **Display Options** dialog.

Advanced Chord Entry and Editing Features

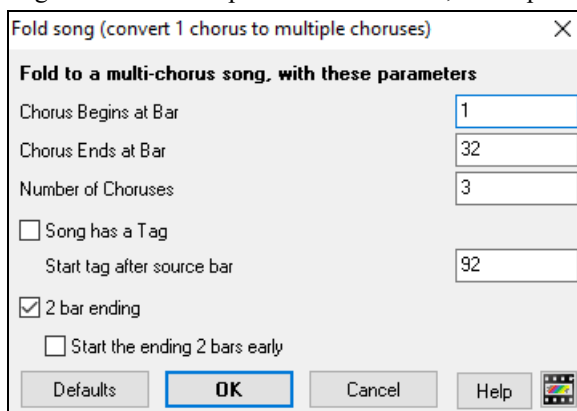
Edit | Nudge Chords/Melody... In the *Edit* menu, the *Nudge Chords/ Melody* feature allows moving a range of chords by a number of bars/beats.



For example, let's say that you have entered a complete song chord progression, and you then realize that all of the chords starting at bar 23 are 1 beat too late (maybe due to a time signature change). You can move all of the chords 1 beat earlier, by setting the nudge at bar 23, beat 1, and duration of the nudge to -1 (minus 1) beats.

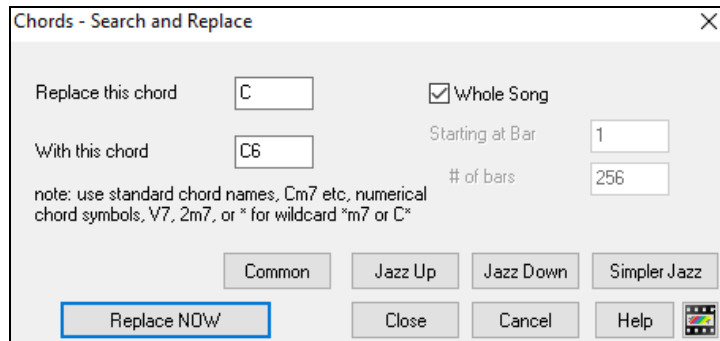
You can nudge chords and/or Melody/Soloist parts.

Edit | Song Form | Fold (convert 1 chorus to multiple) The *Edit | Song Form | Fold* command converts a song with a single large chorus to multiple smaller choruses, with optional tag ending.



Edit | Chords | Search/Replace Chords... A *Search/Replace Chords* feature will search and replace chords, including support for asterisks (*) as wildcards. Search and Replace can be used with Roman numerals or numbers for chord

names. So, you can replace the V chord with V7, or the 5m chord to 5m7. Since these are remembered between songs, this feature is useful if you are changing multiple songs.



The **[Simpler Jazz]** option will simplify chords like C13#11#5 to simply C9.

Breaks - Rests, Shots, and Held Chords

Breaks are points in a song when one or more of the instruments rests, plays a shot, or holds a chord.

- **Rests** specify any, some, or all instruments to rest at any bar. For example, you could rest all instruments except the bass for the first 4 bars, and then add the piano for 4 bars, and then add the entire band for the rest of the song. You may optionally disable the rests in the middle or final choruses (e.g., where you would likely have a solo, and rests may not be appropriate).
- **Shots** specify certain instruments play a “shot,” where the chord is played and then a rest follows. For example, the song “Rock Around the Clock” has a shot on beat 1 followed by a rest for 2 bars. The duration of “shots” is 60 ticks per beat.
- **Held chords** specify that certain instruments hold a chord sustained for a certain number of bars. For example, you can have the bass and piano hold a chord sustained while the drums continue to play a pattern.

A chord can be specified as a REST by adding a period after the chord.

C. indicates a C chord that is a REST.

C.. indicates a C chord that is a SHOT.

C... indicates a C chord that is a HELD CHORD.

Selecting BREAKS for different instruments.

You can specify that some instruments not be affected by the rhythm break.

The coded names for the instruments are:

B for Bass, **D** for Drums, **P** for Piano, **G** for Guitar, and **S** for Strings.

To type a rest for all instruments on a C chord type **C.**

To exempt instruments, add their letters following the break. For example,

C.bd will put a rest on all instruments EXCEPT the bass and drums.

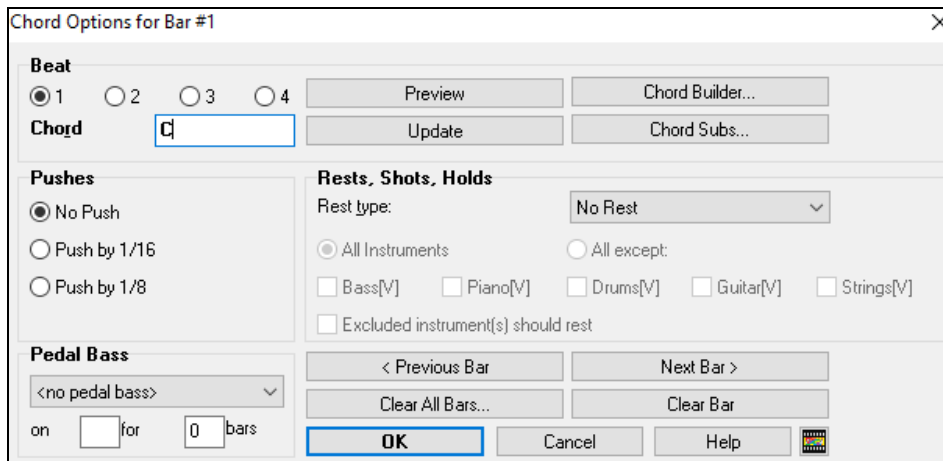
To indicate a held chord for all instruments *except* the piano, type **C...p**

Breaks can also be set in the **Chord Options** dialog.

Chord Options



Chord options include rests, pushes, and pedal bass. The **Chord Options** dialog opens with the C7 toolbar button, or from the right-click contextual menu in the Chord Sheet.



When a “shot” or a “held” chord is assigned, the instruments that are excluded from the shot/held chord play normally.

There is an additional option for those excluded instruments to stay silent. To set this, select a shot or held chord and enable the “Excluded instrument(s) should rest” option. This option gives you the ability to rest some instruments while others play the shot or held chord.

Other settings for how chords play are in the *Edit* menu. You can choose *Edit | Song Form | Settings (for This Song)* to open the **Song Settings** dialog and set the rests (breaks) to happen only in the first, middle, or last choruses.

There are also settings to allow pushes, pedal bass, and chord embellishment.



Pushes

“Pushes” (also called anticipations) are chords that are played *before* the beat. For example, in Jazz Swing music, the piano player often “pushes” a chord change by playing the chord an eighth note before the beat. To execute a “push,” you can use either keystrokes or open the **Chord Options** dialog by right mouse clicking on a given chord.

To use keystrokes:

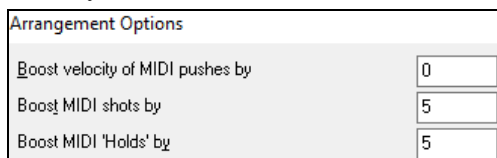
Type the caret symbol [^] before the chord. The caret symbol is located above the numeral 6 on your computer keyboard.

Type a single caret to get a chord an eighth note before the beat, e.g., $\wedge C7$

Type a double caret to get a chord a sixteenth note before the beat, e.g., $\wedge\wedge C7$

In Jazz styles (and other triplet feels), the chord will be pushed by a triplet, regardless of whether there is a single or double caret (^^).

Velocity Boosts for Pushes, Shots, and Held Chords



You can set the amount of velocity boost, so that the effect won’t be too loud. In the **Preferences** dialog (*Options | Preferences*) click on the **[Arrange]** button to open the **Arrangement Options** dialog. Then type in the amount of velocity boost for pushes, shots, and holds.

The style can override the velocity for the pushes, and drum velocity for shots, held chords, and pushes is also set in the StyleMaker.

Adding Repeats and 1st/2nd Endings

Tutorial

For this tutorial, we will be using demos from the “Tutorial - Repeats and Endings” folder.

When you load in a song, you will notice some “Form Marker” features that happen for any Band-in-a-Box song.

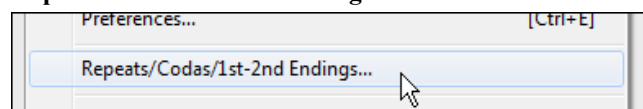
1a	:CMaj7	2		3	Bm7b5	4	E7alt	
5	Em7	6	A7	7	Dm7 A7	8	Dm7	
9	Bm7	10	E7	11	Am7 E7#5#9	12	Am7	
13	Am7	14	D7	15	Dm7	16	G13	
17b	CMaj7	18		19	Bm7b5	20	E9	
21	Em7	22	A7	23	Dm7 A7	24	Dm7	
25	F6	26	F#dim	27	CMaj7 FMaj7	28	Em7 A9	
29	D9	30	Dm7 G13	31	C6 A7	32	Dm7 G13	3X
33a	end C69	34		35		36		
1a	:CMaj7	32	Dm7 G13	3X	:	33a	end C69	

Bars past the end of the song are colored gray.

So, in our song “Miles1 Tutorial (no repeats yet),” we can have a look at it and see if there are any repeats/endings.

So now we'd like Band-in-a-Box to display it like that, with the first and second ending markings.

Since we want to insert the 1st/2nd ending on bar 9, we right-click on the Chord Sheet on bar 9 and select **Repeats/Codas/1st-2nd Endings**.



We then see the **Edit Repeats and Endings** dialog.

Edit Repeats and Endings

Type of Repeat/ Ending

- ☐ Repeats
- ☒ 1st/2nd endings
- ☐ DC al Coda
- ☐ DC al Fine
- ☐ DS al Coda
- ☐ DS al Fine

Options...

Show form...

Auto-Find...

Edit List...

1st/2nd Endings

Repeat begins at Bar

1st ending begins at bar #

1st ending lasts for bars

Endings type

☒ Generate (insert) new bars

Tag Ending... Delete All


Cancel Help

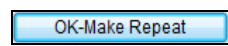
OK-Make Repeat

Click on the 1st/2nd endings radio button and enter the following.

- Repeat begins at bar 1.
- 1st ending begins at bar 9.
- 1st ending lasts for 8 bars.
- Type of Repeat/Ending = 1st/2nd endings.

By entering this data we've defined the complete 1st and 2nd ending. If the 1st ending begins at bar 9 and lasts for 8 bars, the 2nd ending must begin at bar 17+8=25 (there's an 8-bar repeated section from bar 1 to 8).

 Now, this was a pre-existing song, and it already has all of the bars laid out. So, we make sure that we *don't* select the "Generate (insert) new bars" checkbox.

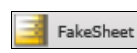
 Click on [OK-Make Repeat], and the repeat gets made, and the Chord Sheet redraws with the 1st/2ndrepeat showing.

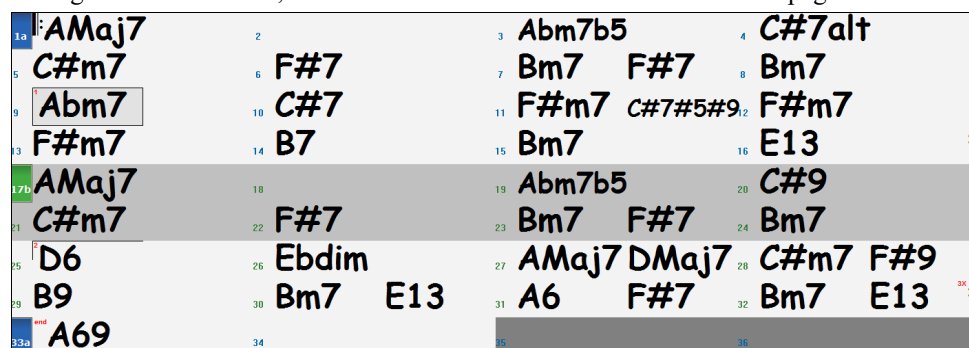
 Make sure you have Fake Sheet mode selected on the Chord Sheet.



1a	AMaj7	2		3	Abm7b5	4	C#7alt
5	C#m7	6	F#7	7	Bm7 F#7	8	Bm7
9	Abm7	10	C#7	11	F#m7 C#7#5#9	12	F#m7
13	F#m7	14	B7	15	Bm7	16	E13
17b	D6	18	Ebdim	19	AMaj7 DMaj7	20	C#m7 F#9
21	B9	22	Bm7 E13	23	A6 F#7	24	Bm7 E13
25	A69	26		27		28	
29		30		31		32	
33a		34		35		36	

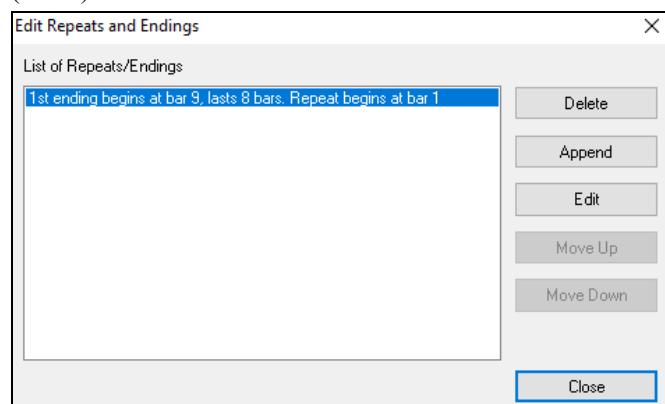
As you can see there is a 1st ending at bar 9. At bar 16 there is a repeat symbol, indicating that the form goes back to bar 1 for 8 bars, and then will go to the bar after bar 16 for the 2nd ending. The 2nd ending is marked there. The bar # is 25, because the bars are numbered in linear fashion, and it is the 25th bar of the song as it would be played. Then the song goes to the end, which is bar 32.

 Now we can see a LINEAR view of the same song, similar to the way it was before we put the 1st/2nd endings on it. To do this, *deselect* the Fake Sheet checkbox on the main page. You will then see the song like this.



1a	AMaj7	2		3	Abm7b5	4	C#7alt
5	C#m7	6	F#7	7	Bm7 F#7	8	Bm7
9	Abm7	10	C#7	11	F#m7 C#7#5#9	12	F#m7
13	F#m7	14	B7	15	Bm7	16	E13
17b	AMaj7	18		19	Abm7b5	20	C#9
21	C#m7	22	F#7	23	Bm7 F#7	24	Bm7
25	D6	26	Ebdim	27	AMaj7 DMaj7	28	C#m7 F#9
29	B9	30	Bm7 E13	31	A6 F#7	32	Bm7 E13
33a	A69	34		35		36	

This shows all of the 32 bars, including the bars that are part of the repeat – these are highlighted in gray. Exposing these bars shows the linear view of the song, the way the song would be played. It also allows you to enter custom information for any of the bars, including the bars in the “gray area.” For example, if you wanted the chord at bar 21 to be an Em9 instead of an Em7, just type it in, even though it's in the repeated section leading to the 2nd ending. You can toggle between the 2 views for the traditional lead sheet view with the Fake Sheet mode, and the “normal” (linear) view with Fake Sheet mode OFF.



Edit Repeats and Endings

List of Repeats/Endings

1st ending begins at bar 9, lasts 8 bars. Repeat begins at bar 1

Delete

Append

Edit

Move Up

Move Down

Close

The **List of Repeats/Endings** allows you to manage the repeats/endings that have been entered. **Delete/ Append/ Insert** a repeat or ending using this list, which opens with the **[Edit List]** button in the **Edit Repeats and Endings** dialog.

Part Markers, Substyles, and Song Form

Part Markers



Part Markers are placed on the Chord Sheet to indicate a new part of the song, to insert a substyle change, or to insert drum fills. They typically occur every 8 bars or so but may be placed at the beginning of *any* bar.

You can customize the display of the part markers in the **Display Options** dialog. For example, you can pick a color for each part marker, draw part marker borders, show each part marker on the new line, etc.

1c	$B^0 M_{K^0} \pi^0$	2	G^{π^0}	3	C^{η}	4	F^{η}	
5a	$B^0 M_{K^0} \pi^0$	6	F^{π^0}	$B^0 \eta$	7	$E b M_{K^0} \pi^0$	8	
9	$E b \pi^0$	10	$A b^{\eta}$	$A^{\eta \gamma \gamma}$	$D^{\eta \gamma \gamma}$	12	G^{π^0}	
13b	$C^{\gamma \text{ SLS}}$	14	C^{η}	15	C^{π^0}	16	F^{η}	
17	$B^0 M_{K^0} \pi^0$	18	G^{π^0}	19	C^{η}	20	F^{η}	
21a	$B^0 M_{K^0} \pi^0$	22	F^{π^0}	$B^0 \eta$	23	$E b M_{K^0} \pi^0$	24	
25	$E b \pi^0$	26	$A b^{\eta}$	D^{π^0}	27	D^{π^0}	28	G^{π^0}
29d	C^{η}	30	C^{π^0}	F^{η}	31	$B^0 \eta$	32	
33a	$B^0 \eta$	34			35		36	
37		38			39		40	

MultiStyles



Band-in-a-Box MultiStyles are styles that can have up to 24 substyles; original Band-in-a-Box styles had two substyles, “a” and “b.” Band-in-a-Box MultiStyles typically have four substyles, but may have up to twenty-four, selected by using part markers “a” through “x.”

You can easily make your own MultiStyles, either from scratch, or combining parts from existing styles to make a MultiStyle. For example, if you have 10 favorite Country styles, you can quickly make a single MultiStyle that has 20 substyles available within the same song.

You can store names for MultiStyle substyles with a description of each one.

Multistyle Part Names
a: Drums: Side Stick, sparse piano
b: Drums: Ride, busier piano
c: Strings added
d: Drums: Sname, with Strings



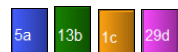
The MultiStyle names are set in the **StyleMaker Miscellaneous** dialog. If the style is a MultiStyle, you can right-click on a bar number to see them.

☒ ☐

----Substyle Change --
 <No change of substyle>

a Drums: Side Stick, sparse piano [HIND+] (Slow Mid-Tempo Rock-Country +)
 b Drums" Ride, busier piano [HIND+] (Slow Mid-Tempo Rock-Country +)
 c Strings added [HIND2] (set in the style)
 d Drums: Sname, with Strings [HIND2] (set in the style)

Changing Substyles



Each style has “a” and “b” substyles. Band-in-a-Box Multistyles also have “c” and “d” substyles and could have from “a” to “x” for a total of up to twenty-four.

Most of these MultiStyles that we've made have 4 substyles, conforming to the following pop song format.



Substyle “a” is usually used for the verse of a song.

- 13b Substyle “b” is usually used for the “b-section” or the chorus, and for soloing in the middle choruses.
- 1c Substyle “c” is usually used for the intro or for an opening verse or pre-verse.
- 29d Substyle “d” is usually used for a break or interlude.

You can see the MultiStyle markers on the Chord Sheet.

1c	BbM7	2	G ⁷	3	C ⁹	4	F ¹³	
5a	BbM7	6	F ⁷	Bb ⁹	7	EbM7	8	
9	Eb ⁷	10	Ab ⁹	11	A ⁷ 9 ⁵	D ⁷ 9 ⁵	12	G ⁹ 9 ⁵
13b	C ⁷ sus	14	C ⁹	15	C ⁷		16	F ¹³
17	BbM7	18	G ⁷	19	C ⁹		20	F ¹³
21a	BbM7	22	F ⁷	Bb ⁹	23	EbM7	24	
25	Eb ⁷	26	Ab ⁹	27	D ⁷		28	G ⁷
29d	C ⁹	30	C ⁷	F ¹³	31	Bb ⁹	32	
33a	Bb ⁹	34		35		36		
37		38		39		40		

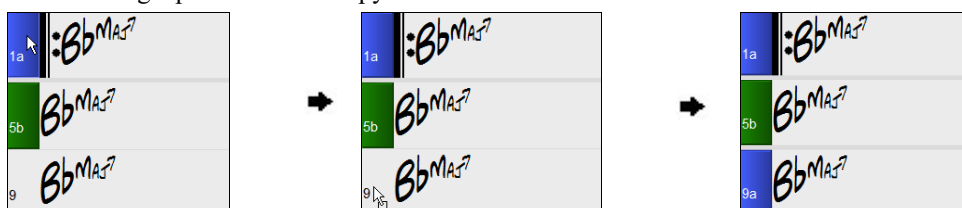
There is always a part marker at bar 1 so that Band-in-a-Box knows which substyle to begin with. The song continues to play in one substyle until it encounters a new part marker. The substyle will change automatically on second choruses when the “Vary Style in Middle Choruses” song setting is selected.

Placing Part Markers

- Move the highlight cell to the bar where you want to place the part marker. Then press the **P** key on the computer keyboard. Repeatedly pressing **P** scrolls through all available part markers,
- or
- Position the mouse cursor directly over the bar line (or an existing part marker). Then, click the left mouse button. Repeat this procedure to scroll through the available options.
- To remove a part marker, keep pressing **P** or clicking the mouse until you reach the end of the available part markers and there is no marker on the bar number.

Copying Part Markers

You can drag a part marker to copy it to other bars.



Placing Drum Fills

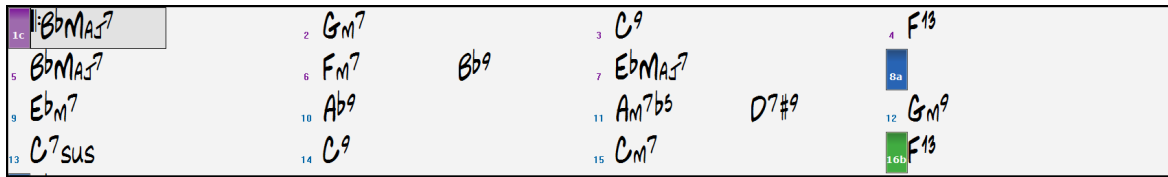
A one bar drum fill will occur in the bar preceding a part marker. If you want a drum fill at bar 7 of a song, you insert a part marker on the bar **after** the bar with the drum fill (i.e. Bar 8). You can either retain the original substyle or change the substyle (a, b, c, d, etc.) when you place the part marker.

1c	F#M7	2	E	3	D2	4	
5	Bm7	6	F#M7	7	Bm7	8c	Esus E

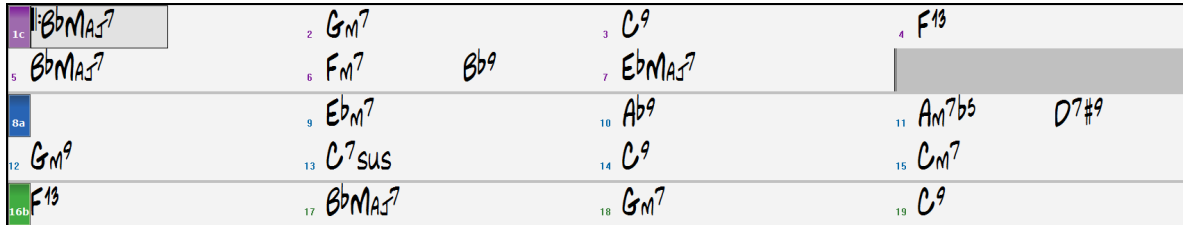
Section Paragraphs

When you’re reading a book, a new section begins on a new line, with space between. Band-in-a-Box does that for chords too. Whenever a new section occurs (a part marker), we start the new section on a new line and draw a grey line above to clearly mark the new section. You will see each section on a new line so that the form of the song is easier to see.

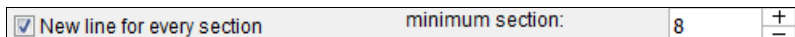
For example, if you have a song with a 7-bar section, followed by 8-bar sections, earlier versions of Band-in-a-Box wouldn’t start the other sections on a new line. The result was that it was hard to delineate the sections, as if an entire story was told within one paragraph.



With the Section Paragraphs feature, you will see each section on a new line so that the form of the lead sheet is easier to see. Sections can be as short as 2 bars.



The feature is configurable and optional with the “New line for every section” setting in the **Display Options** dialog (*Options* | *Preferences* [Display] button). You can also set the minimum number of bars that is required to start a new line with the “minimum section” setting. For example, if this is set to 8, then there won’t be a new line for the next part marker if that section has only 4 bars.

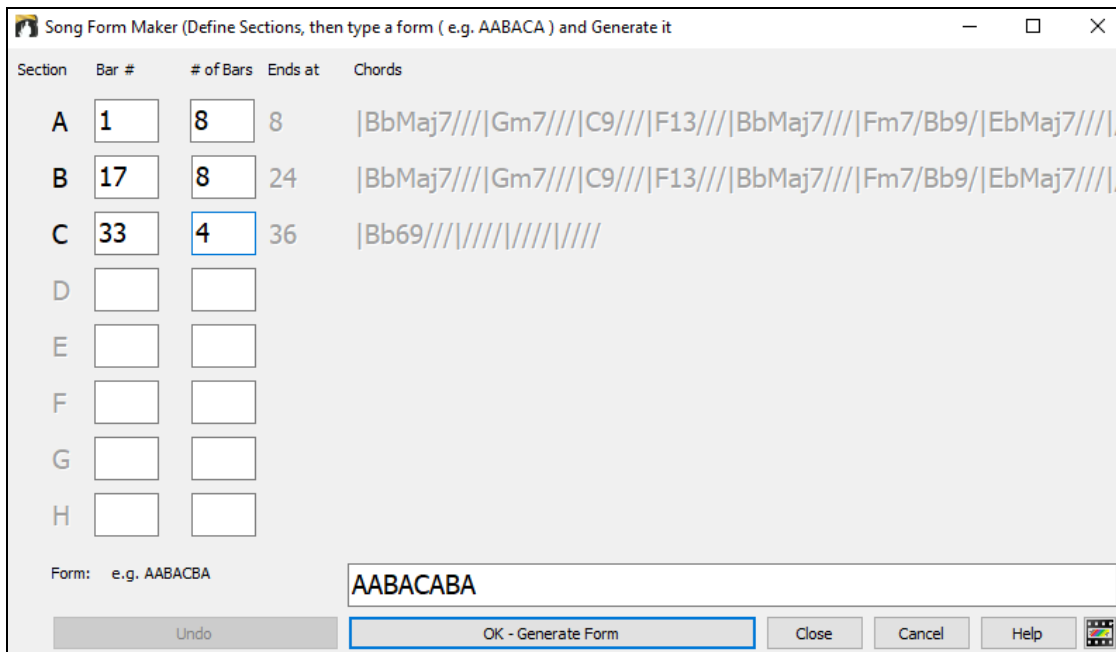


Song Form Maker

The **Song Form Maker** allows you to define sections of a song (A, B, C etc.), and then rearrange the song by simply typing the form you want (e.g. AABABAACA). You can revisit the dialog to change the form at any time.



Press the **[Song Form]** button and select *Song Form Dialog* from the menu. You will then see the **Song Form Maker** dialog.



Then define your sections (e.g. A = bars 1 for 8 bars, B=start at bar 17, for 8 bars C=start at bar 25, for 4 bars). Then type the form that you want (AABACABA).

Select **[OK-Generate Form]** then exit the dialog. The form string and sections are saved with the song.

You can revisit this dialog to re-order the sections. Or change a chord in the “A” section of the Chord Sheet, and then use the Song Form Maker to propagate the changes through all of the “A” sections.

Use the **[Undo]** button to reverse your changes.

Uses for the Song Form Maker

- Enter a song by simply entering each section once, and then visit the Song Form Maker, typing the form that you want and generating it. Change the form without having to type in new chords, just redo the Form String (“AABACABA etc.)
- Change chords in each section by simply changing the chord in the main section, and then regenerate the form.
- Enter a melody once and copy it throughout the form by regenerating the form.

Applying Styles

There are many styles available for use with the Band-in-a-Box program. Styles refer to styles of music like Jazz Swing, Latin, Blues, Pop, Rock, or Country. You can pick a musical style either before or after you have entered the chords to a song. Once a style is loaded, the song will be played back using your chosen style. All style files have the .STY extension.

In the Chord Sheet or the Notation window you can quick-load a style by typing only “style” followed by a style name, e.g., stylezzbossa<Enter> will load in zzbossa.sty.

Note: The program defaults to the “Jazz Swing” style or it may be “aliased” to another style, such as the newer J_WYNT_K style.

When a requested style is not found, Band-in-a-Box makes an intelligent substitution.

BOSSASW.STY wasn't found, but will substitute a similar style: BOSSA2.STY

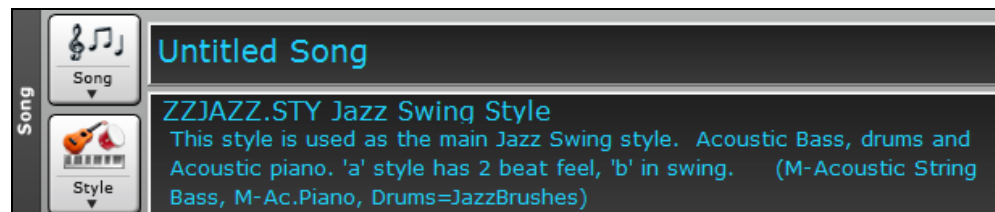
This feature is available for every style that PG Music has made, and also can be customized by third-party or any users by making a text file (*.NA) with suggested alternative styles.

Load Previous Style, Load Next Style.

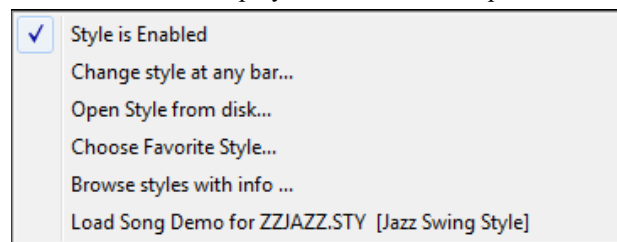
This function, analogous to the Load Next Song function, loads in the previous (or next) style in alphabetical order of the file name. These functions are found in the *Styles* menu or use the hot keys **Ctrl+Alt+Shift+F8** (or **Alt+Shift+F8**).

Current Style Window

The name of the current style is shown in the window below the song title.



There is a convenient “Load Song Demo” option for style demos. Click on the name of the style on the main screen, and the menu that displays will include the option to “Load Song Demo” for the current style.

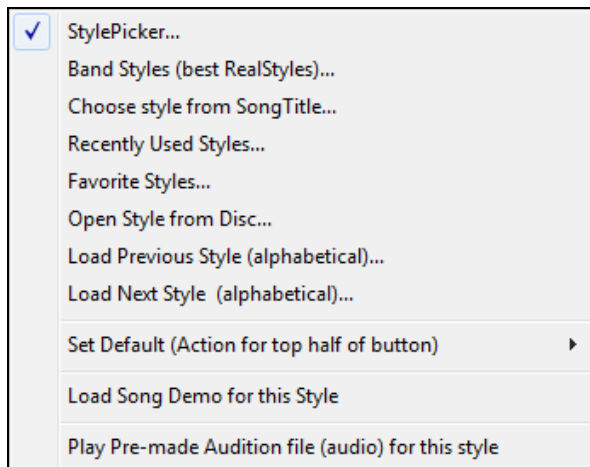


This menu also offers options for choosing a style for your song. *Change style at any bar* inserts a style change at the currently highlighted bar on the Chord Sheet. *Open Style from disk* is for selecting styles from file folders. *Choose Favorite Style* opens either a list of pre-selected favorites, or a list of recently played styles. *Browse styles with info* opens the **StylePicker** window, which has full style information.

Open Style with the [Style] Button



You can open a style using the [Style] button. This is a split button, with the top half being the default function, and the bottom half listing different methods to load a style and allows you to set the default.



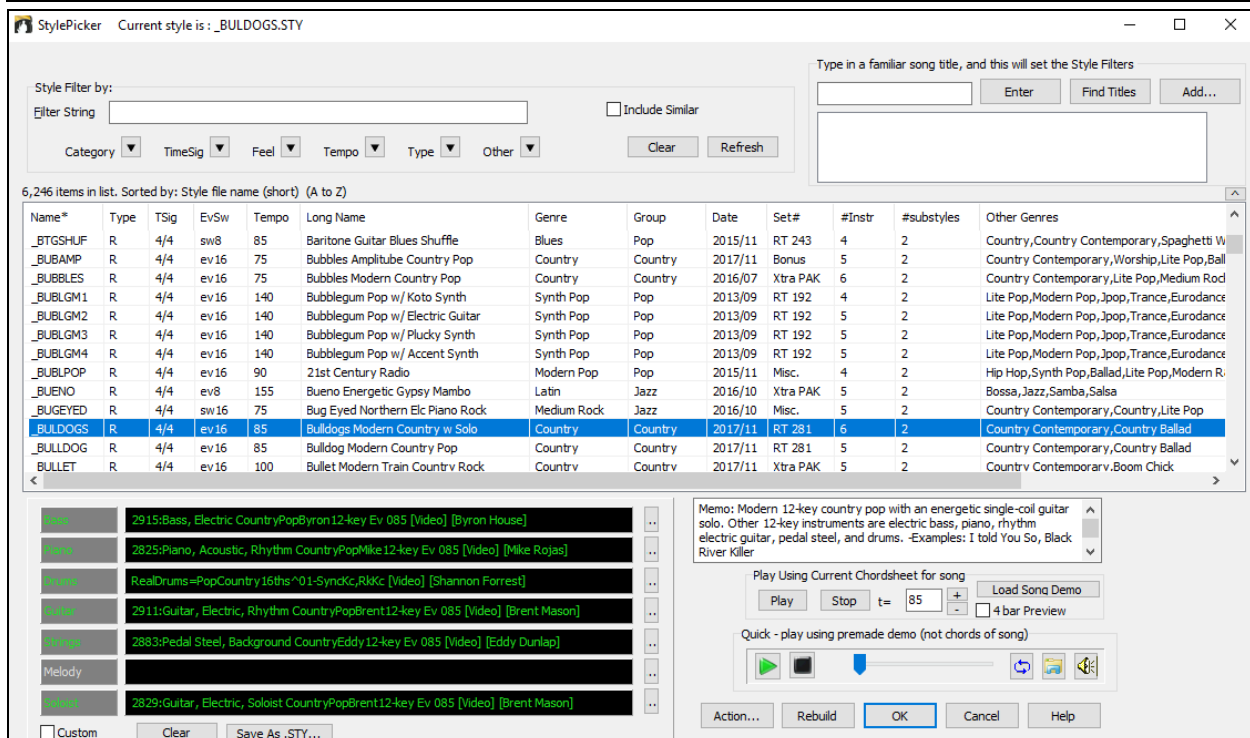
StylePicker Window



The **StylePicker** window is opened by pressing the **[Style]** button or the **Ctrl+F9** keys. It lists all of the styles that are present in the `C:\bb\Styles` folder. The **StylePicker** window has a great filter feature for finding a perfect style for your song by selecting elements such as time signature, feel, or tempo or by simply typing in a familiar song title.

You can browse styles by sorting columns or hear an “instant” preview of the style by double-clicking on the list. If style has both MIDI and RealDrums available, you can hear both, and choose which one you want. This makes it much faster to find the style that fits your song.

Note: The first time you use the StylePicker there will be a short delay while it builds the list of styles.



Style suggestion

Just type in a familiar song title, artist name, or genre of music, and the StylePicker will filter the list by the genre, feel, tempo, and time signature of that song title.

Let's find a style that is similar to the song “Amazing Grace.” Type in “amazing,” click on a song to select it, and press **[Enter]**.

Type in a familiar song title, and this will set the Style Filters

amazing

Amazing Grace [American Trad] [Folk] [3/4 ev8 85]
 Amazing Grace (Alan Jackson) [Country] [Piano Ballad] [3/4 ev8 75]
 Amazing Grace (My Chains Are Gone) [Chris Tomlin] [Ballad] [Worship] [4/4 ev16 6]

This is an even 8th folk song with 3/4 time signature, and the list will be filtered to show styles that match these elements. You can see what filters are in place when you look at the “Style Filter by:” area.

Style Filter by:

Filter String ☒ Include Similar

Folk 3/4 Ev8 85 Type Other

406 items in list. Styles exactly matching filter, then similar styles, sorted best to worst

Name	Type	TSig	EvSw	Tempo	Long Name	Genre	Group	Date	Set#
_BHALLSA	R	3/4	ev8	85	Bhalsa Slow Celtic Waltz w Harp	Celtic	Country	2016/11	RT 260
_THUINN	R	3/4	ev8	90	Thuinn Slow Celtic Harp Waltz	World	Country	2017/06	Xtra PAK
_BZSLWLZ	R	3/4	ev8	100	Bouzouki Slow Waltz Duo	Country	Country	2013/06	RT 202
_CAVERN	R	3/4	ev8	140	Cavern Harmonica Country Ballad	Country	Country	2017/11	RT 283
_ESQUIRE	R	3/4	ev8	90	Esquire Slow Celtic Waltz	Celtic	Jazz	2017/11	RT 285
_CLASWZG	R	3/4	ev8	85	Jazz Pop Waltz w/ Guitar	Jazz	Jazz	2011/07	RT 131
_CLASWLZ	R	3/4	ev8	85	Jazz Pop Waltz w/ Piano and Guitar	Jazz	Jazz	2011/06	RT 131
_POPWALZ	R	3/4	ev8	85	Pop Waltz w/ Acoustic Bass & Piano	Latin	Jazz	2009/07	RT 58
_MEMOIRS	R	3/4	ev8	100	Memoirs slow celtic waltz	Celtic	Jazz	2017/11	RT 285
_CTWLZPP	R	3/4	ev8	100	Celtic Waltz Basic 3-Piece	Celtic	Pop	2015/11	RT 233
_CELTWLZ	R	3/4	ev8	110	Celtic Waltz Solo Acoustic Guitar	Celtic	Pop	2012/11	RT 172

Quick filter

Style Filter by:

Filter String ☒ Include Similar

Country Ballad 4/4 Feel Tempo Type Other

Another easy way to find a style is using the text filter. For example, if you want to find punk styles, simply type “punk” and the list will be filtered to show punk styles. If there is a RealTracks musician that you want to check out, just type in his name, and the list will show styles with that musician in them.

You can also use the arrow button to select a category, time signature, feel, etc., and you will immediately see the filtered list.

Category TimeSig Feel Tempo Type Other

Category - This lets you filter styles by a genre or category.

TimeSig - This allows you to filter styles by the time signature.

Feel - This sorts the list by feel (even 8th, swing 8th, even 16th or swing 16th).

Tempo - This sorts the list by the tempo.

Type - With this button, you can choose to display Real and/or MIDI styles. The default is to display Real styles first and MIDI styles at the bottom, but you can change the default selection with the last menu item.

Other - This is a miscellaneous filter. For example, the list can be filtered to show only your favorite styles, styles of a specific RealTracks set, or styles with soloists.

If “**Include Similar**” is unchecked, then the filtered list will show the exact match only, but if this option is checked, then the list will show the exact match and the similar styles. The **[Clear]** button will clear any filter so all styles will display.

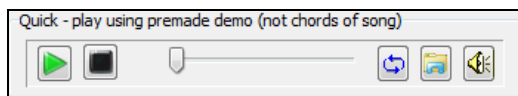
Automatic intelligent sorting of “best style” for the current song

Styles exactly matching filter, then similar styles, sorted best to worst


The StylePicker tells you how the list is currently sorted.


Instant Preview of Styles

You can audition a style without changing your existing arrangement, by using the preview control.



It has Play and Stop buttons, a progress bar, a Loop button and a file button.

 Also, when the control is playing, if there are 2 files that can be played, there is a toggle button displayed. This appears for previewing MIDI styles, because there are MIDI drums and RealDrums available for most MIDI styles, and now you can easily hear both.


 To hear a preview, simply double-click on a style name in the list. Or highlight a style and press this button.


The demos are pre-made, so they play instantly. And they are a good idea of what the style is supposed to sound like.

The style demos are found in 2 possible places:

1. On your hard drive, in the *Data\Style Demos Audio* folder of your *RealTracks* folder, usually *C:\bb\RealTracks\Data\Style Demos Audio* (some of the demos are included on disk, but to save space not all of them are included).
2. On the Internet, at www.pgmusic.com (all of the demos are there).

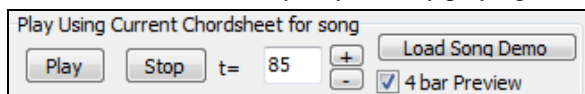
When you demo a style, the program will play the version on disk if available; otherwise will play from the Internet.

 The style demos sometimes play files from the internet. You can download a file that is being played from the internet by clicking this button. If the file is being played on your hard drive, this button will show the file in a folder.

 This button allows you to control the volume of demos.

Play Your Song with the Styles

You can also audition a style by actually playing it over the current chord progression of your song.



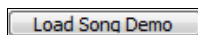
The **[Play]** button will generate arrangement for your song with the currently highlighted style. The **[Stop]** button will stop playback.



You can speed up the generation if you enable this option, which will play only for the first 4 bars.



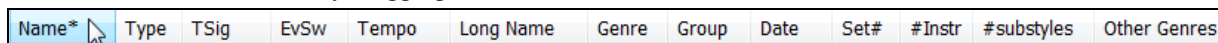
The ideal tempo for the style is shown here but you can change it to any tempo by typing in the number or clicking on the [+] and [-] buttons. You can even change it during playback.



This will open the pre-made demo song for the currently selected style.

Sortable and sizable columns

The styles list can be easily sorted by clicking on a column name. Clicking again will reverse the order. You can also resize the column width by dragging a column border.



Note: In order to toggle the sort between the forward and reverse order, you need to enable "Sort columns in forward and reverse order" in the StylePicker Options dialog.

Each column provides following information for the style.

Name	This column shows the file name of the style.
Type	This column tells you whether the style has RealTracks only ("R"), MIDI only ("M"), or a combination of RealTracks & MIDI ("RM")
TSig	This column shows a time signature (4/4, 3/4, etc.) of the style.
EvSw	The "ev" or "sw" indicates whether the style plays in an even feel or a swing feel.
Tempo	The tempo shown here is the tempo set in the style.
Long Name	This column shows the full name of the style.
Genre	This column shows the genre of the style.
Group	The styles are grouped into three groups: Pop, Jazz, and Country.

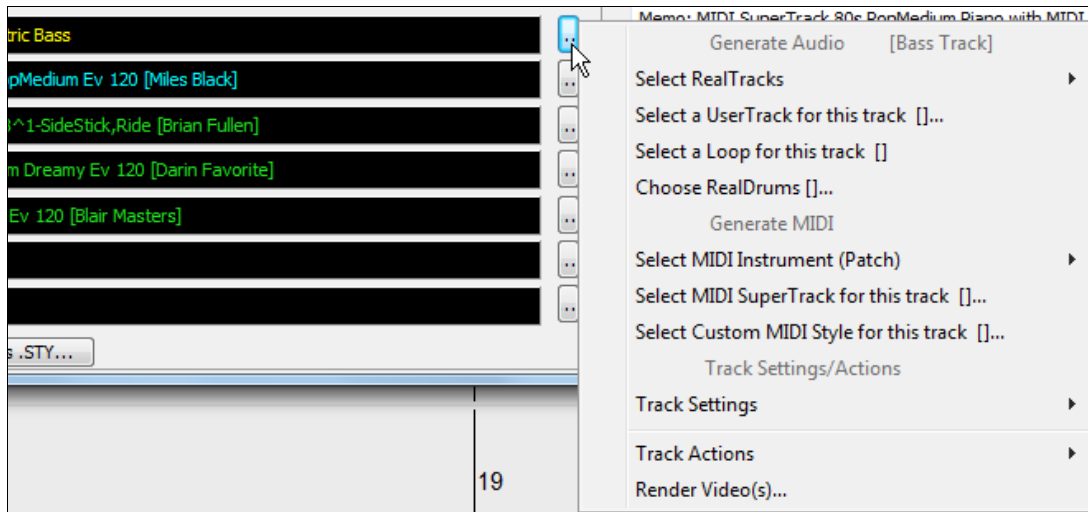
Date	This column shows the date when the style was made.
Set #	In this column, you can see which set includes the style.
# Instr	This column shows the number of instruments that are present in the style.
# Substyles	A style can contain as many as 24 substyles.
Other Genres	This column suggests additional genres of the style.

Customization

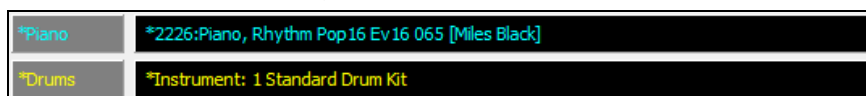
The mixer-like control shows what tracks and instruments are used in the currently selected style in the list, and color-codes them according to the track types (MIDI, MIDI SuperTracks, or RealTracks).



For each track, there is a menu button, which allows you to change the instrument, disable/enable the track, or perform other track actions. Previously, you had to close to the StylePicker window to do these.



When the track is customized, an asterisk will be added to the name.



When the “Custom” option is checked, the tracks of the currently selected style will be overridden with the choices you have made.

The [Clear] button will clear any customized settings.

Press the [Save as .STY] button to save the style that you have customized. When you save the style, it will be added to the StylePicker list.

Memo

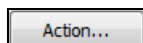
This area shows additional information about the style. You can see instruments, artists, a brief description, and song examples currently selected style. If the style has Loops or UserTracks, you will see the names of the Loops or UserTracks.

```

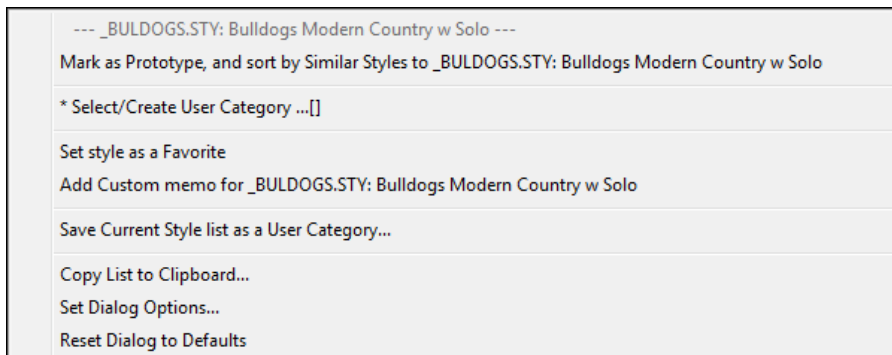
_BOLLYWD.STY: Bollywood Loops, Electric Guitar
All RealTracks. Quintet. Tempo=140 (120-170)
Instruments: Loop, Loop, UserTrack, El.Guitar, UserTrack
Loop:World\Bollywood - party_80_percussion_e_flat_minor.sw16.wav
Loop:World\Bollywood - party_80_basses_staccato_e_flat_minor.wav
UserTrack:Santoor, Loop BollywoodParty Sw16 080
RT879: Guitar, Electric, Rhythm NorthernRockGrittyQuarters Sw16 075 , Mark Matejka
UserTrack:Sitar, Loop BollywoodParty Sw16 080
Memo: Bollywood dance music, with bass & percussion loops, as well as sitar & santoor Usertracks made from loops,
and gritty electric guitar RealTracks.

```

Action



Clicking on this button shows you a menu with options to select/create User Category, add the current style to the User Category, set styles as a favorite, etc. These options are also available when you right-click on the list.



Mark as Prototype, and sort by Similar Styles to

This menu item will sort and filter the list by best to worst match of the prototype's tempo, feel, genre, time signature, and more. Once you do this, the sort status indicator will tell you that the sort is by prototype.

Prototype sort : _BUBLPOP.STY: 21st Century Radio

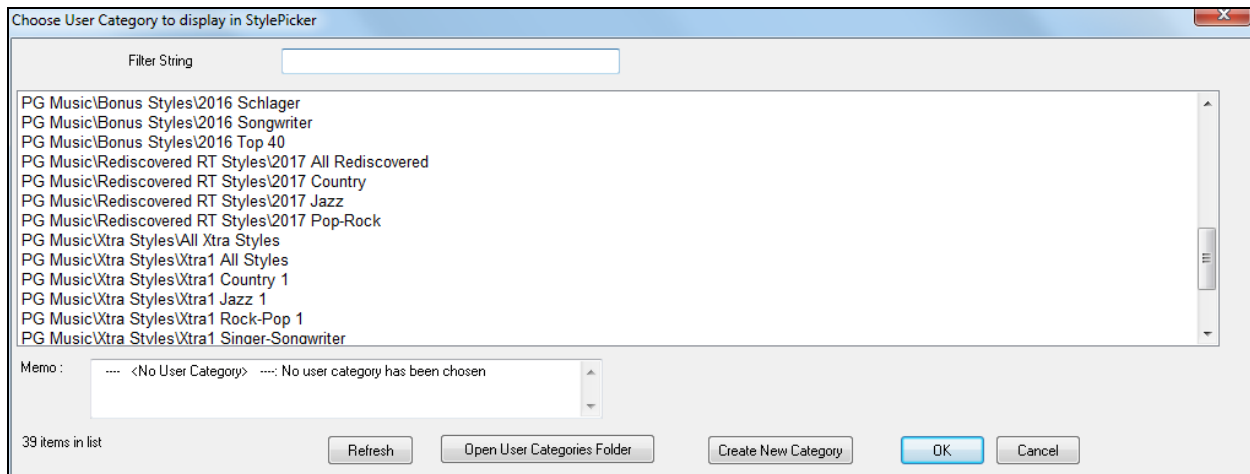
For example, if you choose _BUBLPOP as the prototype style, the list will be sorted with styles most similar to _BUBLPOP. These are the styles with a similar genre, feel, tempo, and time signature. Here is an example of the results of setting _BUBLPOP as the prototype.

Modern Pop ▼ 4/4 ▼ Ev16 ▼ 90 ▼ Type ▼ Other ▼ Clear									
Name	Type	TSig	EvSw	Tempo	Long Name	Genre	Group	Date	Set#
_BUBLPOP	R	4/4	ev16	90	21st Century Radio	Modern Pop	Pop	2015/11	Bonus
_HVDANC	R	4/4	ev16	90	Modern Pop Ballad	Modern Pop	Pop	2015/11	Bonus
_POPBLAD	R	4/4	ev16	95	Pop Ballad w/ Synth Bass	Ballad	Pop	2015/11	Bonus
_NEONROK	R	4/4	ev16	85	Neon 80's Rock w/ Synths	Synth Pop	Pop	2015/11	RT 231
_NEONPOP	R	4/4	ev16	85	Neon Pop '80s Synth Ballad	Modern Pop	Pop	2016/07	Xtra PAK
_BLISTER	R	4/4	ev16	85	Blister Fingerpicking Retro Pop	Lite Pop	Pop	2016/10	Xtra PAK
_BEATBOX	R	4/4	ev16	75	Beatbox Hip Hop	Hip Hop	Pop	2015/11	Bonus
_PROMISE	R	4/4	ev16	100	Pop Promise w/ Electric & Acoustic Guitars	Ballad	Pop	2011/11	RT 151
_PROMISP	R	4/4	ev16	100	Pop Promise Piano & Electric Guitar	Ballad	Pop	2011/11	RT 151
_GLOWING	R	4/4	ev16	110	Glowing Euro Dance Pop	Modern Pop	Pop	2016/07	Xtra PAK
_BRIGHTP	R	4/4	ev16	110	Bright Pop Rhythm Section	Synth Pop	Pop	2015/11	Bonus
_DUBSTEP	R	4/4	ev16	70	Alt Dubstep and Rock	Modern Pop	Pop	2015/11	Bonus

Select/Create User Category

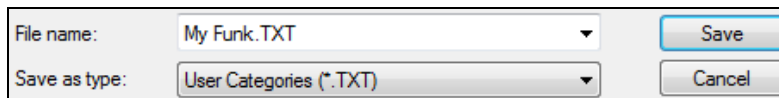
Unlimited User Categories can be created by users or third parties, to list their styles in the StylePicker.

To select an existing User Category, choose *Select/Create User Category*. When the dialog opens, select a category and press the [OK] button.

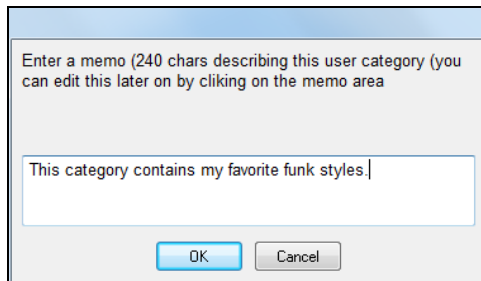


To make your own User Category, right-click on the list, choose *Select/Create User Category*, and when the **Choose User Category to display in StylePicker** dialog opens, press the **[Create New Category]** button.

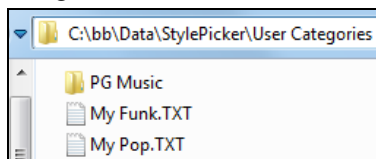
Type a name for your category and click on the **[Save]** button.



You can also enter a memo for your category.



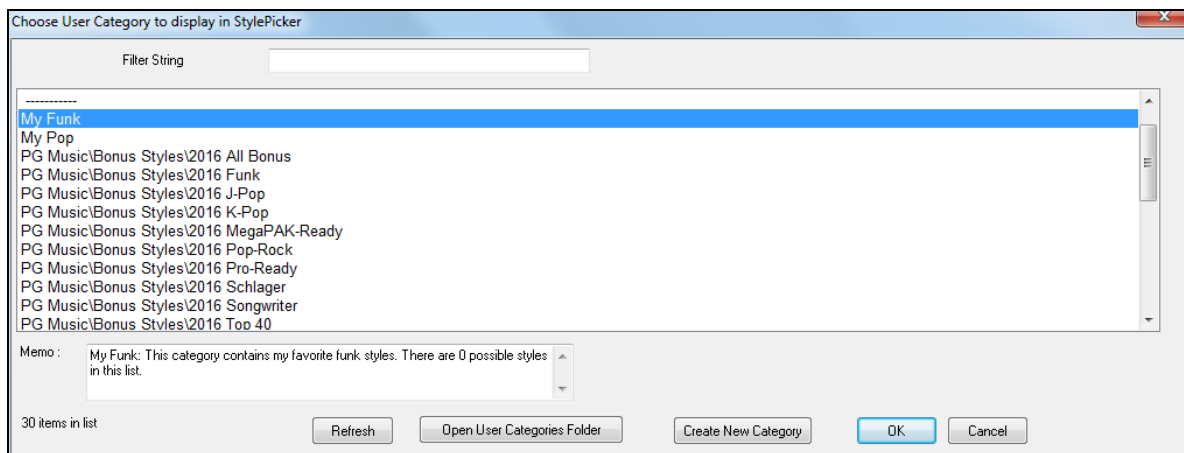
Technical notes: User Categories are stored as .txt files, which just contain the list of style names. The User Categories must reside in *C:\bb\Data\StylePicker\User Categories* folder.



You can re-arrange this folder by creating subfolders and moving the categories around to organize them. You can also directly edit the .txt file in this folder.



If you have made any changes to this folder, remember to press the **[Refresh]** button.



User Categories are analogous to playlists in a song player. You can create/edit them and choose to display only the styles from the category or all styles with the category styles highlighted with a * asterisk.

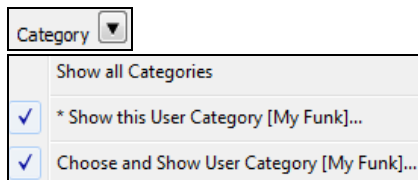
Add Style to Current User Category

This menu item adds the currently selected style to the current User Category.

Save Current Style list as a User Category

This menu item allows you to create a new User Category and add all the styles currently displaying in the list to the new category.

To display only the styles from the current User Category, click on the **[Category]** button above the list and select *Show this User Category*. If you want to see only the styles from another User Category, select *Choose and Show User Category* and choose a User Category from the list.



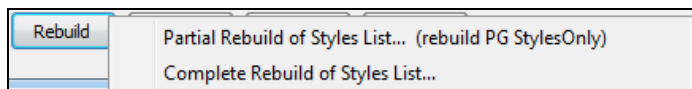
You will then see styles from the selected User Category.

Name	Type	TSig	EvSw	Tempo	Long Name	Genre	Group	Date*	Set#
*_ELTANGO	R	4/4	sw 16	100	Electronic Tango Jazz Funk	Funk	Pop	2016/07	Xtra PAK
*_NEOSOUL	R	4/4	ev 16	110	Neo Soul with Funky Guitar	Funk	Pop	2016/07	Xtra PAK
*_SLOFUNK	R	4/4	sw 16	85	Slow Sw 16 Pop Funk Groove	Funk	Pop	2016/07	Xtra PAK
*_COOLCAT	R	4/4	ev 16	100	Cool Cat Funk w/ Wah-Wah	Funk	Pop	2015/11	Bonus
*_FUNKPOP	R	4/4	ev 16	125	Funk Pop w/ Keys	Funk	Pop	2015/11	Bonus
*_FUNKS16	R	4/4	sw 16	85	Swing 16ths Funk w/ Electric Piano	Funk	Pop	2015/11	RT 241
*_FUNKWAH	R	4/4	ev 16	100	Funk w/ Wah-Wah Guitars	Funk	Pop	2015/11	RT 240

Set Style as Favorite

This menu command will set the selected style as a favorite. If the style is already a favorite, you can select the *Remove style as a Favorite* menu item.

Rebuild of Styles List



Press the **[Rebuild]** button and select *Partial Rebuild of Styles List* after you install new styles from PG Music. It takes about 30 seconds to rebuild the list. The *Complete Rebuild Styles List* menu item will find not only PG Music styles but also new or changed user or third-party styles. It takes longer to rebuild the list.

Copy List

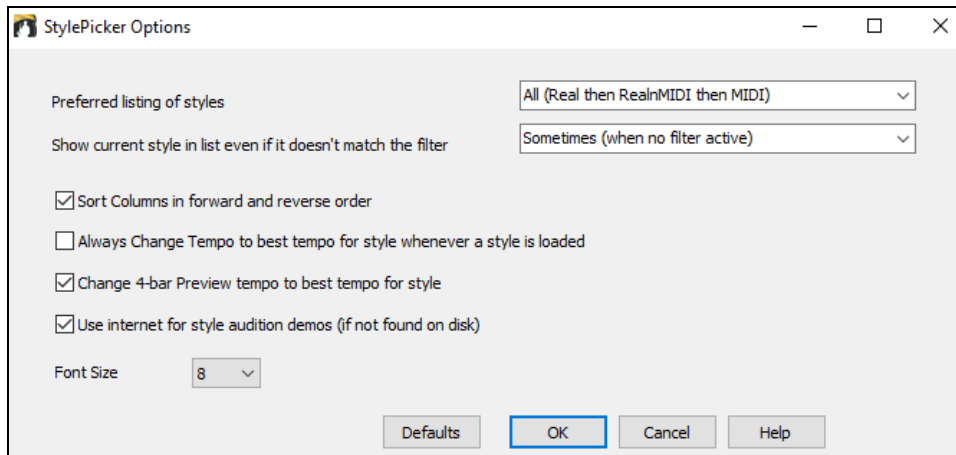
The *Copy List to Clipboard* menu item in the **[Action]** button saves the current list with all information to a tab-delimited .txt file and opens it in Notepad. In Notepad copy all and paste it into a spreadsheet such as an Excel file. You can then apply a hierarchical sorting of the list.

Defaults

The *Reset Dialog to Defaults* menu item in the [Action] resets the dialog to default settings.

Options

The *Set Dialog Options* menu item in the [Action] button opens the **StylePicker Options** dialog with additional options for the **StylePicker**.



Preferred listing of styles

This controls the default type of listing of styles (Real and/or MIDI).

Show current style in list even if it doesn't match the filter

This setting lets you choose to always show the current style even if it doesn't match the filter.

Sort Columns in forward and reverse order

If this option is enabled, clicking on a column name again will sort the list in reverse order.

Always Change Tempo to best tempo for style whenever a style is loaded

If this option is checked, pressing the [OK] button in the StylePicker will always change the current tempo to the ideal tempo for the selected style. Note: If the song is “blank” (no chords past bar 5), then the tempo will change, but if the song has chords in more than 5 bars, then the tempo will not change unless this option is enabled.

Change 4-bar Preview tempo to best tempo for style

If this is checked, then when you preview the song, it will be played at the ideal tempo for the style.

Use Internet for Style Audition Demos (if not found on disk)

Enable this option so demos will play files from pgmusic.com using the Internet if demos are not found on disk.

Font Size

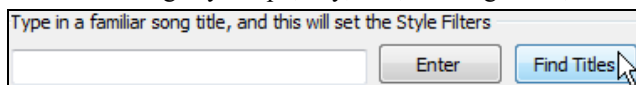
This allows you change the font size of the styles list.

[Defaults]

Press this button to set all options to default settings.

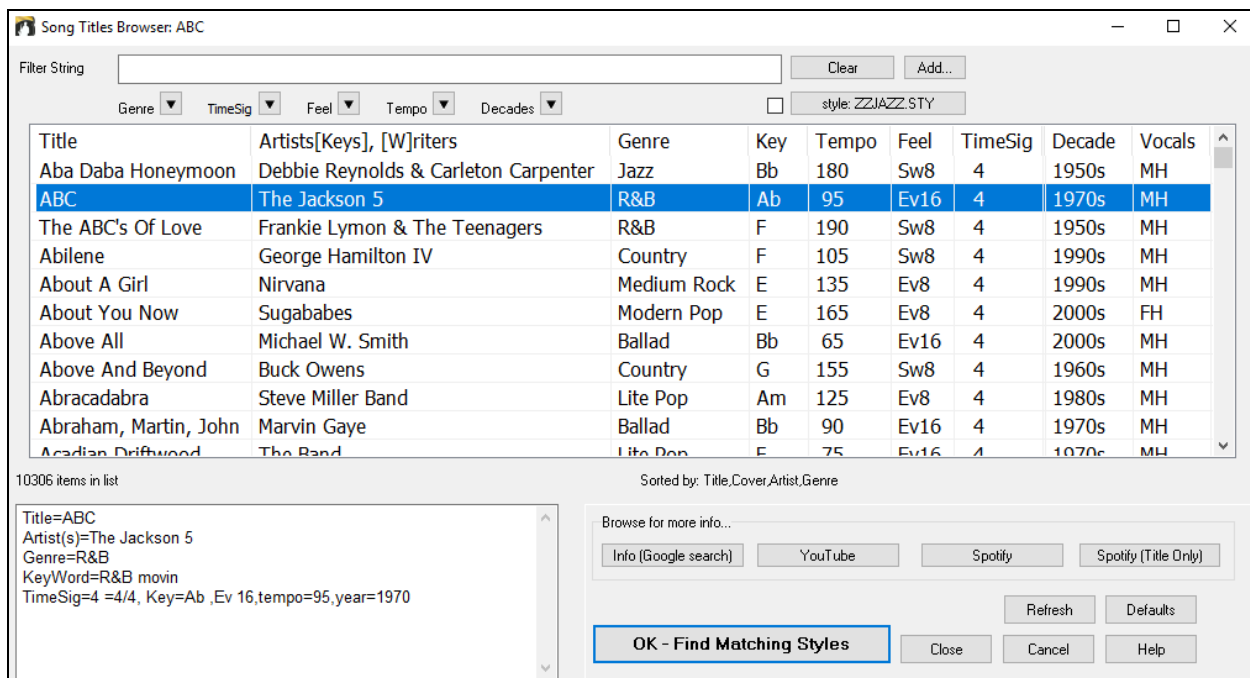
Song Title Browser

The popular Title feature, which allows you to type in the name of a familiar song and find a style with similar feel and tempo, has been enhanced with a dedicated **Song Titles Browser** window. This window allows you to browse and filter the huge list of over 10,000 popular song titles. You can, for example, filter by a certain artist, and then sort all the songs by tempo, key, feel, time signature, and more.



You can open this window by pressing the **[Find Titles]** button.

If the **StylePicker** window is not open, you can open the **Song Titles Browser** window by clicking on the **[Style]** button and selecting the *Choose style from Song Title* menu item.



There are Title/Artist/Genre/Key/Tempo/Feel/TimeSig/Decade/Vocals columns. You can sort the list by any column.

Title	Artist	Genre	Key	Tempo	Feel	TimeSig	Decade	Vocals
-------	--------	-------	-----	-------	------	---------	--------	--------

Title: This shows you the song title.

Artist: These are the artist or artists most commonly associated with the song.

Genre: This is the musical genre that the song it typical played in.

Key: This is the song key that is usually associated with the song.

Tempo: This is a typical tempo for the song.

Feel: This shows you if the song is Even or Swing, and 8th or 16th cut-time.

Decade: This tells you the decade that the song is from.

Vocals: Typical vocals are shown: (M)ale/(F)emale, (H)igh/(L)ow voice.

You can filter the list by genres, time signature, feel, tempo, and decades.

Genre ▼ TimeSig ▼ Feel ▼ Tempo ▼ Decades ▼

You can also type a text filter, and the list will be restricted to the songs that contain that keyword.

Filter String

You can see song titles that will only work with the current style.

Country ▼ 4/4 ▼ Ev16 ▼ 85 ▼ Decades ▼ ☒ style: _BULDOGS.STY

Pressing the **[style:]** button will filter the list by the genre, time signature, feel, and tempo of the current style. If the checkbox to the left of this button is enabled, then when you open the dialog, the list will be automatically filtered to show song titles that are similar to the current style.

If you do not see a song title you are looking for, press the **[Add]** button. This will launch your internet browser and open the PG Music forum page where you can request to add the song to the database.

Title=Goin' Home
Artist(s)=Fats Domino
Genre=Blues
KeyWord=Saxophone solo
TimeSig=4 =4/4, Key=Eb, Sw 8, tempo=95, year=1950
ChordChangesEvery=8 beats, #ofChords=3

This area shows a summary of the selected song title.

Browse for more info...

Info (Google search) YouTube Spotify Spotify (All)

These buttons will launch the internet browser and let you browse for more info for the selected song or listen to the song.

OK - Find Matching Styles

Once you have found a song, press the **[OK - Find Matching Styles]** button. This will take you to the **StylePicker** window with styles that best match the tempo, feel, and genre of the selected song title.

Style Filter by:

Filter String

☒ Include Similar

Blues 4/4 Sw8 95 Type Other

Name	Type	TSig	EvSw	Tempo	Long Name	Genre	Group	Date	Set#	#Instr	#substyles
_RCKBLSS	R	4/4	sw8	85	Rockabilly Blues	Country	Country	2014/12	RT 222	4	2
_LAWLESS	R	4/4	sw8	110	Lawless Country Boogie Swing	Country	Country	2016/07	Xtra PAK	5	2
_TBLZSEV	R	12/8	sw8	85	Slow 12/8 Blues w/ Vintage Piano	Blues	Pop	2014/10	RT 211	5	2
_HBSS 110	R	4/4	sw8	110	Slow Country Boogie w/ Simple Held Bass	Country	Country	2015/11	RT 234	5	2
_RCKBLSL	R	4/4	sw8	85	Rockabilly Wasteland	Country	Country	2014/12	RT 222	4	2
_CBOOGIM	R	4/4	sw8	110	Medium Country Boogie w/ Piano	Country	Country	2012/07	RT 167	5	2
_128P50S	R	4/4	sw8	85	50's 12/8 Pop	Lite Pop	Pop	2015/11	RT 228	5	2
_ELJ_BES	R	4/4	sw8	120	Blues Shuffle w/ Electric Bass	Blues	Pop	2008/05	RT 5	4	2
_GUITBLZ	R	12/8	sw8	65	Country Blues	Blues	Country	2012/12	RT 30	4	2
_CTRYSW1	R	4/4	sw8	85	Swinging Guitars w/ Piano	Country	Country	2012/04	Misc.	5	2

Favorite Styles / Recently Used Styles



Other options in the Style button menu include *Recently Used Styles* and *Favorite Styles*. They open a dialog with separate lists of Recently Played and Favorite styles.

☐ Favorites ☒ Recently Played

You will see “Favorites” and “Recently Played” radio buttons that toggle between lists of recently played styles and your favorite styles.

Recently Played Styles [C:\bb\STYLES\]

☐ Favorites ☒ Recently Played

ZZJAZZ.STY [Jazz Swing Style]

J_MILES1.STY [Miles 1 (50s) Jazz Style]

_BULLDOGS.STY [Bulldogs Modern Country w Solo]

_BULLDOG.STY [Bulldog Modern Country Pop]

_JAZFRED.STY [Jazz Fred w/ Piano]

EXOTIC1.STY [Exotic1 - Slow, Exotic Soundtrac]

ZZPOPBAL.STY [Pop Ballad Style]

ZZREGGAE.STY [Reggae]

ZZRHUMBA.STY [Rhumba Style]

ZZPBAL12.STY [Pop Ballad 12/8]

ZZOLCTRY.STY [Old Country 12/8 feel]

ZZMILLYP.STY [Milly Pop]

ZZMIAMIP.STY [Miami Sound Machine]

ZZMEDROK.STY [Medium Rock]

ZZLITROK.STY [Light Rock Style]

ZZJAZZSW.STY [Jazz Swing Variation]

_WLZJOHN.STY [CountryWaltz Piano Solo [85 RS]]

_WLZANDY.STY [CountryWaltz Fiddle Solo [85 RS]]

_WLZBOB.STY [CountryWaltz Bass Guitar Solo [85 RS]]

☐ Play when chosen ☒ OK to auto-add recent files

Add Fav

The favorites list will start off as an empty one. You can add styles as your favorites by clicking the **[Add Fav]** button. A similar button is found in the **StylePicker** window.

Use these buttons to navigate the list.

Use these buttons to modify the list.

The **[Search]** button will search for a style in the list by name, or part of a name.

The **[Sort]** button sorts the list alphabetically.

You can save and load sets of Favorites or Recently Played styles.

Use the **[Clear]** button to clear the list and start a new one.

☒ Play when chosen Enable the “Play When Chosen” option have Band-in-a-Box play your song immediately upon selecting a style.

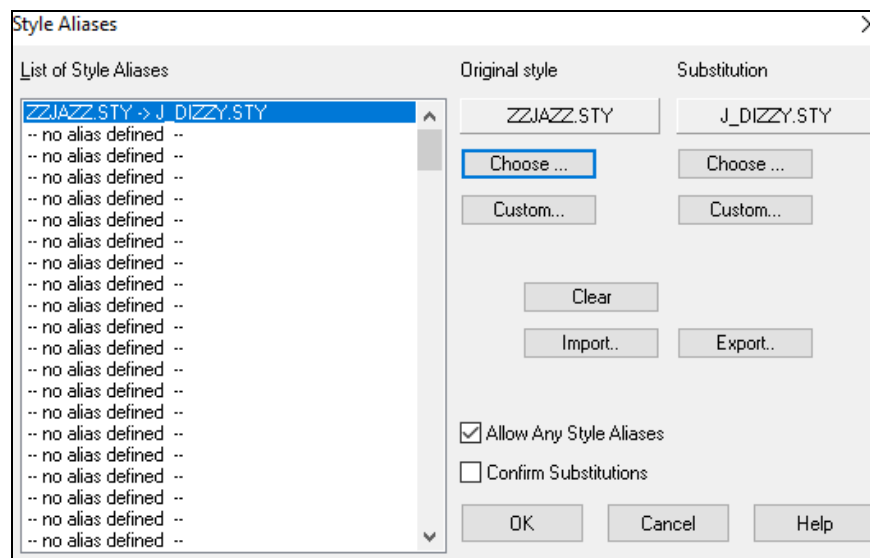
☒ OK to auto-add recent files If this is enabled, every style you select will be added to the top of the list.

Technical Note: The list of style favorites is stored in a text file called StyleFavorites.txt in the C:\bb\Preferences folder.

Style Aliases Dialog

The *Style Aliases* selection is found in the *File | Load Style Special* submenu.

Let’s say you’ve got a new style for Jazz called “Wynt_K.” You can create an alias so that when Band-in-a-Box looks for a Jazz Swing style, it will load in “Wynt_K” instead, so you don’t have to make changes to all your songs. And when you have found a new favorite style, just change the alias. You can also load or save sets of “Alias” files and share them with others.



To type in a style name that you don’t have, use the **[Custom]** button.

1. To create a new alias, click on an empty spot (i.e. no alias defined) in the alias list, or click on the alias you wish to edit if you wish to change an existing alias.
2. Press the **[Choose]** button below the Original style box and select the style you wish to be replaced.
3. Press the **[Choose]** button below the Substitution box and select the replacement style (alias).

If you have made a mistake and wish to change your style selection, press the **[Clear]** button. When you have successfully made an alias, you will notice that there will be a small arrow in the Styles box on the main screen indicating that you have an alias loaded.

You can Export and Import alias files to share with your friends by clicking the **[Import]** button to open an alias file, or click the **[Export]** button to save an alias file.

Tip: You can temporarily totally disable the Alias feature by unchecking the “Allow Any Style Aliases” checkbox. You can also have confirmation of alias substitutions by checking the “Confirm Substitution” checkbox.

Enable/Disable Style menu item

The *File | Load Style Special* submenu has an item to Enable/Disable the style. When a style is disabled, the name of the style will have an X at the beginning, which indicates a disabled style. The disabled style won't sound or write any data to the MIDI file. The most common use for disabling a style is when a MIDI file is loaded to the Melody track. Then the style won't sound and conflict with the full arrangement on the Melody track.

Forced Styles option

This allows you to keep a style in memory. This way, all subsequent songs that are loaded will not change the style (even if they have a different associated style), so you can easily play songs in the same style. If you've found a new favorite style, you can try it out in all kinds of songs without having to reload the style each time.

For example, let's say we've discovered the "GARNER" style, and want to try it out on all kinds of songs. Select *File | Load Style Special | OK to load styles with songs* so that the item is **NOT** checked. Now when you load a song the new style doesn't load and you can play the song in GARNER.STY. You can temporarily override this setting by loading in another style using the **[Style]** button or the *File | Load Style Special* menu, and the new style loaded will stay in until you choose another one.

Using MultiStyles



Band-in-a-Box MultiStyles are styles that can have up to 24 substyles; original Band-in-a-Box styles had two substyles, "a" and "b." Band-in-a-Box MultiStyles typically have four substyles, but may have up to twenty-four, selected by using part markers "a" through "x."

You can easily make your own MultiStyles, either from scratch, or combining parts from existing styles to make a MultiStyle. For example, if you have 10 favorite Country styles, you can quickly make a single MultiStyle that has 20 substyles available within the same song.

There are 2 types of MultiStyles

1. MultiStyles in styles, working for every song (e.g. NR_CURR+.STY Nashville Rock Current Multistyle).
2. MultiStyles for a specific song only.

MultiStyles in Styles ("+" Styles)

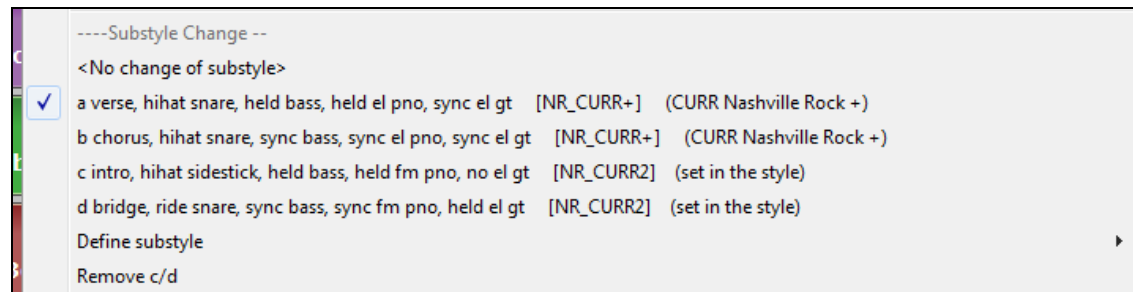
Styles can be made that have multiple substyles, and you can choose the various substyles using the letters a, b, c, d, etc. up to "x" for 24 substyles.

Our naming convention for MultiStyles is to use a + sign at the end of the style name. For example, MyStyle+.STY would be a MultiStyle.



You can use these substyles easily; just enter the **StylePicker** and filter the styles list by the "+" character.

For example, load the song NR_CURR+.MGU from the *C:\bb\Documentation\Tutorials\Tutorial BB 2008* folder. This loads the NR_CURR+.sty. When you see the "+" in the style name, you will know that this is a MultiStyle.



Right-click on a part marker, and you will see that there are 4 substyles available.

In the style NR_CURR+, there are 4 substyles, a, b, c, and d.

Standard Pop Song form with 4 substyle MultiStyle

In NR_CURR+ (and as a general rule for styles with 4 substyles):



- "a" substyle is for the verse.
- "b" substyle is for the chorus.

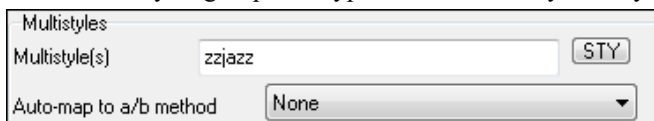
- “c” substyle is for the intro (or first verse).
- “d” substyle is for the break (or interlude).

1c Choose your substyle by clicking on the part marker, or right-clicking to select and define substyles. Here we have chosen “c” substyle, appropriate for the intro or first verse of the song (because the playing is sparse and sustained).

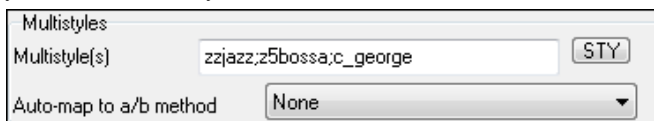
Making your own MultiStyles in Styles

You can make a style that is a MultiStyle. For example:

-  Open the StyleMaker.
-  Press the [Misc] button.
- In the MultiStyles group box, type the name of a style that you would like to use for the c/d section.



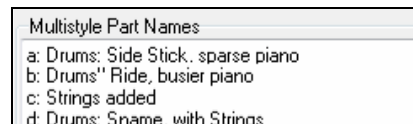
- If you’d like more substyles, add more styles separated by semicolons (e.g. “zzjazz;z5bossa;c_george”). Then you’d have 8 substyles from “a” to “h.”




Note that each of these styles can have a specific RealDrums style, either stored in the style itself (**Misc. Style Settings** “RealDrums Settings”) or substituted via MIDI substitutions in RealDrums settings.

Naming MultiStyles

Styles can have names stored for the substyles. This is especially useful for Multistyles to describe the various substyles.



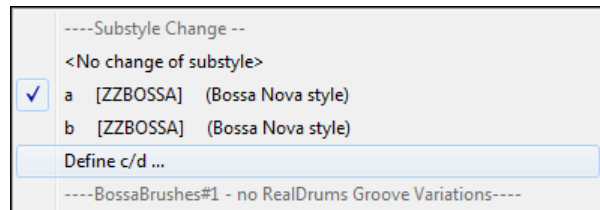
-  The MultiStyle names are set in the StyleMaker Miscellaneous dialog. When present, the names are visible with a right-click on a bar number.



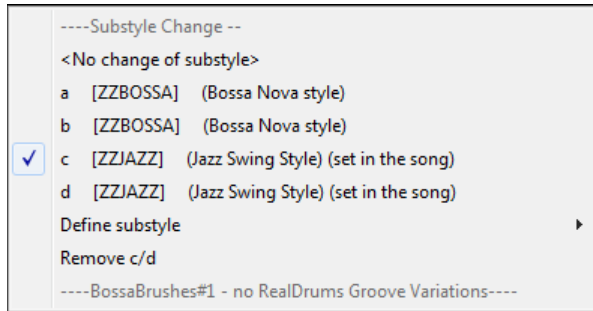
MultiStyles in Songs

If you have a song, you can also use more than 2 substyles for that song. For example, let’s say we have a song that is a Bossa Nova and you want to have a Jazz Swing section. Rather than finding a MultiStyle that has this exact combination, we can make one, in the song, for *this song only* as follows:

Load a song like *C:\bb\Demos\MIDI Style Demos\Styles00\zzbossa.mg4*.



Right-click on a bar number, and choose “Define c/d.” Then choose ZZJAZZ.STY from the **StylePicker**.



You will then see that there are 4 substyles now, a, b, c, d. You can use the “d” substyle for Jazz Swing walking bass, since it is the same as the “b” substyle from ZZJAZZ.

Load the song *C:\bb\Documentation\Tutorials\Tutorial - BB2008\Demo of MultiStyle in song only Bossa 2 Jazz.MG4*, and you can see the finished result. This song switches styles using part markers.

Note: The RealDrums will play for all of the styles if you have enabled RealDrums and “Substitute RealDrums for MIDI drums” in the **RealDrums Settings** dialog.

Adding MIDI SuperTracks

What are MIDI SuperTracks?

MIDI SuperTracks are MIDI tracks that can be added to a track or a style and play like other MIDI tracks in a style. They are called “SuperTracks” because they are generated using a different engine than typical MIDI style tracks. Typical MIDI style tracks are generated from C7 patterns in the style and repeat these patterns over any chord. MIDI SuperTracks use actual MIDI playing from musicians (similar to RealTracks in that regard), so are not based on patterns.


Using MIDI SuperTracks

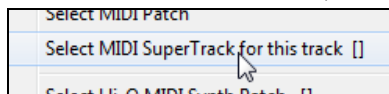
To use MIDI SuperTracks, either:

1. Choose a style or song that has MIDI SuperTracks and press Play. Look in the MIDI SuperTracks Demos folder for these songs
2. Add a MIDI SuperTrack to a certain track.

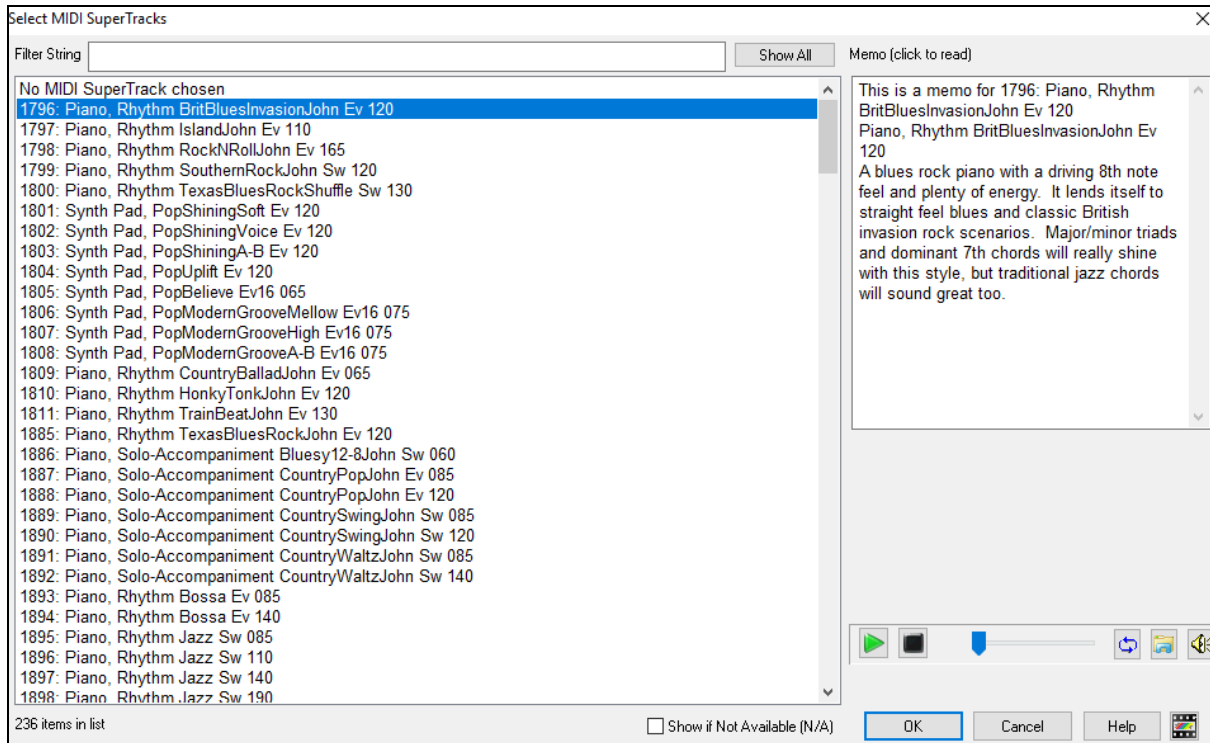
Adding a MIDI SuperTrack

For example, let’s add a MIDI SuperTrack to the Piano track.

 **Piano** Right-click on the Piano track label at the top of the screen to see a menu of options (or right-click on the Piano track label in the Mixer), then choose “*Select MIDI SuperTrack for this track.*”



You will now see a menu of available MIDI SuperTracks. You can type filter text to narrow down your search.



There are memos describing the individual MIDI SuperTracks, and you can click on the memo for a big window. You can preview the MIDI SuperTracks by double-clicking on the list or using the transport control buttons.

Piano Once you choose a track, you will see that the Piano label has turned blue to indicate that it is a MIDI SuperTrack.

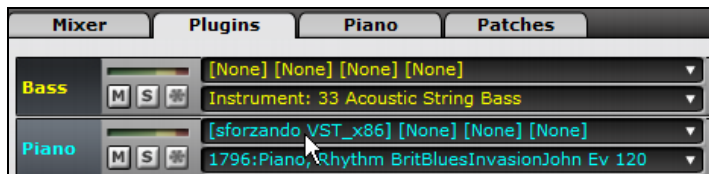


When you press Play, you will hear a much more sophisticated MIDI arrangement than a typical MIDI style, since it is not based on C7 chord patterns; instead, it is based on hours of actual MIDI playing from a top studio musician.

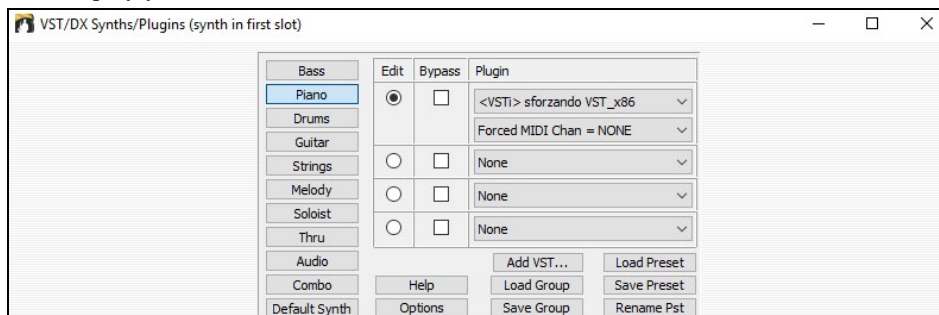


You can also access the MIDI SuperTrack dialog from the **RealTracks Picker**, by pressing the **[Super]** button.

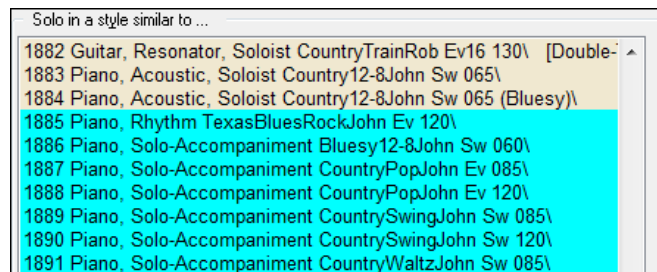
Once you have selected a MIDI SuperTracks, you might want to assign a specific VST/DX instrument to play it. If so, use the Mixer's **Plugins** panel, and click on the first slot for the track that you want to set.



This will launch the **VST/DX Synths/Plugins** dialog, where you can set the first slot to the VSTi/DXi synth that you want to play your track.



Each MIDI SuperTrack is assigned a number, like the MIDI Soloists or the RealTracks, so you can access the MIDI SuperTracks from the **Select Soloist** dialog as well, and they are highlighted in cyan.



Once generated, MIDI SuperTracks behave like a regular MIDI track, and can be saved as MIDI files etc.

Using RealTracks in Songs

Your songs, styles, and solos can use live audio tracks recorded by studio musicians. Many Band-in-a-Box styles already use these tracks, and you can substitute these live recordings for the Band-in-a-Box MIDI tracks in any song.

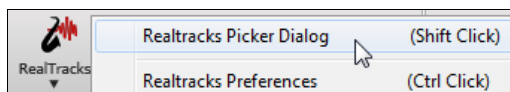
Using RealTracks in Songs - Assign RealTracks to Track Dialog

The **Assign RealTracks to Track** dialog assigns a RealTracks instrument to any of the Band-in-a-Box instrumental tracks. It also shows any RealTracks that are assigned to Band-in-a-Box tracks.

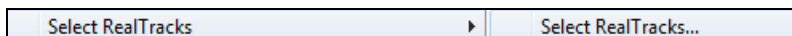
Note: RealTracks can either be assigned from the style or from the song. This dialog allows you to assign the ones in the song.

This dialog is launched by several ways.

1. Clicking on the **[RealTracks]** toolbar button and selecting *RealTracks Picker Dialog*, or shift-clicking on this button.

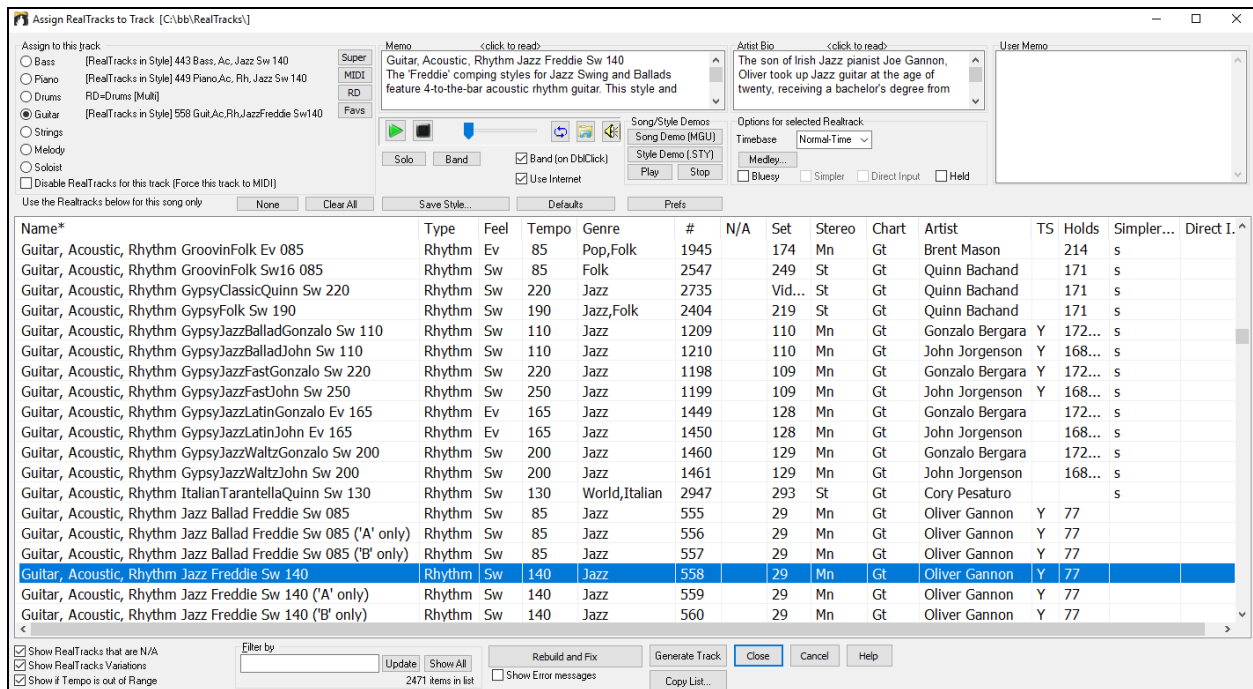


2. Right-clicking or double-clicking on a Track button at the top of the main screen or in Mixer and choosing *Select RealTracks* from the menu.

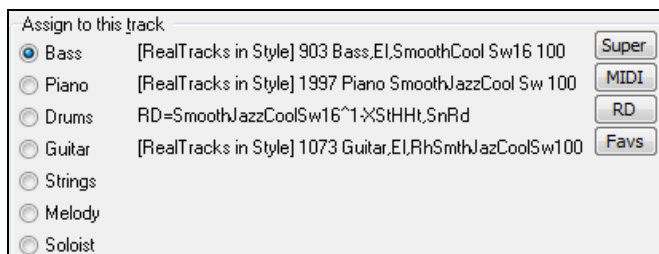


3. Pressing the **[Assign to Track...]** button in the **RealTracks Settings** dialog.

The dialog allows you to assign a specific RealTracks instruments to a track in a song. It also displays any RealTracks that are currently assigned to each track.



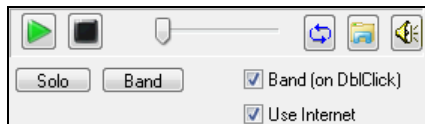
Tip: RealTracks in styles are assigned in the StyleMaker. Press the **[Misc.]** button or use the StyleMaker menu command **Style | Misc. Settings** to go to the **Misc. Style Settings** dialog, then click on the **[More]** button for the **More Settings** dialog.



To use the dialog, first select the track that you want to assign. Then, select the RealTracks that you want in the list below it.

Instant Preview of RealTracks

You can instantly hear an audio demo of RealTracks by double-clicking a RealTrack on the list. Since this doesn't affect your song, you can quickly audition many different RealTracks, and find the best ones for your song.

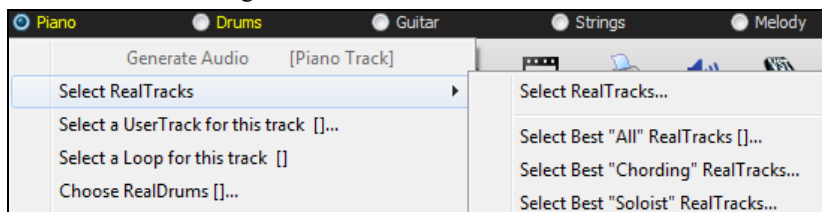


You can choose which of band or solo plays first when you double-click on the list, by the "Band (on DblClick)" checkbox. Otherwise, press the **[Band]** or the **[Solo]** button. The demos play from the Internet (www.pgmusic.com) or your hard drive (C:\bb\Demos\RealTracks-Demos).

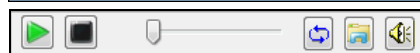
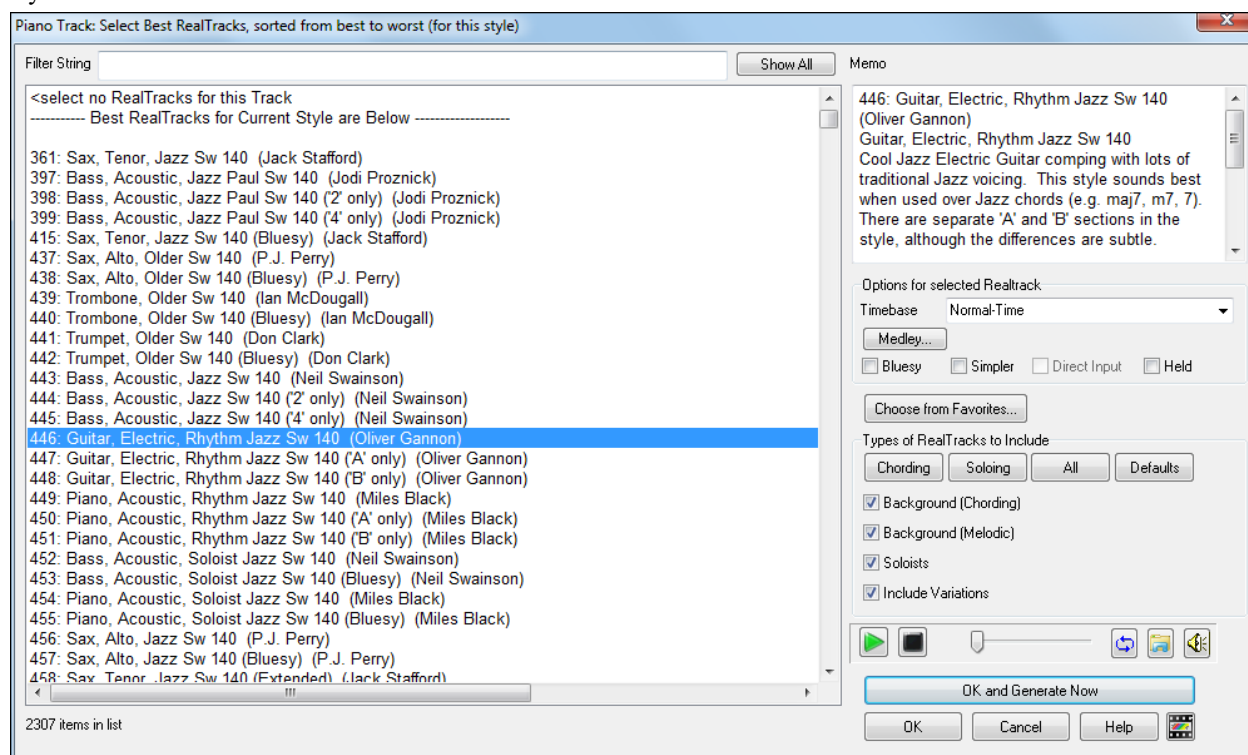
Select Best RealTracks

This dialog shows you the RealTracks that best match the genre, tempo, feel of your song. The list is displayed from best to worst. For example, if you have a Jazz Ballad style loaded (tempo 60), the list will show Jazz RealTracks that will work well at a tempo of 60 at the top of the list.

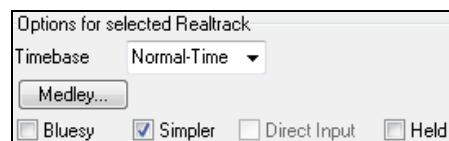
To add a "best" RealTracks to any track, right-click on the Track radio. You will then see menu items for "All" RealTracks, "Chording" RealTracks, and "Soloist" RealTracks.



The *Select Best “All” RealTracks* menu command will list all types (background and soloist) of RealTracks. The *Select Best “Chording” RealTrack* menu command will show you a list of ill background (chording or melodic) RealTracks, and *Best “Soloist” RealTracks* will list the best soloist or background soloist RealTracks. Selecting one of these menu commands will open a dialog that lists the best RealTracks, sorted from best to worst for the current style.



You can audition the RealTracks by double-clicking on the list or using the transport control buttons.



You can choose options (timebase, bluesy, simple, etc.) for the selected RealTrack.

The **[OK and Generate Now]** button closes the dialog, entering the currently selected item, and generating the track.

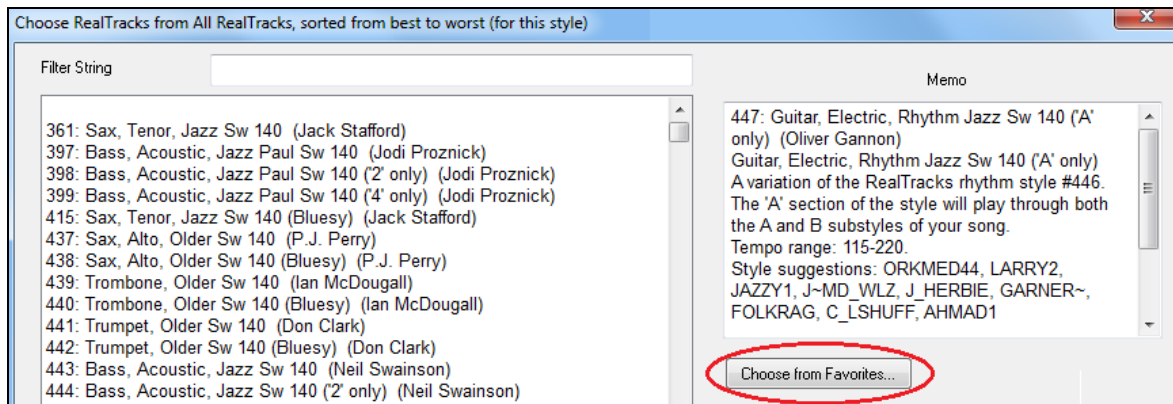
You can also make your choice and press **[OK]** to return to the main screen. When you press **[Generate and Play]** the song will be generated with the new RealTrack instrument.

Choosing Favorite RealTracks

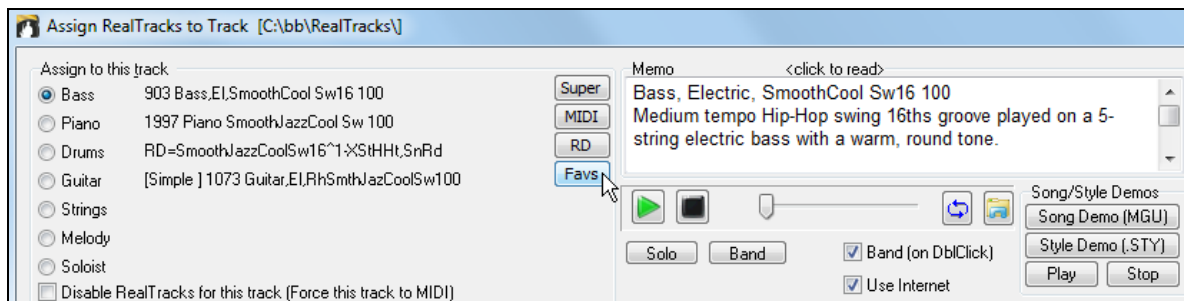
Your recent RealTracks selections are saved, and available in the various dialogs that allow you to choose RealTracks. The 400 most recent selections are shown, with most recent at the top.

When you use one of the “Select Best” commands in the right-click instrument menu, you will see a **[Choose from Favorites]** button in the dialog.

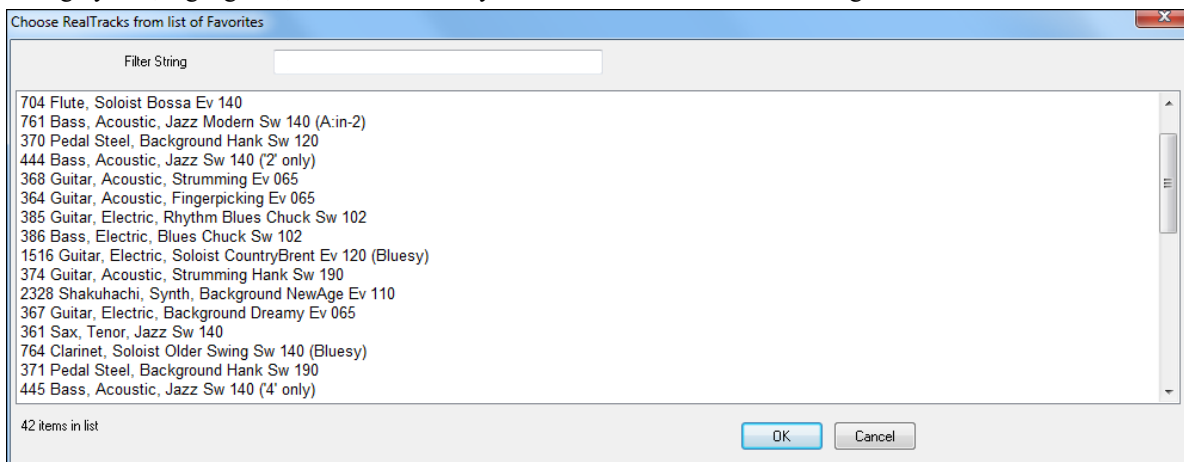
Select Best "All" Realtracks [...]
Select Best "Chording" RealTracks...
Select Best "Soloist" RealTracks...



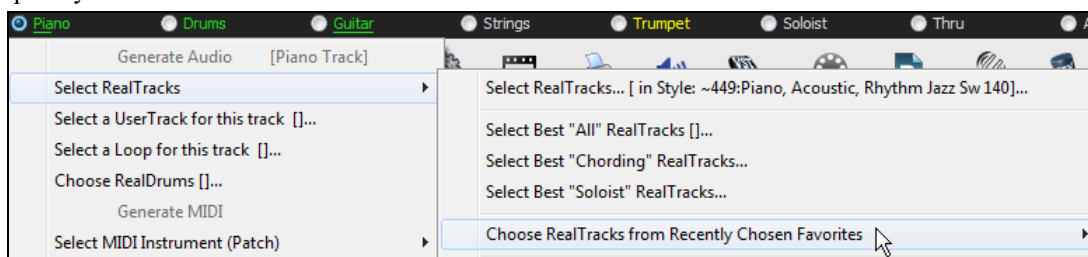
Or, in the **RealTracks Picker**, press the **[Favs]** button.



You will then see a dialog with a list of your recently chosen RealTracks, most recent on top. You can filter this dialog by text, e.g. “guitar,” to find a recently used RealTracks with the word “guitar” in it.



You can also see a list of recently used RealTracks if you right-click on a Track button at the top of the screen and go to *Select RealTracks | Choose RealTracks from Recently Chosen Favorites*. Click on a RealTrack from the list to quickly load it to the track.



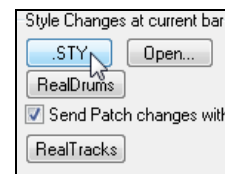
Changing RealTracks

You can change RealTracks within a song.

There are 2 ways to change RealTracks at any bar.

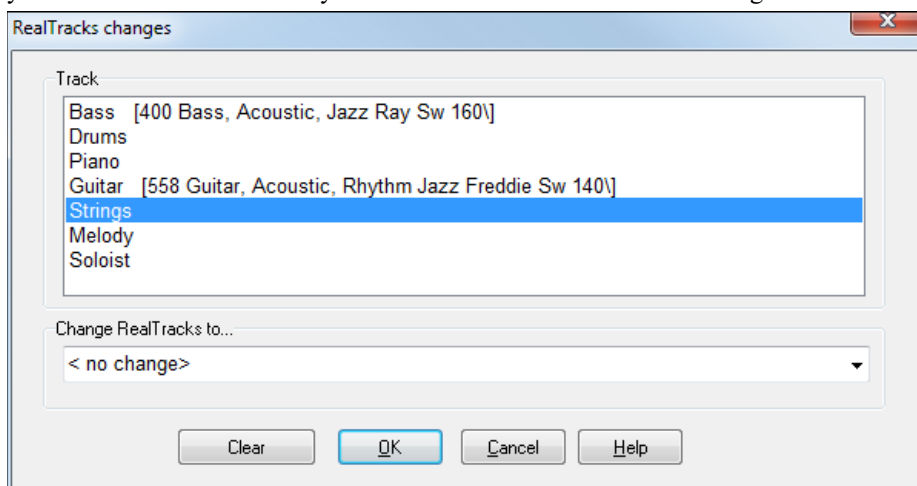
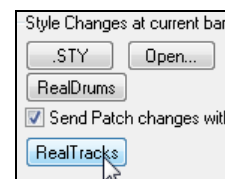
1. Change of RealTracks Styles at any Bar

You can change styles with RealTracks at any bar. For example, switch from Jazz Swing to Bossa style at any bar. To do this, first open the **Edit Settings for Bar** dialog (press **F5**) at the bar where you want the style change. Then press the **[STY]** button to select a style change.



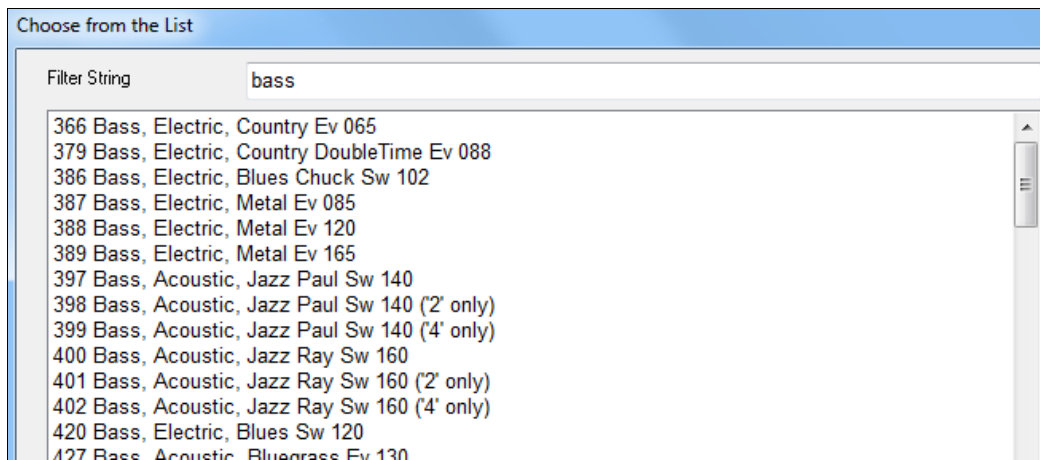
2. Change of individual RealTracks instrument can be added to any track at any bar

You can change specific RealTracks without changing the style by inserting a specific RealTracks instrument into a track at any bar to create a customized performance. For example, if you want to change an Acoustic Bass comping part to an Acoustic Bass Solo at Chorus 4, Bar 1, you can do this. To change a certain track's RealTracks at any bar, first open the **Edit Settings for Bar** dialog (press **F5**) at the bar that you want the style change. Then press the **[RealTracks]** button and you will see the **RealTracks changes** dialog where you can choose which tracks you would like to have RealTracks changes on.



Select a track, then press the “Change RealTracks to” and you will then see a list of RealTracks.

You will see a huge list of RealTracks, so you will likely want to narrow it down. Type a word that will be included in the RealTracks name, like “bass.” Then the list will only show bass RealTracks.



Video RealTracks

When you load a video RealTracks, you can use it just like an audio RealTracks but you can also generate a video, which will display the musician playing your song exactly as you hear it. If you load one of the video RealTracks

bands, you will have video RealTracks on 5 tracks, and you can make a video of 1-5 musicians. You can also include a chord sheet or notation in the video.

You can easily find the video RealTracks in the RealTracks or RealDrums Picker. The “Set” column will show “VideoFound” if the video RealTracks is installed.

Name	Type	Feel	Tempo	Genre	#	N/A	Set*
Guitar, Electric, Rhythm BossaCompOlly12-key Ev 110	Rhythm	Ev	110	Jazz	2826		videoFound300
Guitar, Electric, Rhythm JazzWaltzCompOlly12-key Sw 110	Rhythm	Sw	110	Jazz	2827		videoFound300
Piano, Acoustic, Rhythm BluesStraightMike12-key Ev 085	Rhythm	Ev	85	Blues	2881		videoNA299
Piano, Acoustic, Rhythm CountryPopMike12-key Ev 085	Rhythm	Ev	85	Country	2825		videoFound281
Guitar, Electric, Rhythm CountryPopBrent12-key Ev 085	Rhythm	Ev	85	Country,Pop	2911		videoFound281

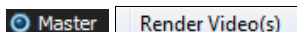
RealDrums Style Name	^	Genre	Ge...	/4	Ev	8	Lo	Hi	x	Artist	#*
PopSyncSw16^	^	Pop	Rock	Sw	16	060	120			Shannon Forrest	VideoFound277
Rock8ths^	^	Rock	Pop	Ev	8	150	190	x		Shannon Forrest	VideoFound277
DrivingPop8ths^	^	Pop	Rock	Ev	8	090	130			Shannon Forrest	VideoFound262
ModCountry16ths^	^	Country	Rock	Ev	16	070	110			Shannon Forrest	VideoFound262

Note: The “Set” column will show “VideoNA” if a video is available but not installed. Not all video RealTracks/RealDrums are included with a regular Band-in-a-Box package, so seeing VideoNA is normal unless you have purchased add-ons.

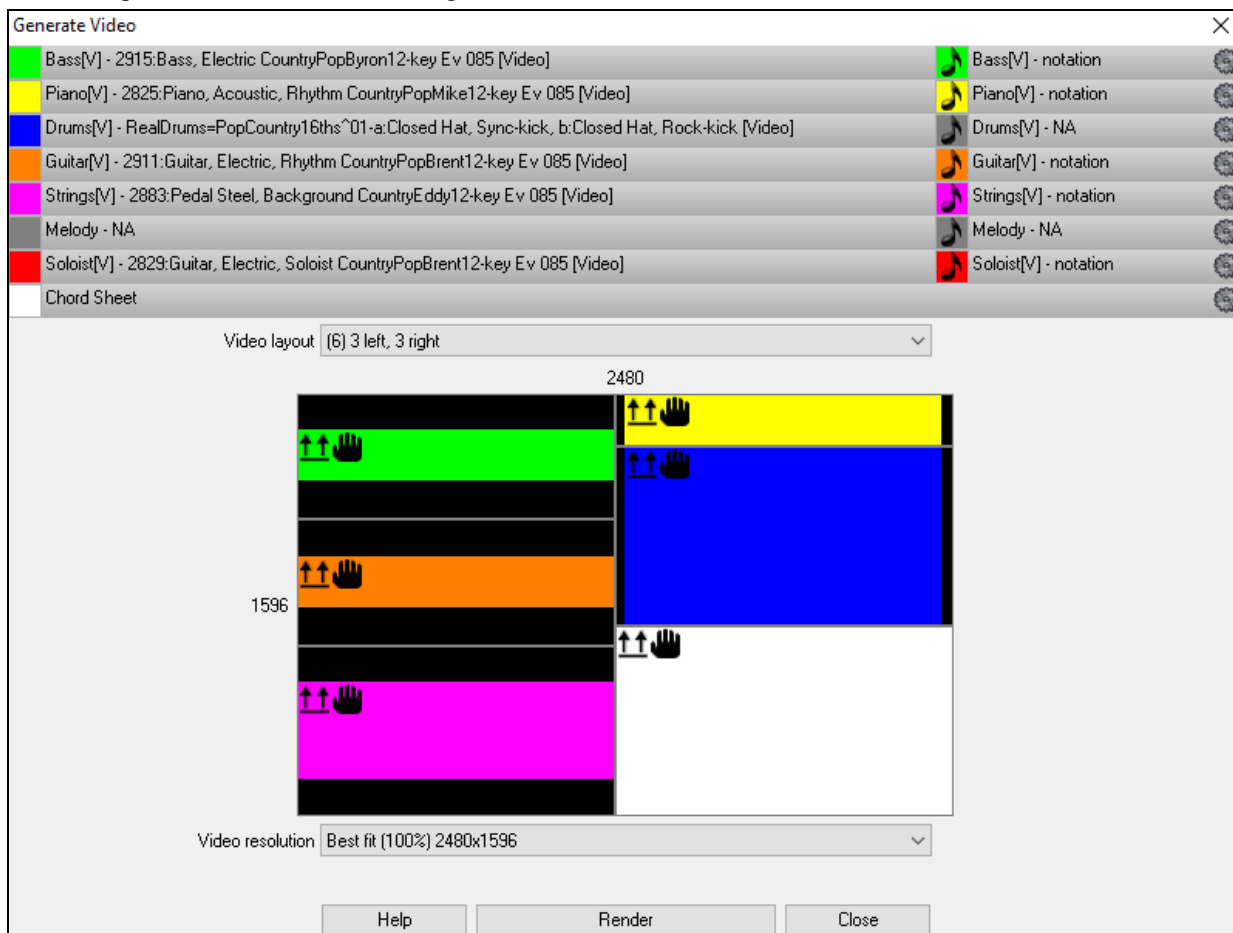
When you select video RealTracks, [V] will show at the track buttons.



To make a video of RealTracks that are selected for your song, right-click on the Master button or one of the track buttons and select *Render Video(s)* from the menu.



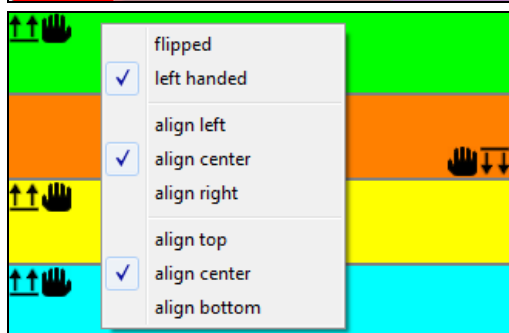
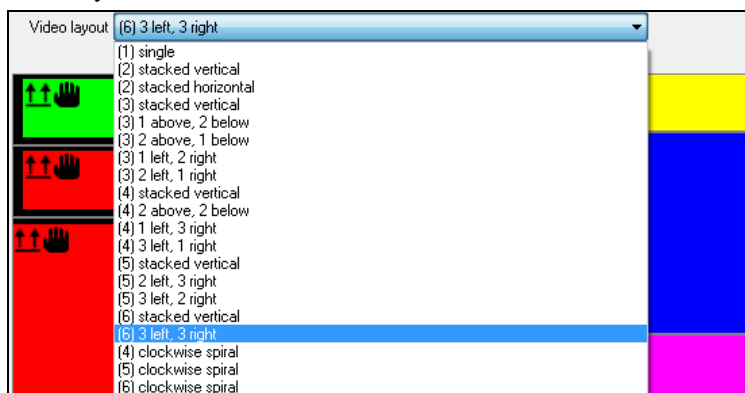
This will open the **Generate Video** dialog.



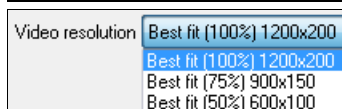
Drag one of the available tracks listed at the top of the dialog and drop it onto the layout selector below. You can also drag and drop the chord sheet or notation (if available). You can even drag a video file (.mp4 files and some .avi files) from Windows® Explorer and drop it onto the video layout selector.

Bass[V] - 2915:Bass, Electric CountryPopByron12-key Ev 085 [Video]	Bass[V] - notation
Piano[V] - 2825:Piano, Acoustic, Rhythm CountryPopMike12-key Ev 085 [Video]	Piano[V] - notation
Drums - RealDrums=PopCountry16ths^01-a:Closed Hat, Sync-kick, b:Closed Hat, Rock-kick [Video]	Drums - NA
Guitar - 2911:Guitar, Electric, Rhythm CountryPopBrent12-key Ev 085 [Video]	Guitar - notation
Pedal Steel[V] - 2883:Pedal Steel, Background CountryEddy12-key Ev 085 [Video]	Pedal Steel[V] - notation
Melody - NA	Melody - NA
Guitar[V] - 2829:Guitar, Electric, Soloist CountryPopBrent12-key Ev 085 [Video]	Guitar[V] - notation
Chord Sheet	

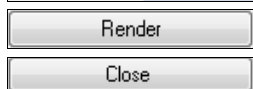
If you are making a video of multiple tracks, you can choose a track layout. For example, you can stack 3 tracks vertically for a 3-track video, or 3 tracks on the left and 2 tracks on the right for a 5-track video.



Right-clicking on the layout selector will show you a menu with options to flip a video, make a video for the left handed, or select alignment for each video.

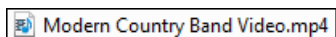


You can select the resolution for the video. The aspect ratio is determined by which tracks are included and how they are arranged, but this allows you to make the final video smaller if you want.



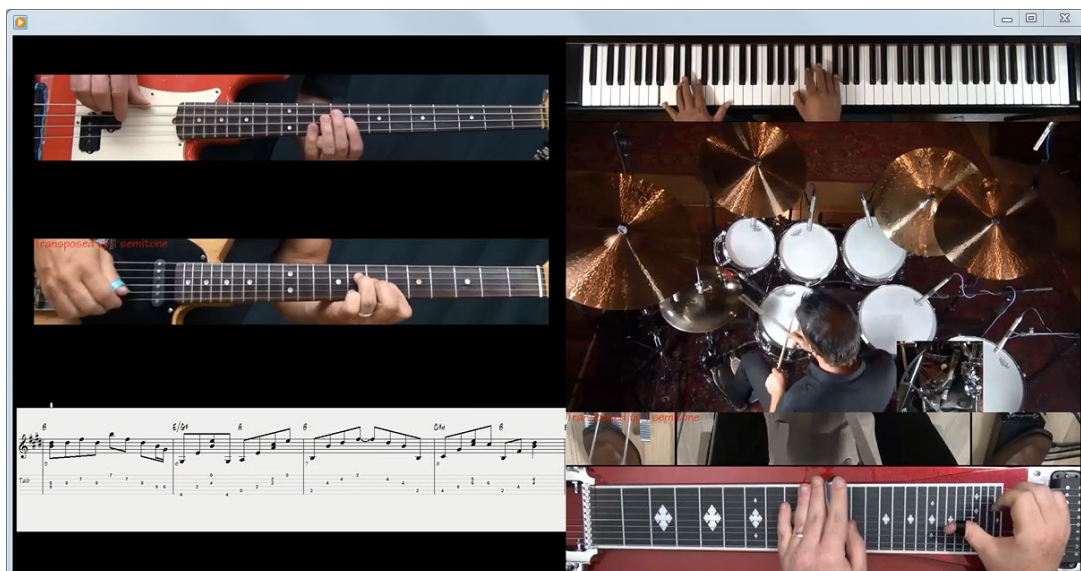
When you are ready, press this button and select the name and location for the video.

While the video is being rendered, you can close the dialog and use other features in Band-in-a-Box.



When the video has been rendered, you can click on the .mp4 file on the Windows® Explorer to play the video.

Here is an example of a video for modern country band (electric bass, electric guitar, piano, drums, and pedal steel).



UserTracks

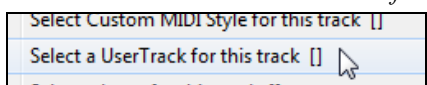
UserTracks allow anyone to create their own audio styles for use in Band-in-a-Box. With a UserTracks style, you can type in any chords into Band-in-a-Box, and the UserTracks style you made will play that chord progression! For example, if you've made a UserTracks style by recording yourself playing a guitar groove, you can then type any chords into Band-in-a-Box, and the result will be that it will play your guitar groove over these completely new, original chord changes! You can even change the tempo, or enter songs in ANY key, and it will still be able to play it!

Note: UserTracks support "Avoid transpositions in RealTracks" and "Ignore Slash Root of Slash Chords, except Bass Track" options in the **Song Settings** dialog.

Tip: UserTracks work with rests. Just add rests to chords, and UserTracks will follow them. Note that there is no specific support for shots or hold by UserTracks. They will just rest when these are encountered.

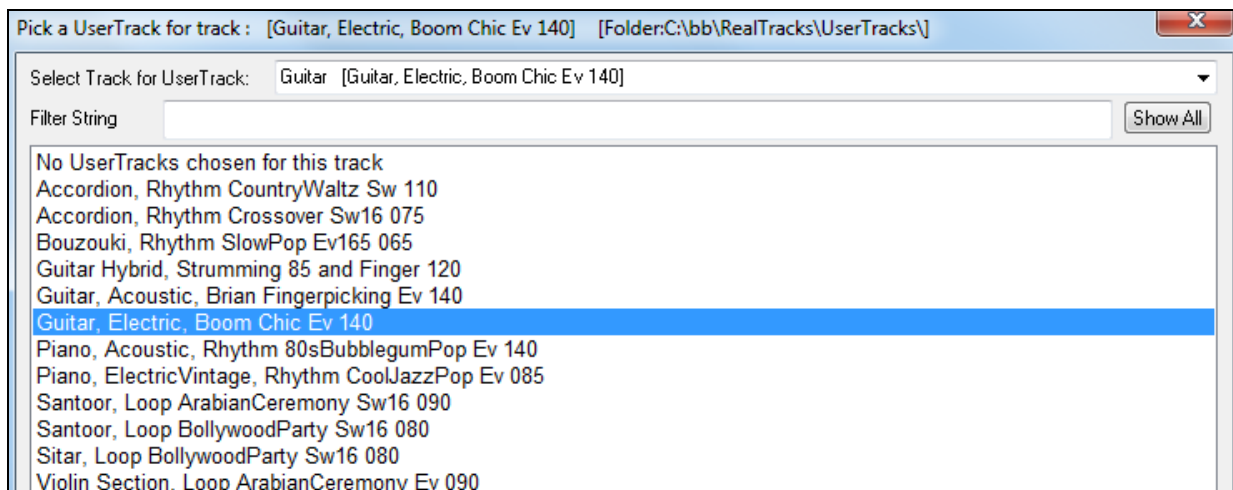
You can use the UserTracks in a similar manner to using RealTracks.

Guitar To select a UserTracks for a track, first select the track at the top of the screen. For example, if you want to add a UserTracks to the Guitar Track, launch the menu on the Guitar track button (by right-click or double-click), and choose the "Select a UserTrack for this Track" option.

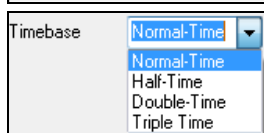
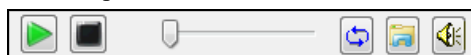


An alternative to the menu would be to select the Guitar track, and then press the UserTracks button on the main screen.

Now you will see the **Pick a UserTracks** dialog.



You can preview the selected UserTracks by double-clicking on the list or using the transport control buttons.



You can select a timebase (normal, half-time, double-time, or triple-time) for any UserTracks.

In this example, we want to add the UserTracks called “Guitar, Electric, Boom Chic Ev 140.” We simply select this UserTracks and press OK. We now see our UserTracks listed on the Guitar track on the Mixer.



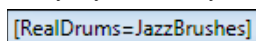
Now the track behaves like other RealTracks.

You simply press “Generate and Play” to hear it.

Using RealDrums in Songs

There are several ways to hear RealDrums with new or existing Band-in-a-Box songs.

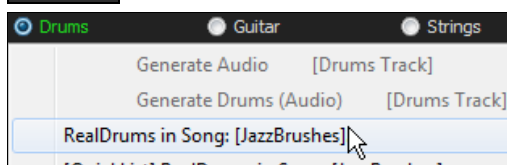
Many styles already use RealDrums, and there are several ways to tell if your song is using them.



At the top of the screen, the status bar will display the name of the set if RealDrums are in use.

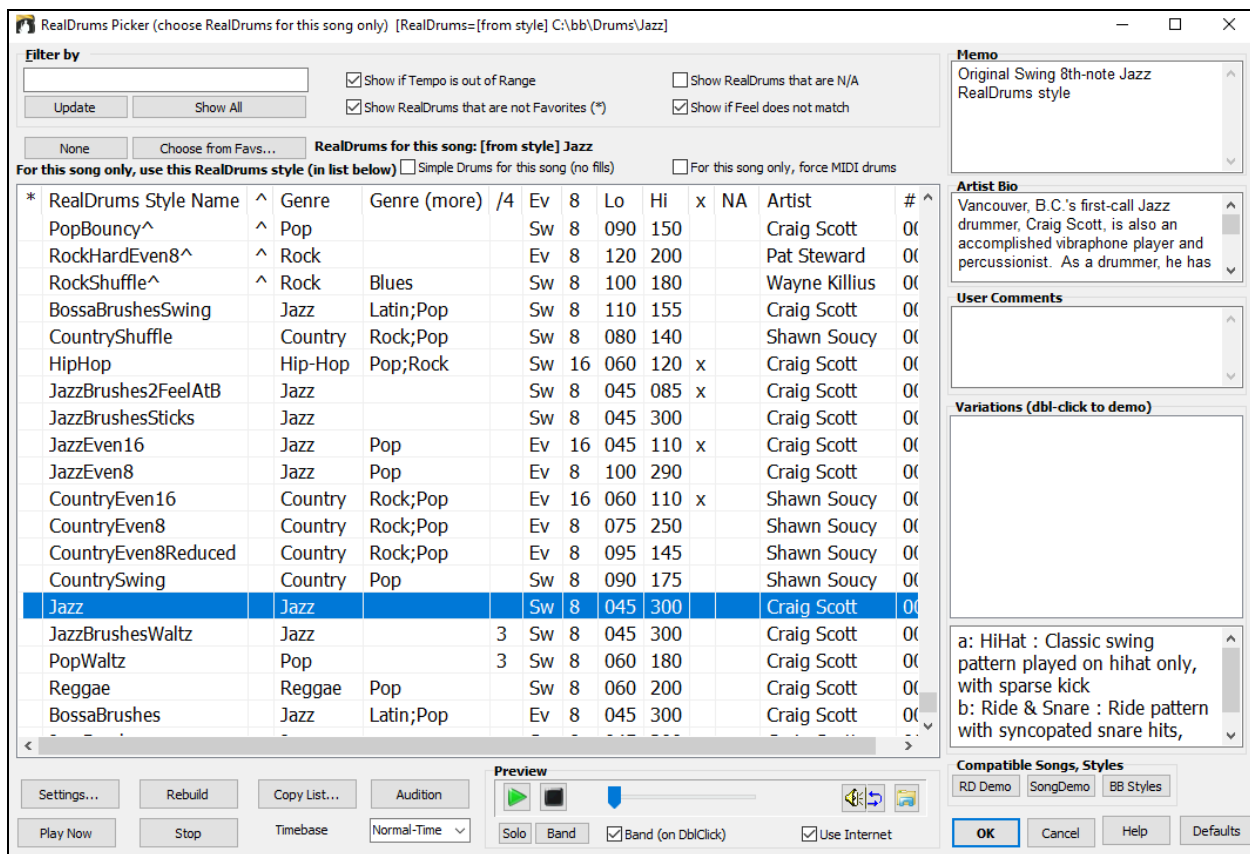


You will see that the “Drums” radio button is colored in green.

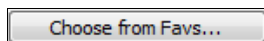


Right-click on “Drums” and a menu opens that includes the name of the RealDrums in the style. Click on this menu item to open the **RealDrums Picker** and select a different set.

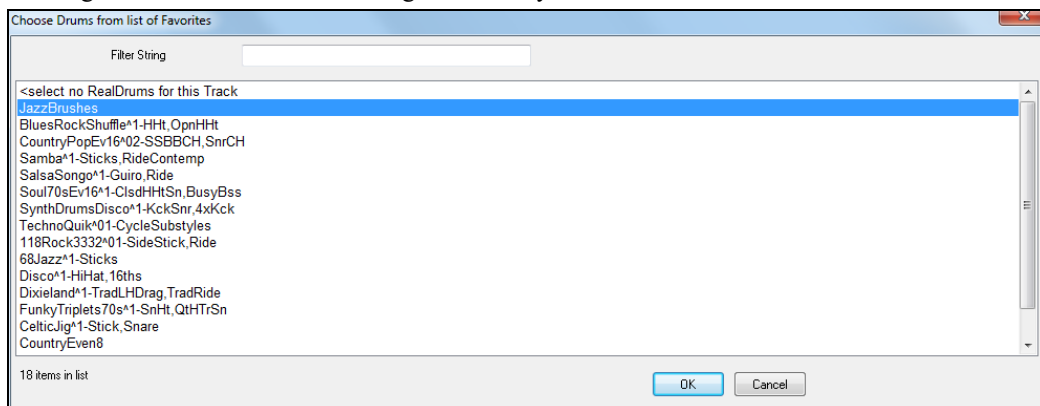
RealDrums can be added to any track, not just the Drums track, so you can have more than one drums track. To do this, right-click on the track button and select *Choose RealDrums* from the menu.



The **RealDrums Picker** can also be opened directly by clicking on the **[RealDrums]** toolbar button and selecting *RealDrums Picker Dialog* menu item. This action selects a RealDrums for the current song. It does not change the RealDrums set used in the style.

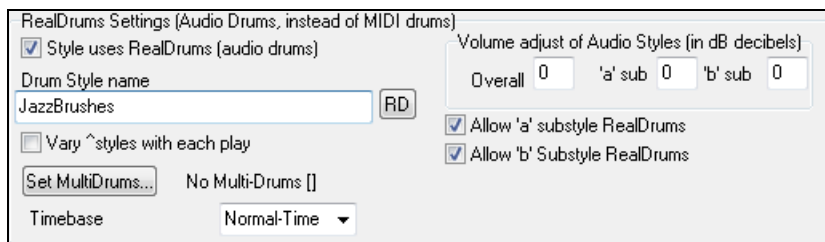


Your recent RealDrums selections are saved, and available in the various dialogs that allow you to choose RealDrums. In the **RealDrums Picker**, click on the **[Choose from Favs]** button to open a list of up to 400 most recent selections. Use the Filter String to narrow the selection by entering a term like “bossa” or “swing” to see only RealDrums with those words in the name.

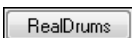
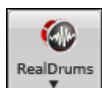


RealDrums Styles

The styles with RealDrums can be identified by the style name beginning with a minus sign. For example, “-ZZJAZZ.STY” is a version of the ZZJAZZ.STY that uses RealDrums. This setting is found in the StyleMaker’s **Misc. Style Settings** dialog.

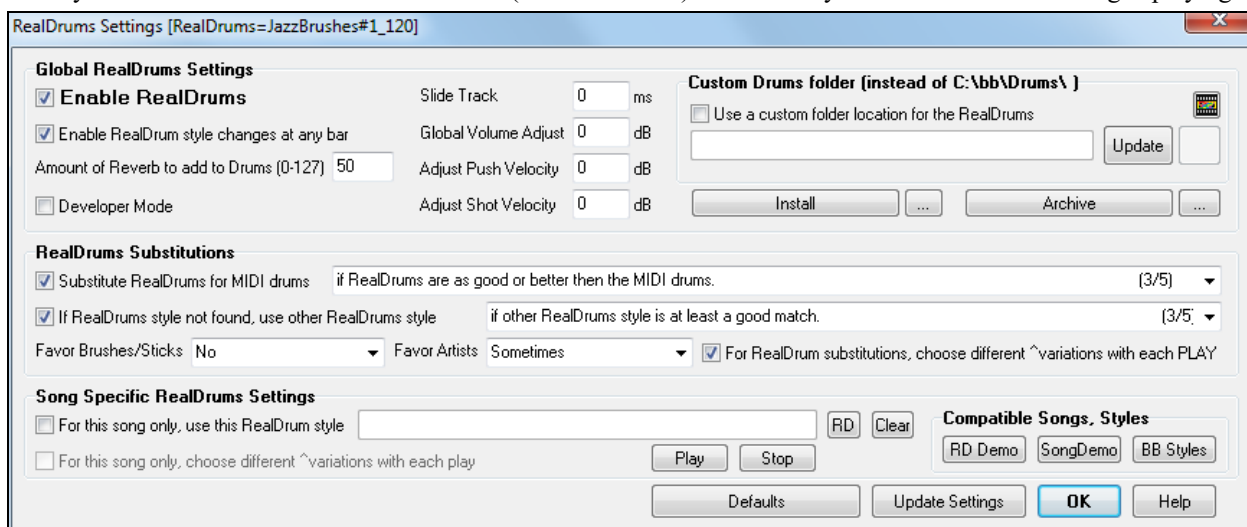


[Misc] You can set the RealDrum style inside the StyleMaker, by pressing the **[Misc]** button, and then typing the name of the RealDrum style.

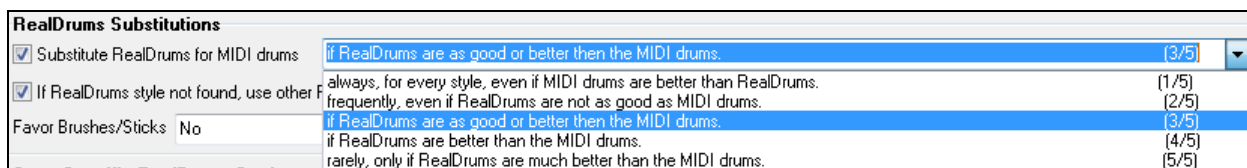


RealDrums can be substituted for MIDI drums on existing styles in the **RealDrums Settings** dialog, which opens from the RealDrums menu button or with the **[RealDrums]** button in the **Preferences** dialog.

☒ **Enable RealDrums** With “Enable RealDrums” checked, RealDrums may be used rather than MIDI. There is also a hot key combination to turn RealDrums on/off (**Ctrl+Shift+F6**). The hot keys also work while the song is playing.

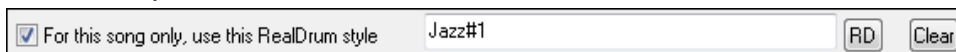


This will substitute RealDrums for MIDI styles. You can change the setting from 1 to 5. If set to 1, almost all MIDI drums will get substituted by RealDrums. If set to 5, only RealDrum styles that match the style perfectly will get substituted.



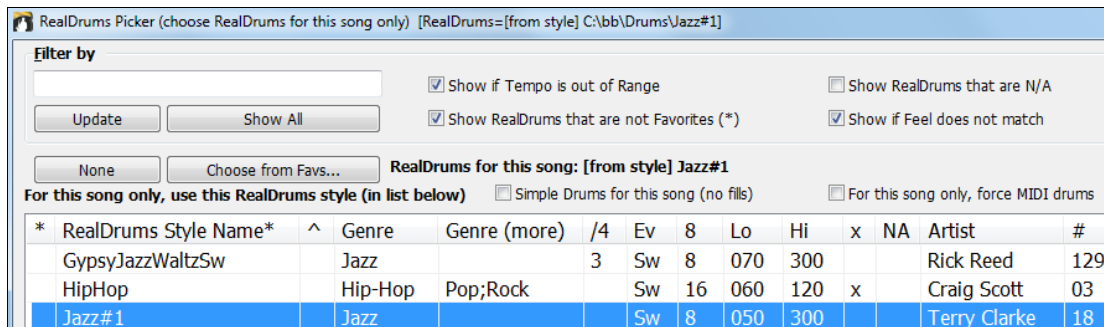
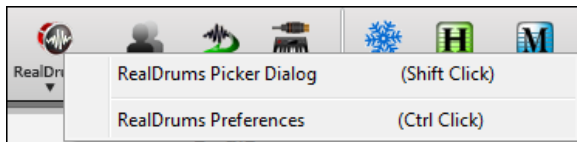
Technical note: The text file `a_pgmusic.ds` provided by PG Music controls this, and users can make other files `MySubs.ds` if they make their own RealDrums styles.

Individual songs can have RealDrums assigned to them. You can set the desired style in the **RealDrums Settings** dialog with the “For this song only, use this RealDrum style” setting. This will let the current song use the specific RealDrums style.

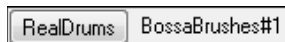
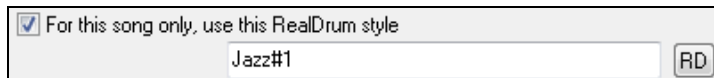


The **[RD]** button opens the **RealDrums Picker** where you select the RealDrums style that you would like to assign to your song. Clear your selection with the **[Clear]** button.

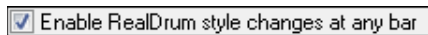
You can also open the **RealDrums Picker** directly from the menu on the **[RealDrums]** toolbar button.



RealDrums are normally saved with songs, unless you have unchecked “Save all Settings with Songs” in the **Assign Instruments and Harmonies to Song** dialog. In that case, you can select and save a RealDrums style with your song by going to *File | Save Special | Save Song with Patches & Harmony (Alt+F2)* to assign a RealDrums style.



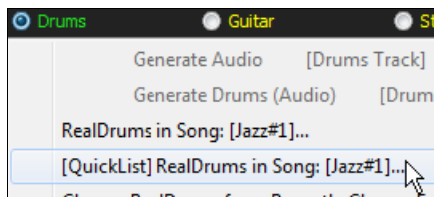
The **Edit Settings for bar...** dialog (F5 key) lets you use multiple RealDrums styles within a song - either using the RealDrums from a Band-in-a-Box style or specifying a RealDrums style to use at a particular bar.



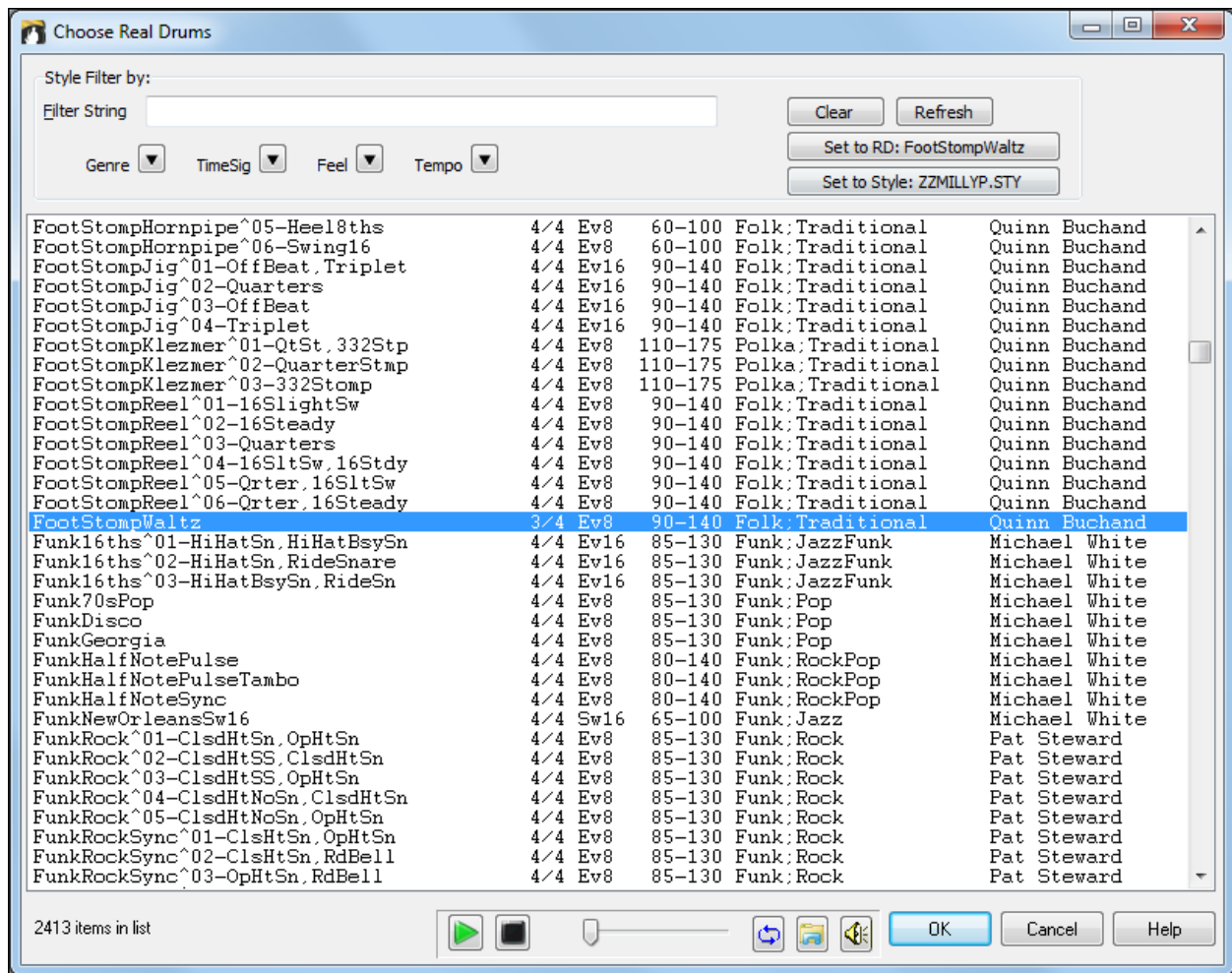
Note that changes at any bar must be enabled in the **RealDrums Settings**.

RealDrums QuickList

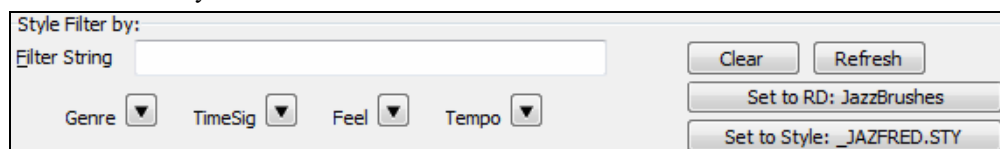
This is the simpler dialog for choosing RealDrums, an alternative to the **RealDrums Picker**. It displays all available RealDrums in a simple list, which can be easily filtered by genre, time signature, feel, and more. The list can be set to show only RealDrums that are compatible with the current style of the song. You can also set the highlighted RealDrums as a prototype RealDrums to find alternates to that RealDrums.



To open the dialog, right-click on the Drums track button, and select *[QuickList] RealDrums in Song* from the menu.



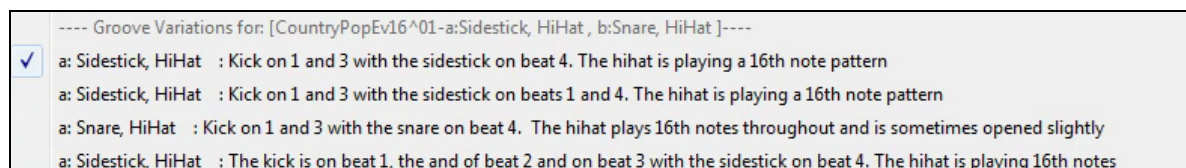
You can filter the list by genre, time signature, feel, tempo, and text. Use the **[Set to Style:]** button to see RealDrums that are compatible with the current style of the song. The **[Set to RD:]** button allows you to set the highlighted RealDrums as a prototype RealDrums so you can find alternates to that RealDrums. Press the **[Clear]** button to clear any filter.



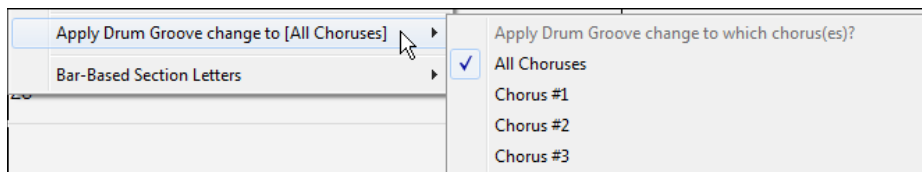
EZ Selection of Drum Grooves

Many RealDrums sets include variations, or different grooves. There is an easy way to select the different grooves within the song. Simply right-click on a bar number, and you see a menu of the DrumGrooves within the style. So, for example, you could easily switch from the “side stick/hihat” groove to “snare/Ride.” These are RealDrums with names that end with a caret (^) like CountryPopEv16^.

- 6** You can access the Drum Grooves to select them at any bar, by right-clicking on the bar #. You then see a menu of all the DrumGrooves.



For example, one DrumGroove is “Snare, HiHat” and another one is “Snare, Ride.” You can switch the Grooves at any bar, so that the Drum part is more interesting.



The menu item *Apply Drum Groove change to* allows you to select which chorus the change of DrumGroove should apply to (default is all choruses).

Note that the changes of Drum Grooves are entered in the **F5** bar settings dialog.

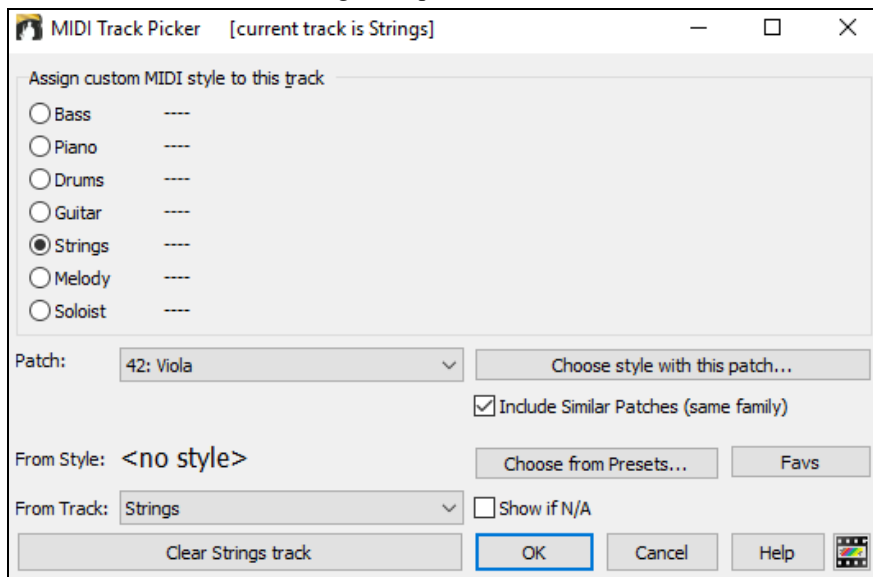
Assigning Custom MIDI Tracks

You can add MIDITracks individually (from any style) to play on any track of your current song. For example, let's add a “MIDI strings” track to the Strings track.



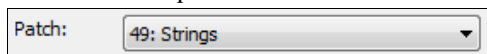
Select the Strings track and then click on the **[MIDITracks]** toolbar button and select *MIDITracks (from .STY)* menu command. Or you can right-click on the Strings track button at the top, and choose *Select a Custom MIDI style for this track*.

The **MIDI Track Picker** dialog will open.

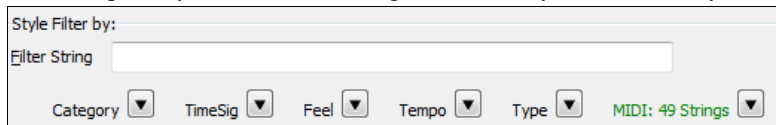


You can select MIDI parts a few different ways.

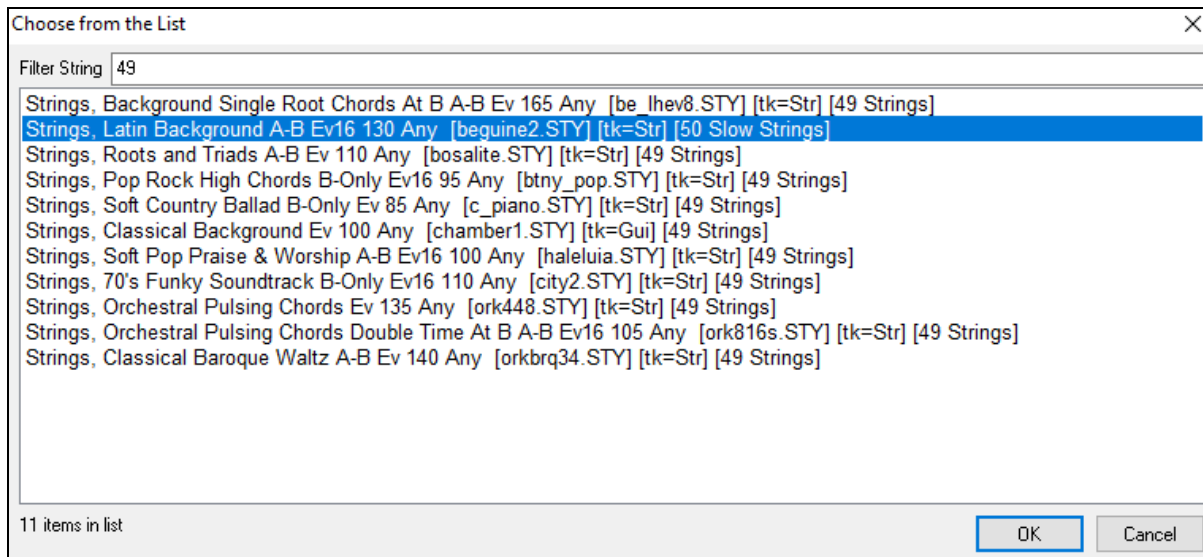
- The **[Choose Style with this patch]** button launches the **StylePicker**, filtered to only display styles that contain the instrument specified.



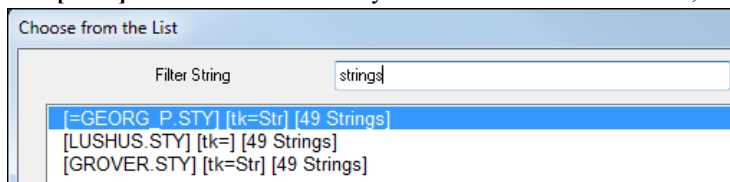
For example, if you select “49 Strings,” it will only show MIDI styles with strings.



- The **[Choose from Presets]** button launches a dialog with preset “popular” choices for MIDITracks to add. You can type a filter like “49” to only see entries for “49 Strings,” or type “strings.” This dialog shows you if the instrument is for “a” or “b” substyles or both (“ab”).



- The **[Favs]** button will remember your last few hundred choices, so you can re-use them.



Once chosen, the MIDI track will play on the track chosen. Note that you can use the Strings track from a style and play it on any Band-in-a-Box track, including Bass/Piano etc., and even the Melody or Soloist track.

When you assign an instrument to a different track Band-in-a-Box will open a yellow message box to confirm your choice.

Note: The instrument you have chosen :Strings is on track Strings of style =GEORG_P.STY. This will be placed on the track that you chose: Melody This is OK. You can press the clear button if you want to redo this.

Press **[OK]** to continue or **[Clear]** to redo your choice.

Tutorial Demo Song – Adding MIDITracks

To check out a song that has had two individual MIDITracks added to it, open this folder:

C:\bb\Documentation\Tutorials\Tutorial - BB2012, and open the file *<=HANKMID Demo* (MIDI Presets used over a country swing style).SGU>.



Press the **[Memo]** button to read about the feature and the demo song.

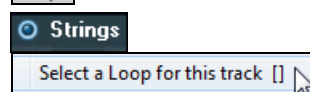
Adding Loops to Tracks

You can add your own or third-party loops to any Band-in-a-Box track. Loops are audio files (WAV, wma, m4a, mp4, mp3) that reside in the Loops folder of the RealTracks folder. You can add your own files to this folder.

Loops support many types of ACIDized Loops (for WAV and mp3 files). And, if you add an Acid loop that is on a certain root (e.g. F), Band-in-a-Box will instantly allow you to use that as a complete style, by transposing that loop to the current chord of the song in Band-in-a-Box, so that the loop follows your chord progression.

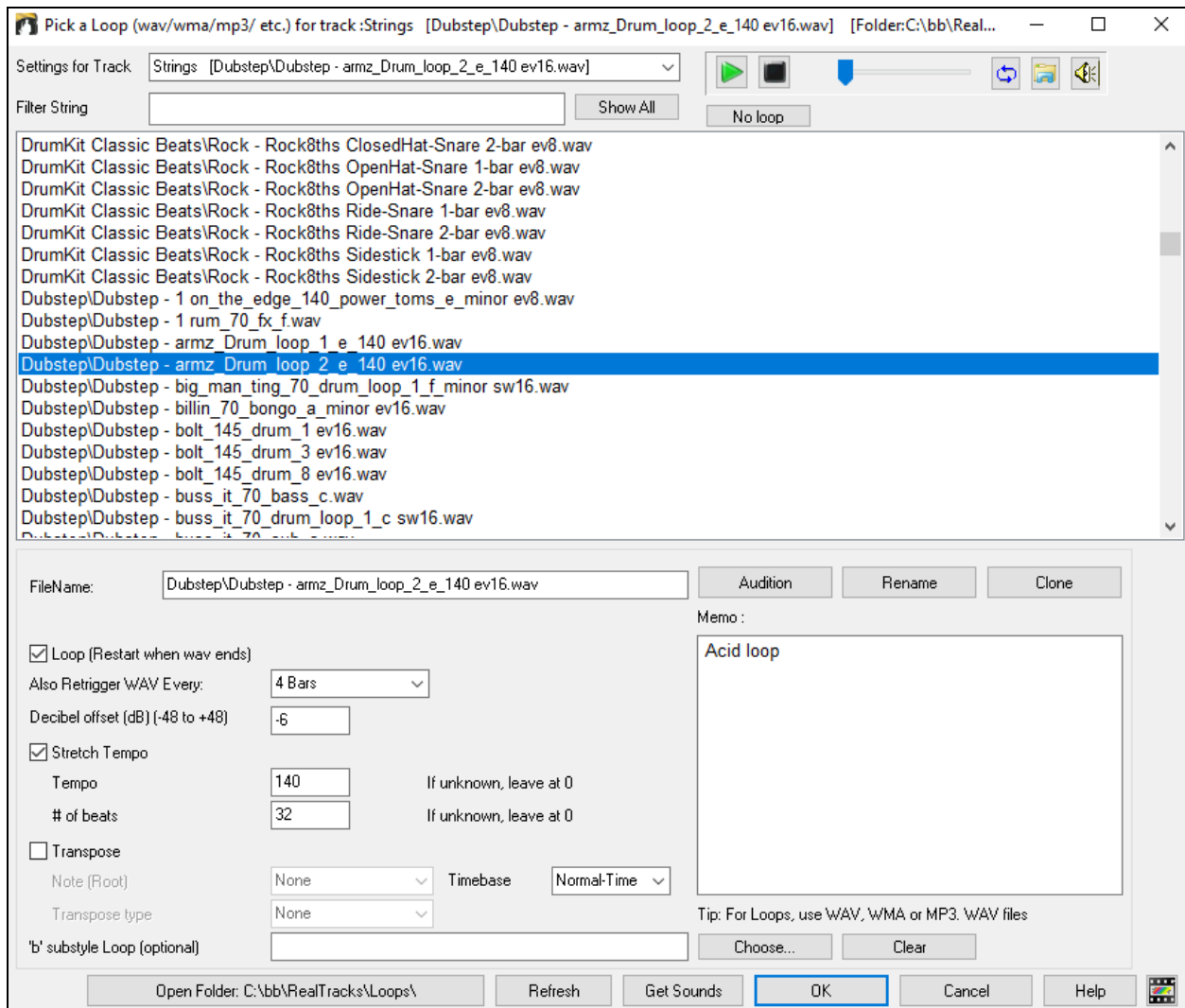


Click on the **[Loops]** toolbar button to open the **Pick a Loop** dialog.

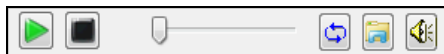


You can also right-click on the track that you want to use at the top of the screen (e.g. Strings) and choose the menu item *Select a Loop for this track*.

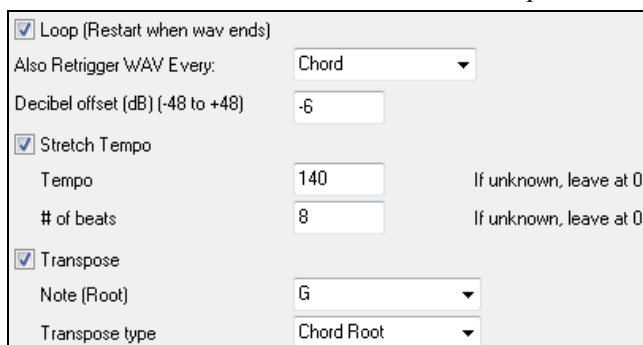
When the dialog opens, select a loop from the list.



Double-click on the list or use a transport control button to preview the loop. The instant preview sometimes plays demos from the internet. You can save any file that is being played from the internet by clicking the folder icon.



You can control the volume of the demos with the speaker icon in the transport control.



For a nature sound, you can leave these options at the default values. But if you want to retrigger the WAV every section, part marker, bar, or chord, then you can set them.



For a nature sound, there is no tempo, and you don't want to select "Stretch Tempo." For a Drums loop, you want to stretch the tempo. Once you select "Stretch Tempo," enter the tempo of the WAV file (if known), and if not known, enter the # of beats in the wav file (e.g. 2 bars would be 8 beats).

<input checked="" type="checkbox"/> Stretch Tempo		
Tempo	140	If unknown, leave at 0
# of beats	8	If unknown, leave at 0

For a nature sound, you don't want any transposition. For a melodic sound, you might want to transpose to the root of the chord in the Band-in-a-Box song. If so, enter the root of the WAV file, and set the transpose type to "chord root."

<input checked="" type="checkbox"/> Transpose	
Note (Root)	None
Transpose type	None

Timebase	Normal-Time
	Normal-Time
	Half-Time
	Double-Time
	Triple Time

You can select a timebase (normal, half-time, double-time, or triple-time) for any Loop.

If you want a different sound for the "b" substyle, enter that WAV file name in that "b substyle loop" setting.

'b' substyle Loop (optional)	Choose...	Clear
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Open Folder: C:\bb\RealTracks\Loops\

You can open your Loops folder and add audio files (loops) to it. If you add files, you need to press the **[Refresh]** button, or exit the dialog and re-enter it to refresh the list.

Get Sounds

There are many good sources for loops and sounds on the Internet. One is freesound.org, which has many sound effects.

Technical Note: The settings that you make to the WAV files are stored in .bt6 files in the Loops folder. If you don't make any settings, then default settings are used, which would be a "nature sound" type of loop, that wouldn't be transposed or tempo stretched.

No Loop

This is a quick way to clear a loop on a track, as opposed to scrolling up to "No Loop chosen for this Track."

Rename

This button allows you to rename a loop.

Clone

This button will duplicate a loop, allowing you to use it with different parameters.

Tutorial Demo Songs - Loops

To see the Loops feature in action, open this folder: *C:\bb\Documentation\Tutorials\Tutorial - BB2012* and open one of these files:

_ELECTAM Demo ('Loop' feature with tambourine percussion added).SGU.

=THUNDER Demo (New Age style with Thunder Loop).MGU.

In the first example, a percussion loop has been added to a rock song, in the second example, a rain & thunder sound effects loop has been added to a New Age style.

Memo

When you play these songs, press the **[Memo]** button to read about the feature and the demo song.

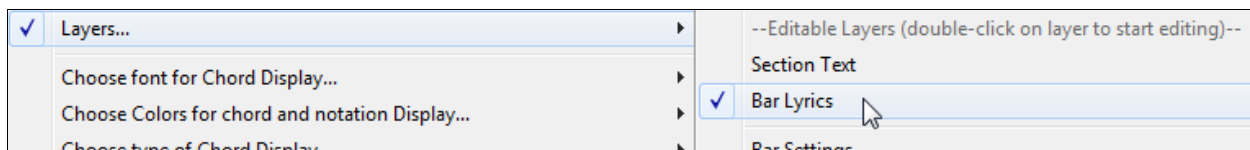
Tip: Loops can be combined with drums on the Drums track. To do this, open the **Crate Multi-Drums** dialog by right-clicking on the Drums track button and selecting *Multi-Drums | Edit Multi-Drums for this song*.

Adding Bar-Based Lyrics

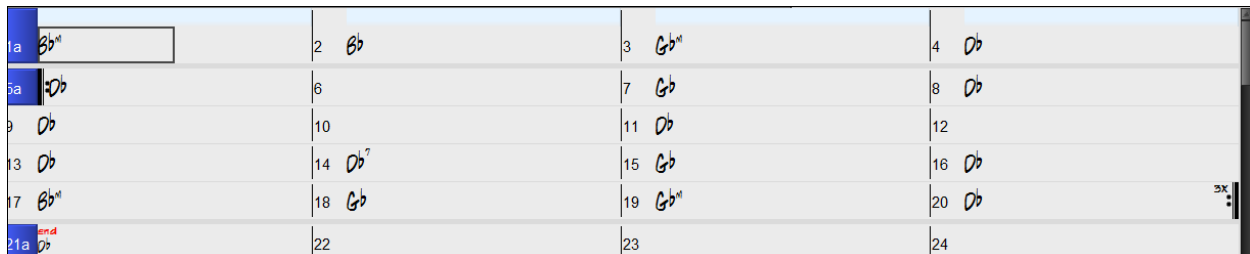
You can enter lyrics in each bar on the Chord Sheet.

Bb C	Chord Display
------	---------------

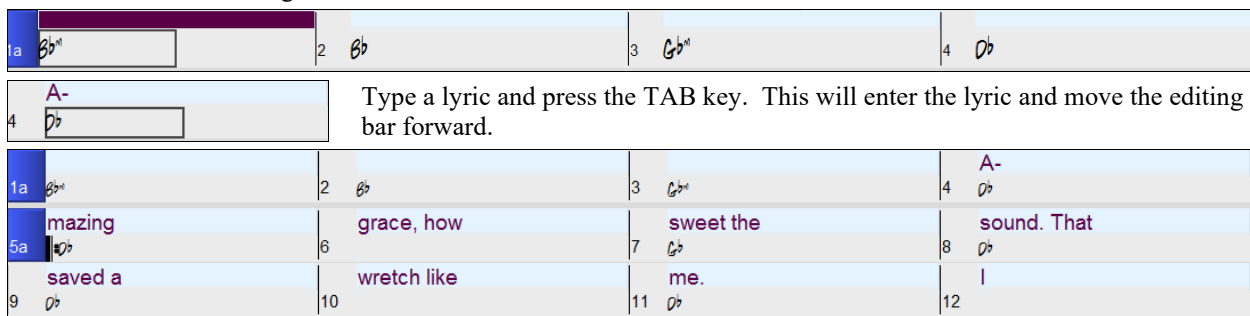
To enter lyrics, you first need to display the Bar Lyrics layer by clicking on the **[Chord Display]** toolbar button and selecting *Layers | Bar Lyrics*.



If the song does not have any lyrics, the Bar Lyrics layer does not appear on most lines, but it appears on the row where the bar is highlighted. If you click on a bar on another row, the layer will appear on that row.



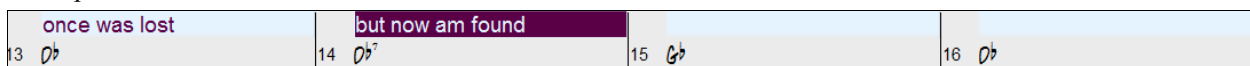
Double-click on the Bar Lyrics layer on a bar where you want to enter lyrics. This will change the color of the layer, which indicates that you can type in that location. You can use keys to navigate through the layer: TAB to go forward, SHIFT+TAB to go backward.



To edit lyrics, go back there by clicking on that bar or using the SHIFT+TAB keys, and then retype.

If you have entered lyrics that were supposed to be spaced out over some bars, go back to the bar, and use the arrow key to move the cursor to the beginning of the lyric that should be in the next bar. Then press ENTER. This will push that lyric to the next bar and shuffle the texts in the following bars forward as well.

Example: You realize that “once was lost” in bar 13 should have been “once was,” and lyrics in bar 14 should have been spread over some bars.



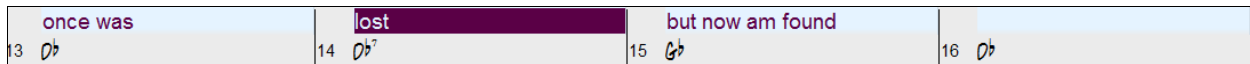
Press SHIFT+TAB to go back to bar 13.



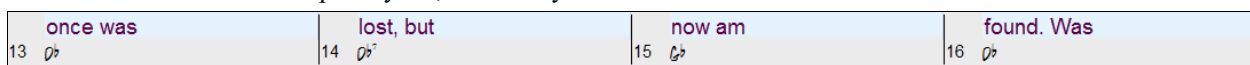
Use the left arrow key to move the cursor to the beginning of “lost.”



And press ENTER. This pushes “lost” to bar 14 and “but now am found” to bar 15.

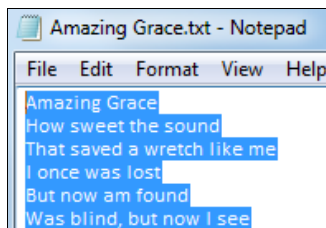


Use TAB or SHIFT+TAB to move through the bars, the left/right arrow keys to move the cursor within the bar, and ENTER or BACKSPACE to push lyrics, until the lyrics are in the correct bars.



The Bar Lyrics layer is designed so that you can even edit lyrics during playback.

Another way to enter lyrics is to copy lyrics from a text file and paste them directly to the Bar Lyrics layer.



First, prepare lyrics in the text file and copy them to the clipboard. Then, go back to Band-in-a-Box, double-click on the bar where the lyrics should be inserted and press CTRL+V.



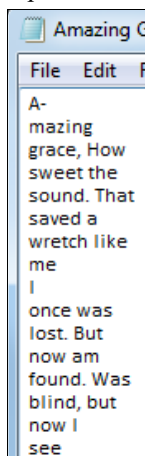
Now all the lyrics are entered in the layer.

1a		2		3		4	Amazing grace
5a	How sweet the sound	6	That saved a wretch like me	7	I once was lost	8	But now am found
9	Was blind, but now I see	10		11		12	

But the lyrics are not quite in the correct bars, so you need to fix using the TAB, ENTER, or arrow keys.

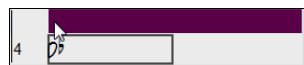
1a		2		3		4	A-
5a	mazing	6	grace, How	7	sweet the	8	sound. That
9	saved a	10	wretch like	11	me	12	I
13	once was	14	lost. But	15	now am	16	found. Was
17	blind, but	18	now I	19	see	20	

There is an easier way for this copying and pasting method. If the lyrics in the text file are arranged so that each line represents a bar, you need very little to fix after pasting.



First, edit the lyrics in the text file so that every line corresponds to a bar. Then, copy them all to the clipboard.

Next, go back to Band-in-a-Box, double-click on the bar where the lyrics should be inserted and press CTRL+V keys.



1a		2		3		4	A-
5a	mazing	6	grace,How	7	sweet the	8	sound. That
9	saved a	10	wretch like	11	me	12	I
13	once was	14	lost. But	15	now am	16	found. Was
17	blind, but	18	now I	19	see	20	

Adding Melody – MIDI and/or Audio

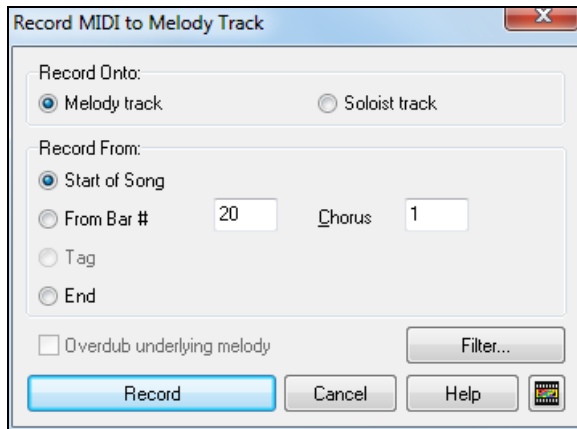
Record a MIDI Melody

Band-in-a-Box is much more than an intelligent arranger and accompanist. You can record your live MIDI performance to the Melody or Soloist track, enter a melody in the Notation note-by-note, or use the Wizard feature to record with either your computer keyboard or a connected MIDI keyboard controller.

If you want a metronome to play while you are recording, you can select it in the *Options | Preferences* dialog. You can even have a visual metronome if you like.

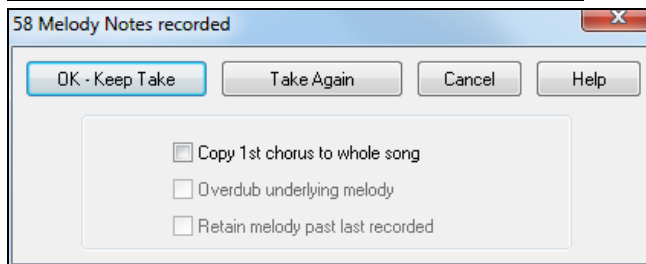


Press the **[Record MIDI]** toolbar button to begin recording. This launches the **Record MIDI to Melody Track** dialog, which prompts you to set the position (bar and chorus) where you wish to start recording.



Pressing the **[Record]** button will start Band-in-a-Box recording what you play on the Thru track. An audible count-in is played prior to recording.

You can punch in/out, overdub, and record directly to the ending or the tag, and use the filter to choose which MIDI events are recorded.

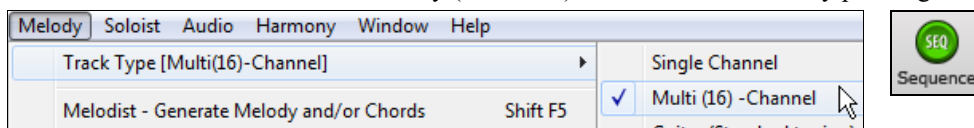


Once you have completed recording your melody, Band-in-a-Box will ask you if you would like to keep the take and if you would like to copy the recorded chorus to the whole song. If you did not record the full track you can choose to retain the rest of the track beyond the part you just recorded.

Sequencer Mode

There are 2 tracks in Band-in-a-Box to add your own recordings. These are the Melody and Soloist tracks. Normally you would want a single part on each of them. But, since MIDI information can have separate channels, it is possible to store 16 separate parts on each of the Melody and Soloist parts. When the track has been set to “Multi (16) -Channel” we refer to this as “Sequencer Mode.”

If you want to use the 16 separate parts for the Melody track, you need to set the Melody Track type to “Multi (16) -Channel.” This is done from the Melody (or Soloist) menu or can be done by pressing the Sequencer button.

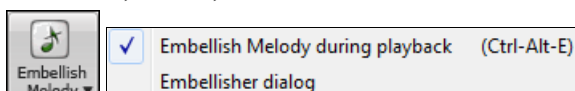


Now, when you are in this multi-channel mode, output from the Melody part will be on whatever MIDI channel the information is stored on and will not be using the Melody MIDI channel. Both the Melody and Soloist tracks can be set to multi-channel play, for a total of 32 channels.

Tip: Looking for inspiration? At the click of a button, the Band-in-a-Box Melodist will write entire new songs from scratch, complete with Chords, Intro, Melody, Solo, Ending, and even an original Title. Or you can enter your own chord changes and let the Melodist create a new melody over them. There are more than 100 Jazz, Pop, Rock, Latin, Country, and Classical melody styles.

Embellishing the Melody

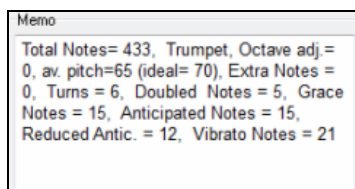
When musicians see a Lead Sheet that has a melody written out, they almost never play it exactly as written. They change the timing to add syncopation, change durations to achieve staccato or legato playing, add grace notes, slurs, extra notes, vibrato, and other effects. You can have Band-in-a-Box do these automatically using the Embellisher.



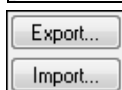
You can enable the Embellisher from the **[Embellish Melody]** menu button. Any Melody will be embellished as it is played so that you hear a livelier and more realistic Melody - and it's different every time.

Embellisher dialog opens the **Melody Embellisher** dialog with many user options to control the embellishment settings. The Embellisher Presets allow you to choose a combination of common settings for the Embellisher quickly.

The Embellisher is only active while the music is playing; the recorded Melody track isn't affected. There is an option for the Embellisher to only humanize the timing of the music if the timing was "stiff" to begin with. This allows the Embellisher to leave the timing of human input melodies alone and humanize only the ones that were entered in step-time.



The Embellisher Memo describes the current embellishment, with statistics counting the number of embellished notes.



You can save/load your own presets for the Embellisher.

When you have made a custom setting in the Embellisher dialog, press the Export button to save the data as an .EMB file.

When you want to recall the saved preset, press the Import button, and load in a previously made .EMB file. You can share your favorite presets with other installations of Band-in-a-Box using the EMB files.

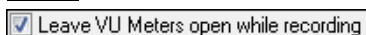
Record a Live Audio Track

You can record an audio track of your live vocal or instrumental performance and save it to an audio wave file along with the Band-in-a-Box accompaniment. Make sure that you have a microphone plugged in to your sound card, or a connection from a mixer, keyboard, or other audio device connected to the Line In jack on your sound card.

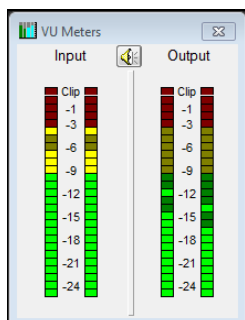


Click on the **[Record Audio]** button to prepare to record an audio track.

The **VU Meters** will open automatically when the **Record Audio** dialog opens.



To leave the VU Meters open while recording, enable this option in the **Record Audio** dialog.

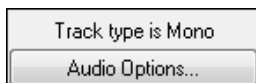


The **VU Meters** show the average strength of the signal, with a dB scale, and a clip indicator. Clipping indicates that the signal has overloaded and will sound distorted (clipped).

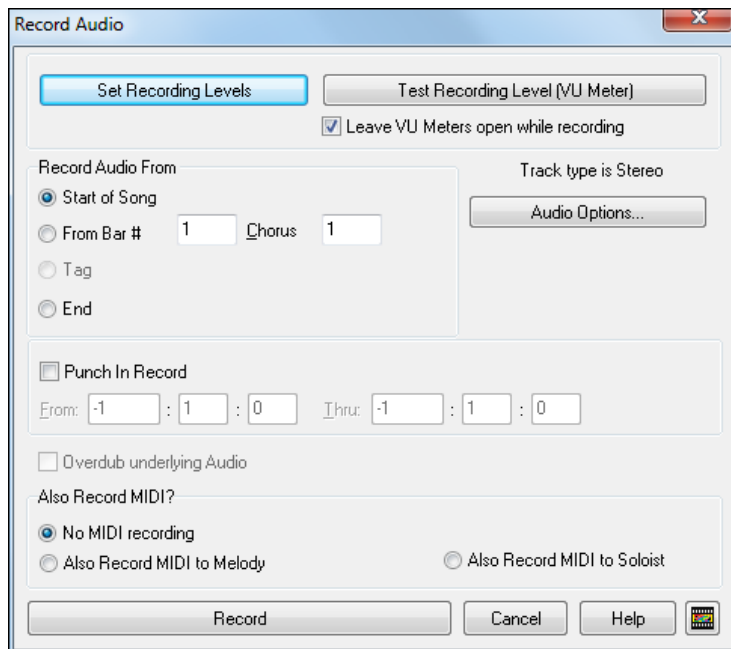
The green area represents normal levels, while red indicates an overload.

Ideally, the sounds should remain in the green and avoid the red altogether. Unlike analog recording, where it's good to get a "hot" high signal, digital recordings need to absolutely avoid high levels since any overload of the signal will result in clipping and a ruined recording.

The **Record Audio** dialog displays the mono/stereo status of the recording.



If you want to change to/from stereo (to/from mono), press the **[Audio Options]** button in this dialog. The mono/stereo track status is also indicated on the Title bar at the top of the main screen.



Set the start point for the recording.

You can record from the start of the song, somewhere in the middle, or punch in by choosing a bar and chorus # to start recording.

Also Record MIDI?

If you also want to record MIDI at the same time, choose either “Also Record MIDI to Melody” or “Also Record MIDI to Soloist” option.



Press [Record].



Audio recording begins. If you have enabled the “Leave VU Meter while recording” option, then the **VU Meter** will open and display during recording so you can monitor the VU meters.

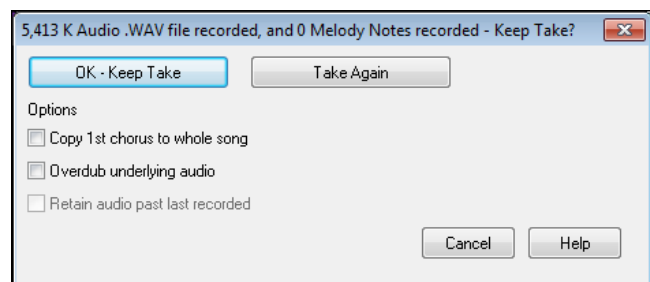
Press [Stop] or press the [Esc] key.



You will then see the “Keep Take?” dialog.

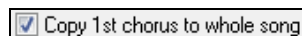
If you are happy with your recording, you should choose **[OK -Keep Take]** and the audio will be added to the Audio track.

You can listen to the results by pressing **[Play]**.

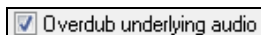


If you are not happy with the results, you can choose *Edit | Undo Keep Audio Take* and you will be back to where you were prior to the recording. You can also choose the option to **[Take Again]**, which reopens the Recording dialog.

Options



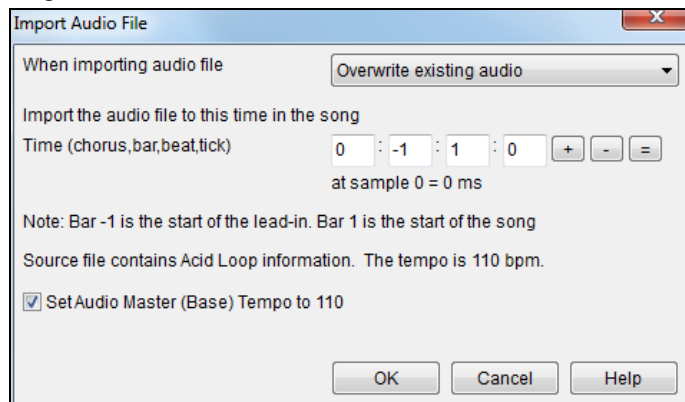
If you’ve recorded only 1 chorus of the song, you can choose the option to copy that first chorus of audio to the whole song. This will fill up the whole song with the audio by repeating it as many times as necessary. Then you’d just need to record the ending of the song.



At the end of recording, you receive an option to overdub with the underlying audio. This means that both recordings will be merged together to form a new file, with both recordings preserved. There is also an option to “Retain audio past last recorded.” This allows you to “punch out” and preserve the rest of a previously recorded take.

Opening and Importing Audio Files

A mono or stereo WAV file can be imported to the Audio track, optionally merging with or replacing any existing Audio track. Choose the menu item *File | Import Audio (WAV, WMA, MP3, WMV)* or *Audio | Import Audio (WAV, WMA, MP3, WMV)*. You then choose an audio file to import. The Import Audio File dialog is then displayed, which allows selection of the point to insert the audio file, and whether to merge or overwrite existing audio in the range.



If the audio file contains Acid Loop or Apple® Loop information, the dialog shows an option to set the audio base tempo of the current song to the tempo of the audio file.

Audio Chord Wizard (Chords from Audio)



This feature analyzes a WAV, WMA, MP3, WMV, or CDA audio file and imports it to Band-in-a-Box. Using the **Audio Chord Wizard** is a great way to learn and practice popular songs as you play along and see the chords.

There is a chord sheet window in the **Audio Chord Wizard** that shows the chords for the whole song on a single screen. This allows you to click on a bar on the chord sheet to jump to that area of the song.

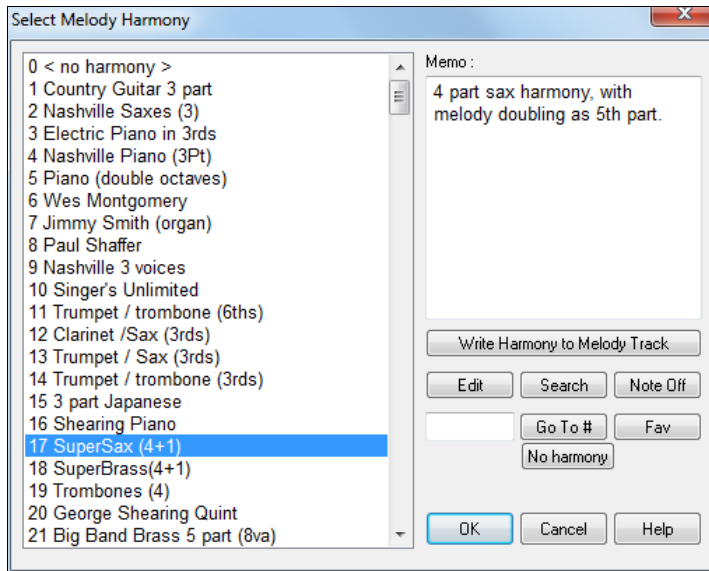
You can mark sections of the song using part markers, and the sections will begin on a new line with a line space between so they are clearly seen. You can then learn the form of the song, as you can see the various sections (intro/verse/chorus/break) at a glance, or quickly jump to any section simply by double-clicking on that part of the chord sheet.

The **Audio Chord Wizard** is fully described in the *Wizards, Tutors, and Fun* chapter.

Harmonize the MIDI Melody



Use the **[Harmony]** menu button command *MIDI – Melody Harmony* to add a MIDI harmony to the Melody track. This opens the **Select Melody Harmony** dialog where you can choose from any of the pre-defined harmonies.



Edit

This button will open the **Harmony Maker**, where you can customize Harmonists.

Search

You can search for a harmony by a keyword (i.e. typing in the first few letters of a harmony name) in either the **Harmonies** or **Favorite Harmonies** dialog.

Note Off

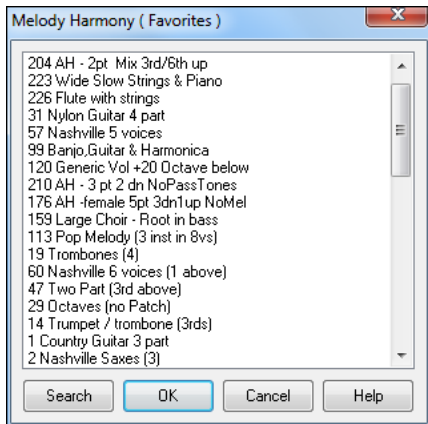
This button is to turn off any notes that are stuck on. (There shouldn't be any.)

Go To #

Enter the number of the harmony you want to go to and press **[Go To #]**.

Fav

This button will produce a list the 50 most recently loaded harmonies.

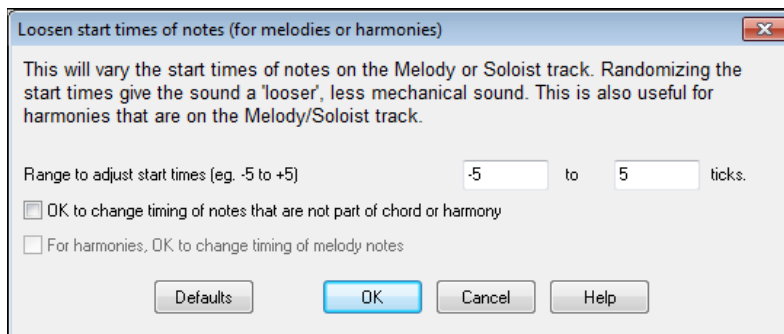


No harmony

This will disable the harmony for the song. The keystrokes **Shift+F10** also allow or disable the Melody harmony.

When adding a harmony to the Melody (or Soloist) you can use the option to loosen up start times of for the harmony notes to achieve a more natural, richer harmony sound.

Choose menu item *Melody | Edit Melody Track | Quantize, Time Adjust | Loosen Start Times*. You can select the range of adjustments. For example, if you want the notes to be played earlier, use a negative number. A setting of minus 5 to positive 6 would cause the start times to be varied up to 5 ticks early and 6 ticks late. There is also a setting to choose whether you want only the harmony notes present on the track to be affected, leaving the original melody unaffected.

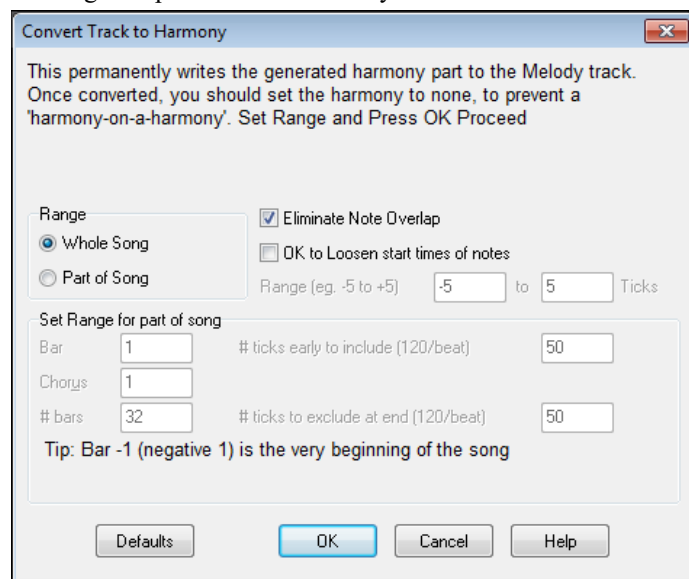


Convert Track to Harmony



This feature permanently writes the specified harmony to the Melody or Soloist track, instead of being applied in real time. Use the buttons in the **Select Melody/Soloist Harmony** dialogs, or the *Convert Harmony...* menu command found in the *Melody* and *Soloist* menus. You will then see a dialog allowing you to choose the range of the song to add the harmony, either the whole song or a specified range of bars.

There are options to “Eliminate Note Overlap” and “Loosen start times of notes” for the harmony notes to achieve a more natural, richer harmony sound. The melody is not affected, only the harmony notes, and there are options for the range of spread for the harmony notes.

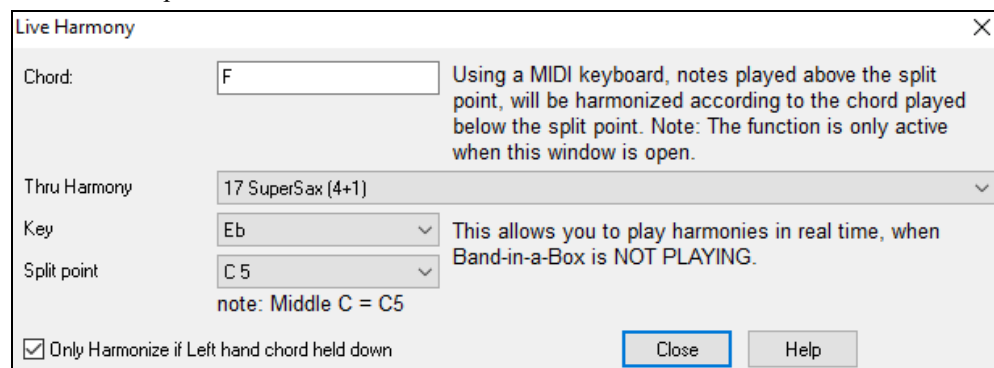


Note: Once the track is converted you should set the harmony to “None” or you will hear harmonies being applied to the harmony notes, i.e., “harmony-on-a-harmony.”

Live Harmonies While Band-In-A-Box Is Stopped

Normally, the Live Harmony feature is not active when Band-in-a-Box is stopped. But you can in fact use the Live Harmony even while a song is not playing.

You need only to open the *Harmony | Real Time MIDI Harmonies* menu item. Note that this **Live Harmony** dialog must remain open for this feature to be active.



When this dialog (shown above) is open, you can play a chord in the Left hand (below the split point set in the dialog), and the chord you play is displayed in the dialog. Then, the notes that you play in the right hand will get harmonized according to this left-hand chord.

If you set the “Only Harmonize if Left hand chord held down,” you will be able to control what notes get harmonized by holding down the chord when you want a note to be harmonized.

Importing a MIDI File

You can open an entire MIDI file into Band-in-a-Box. The chords will be automatically interpreted by the Chord Wizard and the MIDI file will play and display on the Melody track. A “silent” style will be loaded so you will only hear the MIDI file. When the file is saved, the extension will be MGX, allowing you to easily identify the BB songs that you have that contain entire MIDI files.

You could also use the powerful music making features of Band-in-a-Box to create new accompaniments, add harmonies, add soloing, and embellish the melody. And when you are finished, you can always resave your song as a MIDI file again.

MIDI File Chord Interpretation Wizard

You can open any MIDI file in Band-in-a-Box, and Band-in-a-Box will automatically figure out the chords of the song for you. It automatically analyzes the MIDI file, figures out where the bass, piano, melody and other tracks are, and then figures out the chord changes for the song. The chords are written onto the Band-in-a-Box Chord Sheet like any other song. You can also read tracks into the Melody and Soloist tracks.

To interpret a MIDI file, go to *File | Import | Import Chords from MIDI file* or use the keystroke combination **Ctrl+Alt+I**. This launches the **Interpret Chords from MIDI file** dialog where either user settings or presets can be applied to specify how the chords should be interpreted.

Adding Solo - “The Soloist”

That’s right! Band-in-a-Box can “solo like a pro” in hundreds of styles. You can either use the dedicated Soloist track or assign a soloist RealTrack to any track.

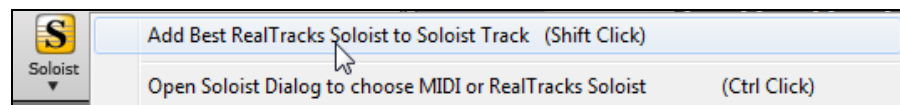
There are two ways to select and add a solo to your song. The “Best Soloist” feature presents a pre-qualified list of soloist to choose from. The **Select Soloist** dialog gives you the full list of soloists to choose from, plus additional settings you can apply to the solo.

Pick “Best” Soloist RealTracks

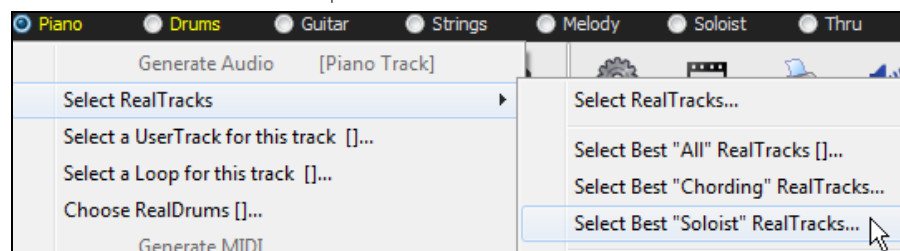
This dialog shows you the best soloists that match the genre, tempo, and feel of your song. The list is displayed from best to worst. For example, if you have a Jazz Ballad style loaded (tempo 60), the list will show jazz Soloists that will work well at a tempo of 60 at the top of the list, and something like a fast, Heavy Metal Guitar Soloist at the bottom of the list.

How to Use This Feature

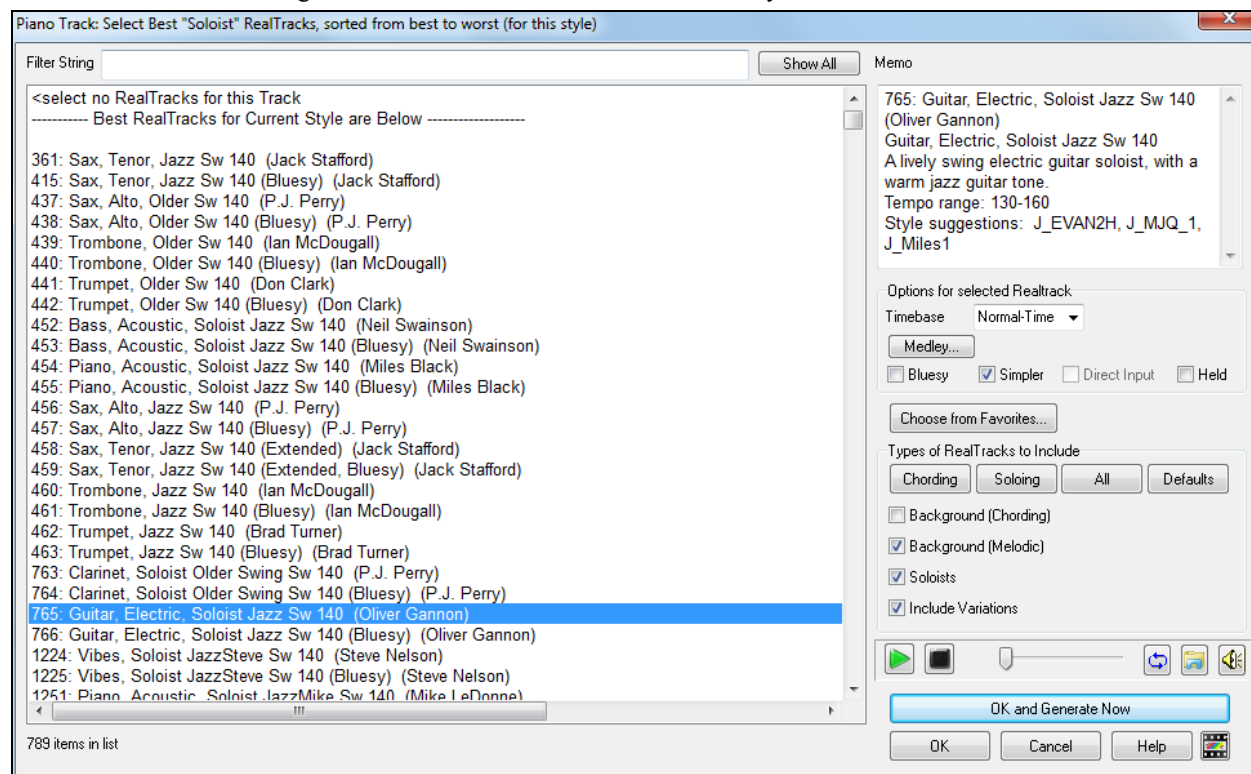
To add a Best Soloist to the Soloist track, press the Soloist button, and choose the menu option “Add Best RealTracks Soloist to Soloist Track.”

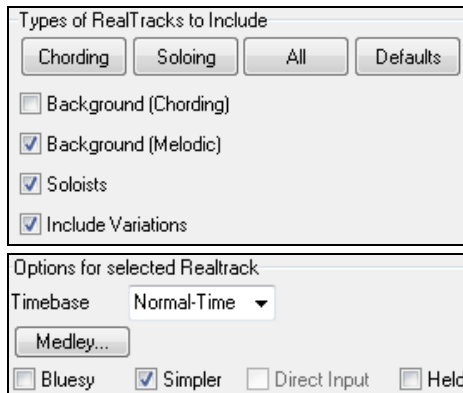


To add a best Soloist to any track, right-click (or double-click) on the instrument radio button (e.g. Piano) and choose the *Select RealTracks | Select Best Soloist RealTracks* menu command.

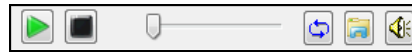


You will then see the dialog that lists the best soloists for the current style.





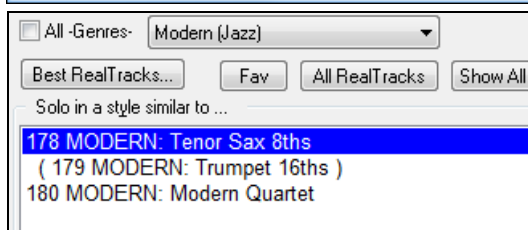
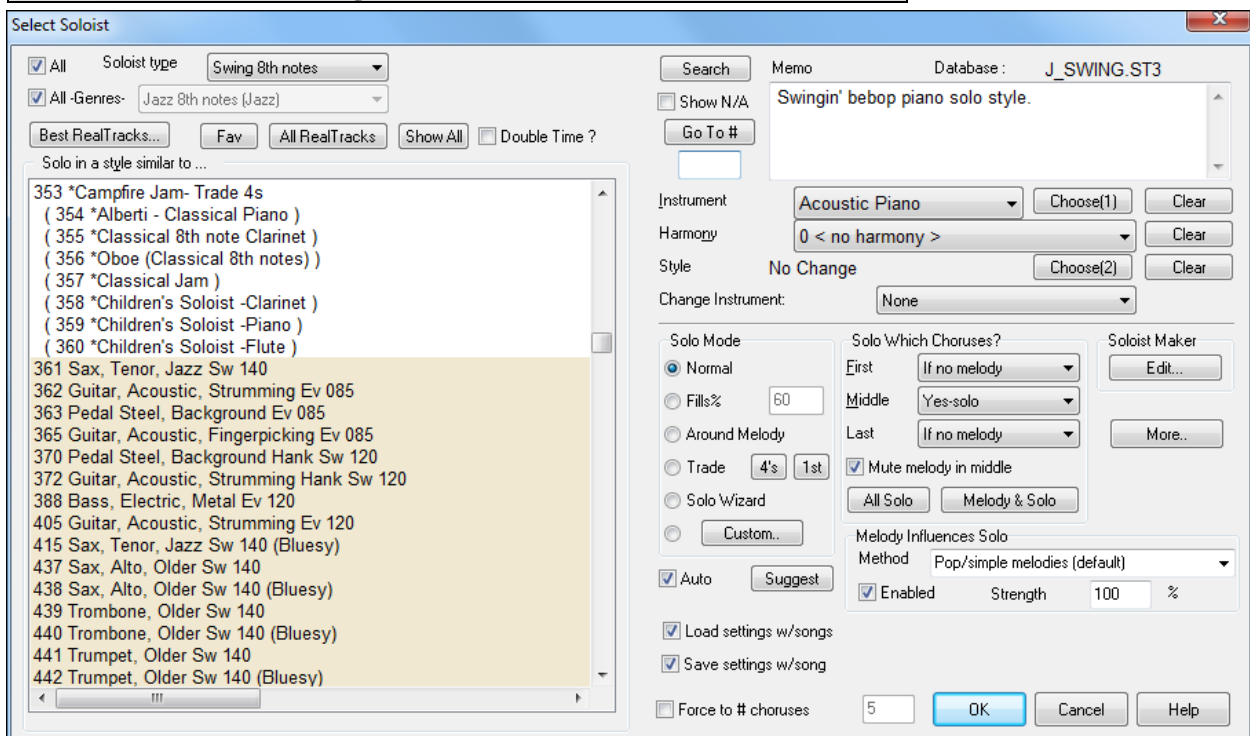
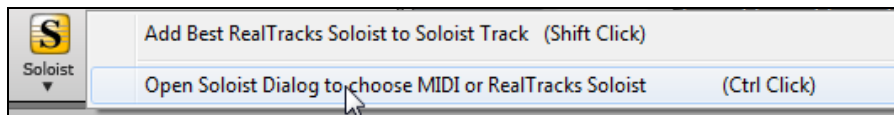
It will include “Soloists” and “Background (Melodic).” You can de-select these if you want to see only “Soloists” (and not “Background”). You can audition the RealTracks by double-clicking on the list or using the transport control buttons.



You can choose options (timebase, bluesy, simple, etc.) for the selected RealTrack.

Select Soloist Dialog

Use the **[Soloist]** button on the main screen to open the **Select Soloist** dialog and choose from over 2000 Soloist profiles.

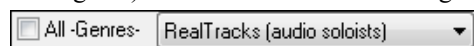


You can select a Soloist type (e.g. Modern Jazz) and see only soloists matching the type. **[Show N/A]** And you can also filter to show/not show soloists from Soloist sets that you don’t have.

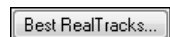
Use the preset Soloist settings or choose a Mode and which Choruses to solo.

RealTracks Solos

Band-in-a-Box has RealTracks instruments, which are live audio recordings of studio musicians. These RealTracks replace the MIDI track for that instrument and can be controlled just like the MIDI instrument (volume changes, muting etc.). RealTracks can be generated to the Soloist (or Melody) track using the Soloist feature.

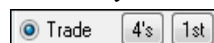


There are hundreds of RealTracks soloists available, starting at #361 in the list of soloing styles.



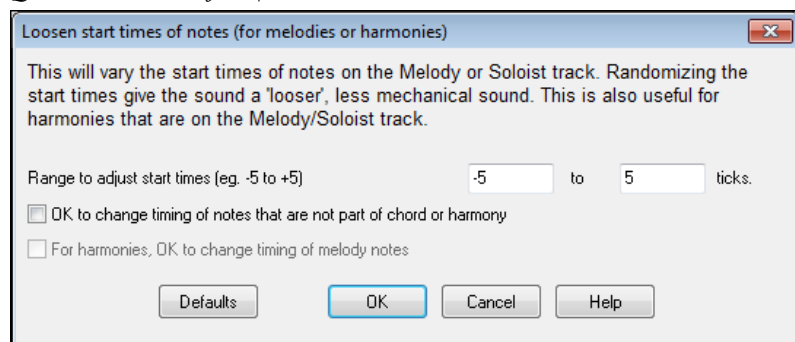
The **[Best RealTracks]** button gives you a list of the best RealTracks soloists for the current Band-in-a-Box style.

RealTracks solos are saved with the song, so you will hear the RealTracks play the same solo when you reload the song. When you generate a solo using RealTracks, Band-in-a-Box will remember this, and when you go to save the song, Band-in-a-Box will ask you if you want to save that solo (and thereby freeze the Soloist track). If you say yes, then the solo will play instantly the same way when the song is reloaded. Of course, you can freeze the soloist track yourself at any time. Note that only one solo can be saved. You can't generate a bunch of different segments of solos; only the last one will be saved.



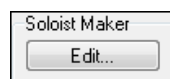
With the “Trade” feature, you can Trade 2’s, Trade 4’s, or Trade 8’s between your live playing and the Soloist. Toggle between **[1st]** and **[2nd]** to choose who goes first, the soloist or you.

There is a dedicated function to vary the start times of notes on the Melody or Soloist tracks, with options for what notes to affect (harmony, chords, and amount of variance). Choose menu item *Soloist | Edit Soloist Track | Quantize, Time Adjust | Loosen Start Times*.



Using the Soloist Feature

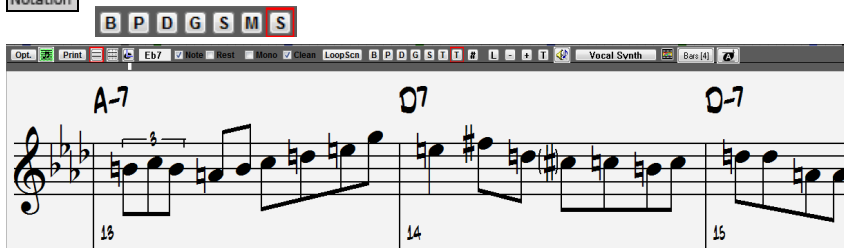
- 1) Generate a Soloist and practice the solo by looping it, slowing it down, or printing it out, until you can perform a great solo on any chord changes.
- 2) Generate a Soloist and attach a Harmony such as “Big Band Brass” to create phenomenally quick and interesting Big Band Arrangements automatically. Generate a standard MIDI file or print them out (with PowerTracks Pro) for you and your friends.
- 3) Have the Soloist play a solo according to your accompaniment and arrangement (along with the other members of your Band-in-a-Box, of course!)
- 4) Trade 4’s in a call-response fashion with the Soloist (you solo for 4 bars, Band-in-a-Box solos for 4 bars, etc.).
- 5) Concentrate separately on different aspects of your playing with assistance from the “Wizard” from soloing with proper phrasing and “feel” (the best notes are included automatically) to accompanying a soloist with confidence and authority. (Tip: try muting out one of the accompaniment parts such as the piano or guitar part and play along to the Soloist in a supportive role-- it’s fun!)
- 6) Use the Soloist track to record another part in addition to the Melody and other parts provided by Band-in-a-Box.
- 7) Generate a Soloist on chords/keys that you would like to practice. Band-in-a-Box will play and solo with you all day without getting bored. For example, if you want to work on your II-V7-I progressions (“two-five-one”), you can just type the chords you want, and generate a solo to play over those changes. As the solo plays, you see the notation, can you can sight read along. Pressing the “Loop Screen” checkbox on the notation will loop the notation the screen so you can master each 4-bar phrase (II-V-I) and then move ahead to the next one!



The Soloist Maker **[Edit]** button gives access to the advanced settings in the Soloist Editor where you can edit existing profiles or create new Soloists of your own.



To see the Soloist part play in the standard music notation, open the **Notation window** and press the [S] button at the far right of the instrument buttons.



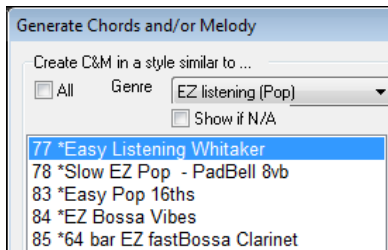
Automatic Songs - “The Melodist”

Feel like composing a brand-new song? With Band-in-a-Box you can compose a new song, in the style of your choice complete with intro, chords, melody, arrangement, and improvisations, all created by the program! All you have to do is pick from one of the “Melodists” and press [OK] - the program then automatically generates the intro, chords, melody, and arrangement in the chosen style. It even auto-generates a title! You can go from nothing to a completed song in less than 1 second!

You can also auto-regenerate any part of a song and modify it to suit you. The Melodist will also generate a melody over an existing chord progression. A “Melodist Juke Box” mode creates and performs new compositions in succession.



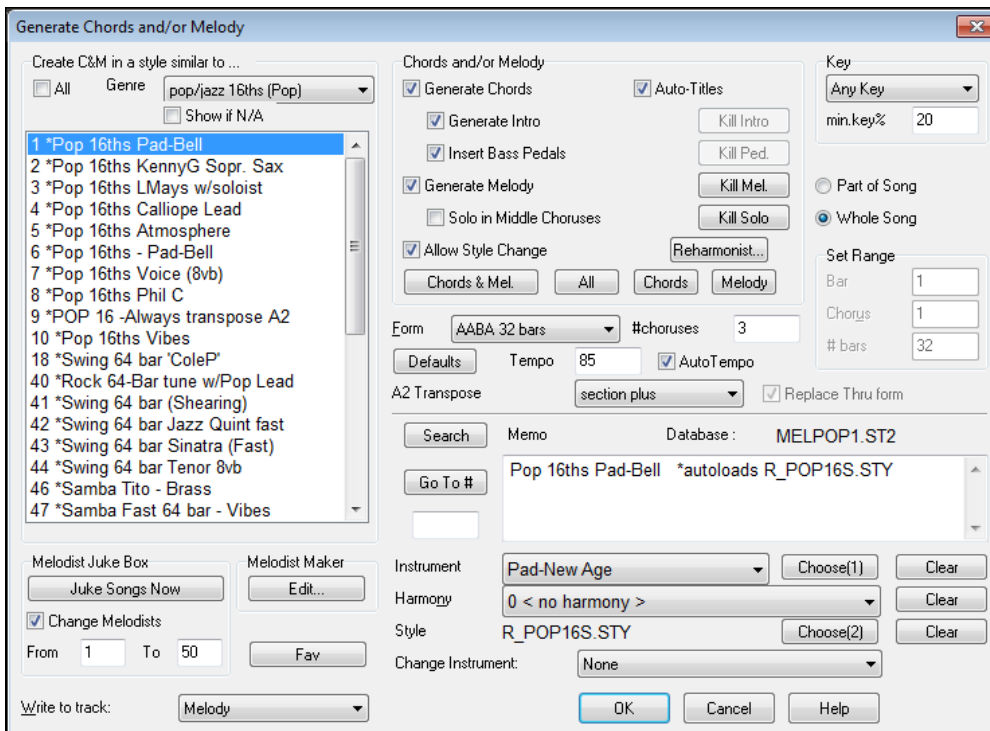
To launch the Melodist, press the [Melodist] button on the main screen, or use the **Shift+F5** hot keys.



Melodists can be filtered by “Genre” (e.g. EZ listening) to show only Melodists in that genre.

You can also filter to show/not show Melodists from Melodist sets that you don’t have.

☒ Show if N/A Check “Show if N/A” to list all Melodists, even if they are not included in your Band-in-a-Box.



Note: Band-in-a-Box also has a SoundTrack feature that allows you to generate music in the style you choose for any length of time you specify. Click on *Generate Soundtrack* in the *Melody* menu.

Song Editing Features

The on-screen display of the song file name includes “*” when the file has been changed.

[*C:\bb\Demos\MIDI Style Demos\Styles00\ZZJAZZ.MG1]

Edit | *Undo* and *Edit* | *Redo* allow you to Undo (or redo) most operations. Multiple *Undo* supports up to 999 levels of undo (configurable). The default number of undo is 99. If you need to change this, it can be done in *Options* | *Preferences* “Number of Levels of Undo.” The range can be 5 to 999. You can also choose *Edit* | *Redo* to redo an undo.

Number of levels of Undo 99

Technical Note: Audio Undos are large WAV files, so are stored in an Undos folder in the BB directory. This directory is emptied when the undos are no longer needed.

Edit | *Cut* functions like a delete command. It removes bars of chords from a song.

Highlighting Regions

This feature makes it easier to perform editing operations, such as copy/insert, etc. Simply highlight the region and select the option. This feature also aids in *Copy from...to...*; *Erase*; *Transpose*; *Insert*; and *Delete*. For example, if you select (highlight) a region by dragging the mouse and then choose one of the *Edit* menu commands the dialog will automatically adjust to the correct values, based on the region that you’ve highlighted.

To select a region of Chord Sheet, Notation window, or Audio Edit window, you can **Shift+click** on the end point to easily select a large area

The **Copy Chords and/or melody** dialog is typical of the range selection dialogs used by several functions. You are able to set a range for the function to be either part of the song, or the whole song.

Copying and Pasting a Section of Chords

Copying a section of chords is done in the same manner as copying text in a Windows® word processor (read on if you are unfamiliar with how this is done). There are also similar “keyboard shortcuts” for these operations as listed in Keystroke Commands – Hot Keys section of this guide.

Copying Chords to the Windows® Clipboard

- Select the region to copy. Place the mouse cursor at the bar to begin the selection. Then, holding down the left mouse button, drag the mouse over the region. As you do this you will see that the region will be inverted (i.e. looks dark). When you have selected the desired region of chords to copy, release the mouse button.
- Copy the selected region to the clipboard. Click **Ctrl+C** or choose *Copy* from the *Edit* Menu.

Pasting Chords from the Windows® Clipboard

Assuming you have already copied some chords to the clipboard (see previous topic), you are then ready to paste the copied chords into another part of your Chord Sheet.

- Move the highlight cell to the bar to begin the paste of chords.
- Click **Ctrl+V** or choose *Paste* from the *Edit* Menu.

Tip: The copied section remains in the clipboard and can be used repeatedly. Example: If you’re inputting a song with verse, verse, bridge, verse, you can simply copy the first verse to the clipboard, and then repeatedly paste-in the other verses. The clipboard contents remain intact even if you load in a new song, so you can copy and paste between songs.

Additional Copy function for Chords/Melody

The menu command *Edit* | *Copy Special* | *Copy From.. To..* launches the **Copy Chords and/or Melody** dialog.

This allows you to copy Chords, Melody, Soloist, and Lyrics for a range of bars. If you are copying the Melody/Soloist, you need to specify which chorus you wish to copy.

If you want to extend the song by inserting a new section by copying an existing range of bars, then select the “Insert Bars at destination” checkbox to insert the extra bars.

”K” Quick Copy Method

By simply typing “K” at a bar followed by the **Enter** key, you can instantly copy the last 8 bars to the current position. By adding additional keys in the K command, you can customize this shortcut (e.g. typing K 12, 3 would copy from bar 3 for 12 bars to current position.) The current position is advanced to the bar beyond the copy. This speeds up song entry!

For example, if you’re entering a song that has a repeating section of chords for 8 bars, type in the first 8 bars of chords, and then move to bar 9 and then type: **k, Enter**.

The last 8 bars will be copied to bar 9-16, and the cursor will be moved to bar 17, so you’re ready to continue with the tune. If you get to bar 25 and would like the chords from 1-8 to be copied to 25-32, type k,1 and this will copy 8 bars from bar 1 to bar 25.

The chords always get copied. The Melody, Soloist, and Lyrics also get copied if these items are set in the **Copy Chords and/or melody** dialog.

Copy Rests

With the menu selection *Edit | Copy Special | Copy Rests* you can copy the attributes of a chord over a range of other chords. Rests also include shots and held chords.

Copy/Move Tracks

The *Copy/Move Tracks* command in the *Edit | Copy Special* submenu opens the **Track-to-Track Copy/Move/Delete** dialog, which allows copying from one track to another.

Inside the dialog, you should choose the “**Source Track**” and the destination track to **Copy/Move selected channels to**. The source track can be any of the Band-in-a-Box tracks – Bass, Drums, Piano, Guitar, Strings, Melody, or Soloist.

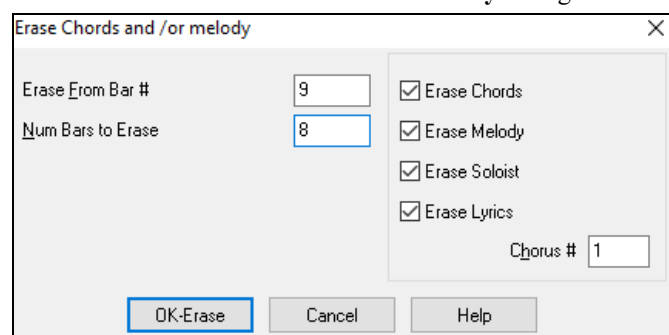
You can copy any channels from any track to any other track. Examples of uses include:

- Loading a MIDI file to the Melody track, and copying the bass part to the Bass track, and then freezing the Bass track. This allows you to setup a MIDI file with the same tracks as Band-in-a-Box uses. Note: the command automatically freezes the destination track after the copy.
- Getting the RealChart to play, to double a RealTracks part on another instrument. To do this, generate a RealTracks for piano on the piano track. Then copy the piano track to the strings track and set a strings patch. You now hear a RealTracks piano, with the strings doubling the piano part.
- Replacing a RealChart with a MIDI version. If a RealChart is available, copy the RealChart as in the example above. Then eliminate the RealTracks on the original track. You now have a RealChart MIDI part playing instead of the RealTracks, and you can edit that part etc. as with any MIDI track.

There is also an option to “**merge with existing data...**” on the destination track.

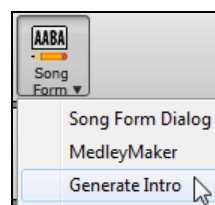
Erase From.. To..

To erase bars with additional control for erasing the Melody, Soloist, and/or Lyrics, choose *Edit | Erase From.. To..* to launch the **Erase Chords and / or melody** dialog.

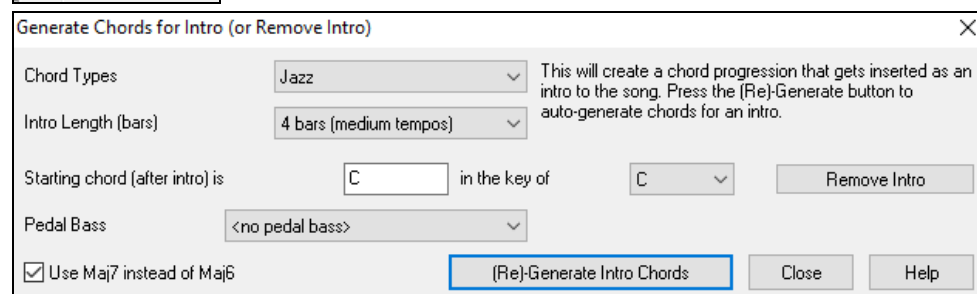


With this dialog, you have complete control over erasing a number of bars of chords and/or the Melody, Soloist, and Lyrics. If you’re erasing the Melody, Soloist, or Lyrics you need to specify which chorus you wish to erase.

Intro Bars – Auto Generate (or Remove)



To generate an intro, press the **[Song Form]** toolbar button and select *Generate Intro* from the pull-down menu. You can also go to the menu *Edit | Song Form | Intro Bars...* The **Generate Chords for Intro** dialog will then open.



With a single press of a button you can auto-generate a 2, 4, or 8 bar intro for any song. The chords will be different each time, and you can keep trying as often as you like until you get the progression that you want. The intro generated will be an intelligent chord progression (i.e. appropriate for an intro) in the chosen style of music (Jazz/Pop). It can have optional pedal bass and will “lead” correctly to the first chord of the song.

The duration of the intro can be set to 2, 4, or 8 bars. You can also get a pedal bass figure inserted throughout the intro. Press the **[Remove Intro]** button to delete any intro present in your song.

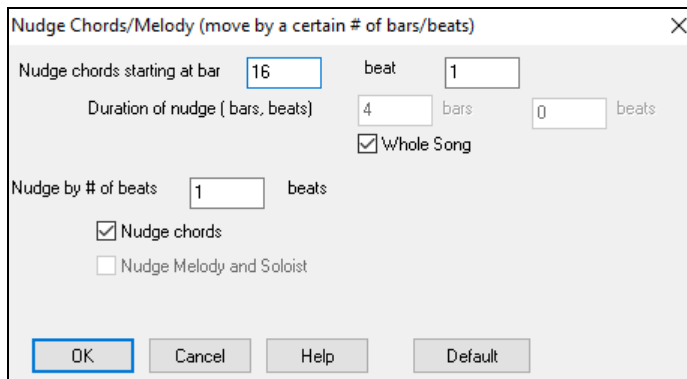
Insert / Delete Bars

- Choose *Edit | Insert Bars* and the program will ask you to type in the number of bars you wish to **insert**.
- Choose *Edit | Delete Bars* and the program will ask you to type in the number of bars you wish to **delete**.

Nudge Chords/Melody

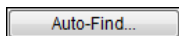
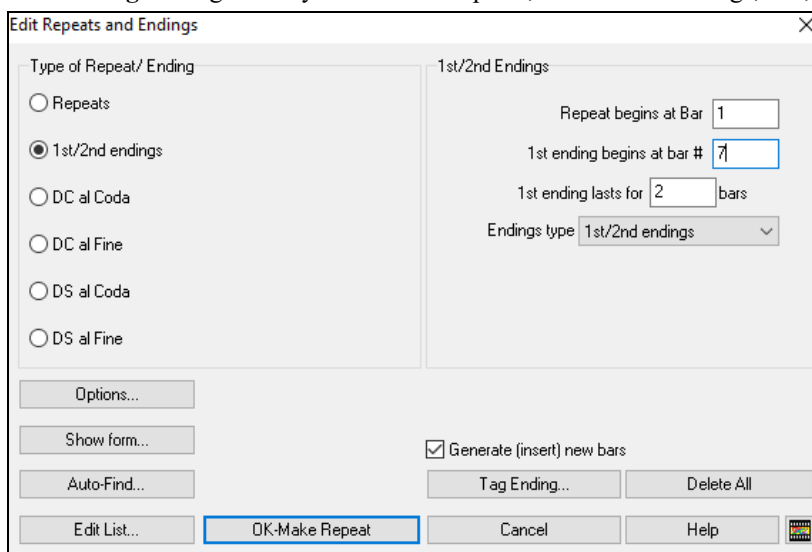
The “Nudge” feature allows moving a range of chords by any number of bars/beats. For example, let’s say that you have entered a complete song chord progression, and you then realize that all of the chords starting at bar 23 are 1 beat too late (maybe due to a time signature change). You can move all of the chords 1 beat earlier, by setting the nudge at bar 23, beat 1, and duration of the nudge to -1 (minus 1) beats.

You can nudge chords and/or Melody/Soloist parts.



Repeats/codas/1st-2nd endings

Most lead sheet style printouts contain 1st/2nd endings, repeats, coda, tag, and sign markings. Band-in-a-Box supports entry, display, and printout of song forms using these symbols. This command launches the **Edit Repeats and Endings** dialog where you can enter repeats, 1st and 2nd endings, DC, DS al coda and more.



The “Auto-Find” feature will intelligently detect 1st/2nd endings automatically for you, so you can view and convert any Band-in-a-Box song to include 1st/2nd endings in lead sheet format.

When you have created your repeats and endings, either manually or automatically, simply select the “Fake Sheet” checkbox on the Chord Sheet or Lead Sheet window. Band-in-a-Box will hide the repeated bars and display the fake sheet using 1st and 2nd endings.

Reduce (durations of chords by ½) cuts chord durations by 50% (e.g., 4beats>>2beats, 2beats>>1beat, etc.).

Expand (durations of chords by 2) doubles the durations of chords (e.g., 1beat>>2beats, 2beats>>4beats, etc.).

Unfold (convert to 1 BIG chorus)

Choose *Edit | Song Form | Unfold (convert to one BIG chorus)* to unfold a multi-chorus song into one BIG chorus.



If you have a song with 3 choruses and want to convert it to a single large chorus, this command unfolds the song into just that; one BIG chorus. This is useful for customizing a song with style, patch or tempo changes in different verses.

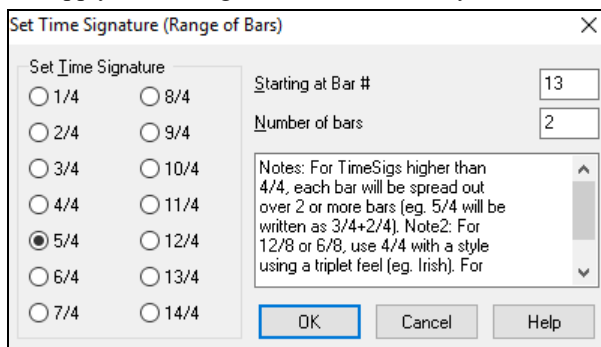
Fold (convert 1 chorus to multiple)

A “Fold song” routine converts a song with a single large chorus to multiple smaller choruses with optional tag ending. If you have imported a MIDI file, you might have a file that is 96 bars long, but really consists of 3 choruses of 32 bars each. You can convert this to a 32-bar song by using the *Edit | Song Form | Fold* menu item, including inserting tag endings, and 2-bar endings.



Set Time Signature (range of bars)

Under the *Edit | Set Time Signature (range of bars)* menu item, you can assign a specific time signature at any bar and apply it to a range of bars, as often as you want.

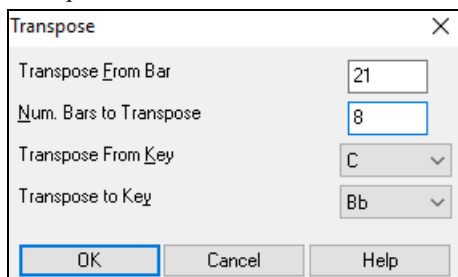


For example, to have one bar (bar 13) of 5/4, select *Edit | Set Time Signature...* and toggle the 5/4 button. Then, type in the bar beginning and ending range in the space provided. (In this case, 13 and 1.)

Transpose



This submenu lets you transpose the entire song by a number of semitones, or specify a range to transpose with the *Transpose From.. To..* command.



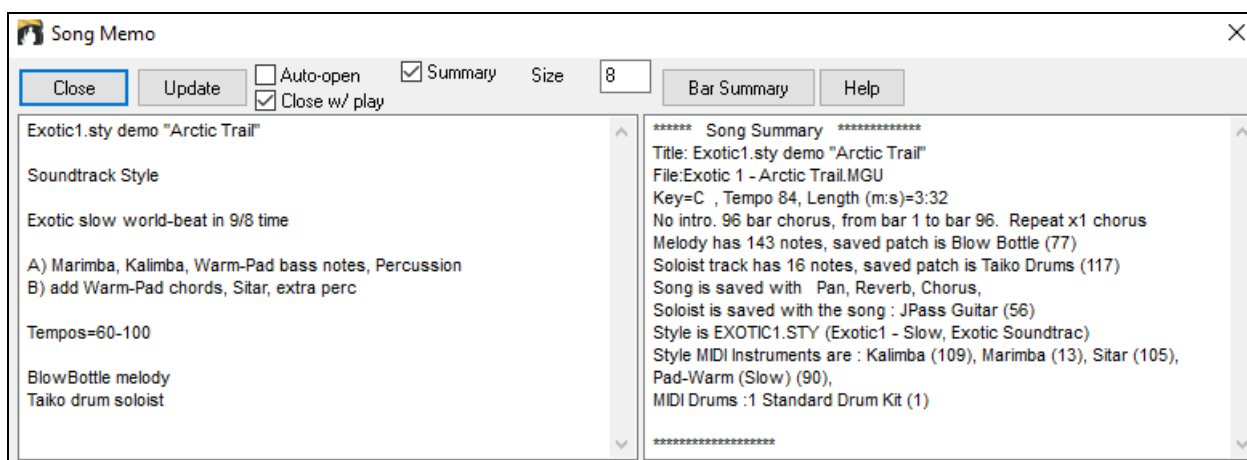
To transpose part of a song, simply highlight the area you wish to transpose and select *Transpose From.. To..* in the submenu. When you have confirmed the starting bar and the number of bars you wish to transpose, click on the “Transpose to Key” area and select the destination key.

Song Memo

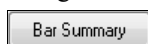


A Song Memo of up to 2000 characters may be added. Clicking on the **[Memo]** button launches the **Song Memo** dialog, where you can type or edit a memo about the song and select an “Auto-open” option that will show the memo each time the song is loaded.

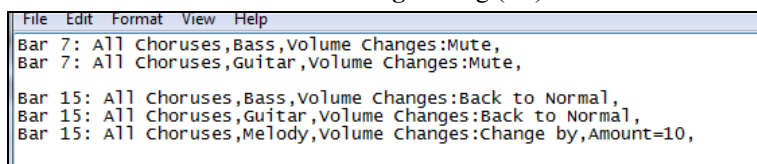
The Song Memo has an option to close automatically during playback. When this option is set, the Memo button will close when play is pressed, and not reopen when stop is pressed. This setting, in combination with the “Auto-open” setting, ensures that the memo opens when the song opens, but closes during playback. The font for the song memo is size selectable.



If the “Summary” checkbox is selected, you will see an additional window that automatically displays a full summary of the song (title/tempo/patches used in the song), as well as other special features, such as substyle patch changes or harmonies.



Press the **[Bar Summary]** button to see a report of any changes to settings that are programmed in the **Edit Bar Settings** dialog (**F5**).



Auto-Generate Song Title allows you to generate a title for a song. There is also a button on the main screen for this.

‘Jazz Up’ the Chords

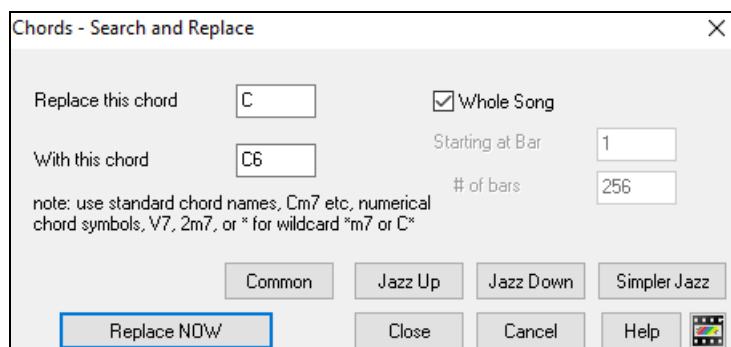
The *Edit | Chords | ‘Jazz Up’ the chords* menu command will “Jazz Up” the chords by changing chords like C and Cmaj to 7th and 6th chords. Song embellishment will be turned on for the song. Select the type of 7ths from the list box, and then click on the **[OK – Jazz UP]** button.

‘Jazz Down’ the Chords

The *Edit | Chords | ‘Jazz Down’ the chords* menu command “Jazz Down” the chords by changing chords with 7ths (e.g. C7) to triads (e.g. C) and 9ths and 13ths to 7th chords. Song embellishment is turned off. Press **[OK – Jazz Down]** to proceed.

Search/Replace Chords

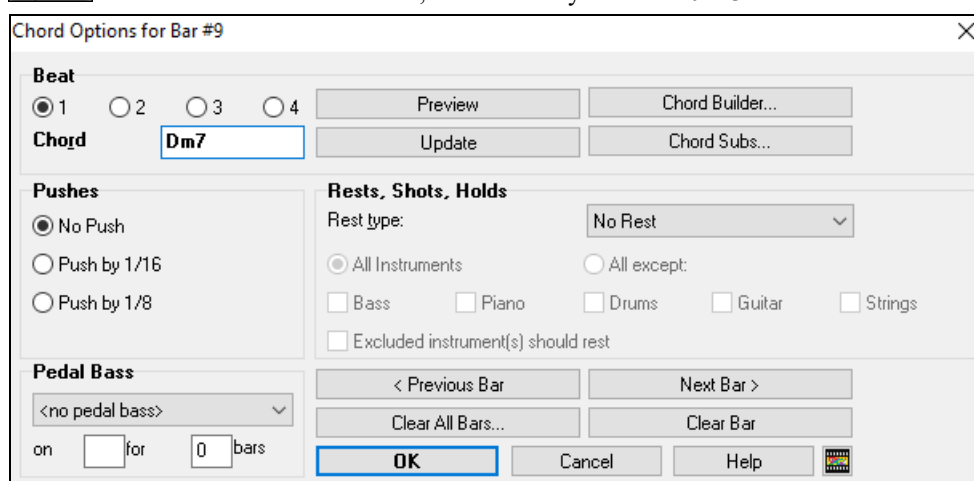
The *Edit | Chords | Search/Replace Chords* menu command allows you to search and replace chord names, including wild cards.



Chord Options



If you can't remember the various keystrokes to put in rests and pushes, you can use the **Chord Options** dialog instead. To get to the **Chord Options** dialog press the [C7] button, click with the right mouse button onto the Chord Sheet, or use the keystrokes **Alt+F5**.



You can launch the **Preview**, **Chord Builder**, or **Chord Substitution** functions from this window.

You can enter pedal bass with any chord. For example, if you are in the Key of F, and would like a pedal on a C note for 2 bars (on an Fm7 chord), then type in the settings as shown. This will play the rhythm specified – in this case the pattern will play on beat 2 and 4.

The [**Previous Bar**] and [**Next Bar**] buttons lets you go through the entire Chord Sheet without leaving the dialog.

The [**Clear All Bars**] button erases all Rests/Shots/Pushes/Pedal Bass from a song.

The [**Clear Bar**] button erases all Rests/Shots/Pushes/Pedal Bass from the current bar.

Settings for Current Bar

The number of beats per bar, tempo changes, patch, style, and harmony changes can be made by selecting the *Settings For Current Bar* option on the *Edit* menu or by pressing **F5** after you have selected a bar to edit.

Edit Settings for Current Bar 17

Settings Apply to Chorus # All Choruses

Beats This Bar: 4

Tempo Change to: 0

% Change in Tempo: 0

Key Signature Change to: Db

Style Changes at This Bar

.STY Open... Clear STY

☒ Send Patch Changes With Style Change

RealDrums Clear RD

RealTracks

☐ Notation - Start a New Line

Instrument Changes at This Bar

Volume Changes

ALL Instruments: -----

Bass: -----

Piano: -----

Drums: -----

Guitar: -----

Strings: -----

Melody: -----

Soloist: -----

Audio: -----

Patch Changes ☐ Show Higher Bank Patches

0 < No Patch Change > +

1 Acoustic Piano +

No Drum Patch Change

0 < No Patch Change > +

0 < No Patch Change > +

42 Viola +

0 < No Patch Change > +

Thru 0 < No Patch Change > +

Harmony Changes at This Bar

Melody Harmony Change to: 17 SuperSax (4+1) at Beat # 1

Thru Harmony Change to: No Change in Harmony at Beat # 1

Reset ALL Bars Print Summary UserTracks Development...

Reset Bar OK Cancel Help

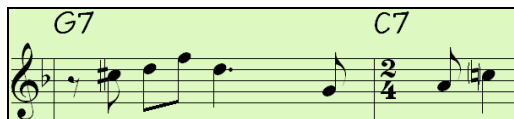
Settings Apply to Chorus

You can specify the changes you make to happen for every chorus and/or a specific chorus. This applies to bar settings like tempo changes, style changes, RealDrums changes, patch changes, volume changes, and harmony changes.

Number of Beats this Bar

The initial time signature of the song is determined by the style (e.g., Jazz =4/4, Waltz =3/4). In some songs you will want to change the time signature, for example, you might want a single bar of 2/4, or 8 bars of 3/4 time. This option allows a change of time signature during a song.

The change takes place at the beginning of the bar and continues until a new time signature change is specified. You can select from 1 to 4 beats per bar. Time signature changes are printed on the Notation/Lead Sheet.



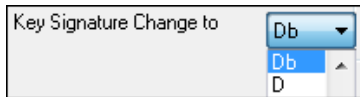
Example: A song in 4/4 time with a single bar of 6/4 time

The maximum # beats per bar is =4, so we will split the 6/4 bar into 2 bars, a 4/4 bar and a 2/4 bar. Insert a # beats per bar =2 at the beginning of the 2/4 bar, then restore the time signature to 4/4 by assigning # beats per bar =4 for the next bar.

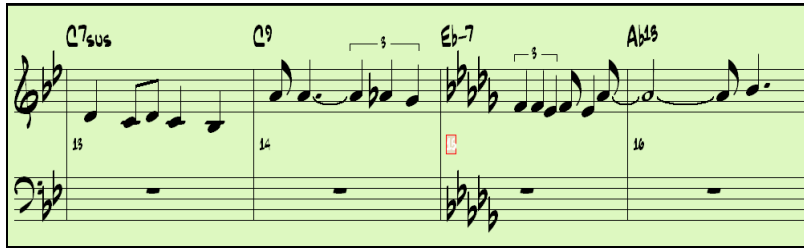
Tempo Change

If you want to change the tempo at a certain bar of the song, then use this dialog to type in the new tempo in beats per minute. The tempo change takes effect at the beginning of the bar and remains until a new tempo change at another bar is inserted. Alternatively, you can specify a percentage change in tempo.

Key Signature Change

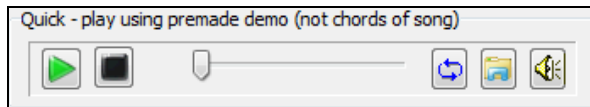


You can have multiple keys in the same song with the new key signature shown on notation. Select the new key signature you want from the combo list and you will see the new key signature drawn on the notation at that bar.



Style Changes at This Bar

To choose a new style for this bar you can select the style from the **StylePicker** by pressing the **[.STY]** button or from the *C:\bb\Styles* folder by pressing **[Open]**.



You can audition a style in the **StylePicker** without changing your existing arrangement, by using the **Quick - play using premade demo** area, which plays a streaming demo from the web. For example, if you see a style like *_JSWINGG "Jazz Swing w/ Electric Guitar"* you can hear what it sounds like without loading in the style. This is useful because you hear an audio demo of a good example of the style in action. It is also useful because it can demo a style that you don't have, or you can compare to make sure that yours sounds the same as it is supposed to sound.



You can audition a style in the **StylePicker** without changing your existing arrangement, by using the **Quick - play using premade demo** area, which plays a streaming demo from the web.

When chosen, the name of the style change for the current bar will be displayed. Click on the **[Clear STY]** button if you want no style change to occur.

Individual styles have instrument patches assigned to them. "Send Patch changes with style change" allows the option to send those assigned patches at the current bar. If you would like to keep the patches that had been previously used in the song, deselect this option.

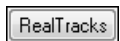
RealDrums Changes at any Bar

You can have multiple RealDrums styles within a song. You can either enter a change of RealDrums, or enter a change of style, which will also result in a change of RealDrums.

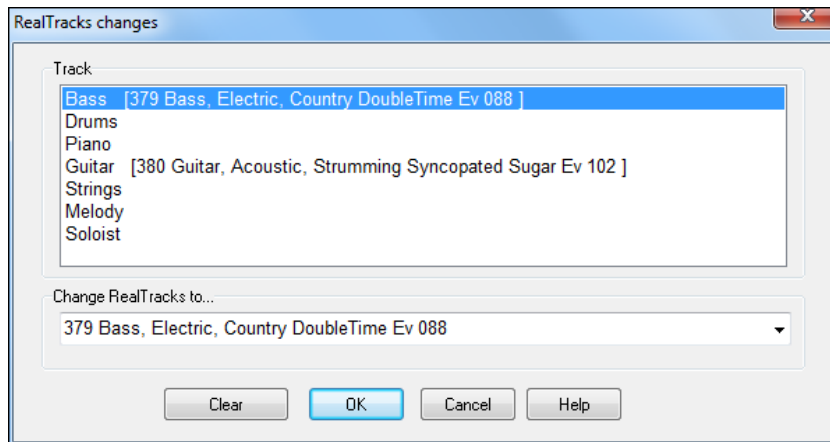
The name of the new RealDrums style is displayed. The **[Clear RD]** button deletes the RealDrums change.

RealTracks Changes at any Bar

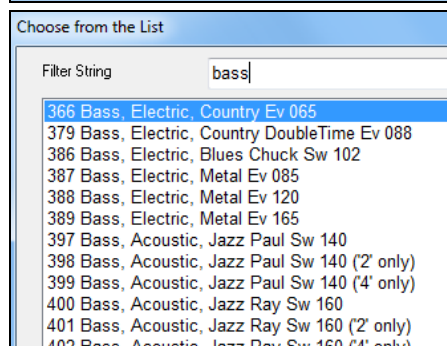
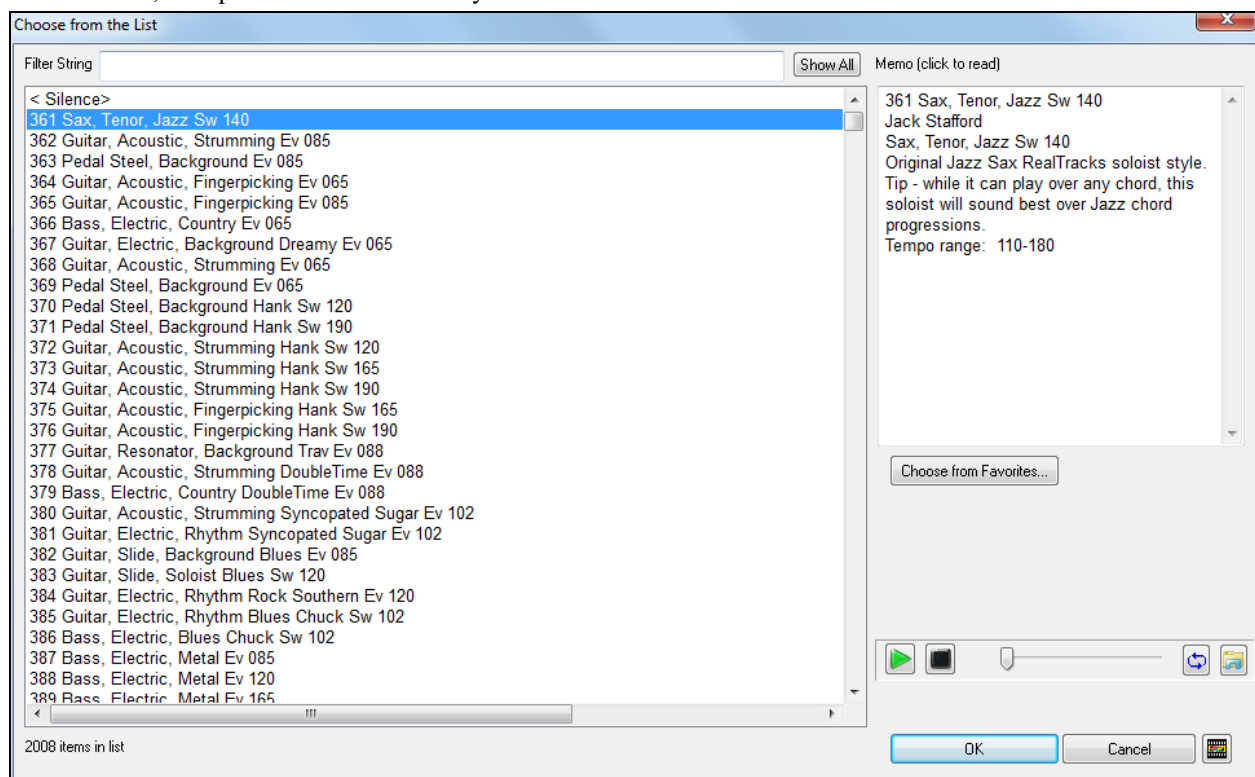
You can insert a specific RealTracks instrument at any bar to create a customized performance. You can change specific RealTracks without changing the style. For example, if you want to change an Acoustic Bass comping part to an Acoustic Bass Solo at Chorus 4, Bar 1, you can do this.



Press the **[RealTracks]** button and you will see the **RealTracks Changes** dialog where you can choose which tracks you would like to have RealTracks changes on.



Select a track, then press the ▼ button and you will then see a list of RealTracks.



You will see a huge list of RealTracks, so you will likely want to narrow it down. Type a word that will be included in the RealTracks name, like “bass.” Then the list will only show bass RealTracks.

Notation - Start a New Line

You can set the notation to start a new line at any bar. This allows you to customize the number of bars on each line and is used in conjunction with the Notation Options settings of bars-per-line on the notation.

This feature works for chord sections.

Instrument Changes

Volume and patch changes can be made for instrument parts and the Audio track at any bar.

Volume changes can be specified values or fade up/down amounts. There are presets to mute or restore the volume level for a part.

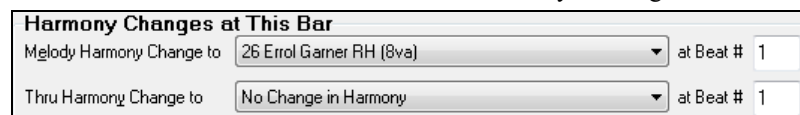
Patch selections include patches on higher banks, which are accessed with the [+] button.



Harmony Changes at This bar

You set a harmony to begin or end at this bar for the Melody or Soloist/Thru track. If you choose < no harmony >, a harmony that was previously playing will stop.

Set a specific beat for the harmony to begin, for example on a lead-in or pickup note at the end of a bar. You can also switch to different harmonies in the middle of your song.



Style, tempo, key signature, volume, patch, and harmony changes will be recorded on your song worksheet indicated by a red line below the bar number. Changes remain in effect from that bar forward until new changes are recorded or until the next chorus if you have set the changes to apply only to the current chorus.



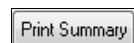
This button will remove any settings you have changed for all bars.



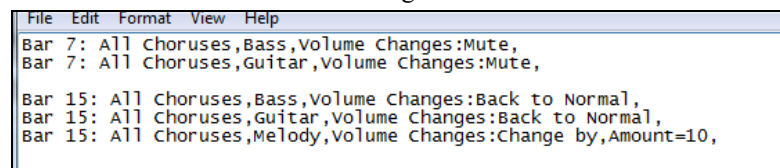
This button will remove any settings you have changed for the current bar.



This button will open a dialog for advanced settings when making UserTracks.



This button will open a text report of all settings in the song that have been made in the **Edit Settings for Current Bar** dialog.



This summary is also available from the Song Memo.

View and Print Notation



Open the **Notation window** with the [Notation] toolbar button. You will see standard notation on the grand staff. There are 3 notation modes in Band-in-a-Box, selected with the buttons in the Notation window toolbar.



Standard Notation for display of notes, chords, lyrics, and optional guitar tablature as well as entering chords

and lyrics. Notation is not editable in this mode.

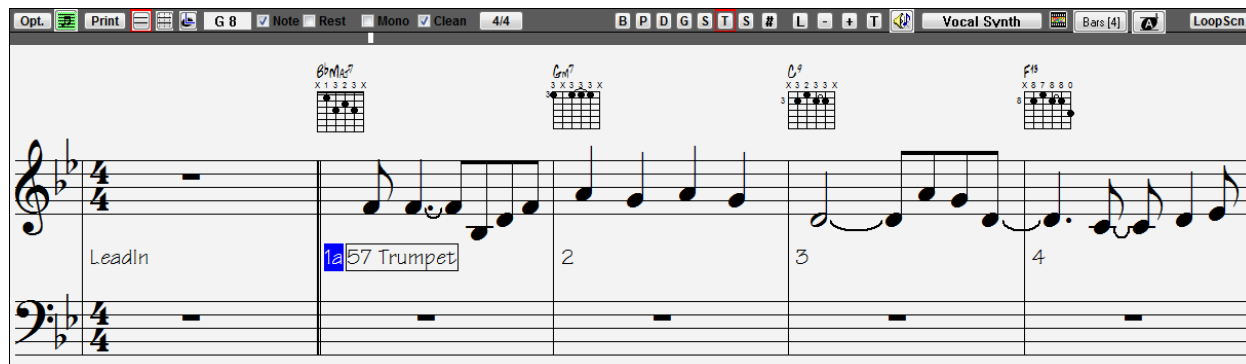


Editable Notation to enter or edit notation with the mouse.



Staff Roll Notation works like the Editable Notation plus note velocities and durations can be viewed and edited with the mouse.

Standard Notation Window



The Standard Notation window can be used for notation display and the entry of chords and lyrics. Just type a chord name and it will be inserted at the current time line location (the black vertical stripe just under the tool bar.)



Click on the instrument buttons to see the notation for the different parts.



Notation supports various time signatures (4/4, 3/4, 12/8, 9/8, and 6/8). Press this button to select one of the time signatures from the list.



Press the **[Opt.]** button to set the Notation window options such as track type, bar resolution, lyric font size, and position, transpose options, and Regular or Jazz fonts.



This button opens the **Lead Sheet** window, which provides a full screen of notation either for an individual instrument or for multiple instruments that you choose to view together by clicking the instrument buttons while holding the **Ctrl** key.



Print out any part with the Print button. In the **Print Preview** window save your notation as a graphic file to upload to the Internet or to e-mail.



This button opens the **Event List** for editing the Melody or Soloist track.



This is the button for note-based lyrics, which are automatically aligned with the corresponding note in the Melody track



Use the plus and minus buttons to zoom the Notation in and out.



The text button lets you enter section text or boxed text into the notation.



When the Scrub button is selected, notes will play as the mouse is dragged over them while holding down the left mouse button.



This will generate a vocal track using an online third party vocal synthesizer called Sinsy for a MIDI melody track with lyrics.



This will launch an internet browser and show a video about Notation window.



This allows you to quickly change the number of bars per line.

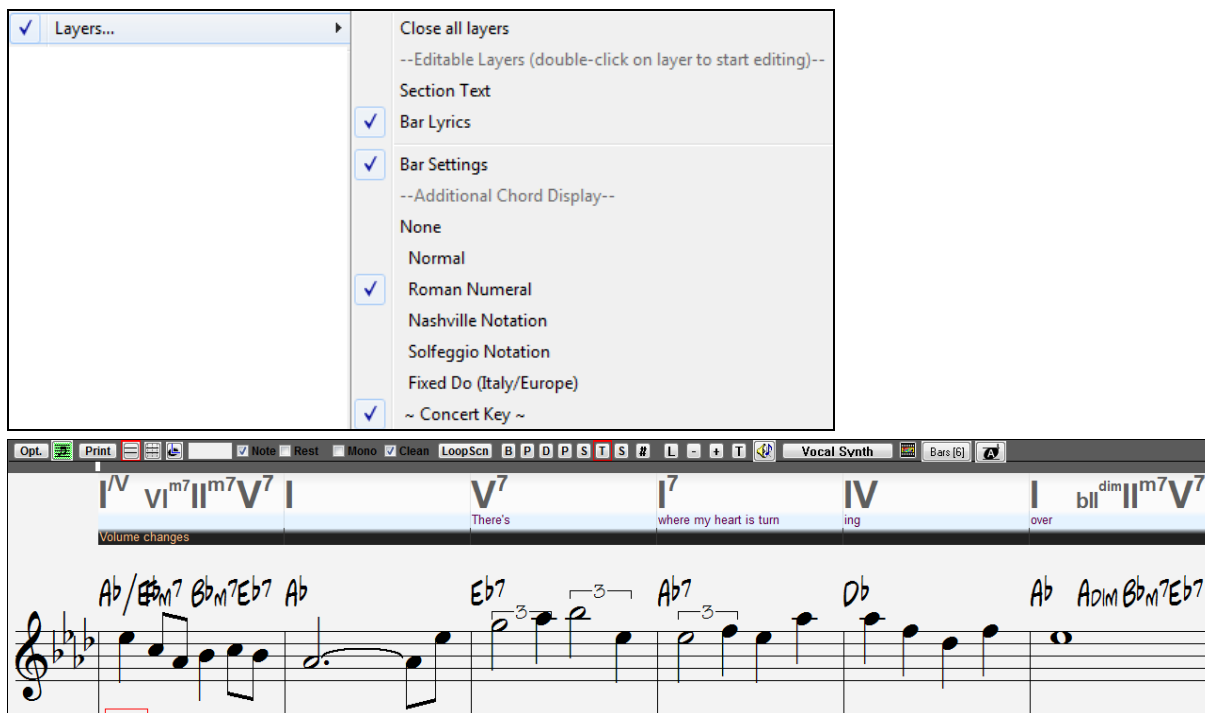


This allows you to display notation with larger font size and note names within note heads. Press the button again to return to the normal size.


The Notation window displays an improved system of Bar Lyrics, Section Text, and Bar Settings, and additional chord mode (Roman Numeral, Nashville Notation, etc.) above the Standard chord symbols.

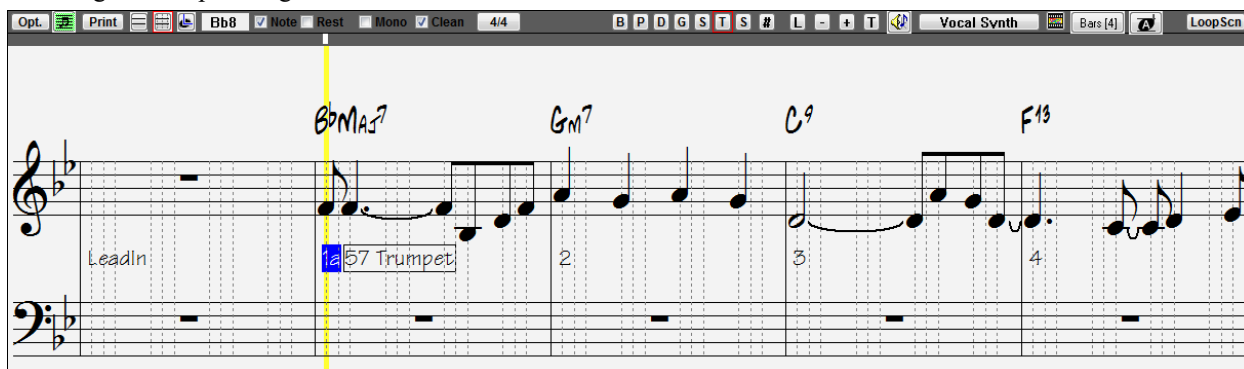


Click on the **[Chord Display]** button on the toolbar, go to Layers, and make a selection.



Editable Notation Mode

 Click this button to go to Editable Notation mode. Chords, lyrics, and text can be entered as in the Standard Notation mode; the Editable Notation mode also permits point-and-click entry of notes and rests as well as drag-and-drop editing.



This is the screen for step-entry of a melody or for editing existing parts. There are checkboxes for different note entry modes.

☒ Note ☐ Rest ☐ Mono ☒ Clean The Note or Rest checkboxes determine whether a note or a rest will be inserted when the mouse is clicked.

When the Mono checkbox is selected, the notation is entered as monophonic (one note only). This is useful for melodies that only have one note playing at a time. Mono mode is a faster way to enter notes, because the Notation window will automatically delete a note that is present at the same location that you are putting a new note on. So if you have mistakenly put a B note on as a C, you just click on the B note, and if in mono mode the C note will be deleted automatically.

The notation has confirmation dialogs to prevent accidental entry of a duplicate note (same pitch near same time) of a very high or very low note (large # of ledger lines).

Clean Notation

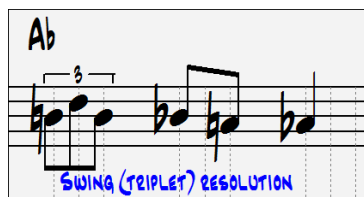
When music has been played in from a MIDI keyboard, there are frequently effects like grace notes, glitches, and notes played off time. The Clean Notation mode is an intelligent feature that “cleans up the notation” for you. It

does this by eliminating the display of grace notes and glitches, and also simplifies the Notation display so it is more readable. Clean Notation doesn't affect the actual track it just controls how it is displayed. In general, this should be on, since it improves the display. But if you want to see every grace note or glitch that was played, then turn it off.

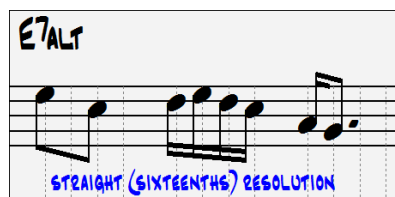
Beat Divisions

In the Editable Notation mode each beat is sub-divided by either 3 or 4 broken vertical lines.

- Swing styles use 3 lines to divide each beat into eighth note swing triplets.
- Straight styles use 4 lines to divide each beat into sixteenth notes.



Example of swing (triplet) resolution.



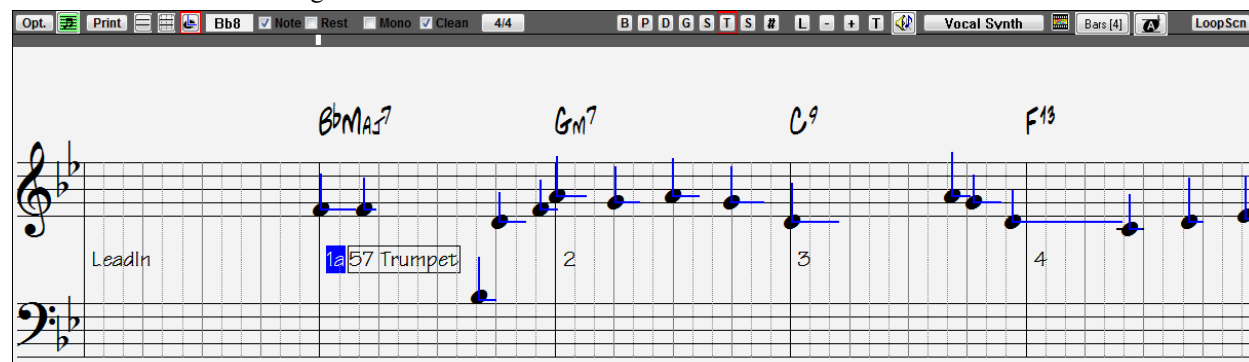
Example of straight (16ths) resolution.

Tip: The edits you make to Band-in-a-Box accompaniment parts will be overwritten when the [Play] button is pressed and the program generates a new arrangement. To hear the song, play as edited, use the [Replay] button found next to the [Play] button. Edited songs can be permanently saved as a MIDI file with the [.MIDI] button.

Staff Roll Notation Mode



Click on this button to go to Staff Roll Notation mode.



In addition to the editing features of the Editable Notation mode, in Staff Roll mode the velocity (vertical line) and duration (horizontal line) of notes can be edited with the mouse.

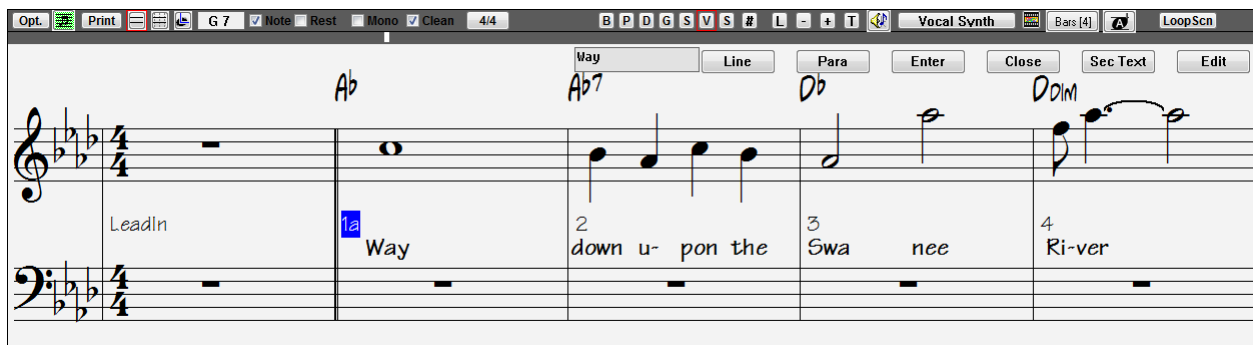
Adding Note-Based Lyrics to Your Song



Open the **Notation** window by pressing the notation button.

Press the [L] button on the **Notation** window toolbar. The Lyric Edit window opens up and the current note is highlighted. In this example, lyrics have already been entered in bars 1 and 2, and the first note of bar three is highlighted. The first syllable of the word “Swanee” has been typed in the lyric box.

Now by pressing **Enter** or **Tab** “Swa –” will be entered under the highlighted note and the highlight will automatically advance to the next note.



Lyric Edit Window



The **[Line]** button enters a forward slash “/” line break marker in the current lyric.

The **[Para]** button enters a backslash “\” paragraph break marker in the current lyric.

The **[Enter]** button enters the current lyric, equivalent to hitting **Enter** key or **Tab** key.

The **[Close]** button closes the Lyrics Edit mode, equivalent to hitting the **[L]** button again.

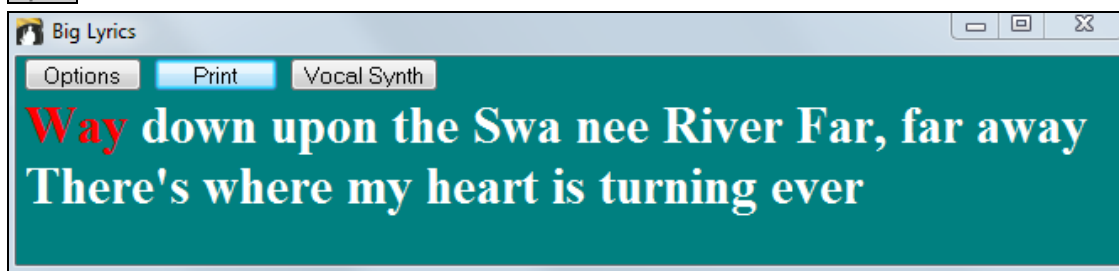
The **[Sec Text]** button enters the text in the lyric box as section text at the current bar.

The **[Edit]** button opens the **Edit Lyrics** dialog where lyrics and section text can be edited.

Viewing the Lyrics



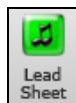
The big **[L]** button in the Views toolbar opens the **Big Lyrics** window. The font and colors are selectable, you can show or hide the chords, and words highlight as the music plays.



Lead Sheet Notation Window

The Lead Sheet Notation window displays a full page of notation with lots of options such as a selectable number of staves per page, clefs to show, font size, margins, scroll-ahead notation, and lyrics. You can set it to a big font size and read the notation from across the room. Since the notation scrolls ahead, you can read ahead without waiting for a page turn.

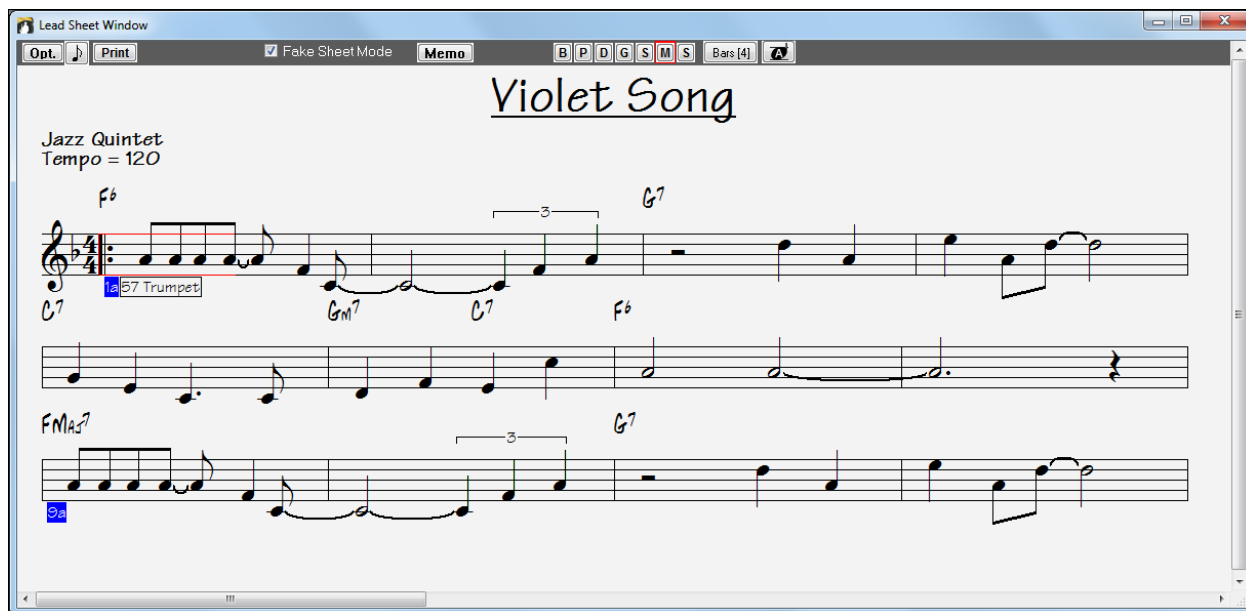
Launching the Lead Sheet Window



You can launch the **Lead Sheet** window from the main screen by pressing the **[Lead Sheet]** button (or **Alt+W**).



The **Lead Sheet** window is also accessible from the **Standard Notation** window.

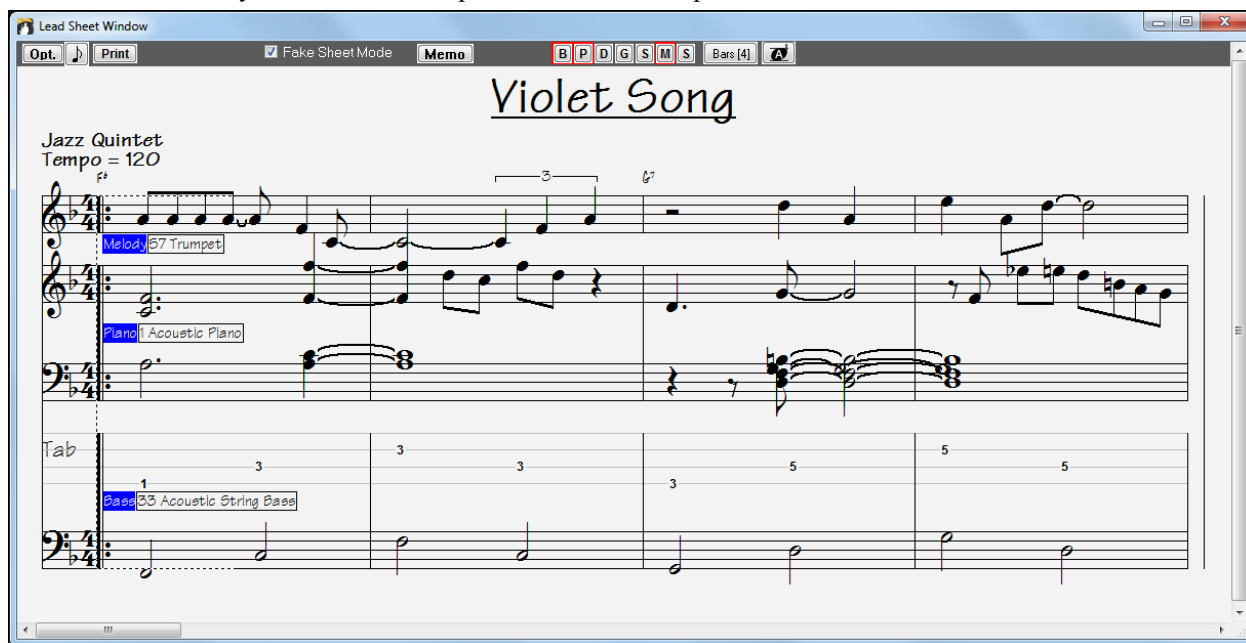


During playback, red rectangles highlight the current bar. If the bar is empty (or in Fake Sheet mode), the Lead Sheet will still outline the bar in red.



Multiple Tracks of Notation

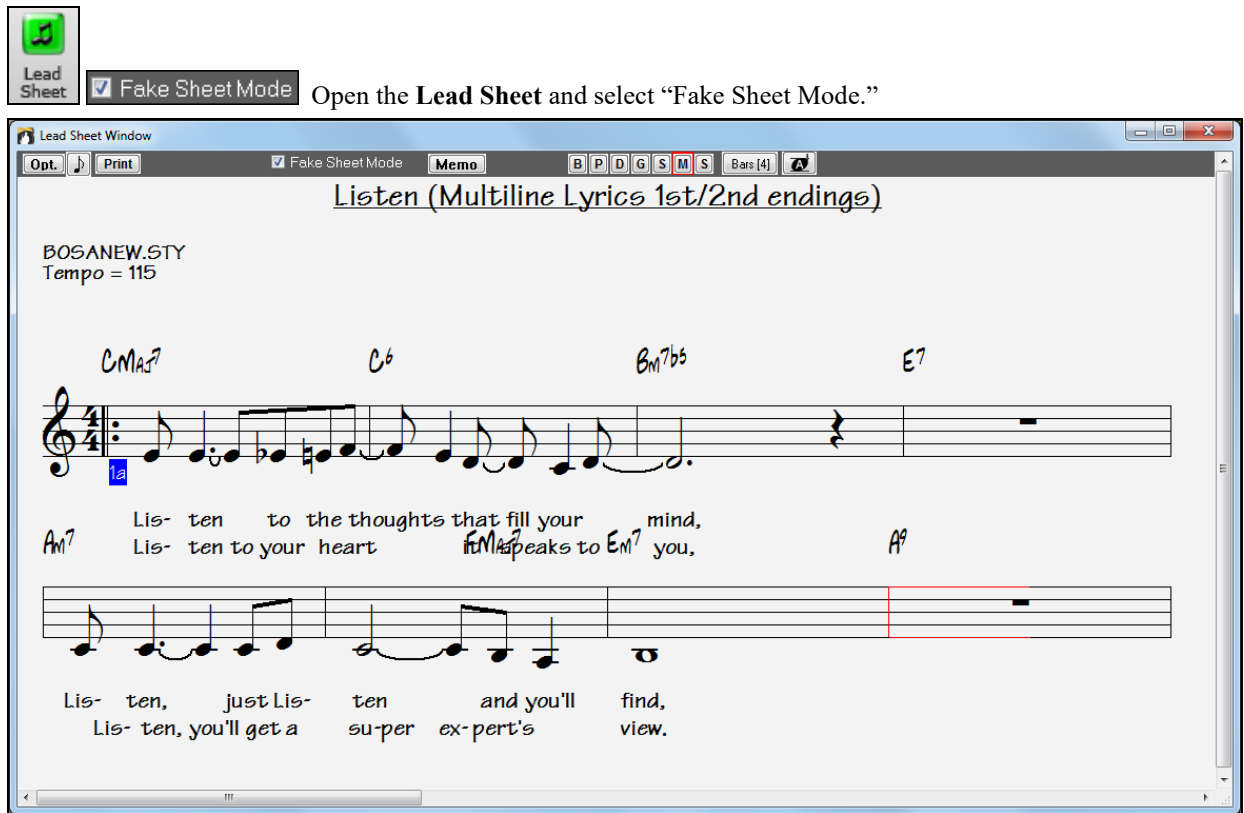
Multiple tracks of notation can be viewed together in the **Lead Sheet** window. To select tracks, hold down the **Ctrl** key and click on the part buttons at the top of the screen in the order that the tracks should appear from top to bottom. For example, clicking on **[M]**, and then on **[P]** and **[B]** with the **Ctrl** key held down would display and print the multi-staff staff system shown. Multiple tracks can also be printed like a score.



Band-in-a-Box Lead Sheet Notation window displaying multiple parts.

Multiple lines of Lyrics on Fake Sheet.

If your song has 1st and 2nd endings or multiple verses of lyrics, multi-line lyrics can be displayed, so you will see all verses on the same fake sheet. Load in the song *C:\bb\Documentation\Tutorials\Tutorial - BB 2005 Demos\Listen Multi-line lyrics Demo.MGU*.



The screenshot shows the 'Lead Sheet Window' with the title 'Listen (Multiline Lyrics 1st/2nd endings)'. The window includes a 'Fake Sheet Mode' checkbox and a 'Memo' button. The musical notation is in 4/4 time, with chords Cmaj7, C6, Bm7b5, E7, Am7, F#m7, and A9. The lyrics are: 'Lis- ten to the thoughts that fill your mind, Lis- ten to your heart, F#m7 speaks to E7 you, Lis- ten, just Lis- ten and you'll find, Lis- ten, you'll get a su- per ex- pert's view.'

This song has a 1st/2nd ending entered, with separate lyrics for each ending. Multiple lines of lyrics will also appear if there are lyrics in multiple verses (choruses).

Lyric Position -1

In the **Notation Window Options**, “Lyric Position” allows you to vertically position the height of the lyrics.

Lead Sheet “Lyric Text Block”

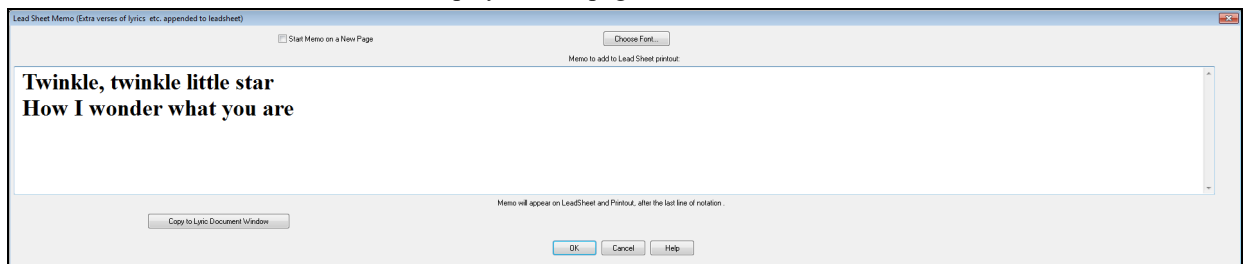


A large text block can now be appended to the **Lead Sheet** window and printout. This is ideal for song lyrics that you want entered as a text entry appended to the end, multiple verses of lyrics, or any other text.



Open the **Lead Sheet** window and select the **[Memo]** button to launch the **Lead Sheet Memo**.

The memo will be automatically positioned after the end of the lead sheet and printout. Use extra blank lines in the **Lead Sheet Memo** to control where it displays on the page.



The screenshot shows the 'Lead Sheet Memo' window with the text 'Twinkle, twinkle little star How I wonder what you are'. The window includes a 'Start Memo on a New Page' checkbox and a 'Choose Font...' button. The text is displayed in a large text area.

☒ Start Memo on a New Page

There is an option to print the Lead Sheet memo on a new page of the printout.

Choose Font...

Press the **[Choose Font]** button to select the font you would like for the memo.

A text block will be appended to the Lead Sheet window and printout. This could be song lyrics that you want appended to the end, multiple verses of lyrics, or any other text.

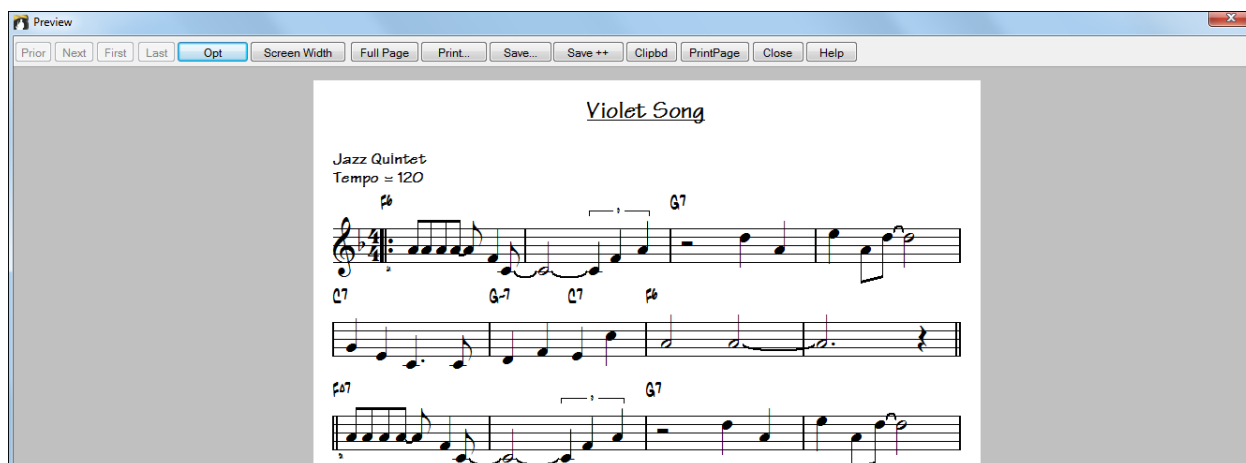
TWINKLE, TWINKLE LITTLE STAR

**Twinkle, twinkle little star
How I wonder what you are,**

Printing

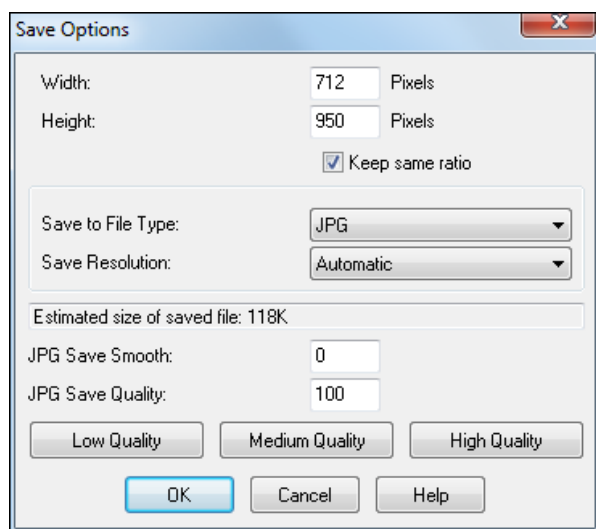
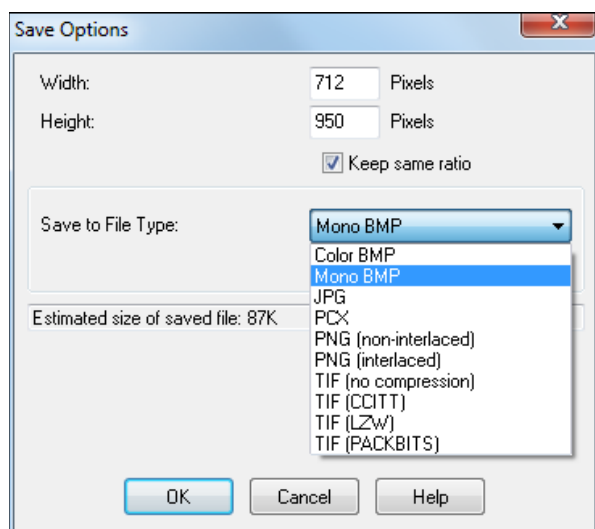
Print Click on the **[Print]** button in either the **Notation** window or the **Lead Sheet** window to print your song as sheet music. This launches the **[Print Options]** dialog with a full range of options including “Number of Copies” to print and “Print Range.” The options are fully described in the online Help and in [the Notation chapter](#) of this manual.

OK - Preview/Graphics The **[OK –Preview/Graphics]** button opens the **Preview** window.



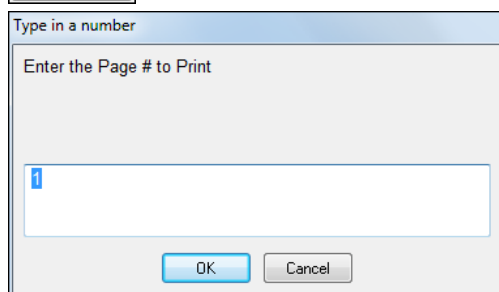
In this screen the notation can be saved as a graphics file to be imported to a document or uploaded to an Internet page. Choose the file type that you'd like to save to. If you want an exact rendition of the screen, choose MONO BMP, since bitmap files are saved without any loss of quality. If you want a smaller file of your composition for Internet use, choose a format like JPG, or PNG. These are smaller, because they compress the data, with some loss of quality.

Save... To save a JPG file, press the **[OK -Preview/Graphics]** and **[Save...]** buttons and then select "Save to File Type: JPG." You can then see the estimated size of the file and change settings by pressing the Low/Medium/High resolution buttons.



Clipbd The notation can also be copied as a bitmap to the Windows® clipboard and then pasted into any application. This is done by clicking on the **[Clipbd]** button in the **Preview** screen.

PrintPage To print a specific page, press the **[Print Page]** button.



Print to PDF



You can save your printouts directly as a PDF file. From the **Print** dialog, press **[Print to PDF]**. This opens a **Save As** dialog for the pdf995 printer driver. Choose a location for your file and assign a name to the PDF, then press **[Save]** to create a fully portable file that you can view, print, post, or upload.

Multi-Channel Notation (Sequencer Mode)

Normally, you would want a single part on the Melody and Soloist tracks. However, since MIDI information can have separate channels, it is possible to store 16 separate parts on each of the Melody and Soloist parts. When one of these tracks has been set to “Multi (16)-Channel” we refer to this as sequencer mode.

Now, when you are in this multi-channel mode, output from the Melody/Soloist part will be on whatever MIDI channel the information is stored on and will not be using the Melody/Soloist MIDI channel.



If you open the **Lead Sheet** window, you will see the entire MIDI file displayed on separate tracks of notation. This is likely “too much information” to read, unless you are a symphony conductor.



To customize the notation display for sequencer mode, press the **[Opt.]** button on the **Lead Sheet** window toolbar and see the settings for Multi-Channel Track display.

Multi-Channel Track display (MIDI Files etc.)

☒ Split Channels to Notation Tracks

☐ ALL channels play/display

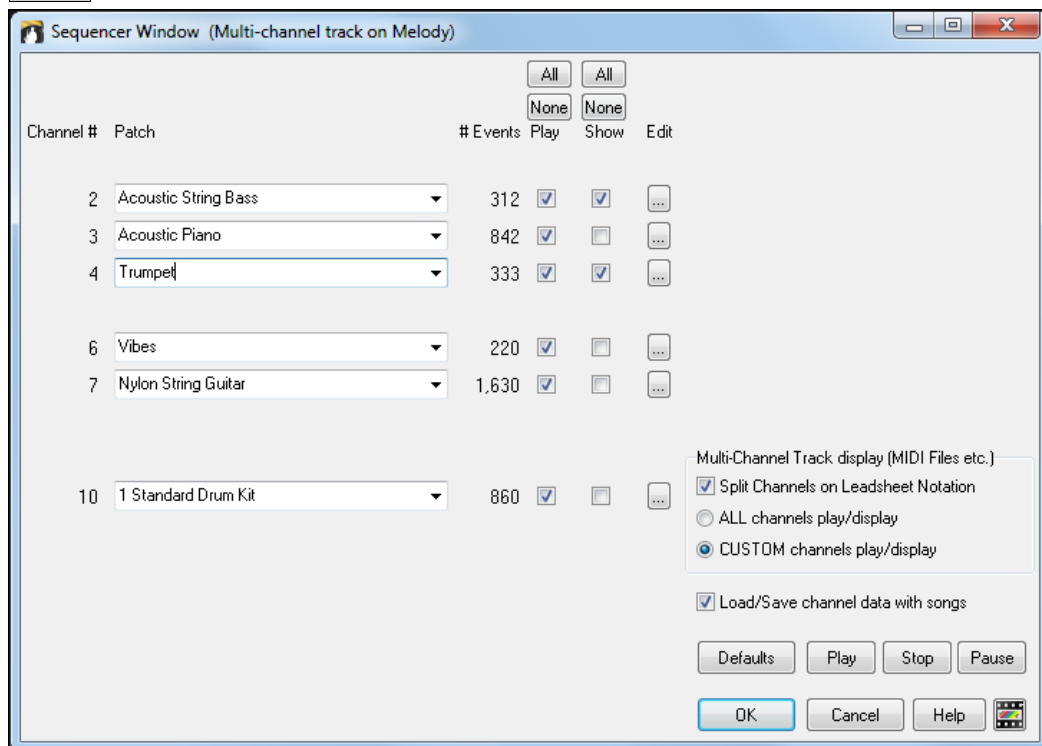
☒ CUSTOM channels play/display Set...

Note: These settings are only visible when the track type for the Melody or Soloist is set to Multi (16) – Channel.

Select “CUSTOM channels play/display” and press the **[Set...]** button to launch the **Sequencer Window (Multi-channel track on Melody/Soloist)** dialog. Then you can customize which channels will play and display.



This dialog can also be opened by clicking on the [SEQ] toolbar button on the main screen.



In the example picture, we have set Channel 2 (Bass) and Channel 4 (Trumpet) to show on the notation and have set all of the channels to play (to hear them).

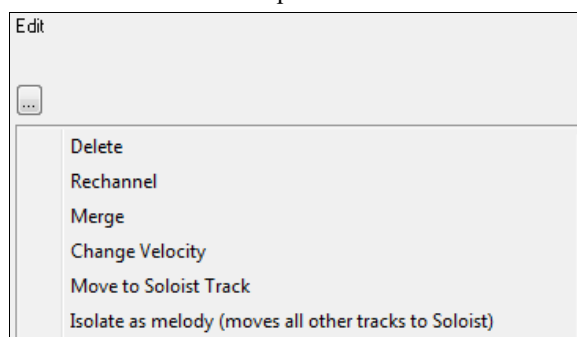


For a specific channel, (e.g. channel 3: piano), we see the following information.

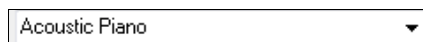
Channel 3: Acoustic Piano (this is the patch name found on the track).

842: There are 842 events in the track; usually every note is an event.

We have customized the piano track so that it can be heard (play=true), but not seen in notation (Show=false).

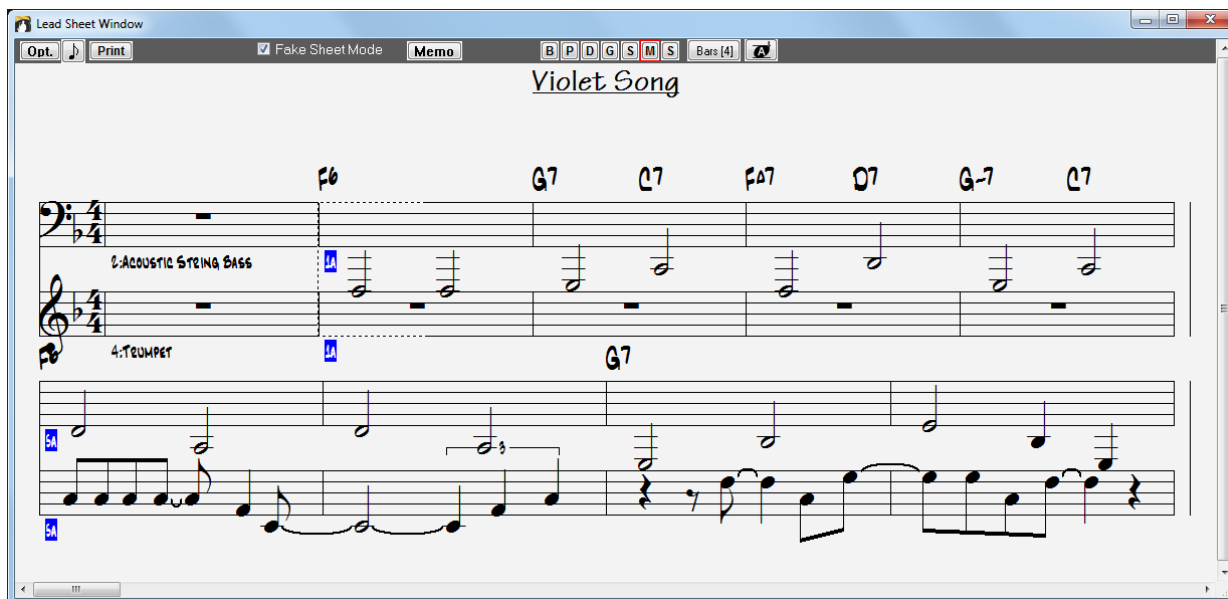


There is a small button at the right of the track line that allows you to delete, rechannel or merge the channel with another channel.



You can also change the patch (instrument) for that track by using the instrument patch combo box.

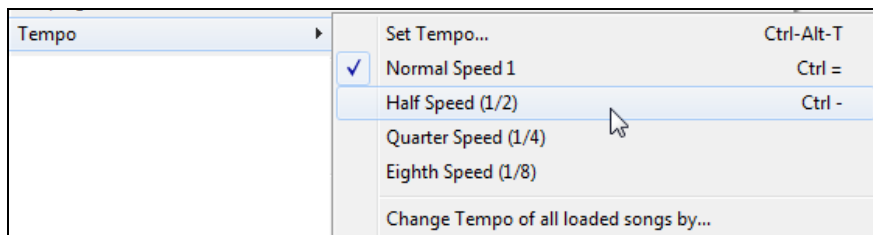
Now that we've customized the display, we are seeing bass and trumpet on the notation, and hearing the entire track.



Digital Audio Features

File | **Open Special..** | **Open Audio (WAV, WMA, MP3, WMV, CDA)...** There is a *File* | *Open Special* | *Open Audio* command, to open WAV, WMA, MP3, WMV, or CD Audio files. Once opened, you can play the Audio track along with a Band-in-a-Box song.

Open an MP3/WAV/WMA or audio CD track, and play back at 1/2, 1/4, or 1/8 speed without affecting pitch. This is great for transcribing or analyzing audio. To play it at a slower speed, choose the desired speed on the *Edit* | *Tempo* menu.



The digital audio capability offered in Band-in-a-Box enables you to combine MIDI music with live digital audio recordings of voice and live instruments in a fully produced arrangement.

It also offers the ability to render a MIDI or MIDI+AUDIO composition into a single digital audio wave file. This file can then be converted into a CD-Audio or streaming Internet audio file.

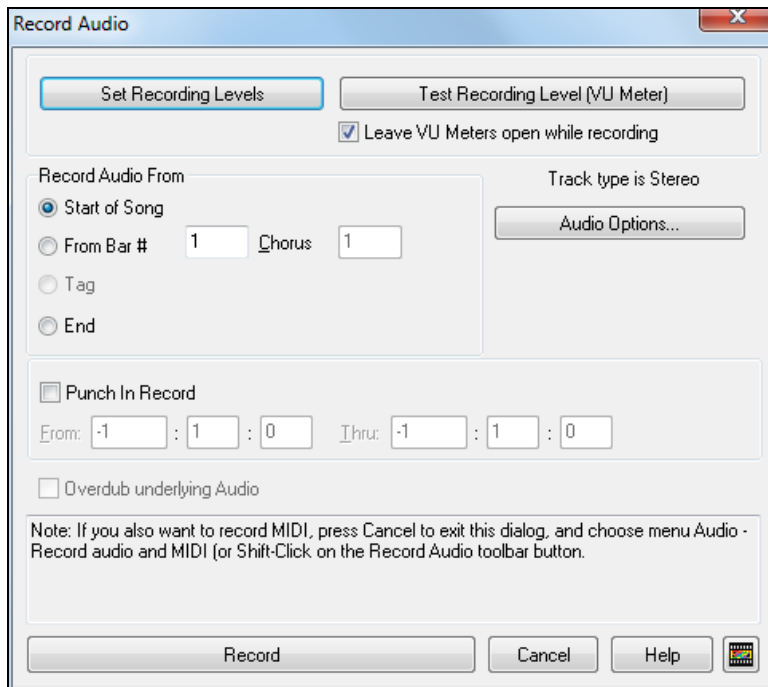
Digital audio features are fully described in the [Chapter 11](#).

Record a Vocal or Any Live Instrument

To start recording audio, plug your instrument or microphone into the computer's sound card. The Line Out from electronic instruments or amplifiers can be plugged directly into the Line In jack. To record your voice, or an acoustic instrument such as a flute, plug a microphone into the Mic jack.



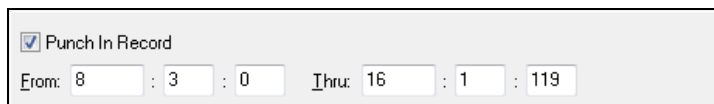
Open the **Record Audio** dialog with the **[Record Audio]** button. This dialog lets you set the parameters for the recording session.



You can adjust recording levels from this dialog with the **[Set Recording Properties]** button.

Once you have set the recording properties and tested the recording input levels, recording is easy. Simply tell Band-in-a-Box the place in the song where you want to start recording, whether or not you want to record the MIDI data along with your acoustic instrument, and press **[Record]**. If you choose to start recording from the beginning of the song, Band-in-a-Box will start with a lead-in count before the music starts playing. If you are starting from elsewhere in the song, recording starts instantly.

Punch-In Recording

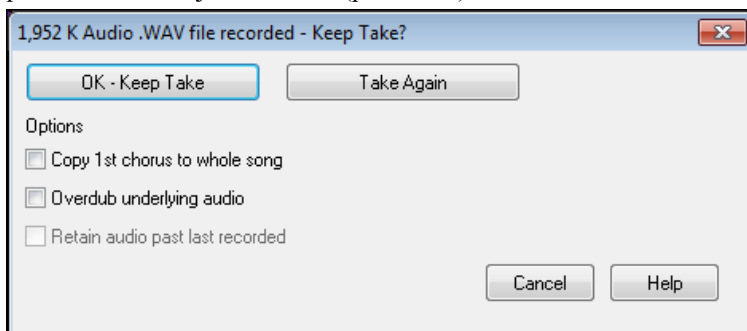


Punch-in audio recording allows you to punch-in record or overdub a section of audio. You can hear the existing audio part when you are overdubbing.

To select a punch-in range, open the Audio Edit window and highlight the punch-in section. The highlighted range will set the From: and Thru: values for Punch-In Record.

Press the **Esc** key or click on **[Stop]** to stop recording. Band-in-a-Box will prompt you to keep the take or take again.

When you get a take you like, press the **[OK – Keep Take]** button to save your recording. Use the Options to record one Chorus and then copy it to the whole song, to overdub underlying audio on the track, and to retain audio past the new take just recorded (punch out).



Add Audio Harmonies

You can apply a harmony to the audio part – allowing you to automatically create up to 4-part vocal harmonies from your singing. And don't worry if your singing is not in perfect tune, Band-in-a-Box can now "fix" vocals to the correct pitch - automatically!

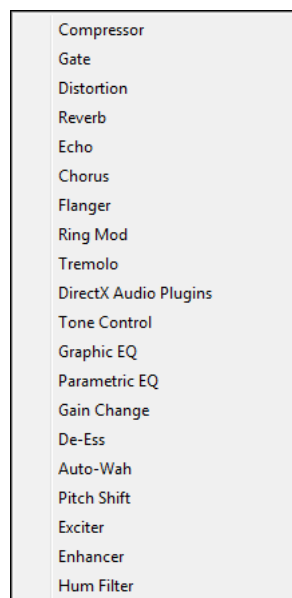
To use the audio harmony feature with the world-leading TC-Helicon Vocal Technologies engine, go to the menu *Audio* or *Harmony* and select *Audio Harmonies & Pitch Tracking (TC Helicon)*. To use the built-in audio harmony feature, go to the menu *Audio* or *Harmony* and select *Audio Harmonies, Pitch Tracking, Fix Tuning (Audio Edit)*.

Audio Harmonies, Pitch Tracking... (TC Helicon)

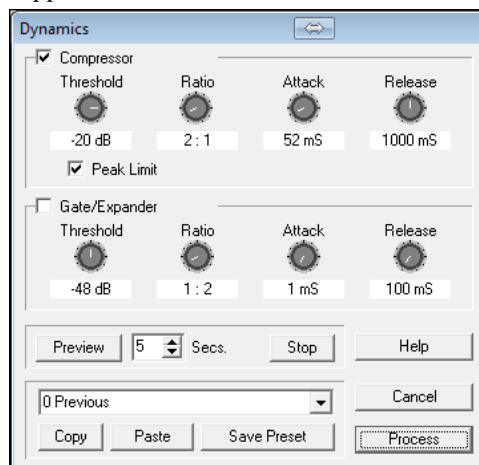
Audio Harmonies, Pitch Tracking, Fix Tuning... (Audio Edit)

The audio harmony features are fully described in the [Working with Audio chapter](#).

Add Audio Effects



You can add professional audio effects like reverb, echo, and compression by choosing a plug-in from the *Audio* menu (*Audio | Plug-in*). Band-in-a-Box comes with a large selection of high quality audio effects built-in, and DirectX plug-ins are supported.



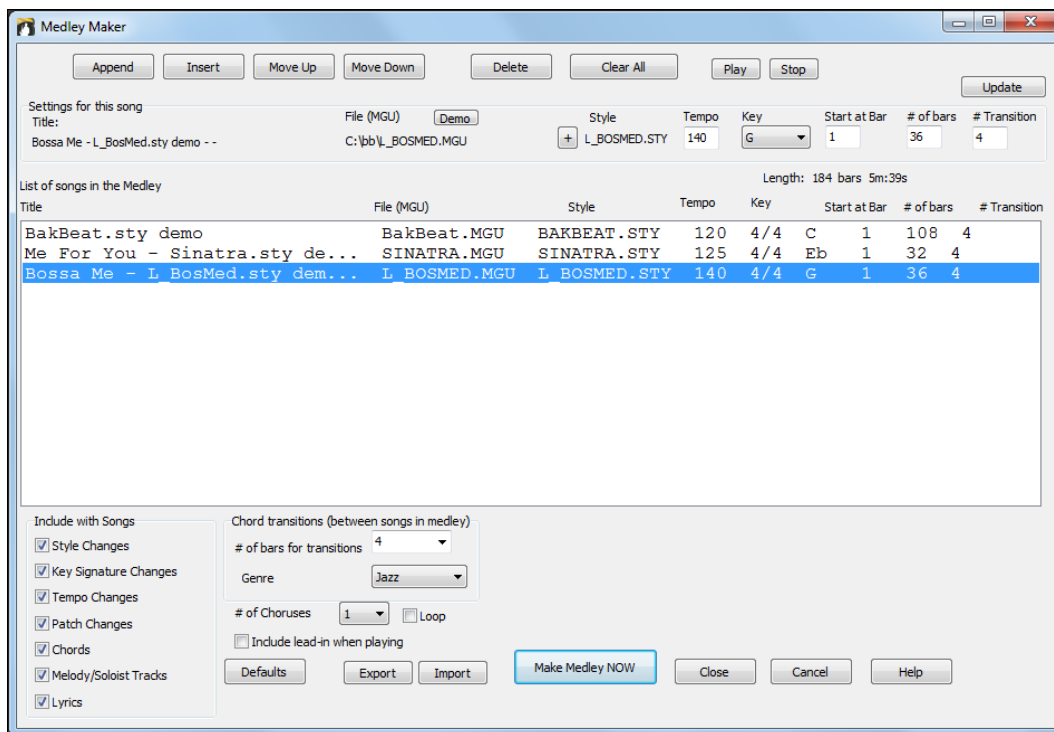
The plug-ins apply audio effects or utilities such as compression to the already recorded audio part. A typical plug-in dialog is shown. The **[Preview]** button will play a short sample of the processed track, and the *Edit | Undo* command will restore the original track if applied before another edit is performed.

The Medley Maker

Would you like Band-in-a-Box to make a medley of various Band-in-a-Box songs (MGU)? This is easily done with the **Medley Maker**. Inside the **Medley Maker**, simply select the songs that you want, and Band-in-a-Box will make the medley for you.



To open the **Medley Maker**, click on the **[Song Form]** menu button on the Tools toolbar and select *Medley Maker* in the menu, or choose *File | Import | Medley Maker*.



A medley is not simply joining songs together. A good medley uses a “transition” area between songs to introduce the new style, key, and tempo. The Medley Maker automatically creates a nice transition area for you, writing in chords that would smoothly modulate to the next song, style, key, and tempo!

To make a medley,

- add songs by pressing the **[Append]** or **[Insert]** button.
- remove songs using **[Delete]**.
- change the order of the songs using **[Move Up]**, **[Move Down]**.
- for any song, customize using the “Settings for this song” group box, including changing the style, tempo, key, start bar, # of bars, and # of transition bars. Press **[Update]** after customizing to see your changes in the medley list.
- choose the type of information to include with your medley (styles, key signature changes, lyrics, etc.) in the “Include with Songs” group box
- choose a number of transition bars (the default is 4). Transition bars are automatic bars of chords inserted by Band-in-a-Box to transition from one song to the other, generating an “outro” and an “intro” between songs.

Press the **[Make Medley NOW]** button to generate a medley.

The maximum size of the medley is 255 bars (about 7 minutes).

Length: 120 bars 6m:34s

The current size and time of your medley is displayed in the Length label.

of Choruses 1

You can have multiple choruses, so if you had 3 choruses of a 250-bar medley, it would last 750 bars.

Tip: Your medley will use RealDrums if you have RealDrums enabled. If so, you should keep the various tempos of the songs within a close range. Because the quality of the RealDrums stretching would go down if a song in the medley had a much lower tempo than the previous one, it is tempos that slow down to avoid.

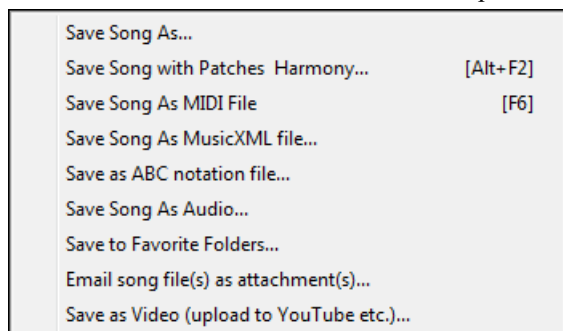
Saving Songs



Once you have made a song (or have made changes to a song), you will probably want to save the song by clicking on the **[Save]** button. Or choose *Save* from the *File* menu, or press **F2**, or **Ctrl+S**.



Use **[Save As]** to save a song with a different name or in a different location. (Songs that are “Saved As” with a different name have the new name added to the **Recently Played** song dialog.) The **[Save As]** button menu includes additional options for saving a song.



Save Song with Patches & Harmony (Alt+F2) allows you to save a song with custom patch selections plus volume, reverb, bank, harmony, soloist and RealDrums. You can also choose to freeze tracks when saved. See the following topic, Saving Song Settings.

Songs will always be saved with last file extension letter of “U,” regardless of whether they are made with a built-in style or not. For example, if you make a song with ZZJAZZ.STY as the style (one of the 24 built-in styles), early versions of BB would save the song as MySong.MG1, where the “1” indicates Style #1 – ZZJAZZ. Now it is saved as MySong.MGU. Older songs loaded in with .MG1 will still be re-saved as MG1 to prevent duplicate song files.

Note: Make sure you remember to save your songs as Band-in-a-Box song files (not only as MIDI files). The Band-in-a-Box song files contain the names of the chords, etc. and are much smaller than MIDI files.

If you have an audio file associated with the song, the audio portion will be saved separately, and will be called MySong.WAV.

Saving Song Settings

By default, all settings are saved with songs unless the “Save all Settings with Songs” box is unchecked (off) in the **Assign Instruments and Harmonies to Song** dialog (**Alt+F2** or *File | Save Special | Save Song with Patches & Harmony*).



This includes RealTracks, RealDrums, and RealTracks solos as well as Patches, Volume, Audio and MIDI Reverb, Tone, Panning, Bank, Harmony (both Melody and Thru), and the Soloist.

If you have some custom items that you don’t want to save with the song, you can uncheck the “Save all Settings” box and use this dialog to save only the settings you want to keep.

On?	Patch	Frozen
<input checked="" type="checkbox"/> Bass	33 Acoustic String Bass	<input type="checkbox"/>
<input checked="" type="checkbox"/> Piano	1 Acoustic Piano	<input type="checkbox"/>
<input checked="" type="checkbox"/> Drums	1 Standard Drum Kit	<input type="checkbox"/>
<input checked="" type="checkbox"/> Guitar	25 Nylon String Guitar	<input type="checkbox"/>
<input checked="" type="checkbox"/> Strings	50 Slow Strings	<input type="checkbox"/>
<input checked="" type="checkbox"/> Melody	57 Trumpet	<input type="checkbox"/>
<input checked="" type="checkbox"/> Soloist	27 Jazz Electric Guitar	<input type="checkbox"/>
<input checked="" type="checkbox"/> Thru	0 < No Patch Change >	<input type="checkbox"/>

☒ Save all Settings with Songs
☐ For this song only, force MIDI drums
☐ Save/Load Thru settings with songs
☐ For this song only, use this RealDrum style
 RD
☐ For this song, choose different ^variations w/ each play

Buttons: Save, Close, Cancel, Help, Fill w/ Patches, Show Patch List, Zeros, All Zeros

To save certain patches with a song:

- Choose the patch (instrument) that you would like from the dropdown patch list. Leave the other instruments at = 0 for no patch change. Remember that the General MIDI numbering system is always used for instruments.
- or
- Press the **[Fill w/Patches]** button. This will fill the patch number boxes with the current patch settings showing on your main screen instrument panel.

Use the checkboxes to choose which instruments you would like to save and whether you would like to save the Melody and Thru harmony assignments and the Soloist selected to play on the song. You can also save the instruments as “On” or “Off” for each song. For example, you could have a song with no piano part.

Tip: You can optionally save these kinds of settings with your songs for added realism. You can, for example, make a song with the piano a little quieter than usual, or add reverb to the melody patch, or pan the bass to one side, etc.

Use the “Frozen” checkbox to put the track into a frozen state where it gets saved with the specific arrangement and won’t be overwritten by Band-in-a-Box. You can still edit the frozen tracks.

Select the “For this song only, force MIDI drums” checkbox if you always want MIDI drums, not RealDrums, used with the song.

Select “For this song only, use this RealDrum style” to assign a specific RealDrums style to your song. Press the **[RD]** button to choose the RealDrums style.

This dialog is usually used in *combination* with and not *instead* of saving a song. To save a song with this embedded information to your hard drive, you therefore:

- Choose **File | Save Special | Save with Patches and Harmony (Alt+F2)**.
- Choose the patch and other settings that you want to embed.
- Press the **[Save]** button to save the song to disk.

Note that if you have set a MIDI patch for one of the instrument parts (bass/drums/piano/guitar/strings) and you load in another style, Band-in-a-Box will overwrite your patches with the style patches. If it didn’t do that, you would be stuck with the same patches regardless of the style. So, if you want a certain patch for a track, set it *after* you have loaded in the style that you want.

Saving Frozen Tracks

Any track can be frozen (MIDI or RealTrack). When frozen, it won’t get changed or re-generated. This saves time when replaying previous songs and allows you to freeze an arrangement that you like. If you freeze the whole song, you don’t have to wait at all for the song to regenerate. Next time you play, it is ready to go.

All tracks can be edited and saved. MIDI tracks for bass, drums, piano, guitar and strings can be edited, and saved with the file. If you freeze a track, edits can be still made to it, because it is only frozen from Band-in-a-Box making changes to it (you can still edit it), so that the MIDI track will be saved to the file. So, you can customize the bass part to match a certain song, and save it with a frozen bass part, so that Band-in-a-Box won't overwrite your edits. This includes RealCharts – if you wanted to edit the notation of a RealTracks solo for example.

To edit a MIDI track (bass, drums, piano, guitar, strings), or the MIDI part of a RealTracks that has a RealChart (MIDI transcribed solo), simply open the Notation window or Piano Roll window and click on the track and edit it. Make sure to Freeze the track by pressing the **[Freeze]** button and choosing Freeze for that track, or right-clicking on the instrument at the top of the screen and choosing Freeze. Now your edited tracks will save with the song.

Email Song as Attachments

You can email a song (.MGU or .SGU), style (.STY and .STX) or rendered audio file (m4a, wma, wav, or mp3) as attachments.



Press the **[Save As]** button and choose *Email song file(s) as attachment(s)* to open the **Email Song** dialog.

Email Song

☒ Attach song file: C:\bb\Demos\MIDI Style Demos\Styles00\ZZJAZZ.MG1

☒ Attach style file: C:\bb\STYLES\ZZJAZZ.STY

☐ Attach Audio track: C:\bb\Demos\MIDI Style Demos\Styles00\ZZJAZZ.wav

Attach rendered audio file: None

Send Email Cancel

The dialog allows you to choose what files you want to email:

- the song (.MGU or .SGU)
- the style (.STY and .STX)
- a rendered audio file (choice of m4a, wma, wav, mp3)

Saving as Video and Upload to YouTube

You can save your song as a video that you can upload to YouTube or work with in video programs. You can make a video for the Chord Sheet or the Notation window that shows the highlighted chords or notes moving as the song plays.



To use this feature, press the **[Save as]** button and choose *Save as Video* from the pulldown menu.

Make Chordsheet Video

Chord Sheet ☒ Custom dimensions: 720p: 1280x720

Width: 1280 Height: 720

Frames Per Second: 10 Codec: CVSM: MS-CRAM

☒ Include Title: ☐ Scroll Ahead

Afternoon Tea - ZzJazz.sty demo - -, Bb, 140bpm, 2:51, 32 bar chorus(x3), from bar 1 to bar 32. ZZJAZZ.STY (Jazz Swing Style)

OK - Render Video Upload to YouTube Show Video File

Cancel Rendering Close

Chord Sheet

Chord Sheet

Bass

Piano

Drums

Guitar

Strings

Trumpet

Soloist

Choose the item (Chord Sheet or Notation track) to include in a video.

Enable “**Custom dimensions**” if you want to choose the width and height of the video. If this is disabled, the video dimensions will match the Chord Sheet as it appears.

A higher number you set for “**Frames Per Second**” will result in a large file and the rendering process will take longer.

You can select a specific “**Codec**” to encode the video. If “Auto” is selected, Band-in-a-Box will choose a compatible codec.

If “**Include Title**” is enabled, the video of the Chord Sheet will have a black bar at the top containing the title shown below.

The “**Scroll Ahead**” option makes video of the Chord Sheet scroll so the bar that is currently playing will always be at the top of the video (i.e., more bars ahead will be visible).

Click on the **[OK - Render Video]** button to start rendering the video. The video will continue to render unless you press the **[Cancel Rendering]** button. When the rendering is done, a message will show and you will be able to press the **[Upload to YouTube]** or **[Show Video File]**.

Note: A special use of this feature is to combine a video RealTracks with the corresponding notation in a single video. This creates an educational video, which shows the actual performance with notation/tab, playing over your chord progression! To do this, right-click on the Master button or one of the track buttons at the top of the main screen and select *Render Video(s)* from the menu.

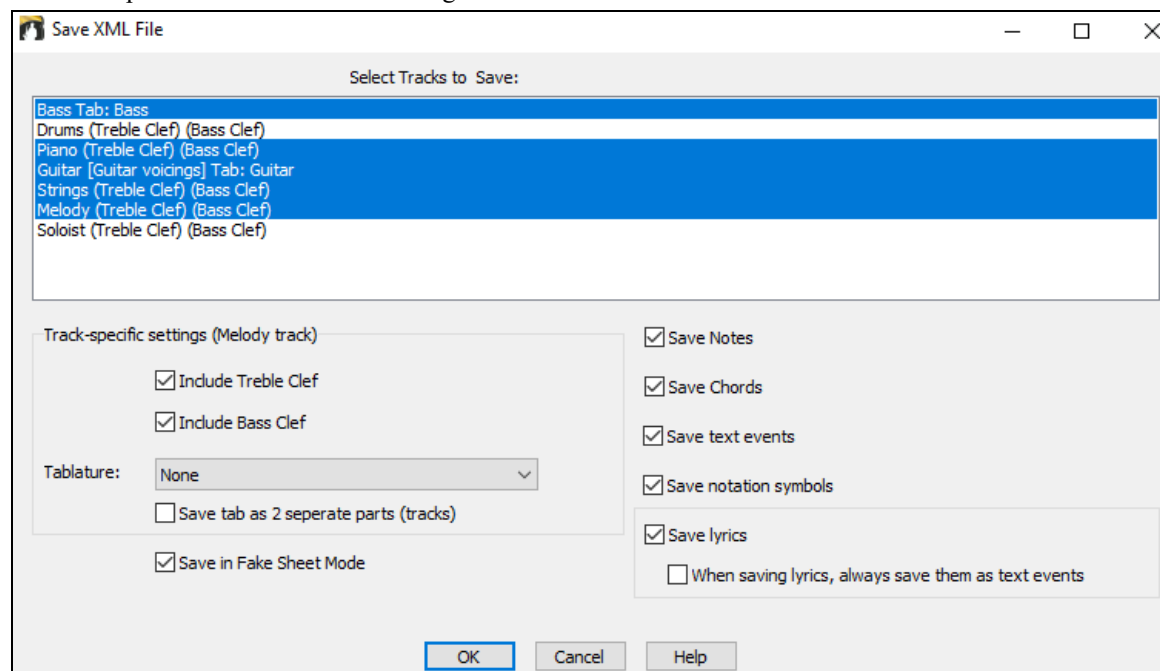
Saving Song as MusicXML

Band-in-a-Box supports MusicXML so you can easily export your Band-in-a-Box songs into notation programs such as Finale, Sibelius, and Guitar Pro, while retaining the chords from the Band-in-a-Box song.

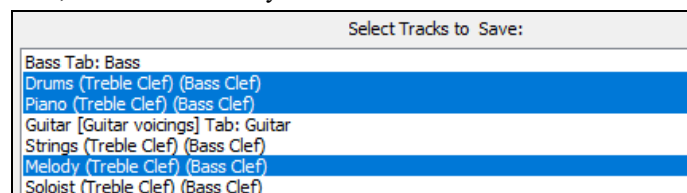


To save the song as a MusicXML file, press the **[Save As]** button and select *Save Song as MusicXML file* or go to menu *File | Save Special | Save Song as MusicXML file*. When **BB File Save** dialog opens, specify a file name and the location, and press the **[Save]** button.

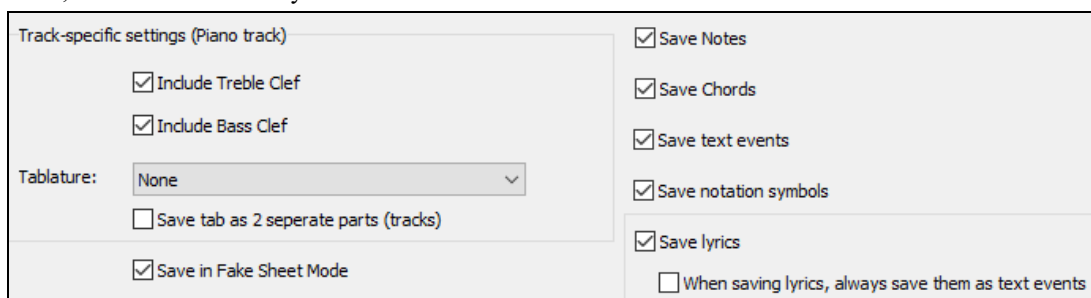
This will open the **Save XML File** dialog.



First, select a track that you want to save in the XML file. To select multiple tracks, **Ctrl**+click on the track.



Then, select elements that you want to save in the XML file.



The “Track-specific settings” area lets you choose which clef to include for each track.

There is also an option to include a tablature.

The “Save tab as 2 separate parts (tracks)” option will save two parts: one for a notation track and the other for a tablature.

If you enable the “Save in Fake Sheet Mode” option, repeated sections will be hidden.

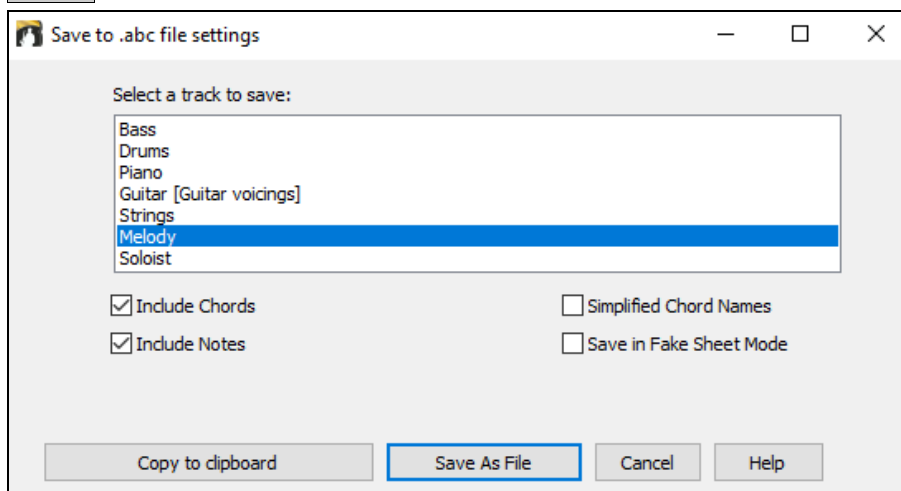
Press [OK], and the file will be ready to be opened in your notation program.

Saving Song as ABC Notation File

ABC notation is the simple text-based notation system used by musicians worldwide to store chords, melody, and lyrics of songs. You can find out more information about the songs and ABC notation at abcnotation.com.



To save the song as an ABC Notation file, press the **[Save As]** button and select *Save as ABC Notation file* or go to menu *File | Save Special | Save Song as ABC Notation file*.



Select a track to save

Click on the track that you want to save in the file. This applies if “Include Notes” is enabled.

Include Chords

Check this to save chords in the file.

Include Notes

When this option is checked, notes on the selected track will be saved.

Simplified Chord Names

When this is enabled, complicated chords will be written as simplified names. For example, D7#5#9 will be written as D7.

Save in Fake Sheet mode

Enable the fake sheet mode if you want to save repeats and endings in the file.

[Copy to clipboard]

Pressing this button will copy the file to the clipboard. You can then paste it into other programs.

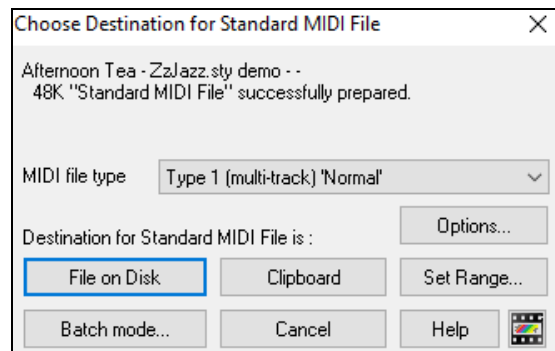
[Save as File]

Press this button, and then you type a name and select the destination in your hard drive.

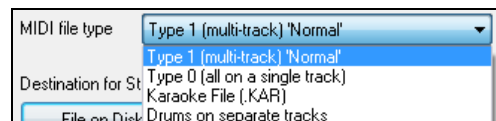
Saving MIDI and Karaoke Files



Your Band-in-a-Box songs can be saved as Type 0 and Type 1 MIDI files as well as Karaoke files and General MIDI lyrics. Click on the **[.MIDI]** button or press **[F6]** key to launch the dialog.



Select the type of MIDI file you want to save in the dropdown “MIDI File type” combo box.



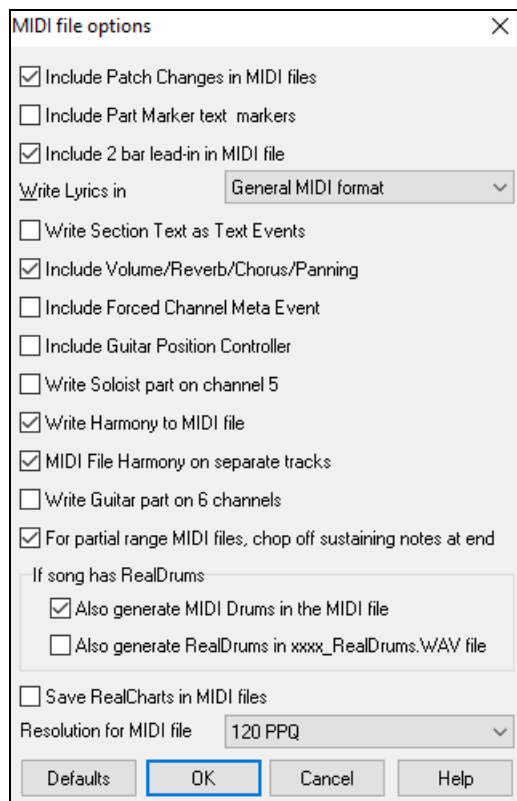
By default, Band-in-a-Box writes Type 1 multiple track Standard MIDI Files. You can also save Type 0 MIDI files, they have all of the parts on a single track and are used by many hardware modules and other devices that play MIDI files because they are simpler to play (since they only have 1 track).

Karaoke files (.KAR) are a special type of sing-along MIDI file with text events for the lyrics and a specific order for the tracks. There is an option to write the MIDI file with separate tracks for each drum instrument. In the “MIDI File type” combo box, select “Drums on separate tracks.”

MIDI File Options

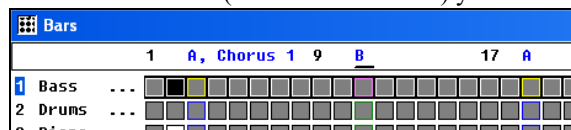


Use this button to set custom MIDI file settings in the **MIDI file options** dialog. This dialog is also available from the **[MIDI File]** button in the **Preferences** dialog (*Options | Preferences*).



Include Patch Changes in MIDI files will include the patch (instrument) changes.

Include Part Marker text markers writes descriptive text part markers to the MIDI file if selected. If “Include Part Marker text markers” is selected the resulting MIDI file will have text markers. Then, in PowerTracks Pro Audio or RealBand (in the Bars window) you will see the descriptive text markers.



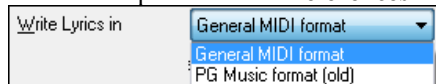
For example, at bar 3, there is an “A, Chorus 1” marker, to indicate a part marker “a” substyle and chorus 1. Text markers are also read in from MIDI files and displayed as Section Markers on the Notation.

Include 2 bar lead-in in MIDI file

If you don’t want to create a MIDI file containing the first 2 bars of the 1—2—1-2-3-4 count-in you can select this option. If there is a Melody pickup, then the 2-bar lead-in will remain in the file.

Write Lyrics in General MIDI format

The GM specification has agreed upon specific requirements for writing lyrics in MIDI files, which are supported, so that lyrics that you save in Band-in-a-Box should show up identically in other MIDI programs. This is one of the MIDI File options in the **Preferences** dialog. We recommend the GM format.



Write Section Text as Text Events

Your section text can be included in the MIDI file as text events.

Include Volume/Reverb/Chorus/Panning

This will include the volume, reverb, chorus, and panning settings that you have made in the Band-in-a-Box synth window in your MIDI file.

Include Forced Channel Meta Event

This will include the forced channel META event. It is recognized by PowerTracks Pro Audio and other PG Music Inc. programs only.

Include Guitar Position Controller

This will insert a controller 84 which PG Music uses to indicate the fret position. Since some synths also use this for Portamento Control, you should use this setting with caution.

Write Soloist Part On Channel 5

Normally the program writes the Soloist part on channel 8. Since that could also mean the left hand of a piano track using the convention of channel 8/9 for piano, this option allows you to write it on channel 5 instead.

Write Harmony To MIDI File

If set to YES, the harmony will be written to the MIDI file. If not, just the melody will be written to the MIDI file.

MIDI File Harmony on separate tracks

If set to YES, the harmony will be written to the MIDI file on separate tracks for each voice. You could use this to print out individual parts to your printer for example.

Write Guitar part on 6 channels

If set to YES, the styles that are Intelligent Guitar Styles will result in a MIDI file that has the Guitar part written on 6 channels (11-16). Then, when you read it in PowerTracks, or another sequencer that uses the convention of 11-16 for guitar strings, the guitar part will display correctly.


For partial range MIDI files, chop off sustaining notes at end turns off notes that would be “hung” because their associated Note Off event does not fall within the range of bars saved to the MIDI file.

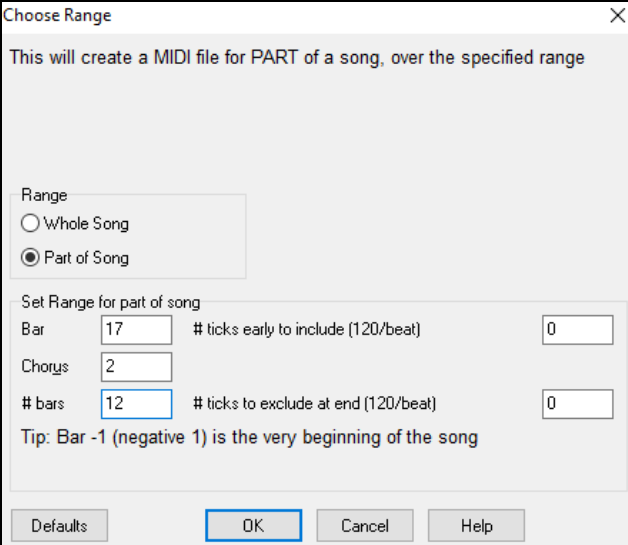
If song has RealDrums

Also generate MIDI Drums in the MIDI file can be unchecked if your song uses RealDrums and you don’t want MIDI drums included in the MIDI file.

Also generate RealDrums in xxxx_RealDrums.WAV file saves the RealDrums (which are audio) as a separate wave file. This allows you to easily import the entire Band-in-a-Box song into another program for editing.

Set range of bars for MIDI files


 When making a MIDI file, you can select a range of bars to be included. Highlight any range of bars, and the MIDI file will be made for just that range.



The dialog box titled "Choose Range" has a close button (X) in the top right corner. Below the title bar, it says "This will create a MIDI file for PART of a song, over the specified range". There are two radio buttons under the heading "Range": "Whole Song" (unselected) and "Part of Song" (selected). Below this, under the heading "Set Range for part of song", there are four input fields: "Bar" (17), "# ticks early to include (120/beat)" (0), "Chorus" (2), and "# bars" (12). To the right of the "# bars" field is another input field for "# ticks to exclude at end (120/beat)" (0). At the bottom, there is a tip: "Tip: Bar -1 (negative 1) is the very beginning of the song". At the very bottom are four buttons: "Defaults", "OK", "Cancel", and "Help".

For example, you could select Chorus #2 if that is the chorus that you want.

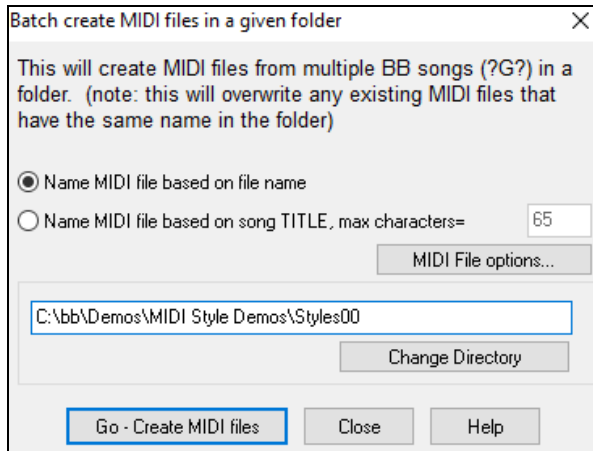
The resultant MIDI file will be made from the selected range.

 Alternatively, without selecting a range on the Chord Sheet, you can make a MIDI file for a partial range by pressing the MIDI file button, and then the “Set Range” button.

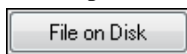
Batch convert a folder of songs to MIDI files

You can convert an entire folder of Band-in-a-Box songs to MIDI files with a single command and choose the resultant file names to be based on either the file name or the song title name.

 Press the **[Batch mode]** button in the MIDI file dialog to access this feature.



Save Options



[File on Disk] saves a MIDI file to your hard drive or floppy disk. You can then load the MIDI file into your sequencer for further editing.



[Clipboard] copies the MIDI file to the Windows® clipboard as a standard MIDI file. This feature allows clipboard enabled programs to *Edit | Paste* the Band-in-a-Box MIDI file directly into the program. For example, you can clipboard-paste Band-in-a-Box MIDI data to PowerTracks Pro Audio, CakeWalk, Musicator, etc.

The Melody/Soloist (with harmonies) will be written to the MIDI file. If you've set a Melody or Soloist/Thru Harmony, that MIDI data will be written to the MIDI file also. See the settings in the *Options | Preferences* dialog to control how the harmony is written to a MIDI file.

The Chord Sheet part markers are written to the MIDI files. They can be read by PowerTracks Pro Audio and by Band-in-a-Box if re-importing the MIDI file with the Chord Wizard.

Recording to External Hardware Sequencers

Many people use Band-in-a-Box in live situations. If you are unable to bring your computer with you, a good alternative is a hardware sequencer or a keyboard with a built-in sequencer that reads Standard MIDI Files. To transfer songs to the Sound Brush, follow these simple steps:

- Make a MIDI file of the song by pressing the button.
- Either save the file directly to a floppy disk or copy it to the floppy from your hard drive.
- The Sound Brush is then able to read the IBM formatted disk with MIDI files on it.

MGX Files

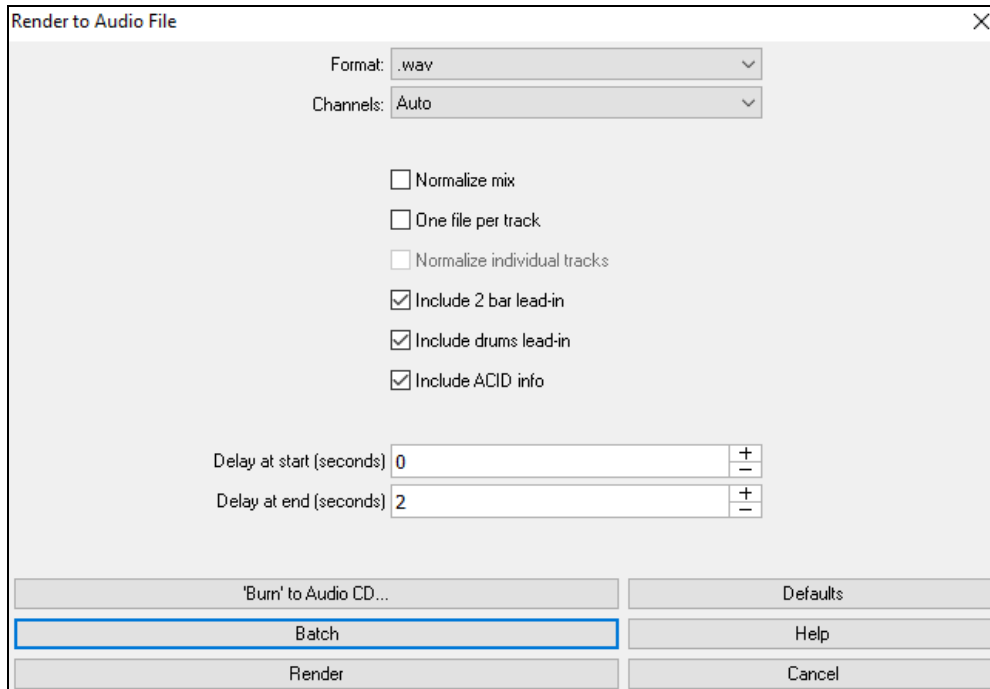
When a MIDI file is loaded onto the Melody (or Soloist) track, the Track Type for the Melody (or Soloist) gets set to Multi-Track. When the file is saved, the extension will be MGX, allowing you to easily identify the Band-in-a-Box songs that you have that contain entire MIDI files.

Saving Audio Files

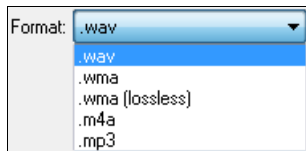
If you have recorded an acoustic instrument, Band-in-a-Box can render the MIDI data to an audio file and merge it with your live audio recording to produce a complete digital audio file.



Press the **[.WAV]** button and choose *Export Song as Audio File* from the menu. This will open the **Render to Audio File** dialog.



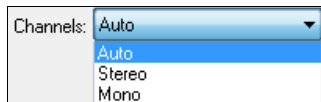
Format



Select the format of the audio file: WAV, WMA, WMA (lossless), M4A, or MP3.

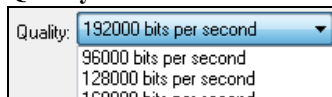
Note: If you are using Windows® XP or Vista, the M4A option requires Apple® QuickTime® Library for Windows®, available from www.apple.com.

Channels



When “Auto” is selected, individual tracks will be rendered as either mono or stereo, depending on the original source. You can also force to render all tracks as stereo or mono.

Quality



The bit rate selection is available for compressed audio files (WMA, M4A, and MP3).

Normalize mix

Enable this option if you want the audio file normalized. Normalizing boosts the volume to a maximum level without distortion, but it takes longer to render.

One file per track

If this option is enabled, you will get separate audio files, one for each track.

Normalize individual tracks

Enable this option if you want each track normalized individually. This applies if the “One file per track” option is enabled or when you drag and drop an individual track out of Band-in-a-Box.

Include 2 bar lead-in

If this option is disabled and there is no lead-in in the Melody track, the lead-in will be skipped in the rendered file.

Include drums lead-in

Enable this if you want to include the drum count-in the rendered file.

Include ACID info

If you are rendering to a WAV audio file, you can include ACID information such as tempo, key, and time signature. The ACID information can be read by many DAW programs.

Delay at start (seconds)

This allows you to add silence in seconds at the start of the audio file.

Delay at end (seconds)

You can also add silence in seconds at the end of the audio file.

[Burn to Audio CD]

This button will open the MiniBurn program, which allows you to burn your own CD.

[Batch]

This button allows you to render all songs in a folder to audio files.

[Render]

To render the song, press this button and select the name and destination for the audio file.

Batch convert a folder of songs to audio files (MP3, WAV, or WMA)

Do you need to convert an entire folder of Band-in-a-Box songs to audio files? This can be done easily by a single command with an option to name the resultant audio files based either on the original file name or the song title name.

Press the **[Batch]** button in the **Render to Audio File** dialog to open the **Batch create audio files** dialog.

Batch create audio files (WAV/WMA/MP3) in a given folder

This will create audio files from multiple BB songs (?G?) in a folder. The files will have _Render added to the file name. (eg. MySong.MGU will be called MySong_Render.WAV)

☒ Name audio file based on file name
☐ Name audio file based on song TITLE, max characters= 65

Suffix to add to filenames: _Render

C:\bb\Demos\MIDI Style Demos\Styles00
Change Directory

Audio File Type
☒ .WAV file
☐ .WMA file (Windows Media)
☐ .MP3 file
☐ Also write WAV files

☒ Reset synth after each file

Go - Create audio files Close Help

Select the folder that you want to use (e.g. *C:\bb\my songs*).

C:\bb\my songs
Change Directory

Add a suffix for each file name.

Suffix to add to filenames: _Demo

For example, if the suffix is `_Demo`, then `MySong.MGU` will render as `MySong_Demo.WAV`.

Choose whether you want the filenames to be based on the filename or the song title.

☐ Name audio file based on file name
☒ Name audio file based on song TITLE, max characters= 65

Audio File Type
☐ .WAV file
☐ .WMA file (Windows Media)
☒ .MP3 file
☐ Also write WAV files

Select the file type for the output file from the “Audio File Type” group box. When rendering to WMA or MP3 files, there is an option to also write WAV files.

☒ **Reset synth after each file** This option resets the DXi synth after each render. This ensures that no audio (stuck notes etc.) from previous file is retained.

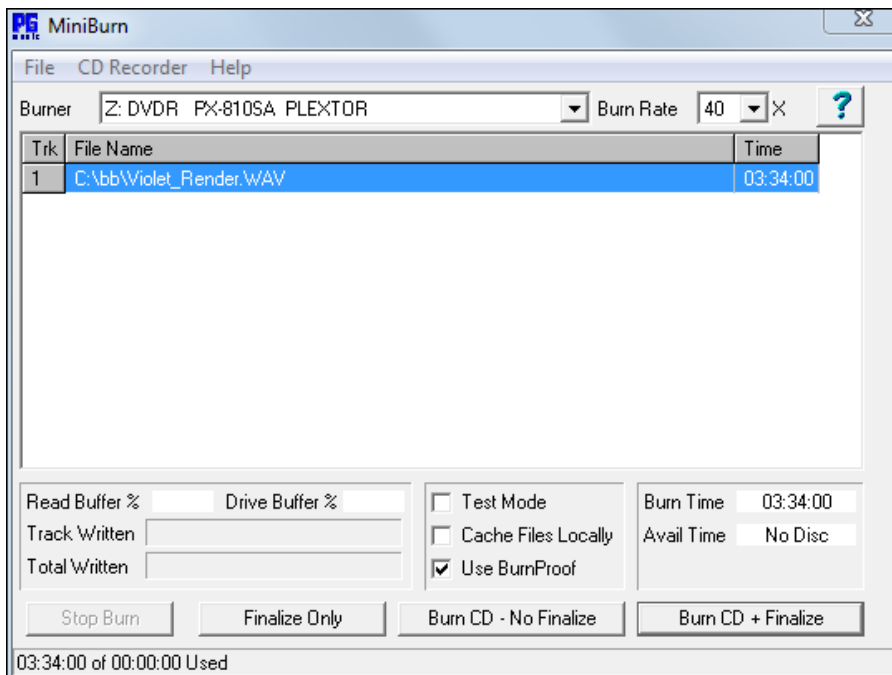
Press the **[Go - Create audio files]** button to render all of the Band-in-a-Box files in the folder to the selected audio format.

There is a Cancel button in the Batch Rendering dialog.

Burn your own Audio-CD

Press the **[Burn to Audio CD]** button in the **Render to Audio File** dialog to launch the **MiniBurn** program and burn your wave file to a CD, which will then play in a standard CD player.

Note: This feature uses your computer's CD or DVD drive. If your drive is not recognized by MiniBurn you may need to download and install the latest drivers from the manufacturer's web site. As an alternative, you can always burn the rendered Band-in-a-Box file to disc using the software supplied with your CD/DVD drive or with Windows® Media Player.



If launched from Band-in-a-Box, the current BIAB song has automatically been added to the Burn List. If MiniBurn is running standalone, you must add Wave files to the Burn List.

Burn List

Burn list files are displayed in MiniBurn's central file list region.

Column 1- Track Number

Column 2- Path and name of Wave files

Column 3- Play time of each Track, formatted in minutes:seconds:frames

Burn Time indicates the sum of all the burn list track times.

Avail Time indicates the time available on the blank CD-R in the CD Burner. If no disc has been inserted, Avail Time reads "No Disc." If an unwriteable disc has been inserted (CD-ROM disc or already-finalized CD-R, CD-RW), Avail Time reads "UnWritable."

Add Files to the Burn List

Wave files can be added three ways:

1. Use the menu item *File/Add Track...*
2. Right-click on the Burn List and select "Add Track" from the pop-up menu.
3. Drag wave files into the MiniBurn window from an open Windows® folder view.

Note: Only Wave files are accepted, and Wave files must be 16 bit stereo, 44.1 K sample rate (the standard format for Audio CDs).

Remove Files from the Burn List

Files can be removed two ways:

1. Left-click to select a track, then use the menu item *File | Remove Selected Track*.
2. Left-click to select a track, then right-click on the Burn List and pick “Remove Track” from the pop-up menu.

Clear All Files from the Burn List

The list can be cleared two ways:

1. Use the menu item *File | Clear All Tracks from Burn List*.
2. Right-click on the Burn List and select “Clear All Tracks” from the pop-up menu.

Change the Order of Tracks in the Burn List

Left-click on the “Trk” column of the file you wish to move and drag the file to a new location in the list.

Audition Tracks in the Burn List

Left-click to select a track in the Burn List, then right-click and pick “Play Selected File” from the pop-up menu.

To stop playback, right-click the Burn List and pick “Stop” from the pop-up menu.

It is not necessary to stop a wave file before playing a new wave file. It is not necessary to stop playback before burning. Playback stops automatically before burning begins.

Burner Controls

Eject: Open the drive tray using the menu item *CD Recorder | Eject*. Of course, you can also press the eject button on the CD drive.

Close the Drive Tray: Close the drive tray using the menu item *CD Recorder | Close Tray*. You can also press the eject button on the CD drive, or gently push the drive tray to close it. Some manufacturers advise against closing the tray with a push.

Select a Burner

If the computer contains multiple burners, select a drive with the Burner drop-down menu. If a computer doesn’t have any supported drives, the Burner menu will be empty and burning is not possible.

Set the Burn Rate

MiniBurn automatically selects the fastest rate reported by your drive. It is typical to use the fastest rate, unless you know from previous experience that your computer doesn’t burn well at high speed. In that case, set a slower burn rate to ensure a good burn.

Test Mode Checkbox (Simulate Burn)

To test the CD Burner without actually writing a CD, turn on the Test Mode checkbox. After your PC has “proven itself” with a couple of good burns, routine testing is not necessary.

Cache Files Checkbox

If Cache Files is turned ON, MiniBurn writes an encoded temporary file before burning the CD. Unless burn errors are encountered, performance is faster with this option turned OFF. It is not usually necessary to Cache Files, but there are some situations where Caching is helpful:

1. On a very slow PC, the computer may not be fast enough to translate the wave file to CD audio while burning. Caching may be necessary to avoid errors.
2. If Burn List audio files are stored in another PC on your local network, the network transfer delay may cause errors. Caching will pre-fetch the files to your local hard disk before burning the CD.

Use Burn Proof Checkbox

Burn Proof is a technology available on many newer CD/DVD burners. With Burn Proof, it is less likely to accidentally make a bad CD. If a burner has the Burn Proof feature, the checkbox is automatically enabled and turned ON. If a burner does not have this feature, the checkbox is grayed-out and cannot be adjusted. Unless Burn Proof seems to be causing unlikely strange problems, always use this feature if it is available.

Burn CD + Finalize (Make Playable CD)

Start CD burning. This button is the preferred way to make CDs for use with standalone Audio CD Players. With the other options, “Burn CD – No Finalize” and “Finalize Only,” the tracks will typically be readable by computer CDROM drives, but all of your recorded tracks may not be visible to standalone Audio CD Players, even after the disc is finalized.

Note: If you want the disc to be playable in standalone audio CD Players, remember to use CD-R (CD Recordable) discs rather than CD-RW (CD Rewritable) discs. Most stand-alone audio CD players cannot read CD-RW discs.

Burn CD – No Finalize (allow tracks to be added later)

Audio CDs must be “finalized” before they can be recognized by the majority of stand-alone audio CD players (stereos, boom boxes, portable CD players, automobile CD Players), or television DVD players. However, many computer CD drives can play “Un-Finalized” audio CDs, so you can play them on your computer until all the songs have been added to the CD.

Use “Burn CD – No Finalize” if you wish to add tracks to an audio CD over more than one session.

Note: Be sure to use “Burn CD + Finalize” or “Finalize Only” when you add the final track(s) to a multi-session Audio CD.

When adding tracks to an “Un-Finalized” audio CD, the Available Time field displays the “empty” time remaining on the CDR (the disc currently loaded in your burner).

Example: If you have already recorded 40 minutes to a 74- minute CDR, MiniBurn will display about 34 minutes of Available Time. Take care not to add more tracks than will properly fit on the CD’s remaining empty space.

Make sure that the Total Time does not exceed the Available Time!

Finalize Only (Make Playable CD without adding new tracks)

Audio CDs must be “Finalized” before they can be recognized by the majority of stand-alone audio CD players (stereos, boom boxes, portable CD players, automobile CD Players), or television DVD players. If you have previously added tracks to a disc with the Burn CD – No Finalize function, you can finalize the disc with the Finalize Only button.

Stop Burn

Stop burning before the disc is finished.

Note: If you prematurely Stop, the CD will almost certainly be ruined.

Burning Progress

While a CD is burning, progress is indicated in the lower-left of the MiniBurn window. Progress messages are also displayed in the Status Bar at the bottom of the window.

Read Buffer %- The computer’s disk read buffer usage. If Burn Proof is not available, you may have burn errors if this drops to zero in mid-burn. In this case, try a slower Burn Rate.

Drive Buffer %- The CD Burner’s write buffer usage. If Burn Proof is not available, you may have burn errors if this ever drops to zero. In this case, try a slower Burn Rate.

If a bona-fide buffer under-run actually occurs, MiniBurn also displays an error dialog at the end of the burn.

The two Buffer fields are most useful for diagnosing problems-- If the Read Buffer gets too low, it may mean that the Hard Drive (or network connection) is not fast enough. If the Drive Buffer gets too low but the Read Buffer remains adequate, it may mean that background processes are stealing too much CPU time from MiniBurn.

Track Written- Indicate the current track’s progress.

Total Written- Indicate the progress of the entire burn.

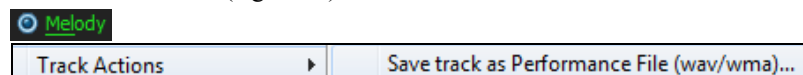
Freeze Tracks

Any track can be frozen (MIDI or RealTrack). When frozen, it won’t get changed or re-generated. This saves time when replaying previous songs and allows you to freeze an arrangement that you like. If you freeze the whole song, you don’t have to wait at all for the song to regenerate. Next time you play, it is ready to go.

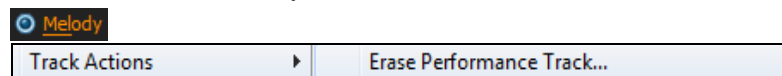
Save Track as Performance

This feature takes “freezing” a track one step further and saves the audio itself. So, you can send your Band-in-a-Box song to your friend, who will be able to play that track without needing to have the RealTracks installed.

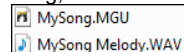
To save the track, right-click on the track radio button and go to *Track Actions | Save Track as Performance File*. You have a choice of a WAV file or a WMA file. When you choose, the track will be rendered to C:\bb\<Song Title><track name>(e.g. Bass).WAV or .WMA.



You can use the *Erase Performance Track* command to remove the Performance Track.



Technical Note: A Performance Track can be made by simply making an audio file (WAV, WMA) and naming it the same as the song, but with the track name (Bass, Piano, Drums, Guitar, Strings, Melody, Soloist) added.

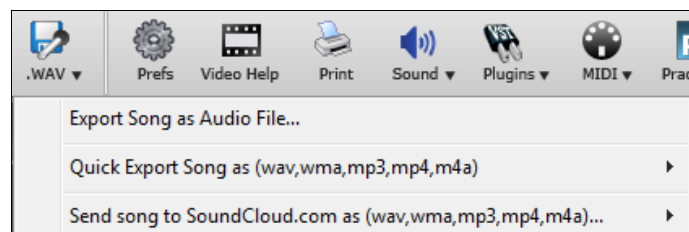


For example, if the song is MySong.mgu, you put a file named MySong Melody.wma in the same folder, and that will be a performance track on the Melody track.

SoundCloud.com

SoundCloud.com integration lets you upload your compositions easily to the SoundCloud.com service. SoundCloud.com is a popular web service (unaffiliated with PG Music) that lets users upload their original songs for others to hear.

Press the [.WAV] button to see the menu that includes the SoundCloud option to send the whole song to SoundCloud.com.



Or choose the main menu item *File | Save Special | Send to SoundCloud.com*. If you want to send a single track, drag that track from the instrument radio button to the Drop button and then right-click on the **[Drop]** button to choose *Send File(s) To SoundCloud*.

Your song will get uploaded in the audio format that you choose (M4A, MP4, WMA, WAV, MP3).

Saving to SoundCloud also saves a permanent copy of the file in the C:\bb\SoundCloud folder with the name <Song Title>_ToSoundCloud.wma.

Note: You need to have a SoundCloud account and follow the terms of service of the SoundCloud site.

Saving your Configuration



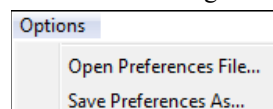
The **[Prefs]** button opens the **Preferences** dialog, which allows you to set the program settings that are saved in the Band-in-a-Box for Windows® configuration file called intrface.bbw. The various Preferences are described in detail in the Reference chapter.

Custom Preferences

You can save and load custom preferences files with your current settings saved and restored. For example, you can have a preference that remembers a certain group of songs, notation transpositions, etc.

The *Options | Return to Factory Settings* menu command saves preferences to disk, so that the settings can be restored at any time.

Choose the menu item *Options | Save Preferences As* to save a configuration or *Options | Open Preferences File* to load a saved configuration.



Congratulations!

You have been through the full process of song production in Band-in-a-Box.

You can now produce a complete song in Band-in-a-Box with a melody, solo, and harmonies plus RealDrums and RealTracks and your own audio track with harmonies and professional effects.

You can print out beautiful notation in a professional “handwritten” Jazz font, complete with chord symbols, lyrics and your own text markers and annotations. And you can save your song in various MIDI and audio formats for playback from your computer, over the Internet, or from an audio CD.

You are ready for endless hours of fun and great music with Band-in-a-Box.

Chapter 7: RealTracks and RealDrums

RealTracks

What are RealTracks?

RealTracks create Band-in-a-Box tracks with live audio recordings of top studio musicians and recording artists. These tracks take the place of the MIDI track for that instrument, but can still be controlled just like the MIDI instrument (volume changes, muting, etc.). Best of all, they follow the chord progression that you have entered, so that you hear an authentic audio accompaniment to your song.

RealTracks are not “samples,” but are full recordings, lasting from 1 to 8 bars at a time, playing along in perfect sync with the other Band-in-a-Box tracks. There are many Band-in-a-Box styles that use RealTracks, and they can be built into any style to replace the Bass, Guitar, Piano, or Strings track. They can also be generated to the Soloist (or Melody) track using the Soloist feature and saved with the song.

More RealTracks

There are hundreds of RealTracks available, either as separate add-ons, or bundled into the various Band-in-a-Box PAKs for better value. To see which RealTracks you have, visit the (main menu) *Options | What add-ons do I have?* dialog. This will list the RealTracks sets that you have. This feature is also available from the *Help* menu.

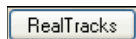
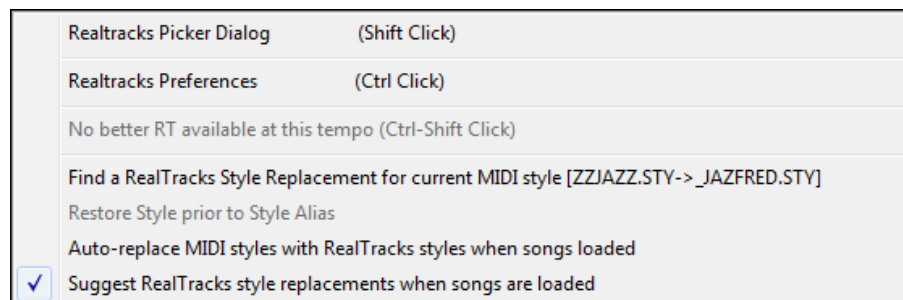
When a song is loaded, played or saved, a yellow hint message will appear if any RealTracks are missing, listing the files that are missing.

RealTracks Settings

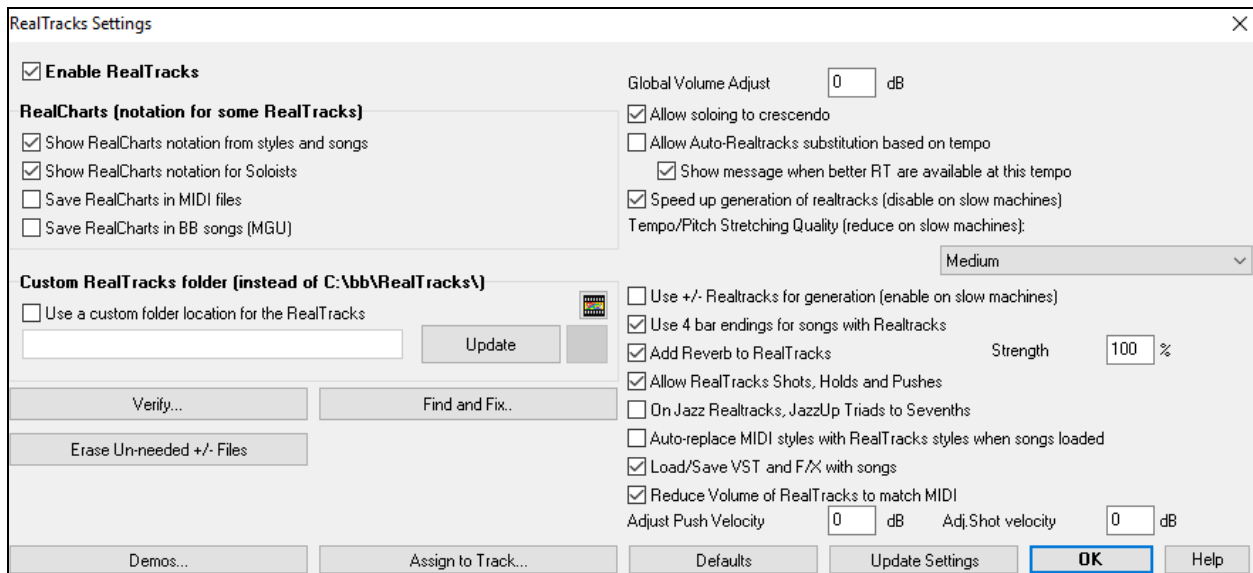


Ctrl+click on the [RealTracks] toolbar button to go directly to the **RealTracks Settings** dialog, or **Shift+click** to open the **RealTracks Picker**. A single click on this button opens a menu with selections for the *RealTracks Picker Dialog*, the *RealTracks Preferences* (**RealTracks Settings** dialog), an option to *Select better RealTracks for this*

tempo for the Bass, Piano, Guitar, and Strings parts if there are any available, and options for replacing MIDI styles with RealTracks.



The **RealTracks Settings** dialog can also be accessed by selecting the [RealTracks] button from the **Preferences** dialog.




☒ **Enable RealTracks** In the **RealTracks Settings** dialog, you can enable/disable the RealTracks feature.


RealCharts (notation from some RealTracks)


Most RealTracks now display notation, i.e. RealCharts, showing the notes that are being played. Some Guitar RealTracks also show tablature and an accurate on-screen fretboard guitar display to show what is being played on guitar.

To see which instruments have RealCharts, visit the **Assign RealTracks to Tracks** dialog and sort column 11, "Chart." Instruments with an "N" or "Gt" in this column have RealCharts.

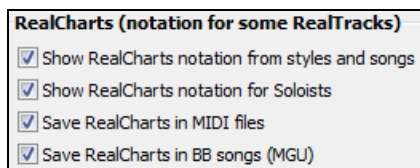
- Instruments with "Gt" in the Chart column have RealCharts with accurate guitar tab and on-screen guitar fretboard display.
- If the instrument is Acoustic Piano and there is an "N" in the Chart column, the instrument has a Jazz piano RealChart. RealTracks piano parts that are on the piano track will appear with the right and left hands split in notation.
- The various other instruments with an "N" (Pedal Steel, Slide Guitar, Resophonic, Trumpet, Alto Sax, Tenor Sax) have RealCharts in standard notation.

 **Piano** At the top of the screen, if a track has RealTracks, but is NOT a RealCharts track, then the track name is green.

 **Strings** Real Instrument charts: If a track has a RealChart, the track name is green and underlined with a short line.

 **Guitar** RealGuitar charts: If a track has RealChart, and is a guitar track with accurate tab and on-screen guitar fretboard display, then it is green and underlined with a long line.

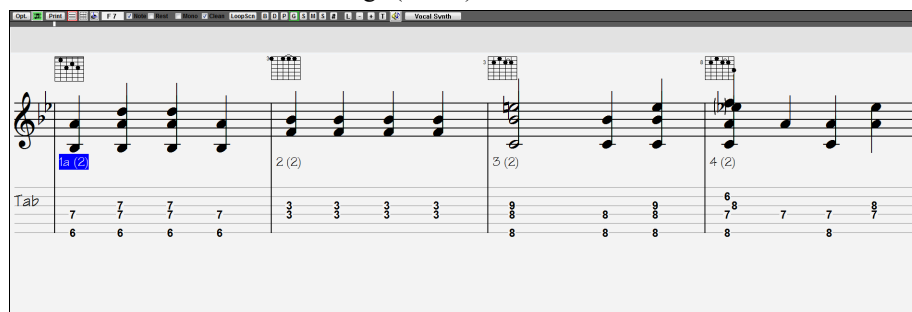
The RealCharts can be saved to MIDI files or with Band-in-a-Box songs (MGU).



RealCharts are optional and are selected in the **RealTracks Settings** dialog.

- ☒ "Show RealCharts notation from styles and songs" will show RealCharts that have been generated from styles or songs stored with RealTracks.
- ☒ "Show RealCharts notation for Soloists" will show RealCharts that have been generated from the **Select Soloist** dialog.
- ☒ "Save RealCharts in MIDI files" will save the RealChart to a MIDI track so you can analyze it in other programs.

☒ “Save RealCharts in BB Songs (MGU)” will save the RealChart MIDI information to the MGU file.

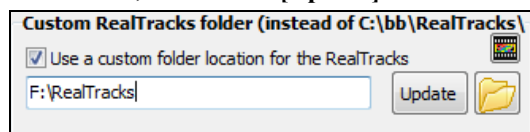


RealTracks Folder

RealTracks are stored in *C:\bb\RealTracks* (assuming that *C:\bb* is your Band-in-a-Box folder).



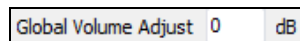
You can choose an alternate location by pressing on the folder button and picking an alternate folder. Then, click on the **[Update]** button to confirm the new location.



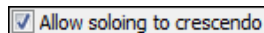
Tip: The custom folder location is remembered in *C:\bb\Preferences\interface bbw* and *C:\Users\Public\Ticket\Band-in-a-Box Folder Locations.txt*.

You don't need to visit this folder when using RealTracks; it is used internally by Band-in-a-Box, so you shouldn't add or remove files from this RealTracks folder unless you “know what you're doing.” If Band-in-a-Box cannot find your RealTracks folder, a yellow hint message appears at boot up to alert you to that and tells you how to fix it.

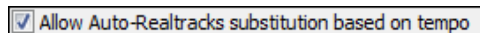
Applying RealTracks Settings



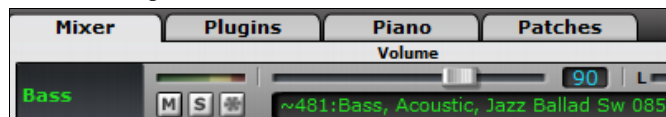
You can apply an overall Volume Adjust to the RealTracks. If they are too loud overall, try a Global Volume Adjust of about -10 dB.



“Allow soloing to crescendo” can be applied to some RealTracks to have the intensity of the solo building up, with the flashiest part of the solos playing as the solo builds.

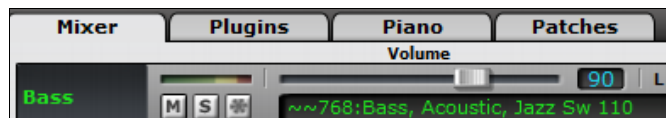


If you have similar RealTracks available at different tempos, Band-in-a-Box will automatically choose the best one to use. For example, if you have a ballad loaded, with an Acoustic Bass RealTracks at tempo of 60, and you speed up the tempo to 140, and press **[Play]**, Band-in-a-Box will automatically choose an Acoustic Bass RealTracks closer to tempo of 140, if it is the same genre and feel. This means you can use a simple Jazz style, and play it at various tempos, without having to set the best RealTracks based on tempos.



For example, if we load in a Ballad Jazz style like BALFRED.STY, we can see that the name of the Bass RealTracks style has a tilde (~) symbol at the beginning.

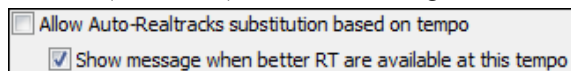
That indicates that it *could* be changed to a different RealTracks style at a higher tempo.



Now let's increase the tempo of the song to a higher tempo, like 115. We will see that the name of the RealTracks instrument switches to one that is suitable for a tempo=110. So when you press play,

you will hear the RealTracks closest to your tempo, without having to do anything to make this happen.

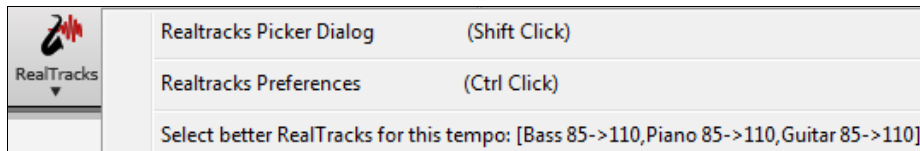
The default for the tempo swapping feature for RealTracks is “true.” (It was originally false.) There is an option in the **RealTracks Settings** dialog to disable automatic tempo swapping. When automatic RealTracks substitution is disabled (unchecked) the “Show message when better RT are available at this tempo” setting will be turned on.



A yellow message appears if RealTracks are selected, but better RealTracks are available for the current tempo.

Better RealTracks are available, closer to the song tempo, for the following tracks: Bass 85->110,Piano 85->110,Guitar 85->110

You can then substitute them by pressing the RealTracks toolbar button and then clicking on *Select better RealTracks for this tempo*.



The Tempo Swapping (TS) column of the RealTracks Assign dialog shows which RealTracks are eligible for Tempo Swapping. The tempo swapping only occurs if you have the RealTracks in your installation.

Use the RealTracks below for this song only														
None Clear All Disable RealTracks for this track (Force this track to MIDI) Direct Input														
Name	Instrument	Type	Feel	Tempo	Genre	#*	N/A	Set	Stereo	Chart	Artist	TS	Holds	Simpl
Piano, Acoustic, Rhythm Jazz Sw 140 ('A' only)	Acoustic Piano (1)	Rhythm	Sw	140	Jazz	450		14	St	N	Miles Black	Y	2	s
Piano, Acoustic, Rhythm Jazz Sw 140	Acoustic Piano (1)	Rhythm	Sw	140	Jazz	449		14	St	N	Miles Black	Y	2	s
Guitar, Electric, Rhythm Jazz Sw 140 ('B' only)	Jazz Electric Guitar (27)	Rhythm	Sw	140	Jazz	448		14	Mn	Gt	Oliver Gannon	Y	78	s
Guitar, Electric, Rhythm Jazz Sw 140 ('A' only)	Jazz Electric Guitar (27)	Rhythm	Sw	140	Jazz	447		14	Mn	Gt	Oliver Gannon	Y	78	s
Guitar, Electric, Rhythm Jazz Sw 140	Jazz Electric Guitar (27)	Rhythm	Sw	140	Jazz	446		14	Mn	Gt	Oliver Gannon	Y	78	s
Bass, Acoustic, Jazz Sw 140 ('4' only)	Acoustic String Bass ...	Rhythm	Sw	140	Jazz	445		14	Mn	Gt	Neil Swainson	Y	73	s
Bass, Acoustic, Jazz Sw 140 ('2' only)	Acoustic String Bass ...	Rhythm	Sw	140	Jazz	444		14	Mn	Gt	Neil Swainson	Y	73	s

☒ **Speed up generation of realtracks (disable on slow machines)** This “speed up” feature works automatically and uses CPU resources during playback. If you have a multi-core machine, you may not notice this at all, since it will use different cores than the main Band-in-a-Box thread. If you have an older machine, low on memory, slow hard drive etc., or notice audio glitches during playback you can disable this feature to ensure that your machine is doing less CPU work.

Tempo/Pitch Stretching Quality (reduce on slow machines):

High

This allows you to select quality of the tempo and pitch stretching. You can select “High” if you have a fast computer, but you should select “Low” if you have a slower computer and are hearing stuttering sounds during playback.

☐ **Use +/- Realtracks for generation (enable on slow machines)** This setting is normally left off, but enable it if you have a slower machine.

☒ **Use 4 bar endings for songs with Realtracks** 4-bar endings allow time for a natural decay of the instruments. By “4-bar-endings” we are referring to a 2-bar ending that has an additional two bars to allow for the natural decay of the audio instrument (instead of being quickly faded out). 4-bar endings are on by default. You can disable 4-bar endings globally by leaving this box unchecked or on a song-by-song basis in the **Song Settings** dialog, *Edit | Song Form | Settings (for this song)*.

☒ **Add Reverb to RealTracks** Strength % 100 When this is set, reverb will be added to the RealTracks and RealDrums.

☒ **Allow RealTracks Shots, Holds and Pushes** RealTracks support **Shots, Holds, and Pushes**. Simply type in the chords as you normally would, adding periods (...) for shots and holds, and the RealTracks will play them.

Note: You need a *Library\Holds* folder in your *RealTracks* folder.

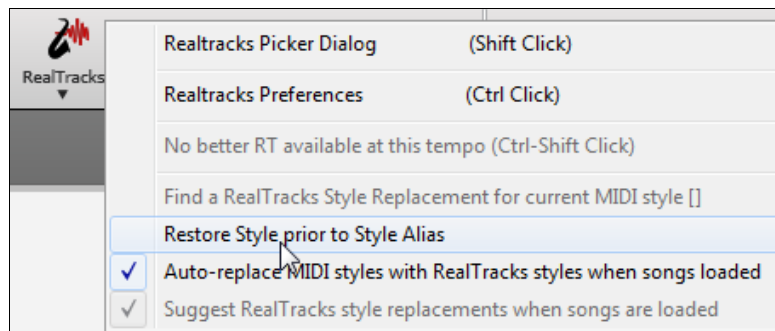
Holds* The RealTracks Assign dialog that lists each RealTrack has the last column called “Holds” that lists whether that RealTrack supports Shots, Holds, and Pushes. If there is a number there (other than a blank field), then they are all supported.

If there is an “n” this means that they are supported, but you don’t have the Holds_## files in the *RealTracks\Library\Holds* folder.

Assuming that you have the Holds files for the RealTracks that you are generating, then you just use Band-in-a-Box as you would normally, and type chords with shots (e.g. C..), holds (C...), or pushes (^C or ^^C for 8th or 16th note push), or combinations of push and hold (^C....).

☒ **On Jazz Realtracks, JazzUp Triads to Sevenths** Many Jazz comping styles play triads (instead of 7ths) when simple triads are entered, instead of “jazzing them up” to 7th chords. Enable this setting if you prefer to have triads automatically “jazzed up” when comping using Jazz RealTracks.

☒ **Auto-replace MIDI styles with RealTracks styles when songs loaded** If this is set, when an old song with a MIDI style loads a RealStyle may get substituted automatically, making your songs sound better. You can reverse the substitution in the RealTracks toolbar menu by selecting *Restore Style prior to Style Alias*.



☒ **Load/Save VST and F/X with songs** When *Load/Save VST and FX with Songs* is set, songs or styles with VST synths and FX will have them loaded with the song.

☒ **Reduce Volume of RealTracks to match MIDI** Uncheck to preserve the original levels of the audio, and not reduce it to match the lower levels of MIDI tracks. This is useful while rendering and transferring files to a DAW.

Adjust Push Velocity 0 dB **Adj. Shot velocity** 0 dB If you find that RealTracks (other than Drums) pushes or shots are too loud (soft), then put negative (positive) numbers here. (Note: Drums are set in **RealDrums Settings** dialog.)

Defaults The **[Defaults]** button sets **RealTracks Settings** back to default settings.

Demos... The **[Demos]** button displays a menu of song demos with RealTracks in the *C:\bb\Demos\RealTracks - Demos* folder.

Assign to Track... The **[Assign to Track]** button launches the **Assign RealTracks to Track** dialog, where RealTracks instruments are listed and assigned to Band-in-a-Box tracks.

Update Settings Save the new settings you have made in this dialog by pressing the **[Update Settings]** button. Most changes will take effect the next time you press **[Play]**.

Erase Un-needed +/- Files Press the **[Erase Un-needed +/- Files]** button to erase unneeded files from the RealTracks folder.

IMPORTANT: If you plan on continuing to use older versions of Band-in-a-Box with the same RealTracks folders, then DON'T erase these +/- files, because the older versions of Band-in-a-Box still need the larger size RealTracks.

Q. What are RealTracks +/- files?

With RealTracks from Band-in-a-Box 2010 or earlier, we included extra WMA files in the RealTracks folders. These have transposed versions of the WMA files, which have + or - in the file names. For example, BG057+1.wma would be a +/- file, whereas BG057.wma would not be one.

We call them RealTracks “+/- files.” They are not included with Band-in-a-Box 2011 or higher because they are not needed and they take up extra space.

Q. I bought Band-in-a-Box for the first time with version 2011. Do I need to do anything?

No, there are no +/- files included with Band-in-a-Box 2011 or higher, so there is nothing to do

Q. I have upgraded to Band-in-a-Box 2011 and have existing RealTracks folders with +/- files. Do I need to do anything?

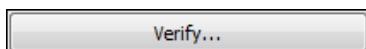
You don't need to do anything. But if you want to save a lot of hard drive space, and you have a newer/faster machine (Vista or W7), you can go to the RealTracks Settings (Preferences) and click on [Erase Un-needed +/- files] (see details in #2 below). If you have an older/slower machine, you may want to select the “Use +/- RealTracks for generation (enable on slow machines)” checkbox (see details in #1 below).

Customers with existing RealTracks collections (2010 or earlier) don't need to do anything, as their existing RealTracks will work. In summary:

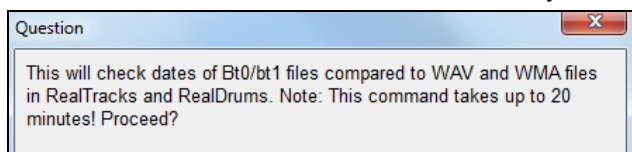
1. If using an older/slower machine (XP):

- In the RealTracks Settings dialog (Preferences), select the “Use +/- RealTracks for generation (enable on slow machines)” checkbox.

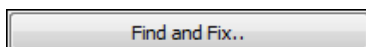
- Don't press the [Erase Un-needed +/- files] button.
 - 2. If using a newer machine (Vista/W7)
 - In the RealTracks Settings dialog (Preferences), leave "Use +/- RealTracks for generation (enable on slow machines)" unchecked. The program won't use them.
 - Use the program for a few days, playing all kinds of songs, including ones with lots of RealTracks, and in different keys (e.g. Gb). If you look at the CPU usage of bbw.exe during playback, you can see how hard your machine is working. If it is less than 60% CPU use, things are fine.
- If you have no playback issues (stuttering, or instruments dropping out during playback), then indeed you do have a "fast machine," and can safely press the **[Erase Un-needed +/- files]** button.



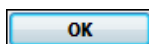
The **[Verify]** function checks your installation to find if RealTracks are properly installed, or any files are missing.



1. It checks the Bt0 status of the RealTracks st2, compared to the Bt0 found in the RealTracks folder.
2. It issues error messages if a st2 is found, but not the RealTracks folder.
3. Issues a message if xt2 not found (for a chording RealTracks).



This searches for missing RealTracks ST2/XT2 files in the *C:\bb\Soloists* folder and reports any installation errors.



Press **[OK]** to make your selection and exit the **RealTracks Settings** dialog.

Using RealTracks

There are three ways that you can use RealTracks with Band-in-a-Box.

1. **RealTracks in songs.** The **[Assign to Track]** button in the **RealTracks Settings** dialog allows you to assign specific RealTracks instruments to a track in a song. It launches the **Assign RealTracks to Track** dialog, which also displays the current RealTracks that are assigned to each track. This dialog is also available with a right mouse click on any Band-in-a-Box part name. Then select the *Select RealTracks* menu command.
2. **RealStyles.** These are Band-in-a-Box styles (.STY) that have at least one RealTrack. For example, the style called "GeorgeP.sty" is a RealStyle because it uses RealPedalSteel for the Strings part, as well as other instruments (MIDI bass, MIDI piano, MIDI guitar, RealDrums).

Technical note: You can add a RealTrack to an existing style in the StyleMaker, using [Misc] [More] "Assign RealTracks to style." The RealTracks gets generated on one of the Band-in-a-Box style tracks (Piano, Guitar, or Strings).

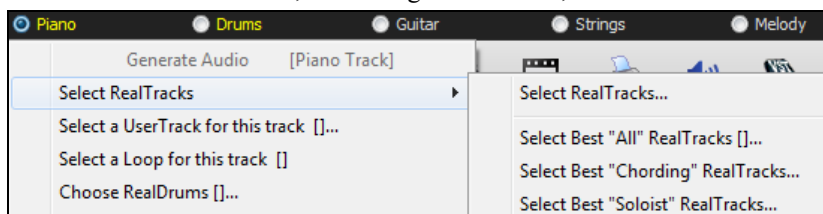
3. **RealSoloists.** These are Soloists that are generated on the Soloist track, by pressing the Soloist button on the main screen. Soloists 361 and above are using the RealTracks.

Tip: You can quickly go to Soloist 362 by typing 362 and pressing [Go To #] or using the Favorites if you've previously chosen this soloist.

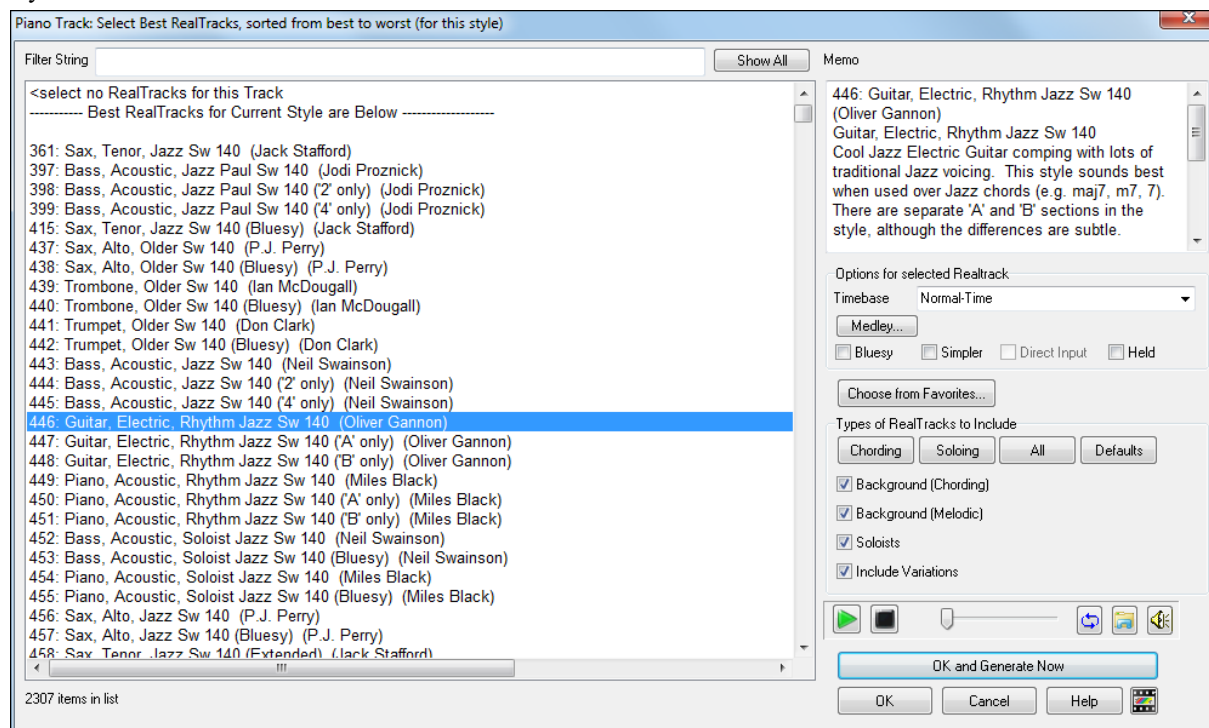
Using RealTracks in Songs - Select Best RealTracks

This dialog shows you the RealTracks that best match the genre, tempo, feel of your song. The list is displayed from best to worst. For example, if you have a Jazz Ballad style loaded (tempo 60), the list will show Jazz RealTracks that will work well at a tempo of 60 at the top of the list.

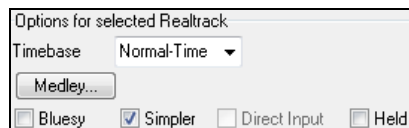
To add a "best" RealTracks to any track, right-click on the use the Track radio button. You will then see menu items for "All" RealTracks, "Chording" RealTracks, and "Soloist" RealTracks.



The *Select Best “All” RealTracks* menu command will list all types (background and soloist) of RealTracks. The *Select Best “Chording” RealTrack* menu command will show you a list of ill background (chording or melodic) RealTracks, and *Best “Soloist” RealTracks* will list the best soloist or background soloist RealTracks. Selecting one of these menu commands will open a dialog that lists the best RealTracks, sorted from best to worst for the current style.



You can audition the RealTracks by double-clicking on the list or using the transport control buttons.



You can choose options (timebase, bluesy, simple, etc.) for the selected RealTrack.

The **[OK and Generate Now]** button closes the dialog, entering the currently selected item, and generating the track.

You can also make your choice and press **[OK]** to return to the main screen. When you press **[Generate and Play]** the song will be generated with the new RealTrack instrument.

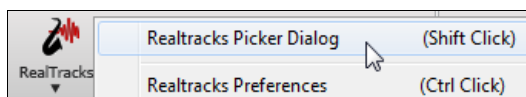
Using RealTracks in Songs - Assign RealTracks to Track Dialog

The **Assign RealTracks to Track** dialog assigns a RealTracks instrument to any of the Band-in-a-Box instrumental tracks. It also shows any RealTracks that are assigned to Band-in-a-Box tracks.

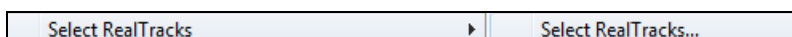
Note: RealTracks can either be assigned from the style or from the song. This dialog allows you to assign the ones in the song.

This dialog is launched by several ways.

1. Clicking on the **[RealTracks]** toolbar button and selecting *RealTracks Picker Dialog*, or shift-clicking on this button.



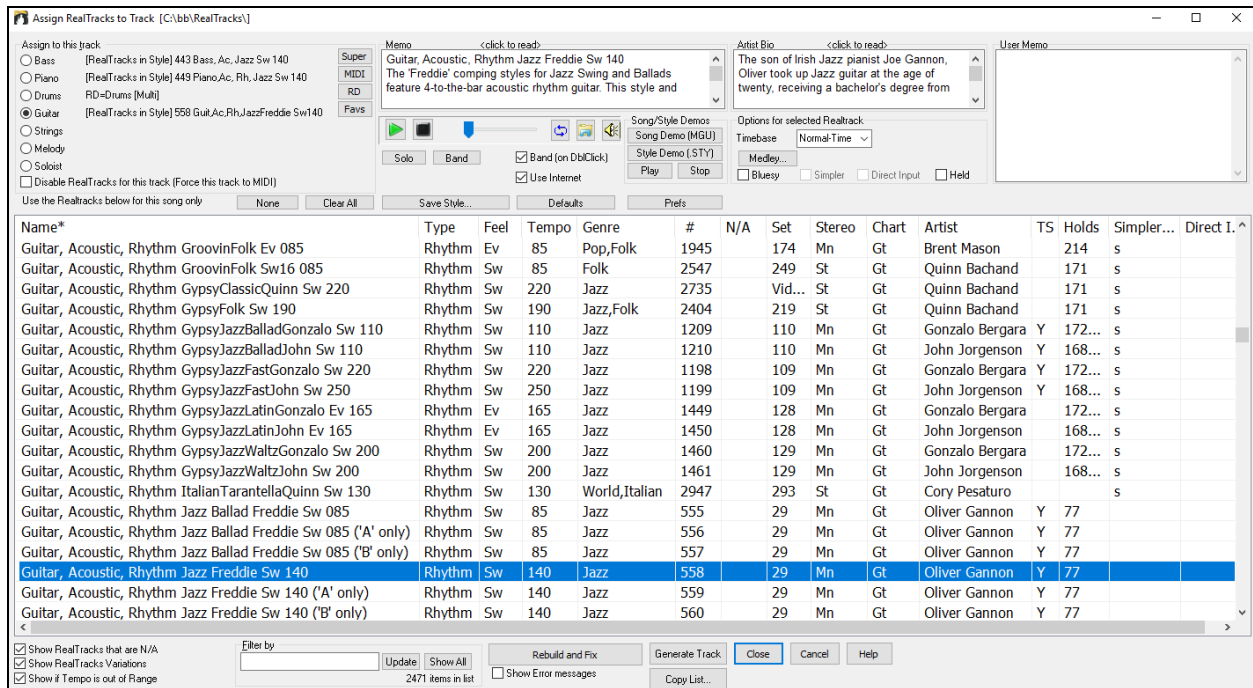
2. Right-clicking or double-clicking on a Track radio button at the top of the main screen and choosing *Select RealTracks* from the menu.



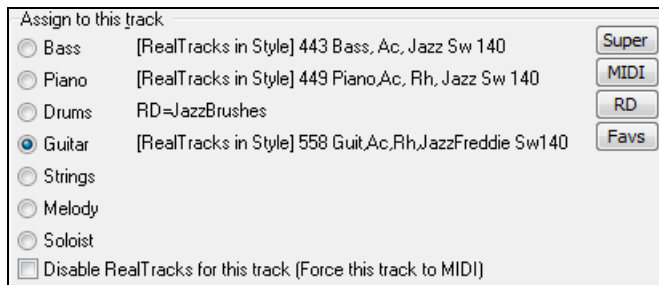
- or -

3.  Pressing the [Assign to Track...] button in the RealTracks Settings dialog.

The **Assign RealTracks to Track** dialog (**RealTracks Picker**) allows you to assign a specific RealTracks instruments to a track in a song. It also displays any RealTracks that are currently assigned to each track.



To use the dialog, first select the track that you want to assign.

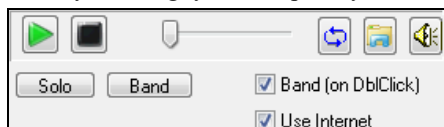


Then, select the RealTracks that you want from the list below it.


Use the RealTracks below for this song only												
None Clear All												
Disable RealTracks for this track (Force this track to MIDI)												
Name	Instrument	Type	Feel	Tempo	Genre	#*	N/A	Set	Stereo	Chart	Artist	Direct Input
Piano, Acoustic, Rhythm Jazz Sw 140 ('B' only)	Acoustic Piano (1)	Rhythm	Sw	140	Jazz	451	14	St	N		Miles Black	
Sax, Tenor, Jazz Sw 140 (Extended)	Tenor Sax (67)	Soloist	Sw	140	Jazz	458	15	Mn	N		Jack Stafford	
Sax, Tenor, Jazz Sw 140 (Extended, Bluesy)	Tenor Sax (67)	Soloist	Sw	140	Jazz	459	15	Mn	N		Jack Stafford	
Bass, Electric, Pop HalfNotes Ev 085	Picked Electric Bass (35)	Rhythm	Ev	85	Pop	518	22	Mn			Dow Tomlin	
Guitar, Acoustic, Fingerpicking Hank Sw 120	Acoustic Guitar (26)	Rhythm	Sw	120	Pop	528	24	St			Jason Roller	
Bass, Electric, Pop Sw 120	Picked Electric Bass (35)	Rhythm	Sw	120	Pop	539	26	Mn			Byron House	
Guitar, Electric, Rhythm Dreamy Ev 120	Clean Electric Guit (28)	Rhythm	Ev	120	Rock	543	27	St			Darin Favorite	
Guitar, Acoustic, Rhythm Jazz Freddie Sw 140	Acoustic Guitar (26)	Rhythm	Sw	140	Jazz	558	29	Mn	Gt		Oliver Gannon	
Guitar, Acoustic, Rhythm Jazz Freddie Sw 140 ('A' only)	Acoustic Guitar (26)	Rhythm	Sw	140	Jazz	559	29	Mn	Gt		Oliver Gannon	


Instant Preview of RealTracks

You can instantly hear an audio demo of RealTracks by double-clicking a RealTrack on the list. Since this doesn't affect your song, you can quickly audition many different RealTracks and find the best ones for your song.



You can choose which of band or solo plays first when you double-click on the list, by the "Band (on DbClick)" checkbox. Otherwise, press the [Band] or the [Solo] button.

 The preview sometimes plays files from the internet. You can download a file that is being played from the internet by clicking this button. If the file is being played on your hard drive, this button will show the file in a folder.

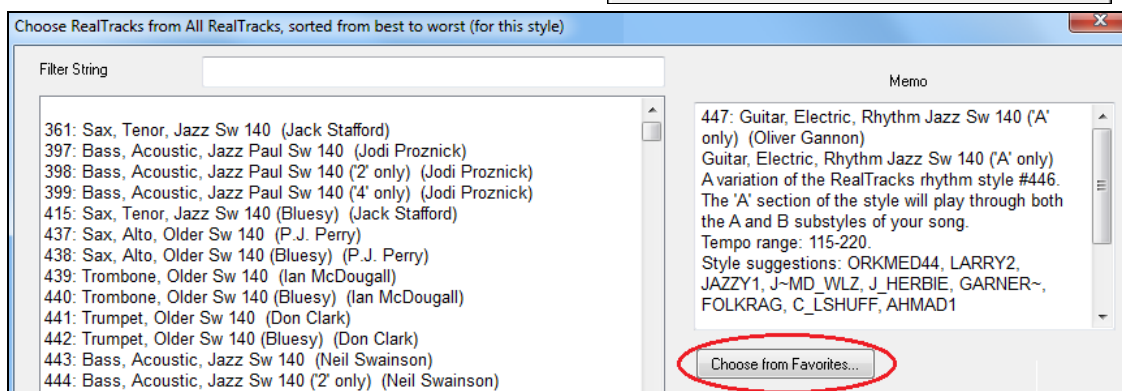
 You can control the volume of the demos with this button.

Choosing Favorite RealTracks

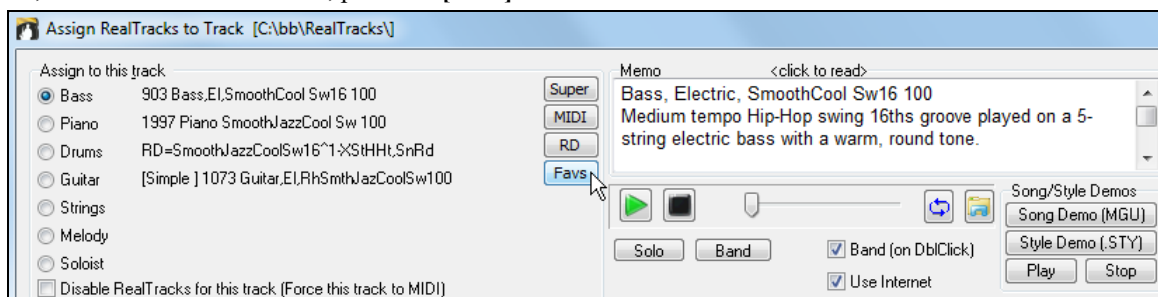
Your recent RealTracks selections are saved, and available in the various dialogs that allow you to choose RealTracks. Since a common selection is a recently chosen RealTracks, this speeds up selection of a RealTracks. The 400 most recent selections are shown, with most recent at the top.

When you use one of the “Select Best” commands in the right-click instrument menu, you will see a **[Choose from Favorites]** button in the dialog.

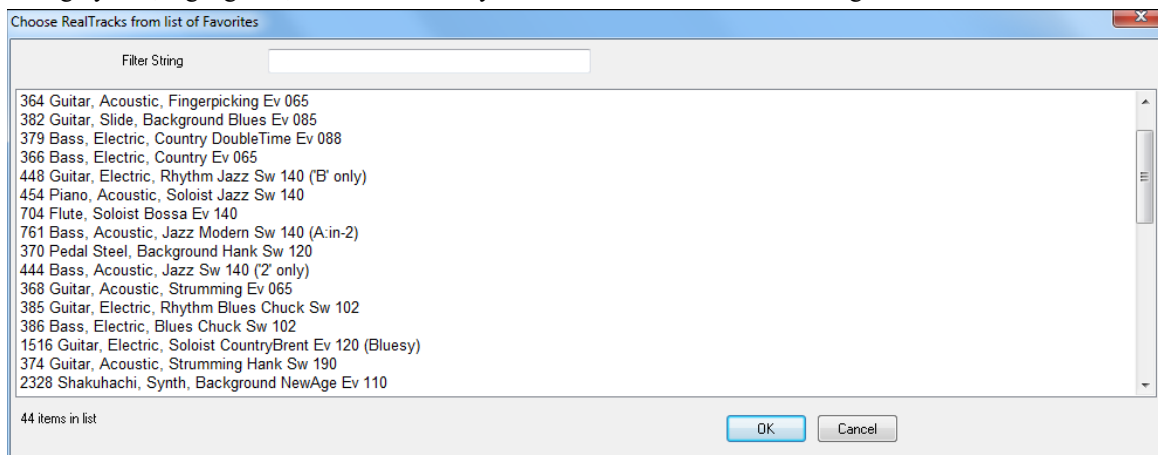
Select Best "All" Realtracks [...]
Select Best "Chording" RealTracks...
Select Best "Soloist" RealTracks...



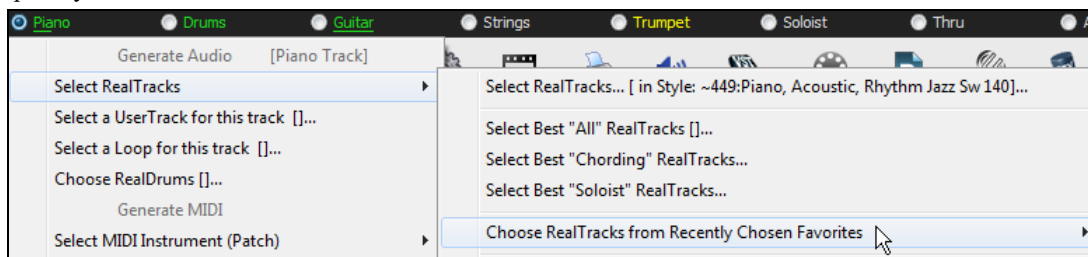
Or, in the **RealTracks Picker**, press the **[Favs]** button.




You will then see a dialog with a list of your recently chosen RealTracks, most recent on top. You can filter this dialog by text, e.g. “guitar,” to find a recently used RealTracks with the word “guitar” in it.



You can also see a list of recently used RealTracks if you right-click on a Track button at the top of the screen and go to *Select RealTracks | Choose RealTracks from Recently Chosen Favorites*. Click on a RealTrack from the list to quickly load it to the track.



Assigning RealDrums

 Pressing the **[RD]** (RealDrums) button on the **RealTracks Picker (Assign RealTracks to Tracks)** dialog) allows you to select RealDrums, rather than needing to go to a separate dialog for that.

The current RealDrums set in use is displayed on the **RealTracks Picker**.

When **[Save Style]** is pressed in the **RealTracks Picker**, the current drum volume will also apply to the style.

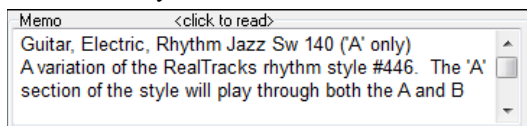
Tip: RealTracks in styles are assigned in the StyleMaker. Press the **[Misc.]** button or use the StyleMaker menu command *Style | Misc. Settings* to go to the **Misc. Style Settings** dialog, then click on the **[More]** button for the **More Settings** dialog.

Assigning RealTracks

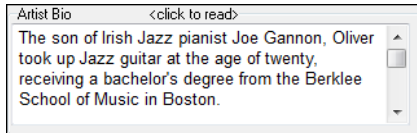
Name	Instrument	Type	Feel	Tempo	Genre	#*	N/A	Set	Stereo	Chart	Artist	TS	Holds	Simpler Available	Direct Input Available
------	------------	------	------	-------	-------	----	-----	-----	--------	-------	--------	----	-------	-------------------	------------------------

The list can be sorted by clicking on any column heading. As well as Name, Instrument, Type (Rhythm or Soloist), Feel (Even or Swing), Tempo, Genre, and Number there are more columns with additional information about each RealTrack instrument.

- The “Tempo” shown is the “base” (or typical) tempo for the RealTracks instrument as it is played, but RealTracks have a tempo stretching capability that enables their application over a wide range of tempos. If saving a song with RealTracks and the audio base tempo is different from the song tempo, a warning message will show, asking you to confirm that you want to save it like this.
- The “N/A” column shows “N/A” for RealTracks that you have not installed yet or haven’t purchased, if “Show RealTracks that are N/A” is checked.
- “Set” is the number of the RealTracks set that includes the instrument. This column also tells you whether a video is available for the RealTracks.
- The “Stereo” column shows whether the instrument playback is stereo or mono.
- Instruments with an “N” or “Gt” in the “Chart” column will display the RealTrack in notation.
- The “Artist” column has the name of the musician playing on the RealTrack instrument. See the “Artist Bio” box for information about the player.
- The letter “Y” in the “TS” column means that Tempo Swapping is supported for the instrument. If you have similar RealTracks available at different tempos, Band-in-a-Box automatically chooses the best one to use.
- “Holds” indicates whether that RealTrack supports shots, holds, and pushes. If there is a number there (other than a blank field), then they are all supported.
- “Simpler Available” will have a letter “s” in the column if the RealTracks instrument has simpler options available. These are parts with less busy, less embellished playing for generating simpler arrangements.
- “Direct Input Available” has a letter “y” if the instrument offers the option of clean recordings without effects. This allows you to start with a clean track and add your own effects.



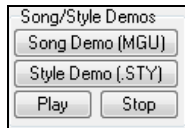
“Memo” field - This describes the currently selected RealTracks style, and includes some useful tips, such as a suggested tempo range and Band-in-a-Box styles to use it with.



“Artist Bio” - The RealTracks have been recorded by top studio musicians. The artist names and bios are displayed for the RealTracks. Double-click here to view the full memo.



“User Memo” - You can enter your own comments about any style in this field. The comments are saved in RTUserMemos.txt.



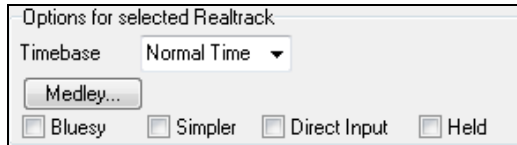
Use the song and style demos to audition RealTracks.

The [**Song Demo (MGU)**] button will display a list of songs in the *C:\bb\Demos\RealTracks - Demos* folder that use the selected RealTrack instrument. Click on the song name and then press the [**Play**] button to hear it.

The [**Style Demo (.STY)**] button shows a list of styles that use the currently highlighted RealTracks instrument. Clicking on a style name will load the style into the current

Band-in-a-Box song. Press [**Play**] to hear your current song played with the RealTracks style that you want to audition.

Options for selected RealTrack



With the “Timebase” option, you can play any RealTracks at normal, half time, double time or triple time. Half time is used for fast tempo songs when a much slower tempo RealTrack has been chosen. Double time is used for slow tempo songs (e.g. ballads) when a much faster tempo RealTrack is chosen. This

allows you, for example, in a ballad at a tempo of 70, to add a RealTracks Sax solo with a tempo of 140, and play it as a double time, which will match the ballad tempo of 70. All of your existing RealTracks can be used at three different tempos (normal, half-time, double-time).

If “Bluesy” is checked, the selected RealTracks will play in a bluesy style, where major triads are treated like 7th chords.

If “Simpler” is checked, the selected RealTracks will play a simpler arrangement (less busy, less embellished). See the “Simple Available” column for availability of simpler RealTracks.

If “Direct Input” is checked, the selected RealTracks will use a “clean signal” guitar so that you can add your own effects through AmpliTube or similar Plugins. See the “Direct Input Available” column for availability of clean recordings.

Sometimes you want the very simplest comping part possible, which is just “held chords” for the whole piece. This would mean that the piano player, for example, just plays a single chord and holds it for the duration until the next chord. If you check “Held” option, the selected RealTracks will play held chords.



The [**Defaults**] button sets the dialog to default values.



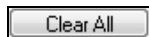
The [**Prefs**] button launches the **RealTracks Settings** dialog.



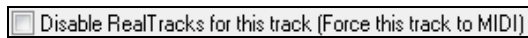
The [**Save Style**] button saves the current style, but with RealTracks assigned to the style equal to the current song’s RealTracks. The volumes used in the style will match the volumes set on the main screen in Band-in-a-Box (compared to a default of 90). For example, if you set the bass volume to 40, the Style will be saved with a negative decibel (dB) setting, so that it will playback at a quieter volume (when all volumes are set to 90).



The [**None**] button sets the current track to no RealTracks assigned for the song.



This sets all RealTracks for the song to “None.” It will also optionally disable RealTracks present in the style for this song.



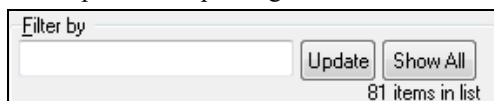
Select “Disable RealTracks for this track (Force this track to MIDI)” if you want to have no RealTracks instrument for this track, even if the style specifies a RealTrack.

☐ Show RealTracks that are N/A Since RealTracks are add-on purchases for Band-in-a-Box, your version may not contain all RealTracks. Selecting the “Show RealTracks that are N/A” checkbox will show you all available RealTracks.

Tip: *Options | What add-ons do I have?* will tell you what RealTracks sets you have.

☒ Show RealTracks Variations Some RealTracks have variations available, such as the Acoustic Jazz Bass, which has variations that play in “2” only, in “4” only, or in “2” and “4” (for “a” and “b” substyles). Normally you will want to “Show RealTracks Variations.”

☒ Show if Tempo is out of Range Use “Show if Tempo is out of Range” checkbox to show/hide RealTracks that are out of compatible tempo range.



A filter is available. Type a filter text, (e.g., bass) and press **[Update]** and you will then see the list filtered to show only RealTracks that have the word bass somewhere in the title, memo, genre, etc. Pressing **[Show All]** will cancel the filter, and show all RealTracks again. Multiple search terms work with the filter. If you separate terms with a space, each term is searched for separately. So a search for “Country Guitar Ev 120” will find any Country Guitar styles with an even feel that would work with a tempo of close to 120. Adding a search term that has a number will filter for RealTracks that match the tempo or within a compatible range.

Generate Track **[Generate Track]** will generate a RealTracks instrument on the currently selected track.

Copy List... This button will save the current RealTracks list to a tab-delimited .txt file in the C:\bb\Data folder and open it in Notepad. In Notepad copy all and paste it into an Excel file. You can then apply a hierarchical sorting of the list.

Close This button will close the dialog and assign the RealTracks instrument to the current track. Then, when play is pressed, the RealTrack will generate.

Cancel Press this button to leave the **Assign RealTracks to Track** dialog without generating any tracks.

Rebuild and Fix This rebuilds the list of RealTracks and reports any installation errors. Press after you have installed new RealTracks.

☒ Show Error messages If this option is checked, Band-in-a-Box will display RealTracks installation errors when you open the dialog. Press **[Rebuild and Fix]** for more information.

12-Key “Woodshedding” RealTracks

Many people use the RealTracks feature in Band-in-a-Box to learn how to “play like the pros.” This is because you can see notation, tab, on-screen guitar, and more as you hear the music. Now we’ve taken this to a higher level, by providing some “12-Key” RealTracks that have been recorded in all 12 keys. In previous versions, you might decide to learn to play by studying the parts played by the RealTracks artists and watch the notation to do so. Many people have found this a great way to learn, but it had the following issues.

- Since RealTracks were based on only 5 keys, they were transposed much of the time, which would make the guitar part unplayable for a student in some cases.
- The tab/notation was good for guitar, but lacked some precision and graphical representation of bends, pull-offs, hammer-ons, and pull-offs.

So we have solved that by creating some Guitar RealTracks with:

- recording in all 12-keys. So you can see what a pro would play over an Ab chord, and you won’t see them play on a G transposed up to an Ab,
- and carefully transcribed notation, with correct bend/hammer-ons, pull-offs, and slides.

So now you (we!) students have no more excuses! You can watch and learn from the pros!

Tip: Remember to use some of the Woodshedding features for looping (loop but mute the Guitar track every Nth loop, or loop but advance to the next loop every Nth time).

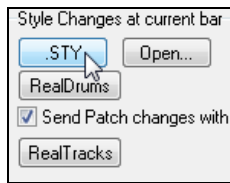
We have made some of these for country guitar (Brent Mason), piano (Mike Rojas), and pedal steel (Eddy Dunlap). For guitar, this means that they are typically generated with no transpositions on any chord so that you can learn by copying exactly what you see on the fretboard. In combination with another new feature, we have (Hi-Q RealCharts and guitar display), this gives you great notation and guitar display.

Changing RealTracks at any bar

You can have RealTracks styles change within a song. There are two ways to change RealTracks at any bar.

Change of RealTracks Styles at any bar

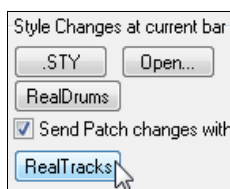
You can change styles with RealTracks at any bar. For example, switch from Jazz Swing to Bossa style at any bar.



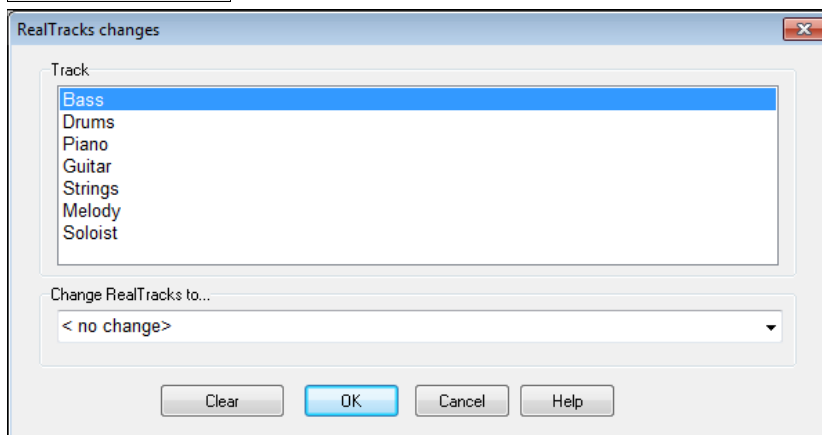
To do this, first open the **Edit Settings for Bar** dialog (press **F5**) at the bar that you want the style change. Then press the **[.STY]** or **[Open]** button to select a style.

Change of individual RealTracks instrument for any track at any bar

You can change specific RealTracks without changing the style by inserting a specific RealTracks instrument into a track at any bar to create a customized performance. For example, you can change an Acoustic Bass comping part to an Acoustic Bass Solo.

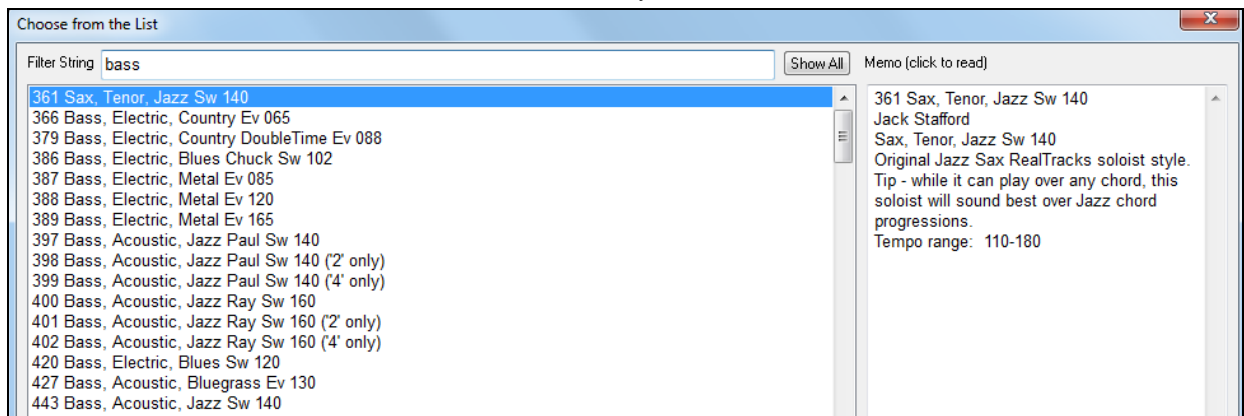


To change the RealTracks instrument for any track at any bar, first open the **Edit Settings for Bar** dialog (press **F5**) at the bar that you want the style change. Then press the **[RealTracks]** button and you will see the **RealTracks changes** dialog where you can choose which tracks you would like to have RealTracks changes on.



Select the track you want to change, and then press the “Change RealTracks to...” dropdown arrow.

You will see a huge list of RealTracks, so you will likely want to narrow it down. Type a word that will be included in the RealTracks name, like “bass.” Then the list will only show bass RealTracks.



You can preview the selected RealTracks by double-clicking on the list or using the transport control buttons. Click on your selection and then choose **[OK]**.

RealTracks Soloist Medleys

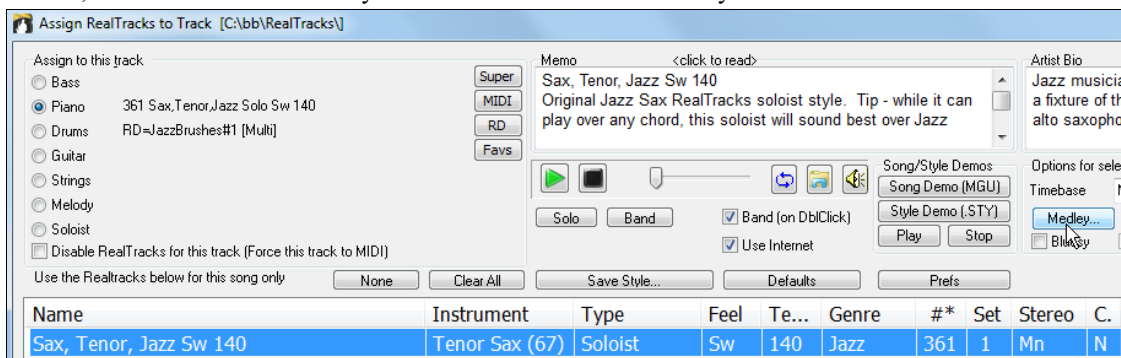
In Soloist Medleys, the RealTracks is made to switch instruments every “N” bars or every chorus. For example, you can add a Bluegrass Medley Soloist that switches between solos from Mandolin, Guitar, Banjo, and Fiddle every 4 bars. Or a Jazz Medley Soloist that switches between Alto Sax, Trumpet, Piano, and Guitar solos every chorus. Or insert “Silence” as one of the instruments, which allows you to play your own instrument. Use the pre-made Soloist Medleys included or create a custom one yourself on any track.

There are 3 ways that you can get RealTracks with Medleys (changing soloists).

1. Some styles have them built-in (see **StylePicker** for details).



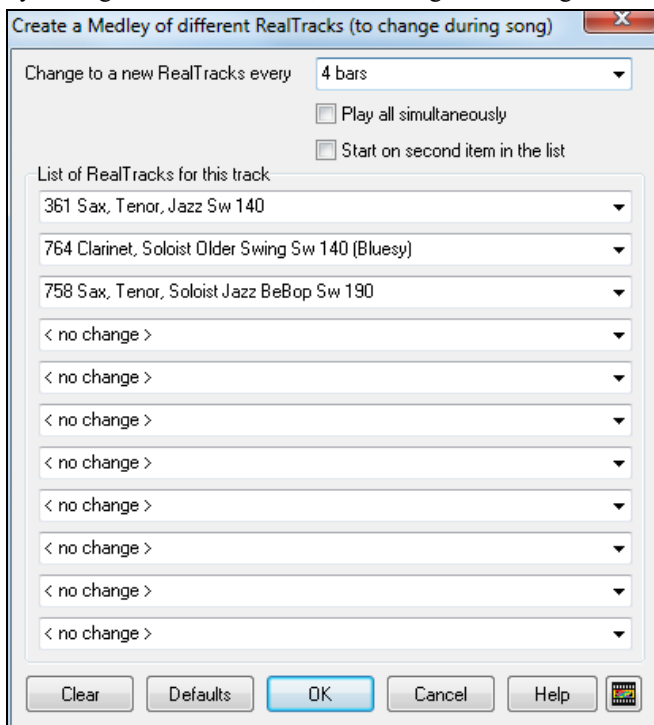
2. Some RealTracks have Medleys built in, applicable to all songs. Look in the **RealTracks Picker**, and search for a filter term “Medley.” You will then see Medleys that are available.
3. You can define your own Medley, to be saved with the current song only. To do this, start in the **RealTracks Picker**, with the RealTracks that you want as the first of the medley.

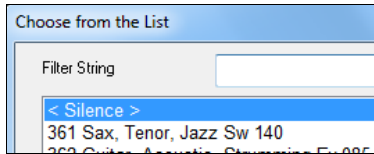


Medley...

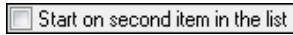
Then press the [Medley] button. You will then see the **Create a Medley of different RealTracks** dialog.

In this dialog, you can specify how often you want the RealTracks to change and create a list of instruments that you want to have included. In the example shown, we have created a Medley from RealTracks 361 (Tenor Sax), by adding Clarinet and Flute, and having them change soloists every 4 bars.





When you are choosing RealTracks to use, note that there is a RealTracks available called “Silence.” This is to be used when “you” want to play, for example, if you want to trade 4’s with the band.



The option to “Start on second item in the list” is useful if you want to start on a different instrument or start with “Silence.”

Multiple RealTracks at the same time on the same track. You can use this feature to add up to 10 RealTracks to play simultaneously on the same track. This is useful if you want to generate a lot of RealTracks, the theoretical limit would be 7 tracks x 10 per track = 70 RealTracks instruments playing at the same time.



Multiple RealTracks are created like Soloist Medleys (as described above), but you also select the option “Play All Simultaneously.” Then all of the instruments will play at all times.

Using RealTracks in Styles

For this discussion, we will assume that we are using RealPedalSteel, in the style “=GeorgeP.sty.”

Note: We use this naming convention for Real Styles. This is optional.

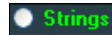
The first letter of “=” indicates that at least one instrument is a RealTrack.

The last letter(s) indicate(s) which instrument it is.

“P”= Pedal Steel, “G”=Guitar, “PG”=Pedal Steel and Guitar.

So the name “=GeorgeP.sty” tells you that it is a style called George, that has RealPedalSteel. The MIDI tracks will be the same as another country style that we have called C_George.STY

Load in the song C:\bb\Documentation\Tutorials\Tutorial BB2008\=GEORGE P Pedal Steel Demo.mgu.



You will see that the Strings track button at the top of the screen is highlighted in green. That indicates that this is a RealTrack.



To play the song, just press **[Generate and Play]**. You will then hear pedal steel guitar on the String part.



You can adjust the volume of the pedal steel part in the Mixer with the Volume control for the Strings part, just as with any Band-in-a-Box part or mute it by right-clicking on the String part.

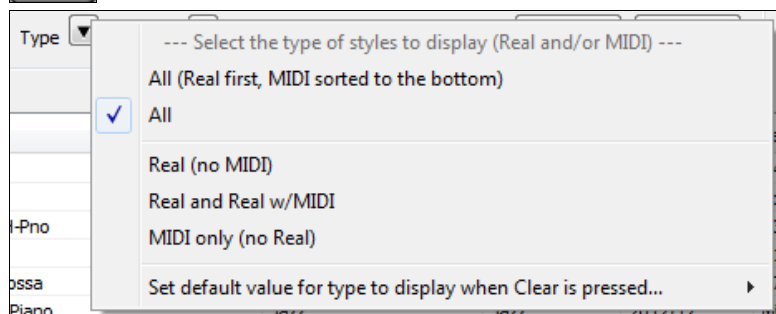
Note: The RealTrack can optionally be generated on the Piano, Guitar, or Strings parts in a Band-in-a-Box style.

Finding all styles that have RealTracks

RealTracks can be built in to styles, so you can have styles that are all MIDI, a mix of MIDI tracks and RealTracks, or all RealTracks. Styles that use RealTracks only are called RealStyles.

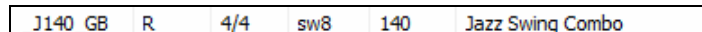


Open the **StylePicker** and locate the Type button above the styles list. This button allows you to filter the list by the type (Real or MIDI).



If you want to see the RealStyles, select *Real (no MIDI)*. If you want to see the RealStyles and styles with RealTracks and MIDI tracks, select *Real and Real w/MIDI*.

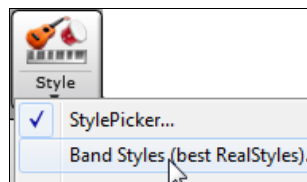
The style names for RealStyles are prefaced by an underscore, _.



The style names for styles with RealTracks and MIDI tracks are prefaced by an equals sign, =.

=TBONE_B RM 4/4 sw8 130 Jazzy Blues w/ AcBass

Selecting RealStyles from Band Styles List



When you choose *Band Styles* from the [Style] button menu, you see a list of the RealStyles categories with submenus listing the most popular styles in each category. For example, in the Jazz Swing section you will see styles for Ballads, Slow Swing, Medium Slow Swing, Medium Swing, Bebop, and Waltzes.

Note: You should have tempo swapping so that the styles will work over a widest range of tempos. BB will remind you about this (by a yellow message) if you have turned off tempo swapping.

The instruments used in each style are displayed, giving a “thumbnail” summary (e.g. Bass, Piano, Guitar, Brushes, Alto Sax Soloist).

Load Song Demo for _DRVCBGS.STY [Slow Driv. Ctry Bal w Solo(65RS)]	
Recent Styles	
Favorite Styles	
JAZZ STYLES	
JAZZ SWING	
BOSSA/LATIN	
CUBAN/BOLERO	
SMOOTH JAZZ	
GVPSV JAZZ/DIXIELAND	
COUNTRY STYLES	
COUNTRY BALLADS	
COUNTRY SWING	
COUNTRY EVEN	
COUNTRY POP 16THS	
PRAISE AND WORSHIP	
COUNTRY WALTZ	
BLUEGRASS	
CAMPFIRE	
POP/ROCK STYLES	
ROCK	
POP	
BLUES	
HARD ROCK/METAL	
R&B, FUNK AND SOUL	
FOLK/CELTIC	
REGGAE	
OTHER	
Classical	
Utility	
Customize this list of styles...	
	MEDSLOW SWING (100-130)
	_LAZYJZM.STY Jazz Swing MedSlow, Piano Trio, Sw 110 (100-130) (Ac.Bass, Ac.Piano, Brushes)
	_JFREDMD.STY Jazz Swing MedSlow, Freddie Quartet, Sw 110 (100-130) (Ac.Bass, Ac.Piano, Ac.Guitar, Brushes)
	_JGTGRMS.STY Jazz Swing MedSlow, Piano El.Guitar Quartet, Sw 110 (100-130) (Ac.Bass, Ac.Piano, El.Guitar, Brushes)
	_JGTFRMS.STY Jazz Swing MedSlow, Electric Guitar Trio, Sw 110 (100-130) (Ac.Bass, El.Guitar, Brushes)
	MEDIUM SWING (130-180)
	_JZWINGP.STY Jazz Swing, Piano Trio, Sw 140 (130-180) (Ac.Bass, Ac.Piano, Drums)
	_JZFRED.STY Jazz Swing, Freddie Quartet, Sw 140 (130-180) (Ac.Bass, Ac.Piano, Ac.Guitar, Brushes)
	_JAZZWS.STY Jazz Swing, Piano El.Guitar Quartet, Sw 140 (130-180) (Ac.Bass, Ac.Piano, El.Guitar, Brushes)
	_JAZCMTR.STY Jazz Swing, Electric Guitar Trio, Sw 140 (130-180) (Ac.Bass, El.Guitar, Brushes)
	BEBOP (180-250)
	_JAZZBOP.STY Jazz Bebop, Piano Trio, Sw 190 (180-220) (Ac.Bass, Ac.Piano, Drums)
	_JFREDFS.STY Jazz Bebop, Freddie Quartet, Sw 190 (180-220) (Ac.Bass, Ac.Piano, Ac.Guitar, Drums)
	_JGTGRFS.STY Jazz Bebop, Piano El.Guitar Quartet, Sw 190 (180-220) (Ac.Bass, Ac.Piano, El.Guitar, Drums)
	_JGTFRFS.STY Jazz Bebop, Electric Guitar Trio, Sw 190 (180-220) (Ac.Bass, El.Guitar, Drums)
	WALTZES (75-190)
	_JWALZPS.STY Jazz Waltz Slow, Piano Trio, Sw 85 (80-100) (Ac.Bass, Ac.Piano, Brushes)
	_JWALZPM.STY Jazz Waltz Med.Slow, Piano Trio, Sw 110 (100-130) (Ac.Bass, Ac.Piano, Brushes)
	_JWALZGM.STY Jazz Waltz Med.Slow, Guitar Trio, Sw 110 (80-130) (Ac.Bass, El.Guitar, Brushes)
	_JWALTZP.STY Jazz Waltz, Piano Trio, Sw 140 (130-190) (Ac.Bass, Ac.Piano, Brushes)
	_JWALTZG.STY Jazz Waltz, Guitar Trio, Sw 140 (130-190) (Ac.Bass, El.Guitar, Brushes)
	WITH SOLOS
	_JZBALTS.STY Jazz, Ballad with Tenor Sax Solo, Sw 60 (50-90) (Ac.Bass, Ac.Piano, TenorSax(solo), Brushes)
	_JBALVBS.STY Jazz, Ballad with Vibes Solo, Sw 60 (50-90) (Ac.Bass, Ac.Piano, Ac.Guitar, Vibes(solo), Brushes)
	_J085_TP.STY Jazz, Slow with Trumpet Solo, Sw 85 (75-100) (Ac.Bass, Ac.Piano, El.Guitar, Trumpet(solo), Brushes)
	_JZBALGS.STY Jazz, Slow with Guitar Solo, Sw 85 (75-100) (Ac.Bass, Ac.Piano, El.Guitar(solo), Brushes)
	_JLJAZSS.STY Jazz MedSlow with Soprano Sax Solo, Sw 110 (100-130) (Ac.Bass, Ac.Piano, Ac.Guitar, SopranoSax(solo), Brushes)
	_J140_JT.STY Jazz Medium with Tenor Sax Solo, Sw 140 (130-160) (Ac.Bass, Ac.Piano, Ac.Guitar, TenorSax(solo), Brushes)
	_J140_OS.STY Jazz Medium with 'Older' Alto Sax Solo, Sw 140 (130-160) (Ac.Bass, Ac.Piano, AltoSax(solo), Brushes)
	_J140CLS.STY Jazz Medium with 'Older' Clarinet Solo, Sw 140 (130-160) (Ac.Bass, Ac.Piano, Ac.Guitar, Clarinet(solo), Brushes)
	_J140TBS.STY Jazz Medium with 'Older' Trombone Solo, Sw 140 (130-160) (Ac.Bass, Ac.Piano, Trombone(solo), Drums)
	_J140TBS.STY Jazz Medium with 'Older' Trumpet Solo, Sw 140 (130-160) (Ac.Bass, Ac.Piano, Trombone(solo), Drums)

Song Demos

Load Song Demo for _DRVCBGS.STY [Slow Driv. Ctry Bal w Solo(65RS)]

You can load in a song demo for the current selection by choosing the menu item *Load Song Demo*.

Customize the Band List

This list of styles can be customized by the user. You can create a text file of styles to add to the top and/or bottom of the list (i.e. above or below the list of styles provided by PG Music). To customize this list at the top, create a file called *C:\bb\Data\RealCombos_User_Top.txt*, or *C:\bb\data\RealCombos_User_Bottom.txt* for the bottom.

The format of the file is identical to the one that PG Music includes, which is called *C:\bb\Data\RealCombos.txt*. You can list a line of text (for a heading), e.g.,

---- My Favorite Country Styles ----

or a line with a style on it, e.g.,

_JAZFRED\$ Jazz Style with 4 in the bar Guitar

On this line, the \$ character is a delimiter between the style name and the description.



Press the [Video Help] toolbar button in Band-in-a-Box for a tutorial on editing the Band styles list. To learn more about the Band Button, open this folder: *C:\bb\Documentation\Tutorials\Tutorial - BB2012*

and open the file <_JAZFRED Demo (‘Band’ button which selects common RealCombos).SGU>.

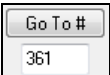
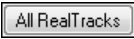



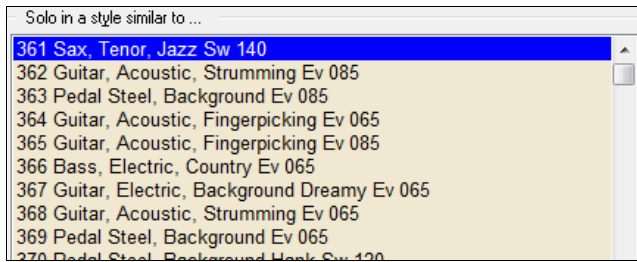
Press the **[Memo]** button to read about the feature and the demo song.

Using RealTracks in Solos



Press the **[Soloist]** button (**Shift+F4**) and launch the **Select Soloist** dialog. Get to Soloists in the range 361 and higher. You can do that either by:

1.  Typing 361 and pressing **[Go To #]**.
2.  Pressing the **[All RealTracks]** button.
3.  Unchecking “All Genres” and selecting “RealTracks (audio soloists)” from the list of genres.



As with other Soloists, press the **[All Solo]** button to make sure that the Soloist will be generated for all choruses, or **[Melody & Solo]** if you just want the Soloist for a certain chorus.



Your RealTracks solo will be saved with the song and the Soloist track will be frozen and marked with an asterisk (*).

Video RealTracks

When you load a video RealTracks, you can use it just like an audio RealTracks but you can also generate a video, which will display the musician playing your song exactly as you hear it. If you load one of the video RealTracks bands, you will have video RealTracks on 5 tracks, and you can make a video of 1-5 musicians. You can also include a chord sheet or notation in the video.

You can easily find the video RealTracks in the RealTracks or RealDrums Picker. The “Set” column will show “VideoFound” if the video RealTracks is installed.

Name	Type	Feel	Tempo	Genre	#	N/A	Set*
Guitar, Electric, Rhythm BossaCompOly12-key Ev 110	Rhythm	Ev	110	Jazz	2826		videoFound300
Guitar, Electric, Rhythm JazzWaltzCompOly12-key Sw 110	Rhythm	Sw	110	Jazz	2827		videoFound300
Piano, Acoustic, Rhythm BluesStraightMike12-key Ev 085	Rhythm	Ev	85	Blues	2881		videoNA299
Piano, Acoustic, Rhythm CountryPopMike12-key Ev 085	Rhythm	Ev	85	Country	2825		videoFound281
Guitar, Electric, Rhythm CountryPopBrent12-key Ev 085	Rhythm	Ev	85	Country,Pop	2911		videoFound281

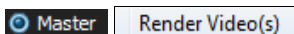
RealDrums Style Name	^	Genre	Ge...	/4	Ev	8	Lo	Hi	x	Artist	#*
PopSyncSw16^	^	Pop	Rock	Sw	16	060	120			Shannon Forrest	VideoFound277
Rock8ths^	^	Rock	Pop	Ev	8	150	190	x		Shannon Forrest	VideoFound277
DrivingPop8ths^	^	Pop	Rock	Ev	8	090	130			Shannon Forrest	VideoFound262
ModCountry16ths^	^	Country	Rock	Ev	16	070	110			Shannon Forrest	VideoFound262

Note: The “Set” column will show “VideoNA” if a video is available but not installed. Not all video RealTracks/RealDrums are included with a regular Band-in-a-Box package, so seeing VideoNA is normal unless you have purchased add-ons.

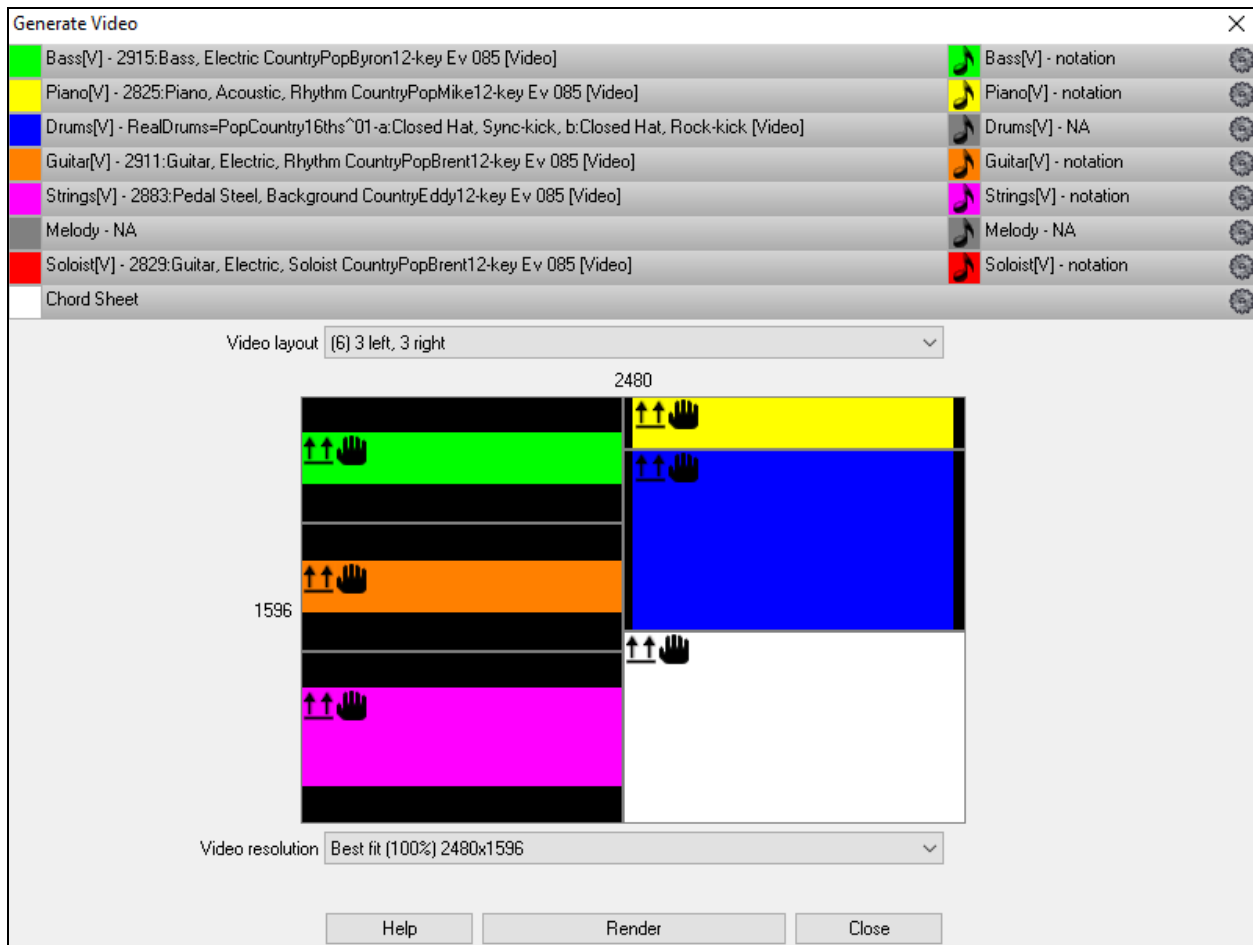
When you select video RealTracks, **[V]** will show at the track buttons.



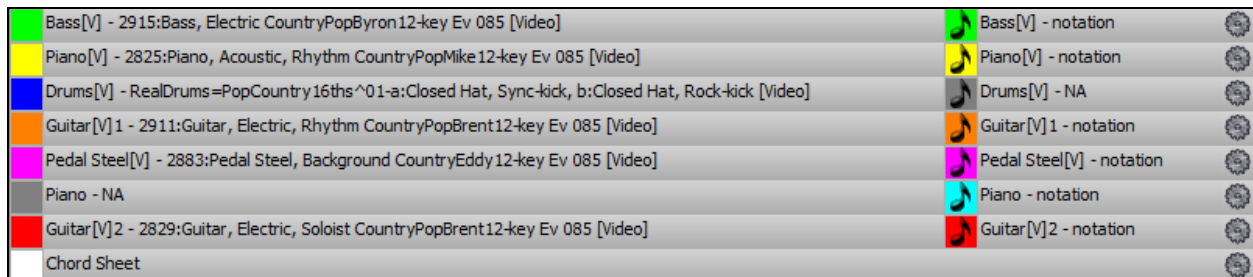
To make a video of RealTracks that are selected for your song, right-click on the Master button or one of the track buttons and select *Render Video(s)* from the menu.



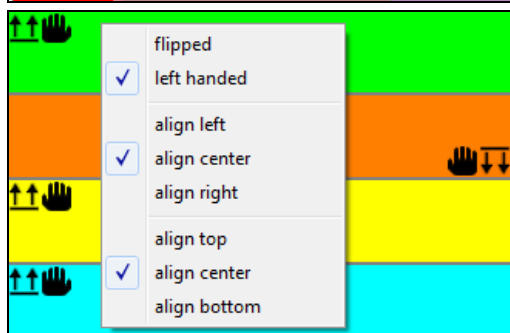
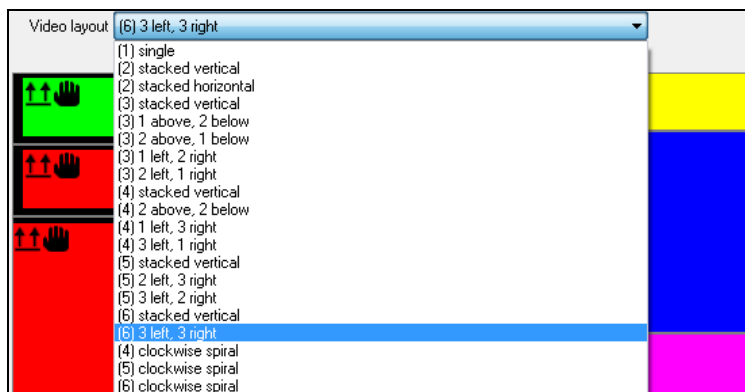
This will open the **Generate Video** dialog.



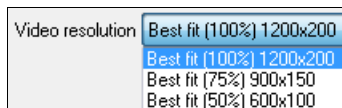
Drag one of the available tracks listed at the top of the dialog and drop it onto the layout selector below. You can also drag and drop the chord sheet or notation (if available). You can even drag a video file (.mp4 files and some .avi files) from Windows® Explorer and drop it onto the video layout selector.



If you are making a video of multiple tracks, you can choose a track layout. For example, you can stack 3 tracks vertically for a 3-track video, or 3 tracks on the left and 2 tracks on the right for a 5-track video.



Right-clicking on the layout selector will show you a menu with options to flip a video, make a video for the left handed, or select alignment for each video.



You can select the resolution for the video. The aspect ratio is determined by which tracks are included and how they are arranged, but this allows you to make the final video smaller if you want.



When you are ready, press this button and select the name and location for the video.

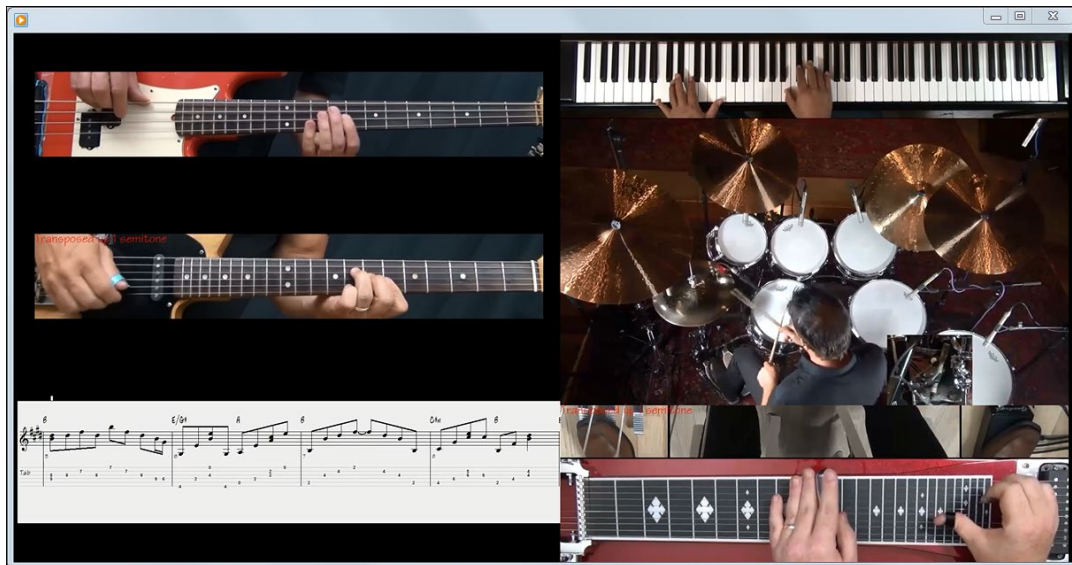


While the video is being rendered, you can close the dialog and use other features in Band-in-a-Box.



When the video has been rendered, you can click on the .mp4 file on the Windows® Explorer to play the video.

Here is an example of a video for modern country band (electric bass, electric guitar, piano, drums, and pedal steel).



Saving Your RealTracks

RealTracks that have been frozen will be saved with the song. Frozen tracks will play back instantly, not requiring time to generate. They play back the same way each time, so if you like a solo, you can “freeze it.” If you send a song to a friend as “frozen,” they will hear the same performance.

RealDrums

The RealDrums are recordings of top studio drummers, playing multi-bar patterns. MIDI drums are patterns based on single drum hits, being programmed, typically on a quantized grid, of what people assume drummers are typically playing. We record drummers at multiple tempos, so the playing you hear at various tempos is also musically different, not just “sped up.” Drummers play different types of fills etc. at slower/faster tempos, and these are captured with RealDrums.

Technical note: If interested, you can see which tempos have been recorded by looking in the `C:\bb\Drums` folder for the particular style you are interested in.

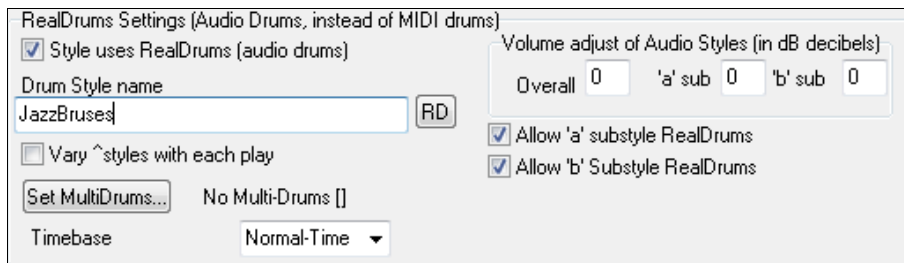
How Do RealDrums Work?

There are several ways to hear RealDrums with new or existing Band-in-a-Box songs. The simplest way is to select a style that already uses RealDrums.

In the **StylePicker**, styles with RealDrums can be identified in the list by a style name beginning with a minus sign. For example, “-ZZJAZZ.STY” is a version of the ZZJAZZ.STY that uses RealDrums.



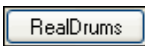
You can see what RealDrums set is used in a particular style is in the StyleMaker’s **Misc. Style Settings** dialog. Open the StyleMaker and click on the **[Misc]** button to get there.



You can change the RealDrums style, or assign RealDrums to a style that doesn’t have them, by clicking on the **[RD]** button and making a selection from the **RealDrums Picker** dialog.

RealDrums can also be enabled to substitute for MIDI drums when a song is played, or they can be assigned to a specific song. This is done in either the **RealDrums Settings** or the **RealDrums Picker**.

RealDrums Settings



RealDrums can be substituted for MIDI drums on existing styles in the **RealDrums Settings** dialog, which opens from the **[RealDrums]** toolbar button (**Ctrl+click**) or with the **[RealDrums]** button in the **Preferences** dialog.

RealDrums Settings [RealDrums=JazzBrushes_145]

Global RealDrums Settings

☒ **Enable RealDrums** Slide Track 0 ms

☒ Enable RealDrum style changes at any bar Global Volume Adjust 0 dB

Amount of Reverb to add to Drums (0-127) 50 Adjust Push Velocity 0 dB

☐ Developer Mode Adjust Shot Velocity 0 dB

Custom Drums folder (instead of C:\bb\Drums\)

☐ Use a custom folder location for the RealDrums

Update

Install ... Archive ...

RealDrums Substitutions

☒ Substitute RealDrums for MIDI drums if RealDrums are as good or better then the MIDI drums. (3/5)

☐ If RealDrums style not found, use other RealDrums style if other RealDrums style is at least a good match. (3/5)

Favor Brushes/Sticks No Favor Artists Sometimes ☒ For RealDrum substitutions, choose different ^variations with each PLAY

Song Specific RealDrums Settings

☐ For this song only, use this RealDrum style

☐ For this song only, choose different ^variations with each play

Play Stop

RD Clear

Compatible Songs, Styles

RD Demo SongDemo BB Styles

Defaults Update Settings OK Help

☒ **Enable RealDrums** With “Enable RealDrums” checked, RealDrums may be used rather than MIDI. There is also a hot key combination to turn RealDrums on/off (**Ctrl+Shift+F6**). The hot keys also work while the song is playing.

RealDrums Substitutions

☒ Substitute RealDrums for MIDI drums

if RealDrums are as good or better then the MIDI drums. (3/5)

always, for every style, even if MIDI drums are better than RealDrums. (1/5)

frequently, even if RealDrums are not as good as MIDI drums. (2/5)

if RealDrums are as good or better then the MIDI drums. (3/5)

if RealDrums are better than the MIDI drums. (4/5)

rarely, only if RealDrums are much better than the MIDI drums. (5/5)

This will substitute RealDrums for MIDI styles. You can change the setting from 1 to 5. If set to 1, almost all MIDI drums will get substituted by RealDrums. If set to 5, only RealDrum styles that match the style perfectly will get substituted.

☒ For RealDrum substitutions, choose different ^variations with each PLAY This feature selects variations of RealDrums instruments with each PLAY. Most RealDrums styles (starting with RealDrums set 5) contain many instrument variations (“brushes vs. Sticks”, “HiHat vs. Ride Cymbal” “Percussion only” etc.). Now, by selecting [Prefs] [Real Drums] “...choose different variations with each PLAY,” you can hear a different variation each time play is pressed, so the song sounds fresh each time. One time you will hear it with brushes, the next time with sticks and ride cymbals, etc.

Favor Brushes/Sticks Favor Brushes

No

Favor Brushes

Favor Sticks

When selecting RealDrums styles to use for a style, BB will use your preferences for brushes and sticks. For example, if you choose “Favor Brushes,” BB will always choose from among variations that include brushes (when available).

Favor Artists Sometimes

Never

Sometimes

Always

We have “artist” support. This allows you to choose among different drummers playing the same style. For example, we have multiple artists playing the “JazzBrushes” style. You can set Band-in-a-Box to choose a different artist with each play, or always choose a specific artist.

☒ If RealDrums style not found, use other RealDrums style if other RealDrums style is at least a good match. (3/5)

frequently, if other RealDrums style is at least a partial match. (1/5)

if other RealDrums style is at least a fair match. (2/5)

if other RealDrums style is at least a good match. (3/5)

if other RealDrums style is at least a very good match. (4/5)

rarely, if other RealDrums style is a perfect match. (5/5)

This will replace the RealDrums that you don’t have with ones that you do have.

Technical note: The text file a_pgmusic.ds provided by PG Music controls this, and users can make other files MySubs.ds if they make their own RealDrums styles.

☒ For this song only, use this RealDrum style JazzBrushes RD Clear

This will let the current song use the specific RealDrums style. Click on the **[RD]** button to select a specific RealDrums style to use in a particular song. This will launch the **RealDrums Picker** with a list of all available RealDrums styles. The **[Clear]** button clears the currently selected RealDrums for the song.

☒ For this song, choose different ^variations with each play When this is set, if you save a specific style with a song, you will hear a new variation of that style each time you press PLAY, with different drum instruments.

☒ Enable RealDrum style changes at any bar This allows the RealDrums to change styles with MultiStyles, style changes, or specific RealDrums style changes entered at any bar in the **Edit Settings for Bar** dialog (**F5**).

Amount of Reverb to add to Drums (0-127) 50 Normally, no reverb is added to Drums, but if you want some reverb added, you can set it here.

Slide Track 0 ms You should normally leave this at 0, unless you are having problems with synchronization between the MIDI tracks and RealDrums.

Global Volume Adjust 0 dB If the RealDrums track is too loud or quiet in relation to the MIDI parts, you can adjust the volume here. This will affect all RealDrums styles.

Adjust Push Velocity 0 dB If you find that RealDrums pushes are too loud, put a negative value in this field. Enter a positive value if they are too soft.

Adjust Shot Velocity 0 dB If you find that RealDrums shots are too loud, put a negative value in this field. Enter a positive value if they are too soft.

Compatible Songs, Styles
 RD Demo SongDemo BB Styles
 These buttons will, for a chosen RealDrums style, enable you to (1) play the RealDrums demo song, (2) show a menu of BB styles that would work with the Real Drum style and (3) play a song demo of various BB styles that work with the Real Drum style.

Install ... When the **[Install]** button is pressed, WAV files will be created from any RealDrums styles that are still WMA files. Make sure that you have enough space available on your hard drive prior to installing the RealDrums. The small button installs WAV files for a single folder.

Note: Usually the WAV files have already been created upon installation, if so this feature isn't needed.

Archive ... This will erase the WAV files in the Drums folder when there is a smaller WMA available. The WAV files can be restored by pressing the **[Install]** button. The small button archives files for a single folder.

Custom Drums folder (instead of C:\bb\Drums\)
☒ Use a custom folder location for the RealDrums
 D:\My Music\Drums Update

You can choose any folder (e.g. E:\Drums) for your RealDrums. This allows you to, for example, conserve space on your C:\ drive. If Band-in-a-Box cannot find your Drums folder, a yellow hint message appears at

boot up to alert you to that and tells you how to fix it: Note: You have RealDrums installed, but none are found in your Drums folder. You should point to your correct Drums folder in *Prefs | RealDrums Settings*."

Technical Note: The custom folder location is remembered in C:\bb\Preferences\interface.bbW and C:\Users\Public\Ticket\Band-in-a-Box Folder Locations.txt.

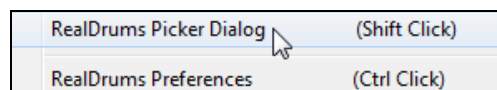
Tempo checking for chosen RealDrums styles. If you choose a RealDrums style, and the tempo is out-of-recommended-range for the style, then Band-in-a-Box will inform you of that – you can still use the style of course. RealDrums styles that get chosen automatically by Band-in-a-Box will always be compatible with your song.

Selecting RealDrums - RealDrums Picker



Shift+click on the **[RealDrums]** toolbar button to open the **RealDrums Picker**.

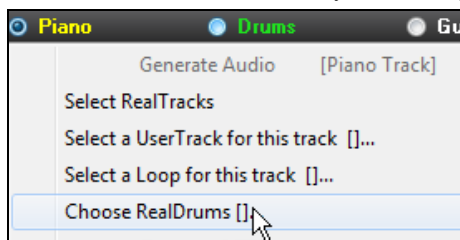
Or click on this button and select the menu command *RealDrums Picker Dialog*.



The **RealDrums Picker** is also available from the **RealDrums Settings** dialog, by selecting "For this song only, use this RealDrum style" and clicking on the **[RD]** button.



RealDrums can be added to any track, not just the Drums track, so you can have more than one drums track.

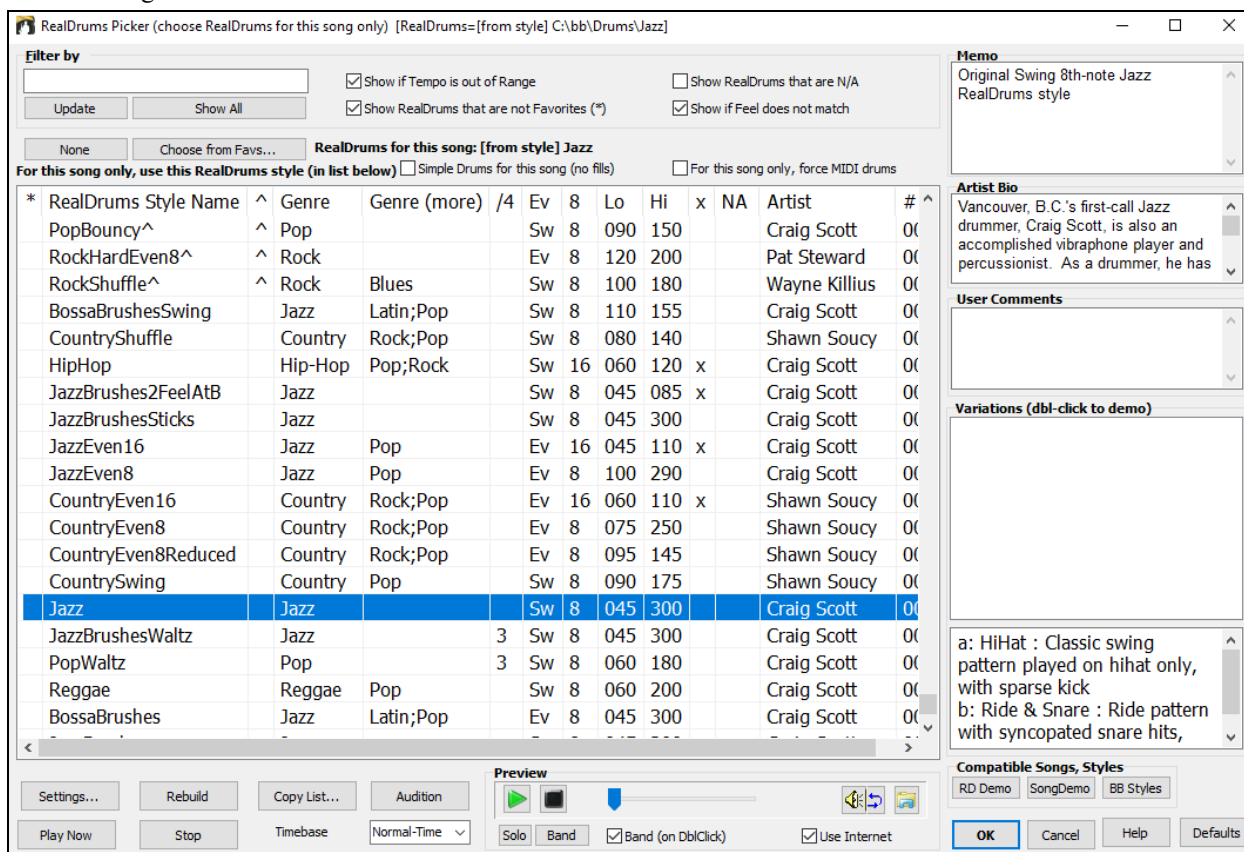


To do this, right-click on the track button and select *Choose RealDrums*.

When there are multiple drums tracks, they will be automatically called Drums 1, Drums 2 etc.

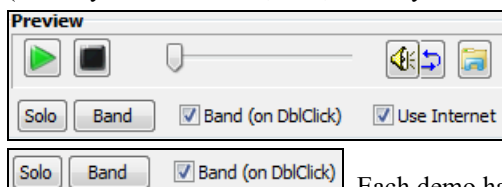


The **RealDrums Picker** is used to assign a particular RealDrums style for just the one song you are working on. RealDrums made by you (or others) that are added by you to the Drums folder also appear in the **RealDrums Picker** dialog.



Instant Preview of RealDrums

You can double-click on a RealDrums, or on the Variation name of the RealDrums, to audition each variation of the RealDrums. For example, if you've found CountryWaltz^, you can now hear demos of the variations (CountryWaltz^1-HiHat,Ride, CountryWaltz^2-Brushes etc.).



Each demo has a “band” version with all instruments, and a “solo” version with drums only. You can choose which of band or solo plays first when you double-click on the list, by the “Band (on DbClick)” checkbox. Otherwise, press the **[Band]** or the **[Solo]** button. The demos play 4 bars of “a” substyle, and then 4 bars of “b” substyle, using the current RealDrums (left hand panel) and the variation (right hand panel).



The preview sometimes plays files from the internet. You can download a file that is being played from the internet by clicking this button. If the file is being played on your hard drive, this button will show the file in a folder.

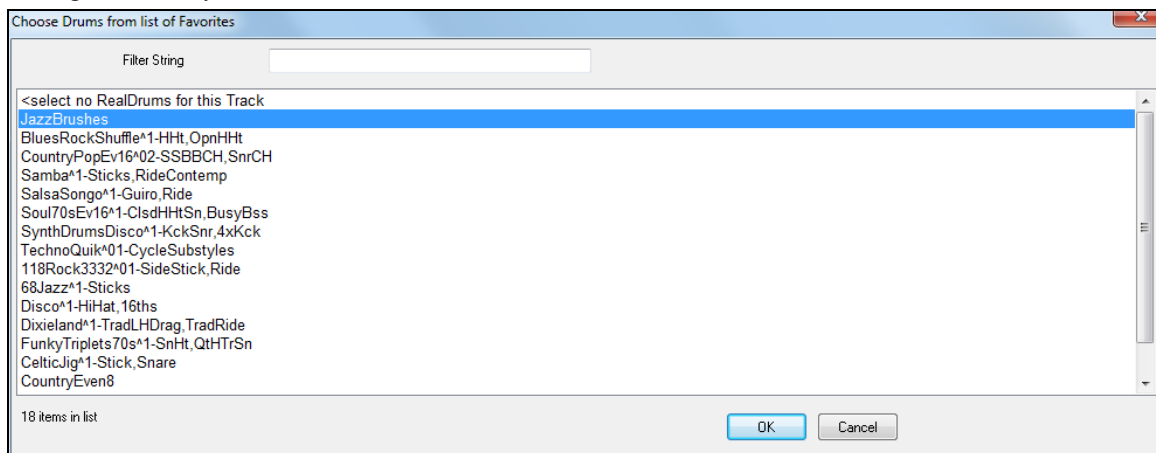


You can control the volume of the demos with this button.

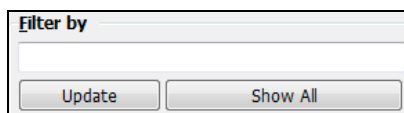
Choosing From Favorites

Choose from Favs...

Your recent RealDrums selections are saved, and available in the various dialogs that allow you to choose RealDrums. In the **RealDrums Picker**, click on the **[Choose from Favs]** button to open a list of up to 400 most recent selections. Use the Filter String to narrow the selection by entering a term like “bossa” or “swing” to see only RealDrums with those words in the name.



Filter



A filter is available in the **RealDrums Picker**. Type a filter text, (e.g. bossa) and press **[Update]**, and you will then see the list filtered to show only RealDrums that have the word “bossa” somewhere in the title, memo, etc. Pressing **[Show All]** will cancel the filter, and show all RealDrums again.

Multiple search terms work with the **RealDrums Picker**. If you separate terms with a space, each term is searched for separately. So a search for “Bossa Rock Ev 120,” will find any Bossa Rock styles with an Even feel that would work with a tempo of close to 120. Adding a search term that has a number will filter for RealDrums that match the tempo or within a compatible range.

RealDrums for the current song

RealDrums for this song: Jazz#1

This is the current RealDrums for this song. This can either come from the style, or a specific RealDrums for this song, set in this dialog.

Tip: RealDrums in styles are assigned in the StyleMaker. Press the [Misc.] button or use the menu command *Style | Misc. Settings* to go to the **Misc. Style Settings** dialog and make your selections in “RealDrums Settings.”

Force Simple Arrangement

☒ Simple Drums for this song (no fills)

If this is enabled, RealDrums will play a simpler arrangement without fills.

Force MIDI Drums

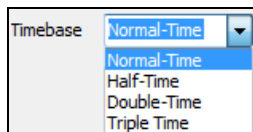
☒ For this song only, force MIDI drums

Set this if you want MIDI drums and want to override a RealDrums that is set in the style.

None

This sets the drums to no RealDrums override for the song, and optionally also forces MIDI drums (i.e., no RealDrums for the style either).

Timebase



You can select a timebase (normal, half-time, double-time, or triple-time) for any RealDrums.

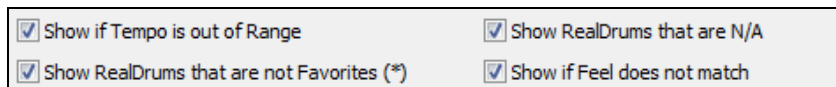
For example, if you have:

- an even 16ths Folk drums track at tempo 90, then you can choose Half-Time, and it will play even 8 feel with a style at tempo 180.
- an even 8 feel style at tempo 190, then you can choose Double-Time, and it will play at tempo 95 (Cut-Time) even 16ths feel.
- a fast waltz style at tempo 150, then you can choose Triple-Time, and it will play with a slow 4/4 style at tempo 50, which gives a triplet 12/8 feel.

Timebase can be stored with song, style, or RealDrums. If the RealDrums is named with the timebase appended, it will function in that timebase. For example, “BossaBrushes” is a normal Ev 8 timebase, but “BossaBrushes [Double-Time]” would play this in a Cut-Time ev 16 feel.

Additional Settings

There are additional settings to define your selection in the **RealDrums Picker**.



“Show if Tempo is out of Range” will show styles that wouldn’t work well at the current song tempo. The acceptable range is shown in the list of styles Lo/Hi (9th and 10th) columns.

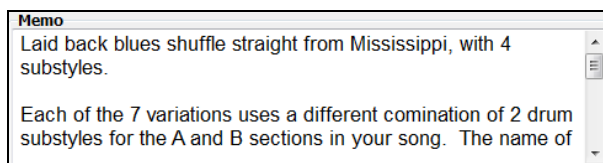
“Show if Feel does not match” will show a song where the drums are in Even feel and the style is Swing (or vice versa).

“Show RealDrums that are not Favorites (*)” You can assign a style as one of your favorites by clicking in the first column. Then you can sort by favorites or use this option to only see favorites.

“Show RealDrums that are N/A” These are styles not found in the Drums folder, likely because they are add-on styles not purchased yet. Press the **[Rebuild]** button and check the RealDrums Settings to confirm that you have the correct Drums folder selected.

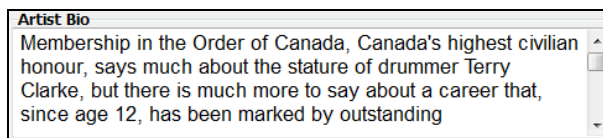
If Band-in-a-Box cannot find your Drums folder, a yellow hint message appears at boot up to alert you to that, and tells you how to fix it: “Note: You have RealDrums installed, but none are found in your Drums folder. You should point to your correct Drums folder in *Prefs | RealDrums Settings*.”

Memo



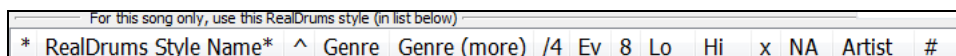
“Memo” is a memo description of the style. These are stored in *C:\bb\Data\RDPGMemos.txt* file. You can also add your own memos in the User Comments box below.

Artist Bio



The “Artist Bio” shows brief summaries of the careers of the top drummers featured in RealDrums.

List Columns

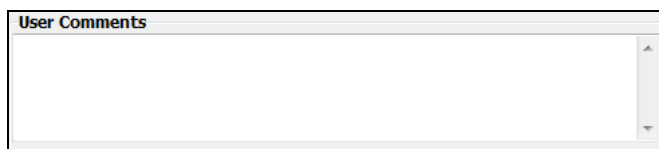


The RealDrums list can be sorted by any of the column headings.

- * Click on this column to enter an asterisk, indicating that this is a favorite style.
- Click on the name of the RealDrums style name that you want to select for the song. Names ending in a caret ^ have variations available.
- ^ Clicking in the caret column will show the variations for the selected RealDrums style (if available).
- Genre is the type of music that the RealDrums style comes from, such as Jazz, Rock, or Country.
- Genre (more) suggests additional types of music that the RealDrums style might work for.
- /4 indicates the time signature, which is 4/4 by default. If the column is empty, the time signature is 4/4; if there is a 3 in this column, the time signature is 3/4.
- Ev* indicates the feel of the RealDrums style, either Even or Swing.
- The listing in the 8 column indicates whether the meter is based on eighth notes (8) or sixteenth notes (16).
- Lo is the slowest tempo for which the RealDrums style is suited.
- Hi is the fastest tempo recommended for the style.
- X indicates a style with a tempo that is out of range for the song.
- N/A are styles not found in the Drums folder.
- Artist is the name of the drummer who recorded the RealDrums.
- # is the number of the RealDrums set for the style. This column also tells you whether a video is available for the RealDrums.

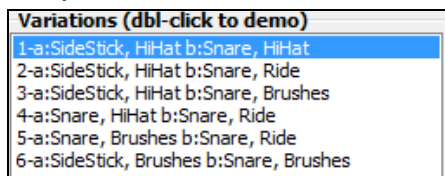
User Comments

You can type in your own comments about any style in the “User Comments” field and they will be saved in a file called RDUserMemos.txt.

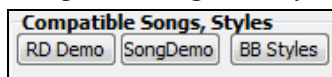


Variations

RealDrums styles ending in a caret (^) have variations available. They are listed here. Where there are two instruments shown, such as Brushes/Sticks, the first one plays in the “a” substyle and the second in the “b” substyle. You can double-click on each variation to hear the demo.



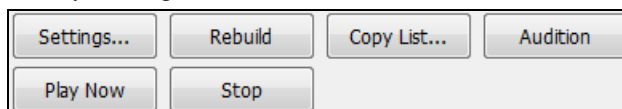
Compatible Songs and Styles



[RD Demo] loads and plays a demo of the chosen RealDrum style.

[Song Demo] shows Band-in-a-Box styles that will use this RealDrums style if “Substitute RealDrums” is selected. The song demo for the style will get loaded.

[BB Styles] shows Band-in-a-Box styles that will use this RealDrums style if “Substitute RealDrums” is selected. The style will get loaded if the menu selection is made.



The **[Settings]** button opens the **RealDrums Settings** dialog.

[Rebuild] builds the list of RealDrums present as folders in the *C:\bb\Drums* folder. If you add new RealDrums, press this button to update the list. (These are stored in a *C:\bb\Data\DrumFolderNames.txt* file.)

[Copy List] saves the current list with all information to a tab-delimited .txt file and opens it in Notepad. In Notepad copy all and paste it into a spreadsheet such as an Excel file. You can then apply a hierarchical sorting of the list.

[Defaults] returns the dialog to default settings, which will show all available styles.

[Play Now] loads the selected RealDrums and starts playback. If you haven't played the song yet, since you haven't generated non-drums tracks, you will only hear drums. In that case, press **Shift+Click** to generate all tracks.

The **[Stop]** button stops the song playback. Click (or **Shift+Click**) on **[Play Now]** to resume.

The **[Audition]** button doesn't load the style but instead uses your audio player to play a demo .WAV file for the style.



Press **[OK]** to make your selection.

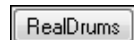
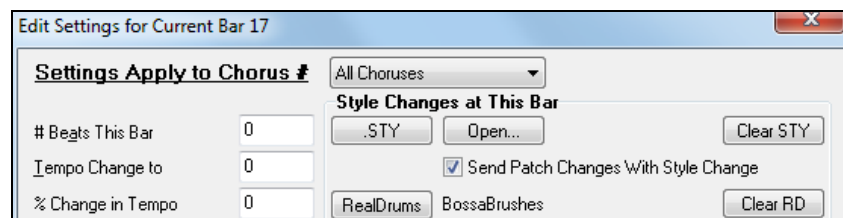
Press **[Cancel]** to close the dialog without making a selection.

Note: When a song is loaded, played or saved, a yellow hint message will appear if any RealTracks or RealDrums are missing, listing the files that are missing.

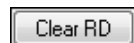
Changing RealDrums at any bar

The **Edit Setting for Current Bar** dialog opens with the menu command *Edit | Bar Settings* or with the **F5** function key.

In this dialog, you can change RealDrums at the current bar. The change can affect all choruses, or just a selected chorus.



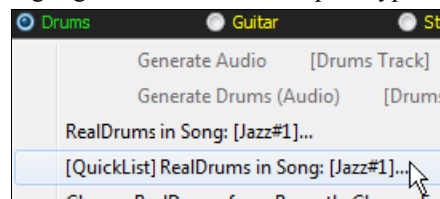
The **[RealDrums]** button opens the **RealDrums Picker** to select a new RealDrums from the list.



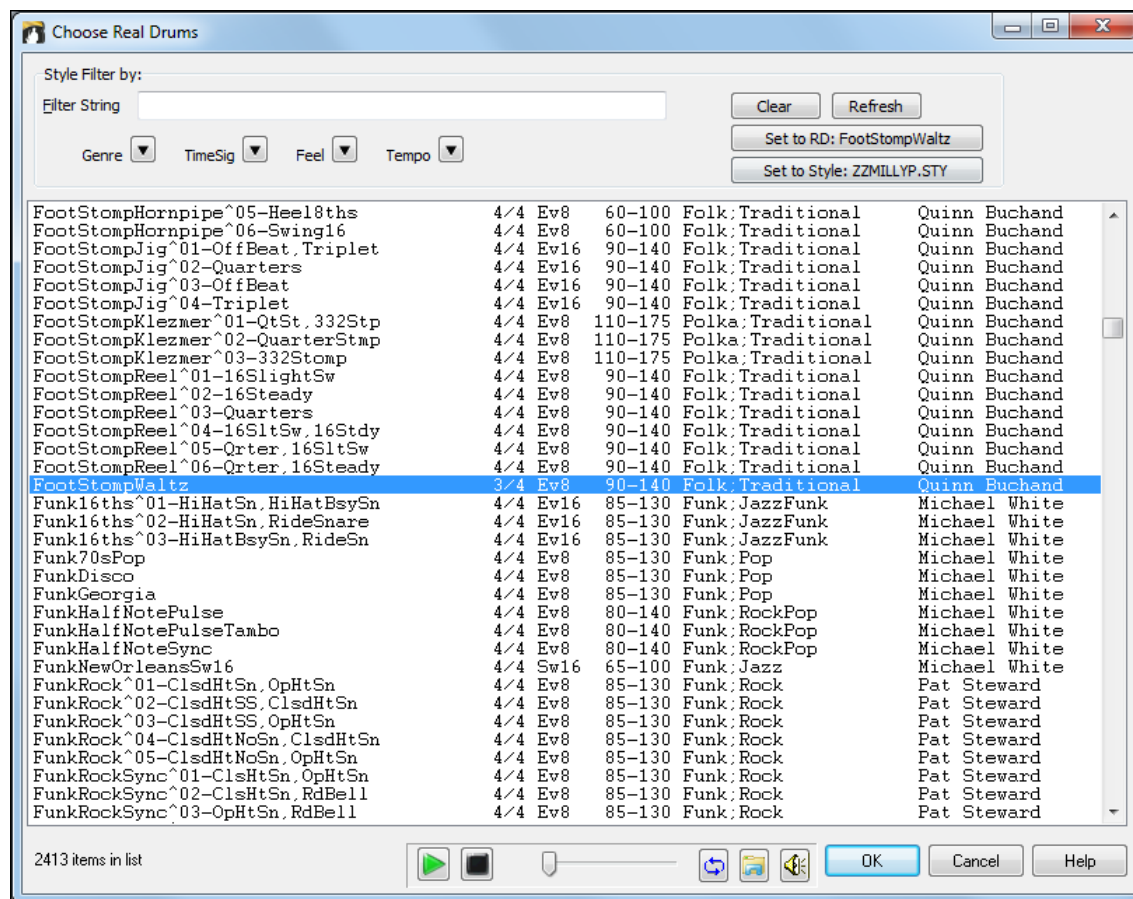
Click on the **[Clear RD]** button to remove the change.

RealDrums QuickList

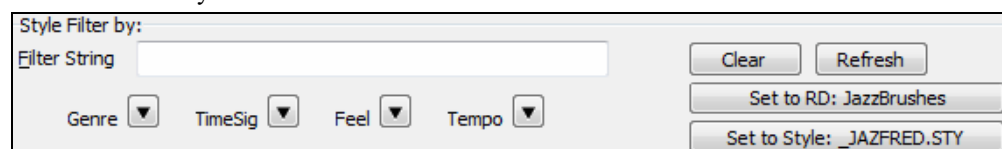
This is the simpler dialog for choosing RealDrums, an alternative to the **RealDrums Picker**. It displays all available RealDrums in a simple list, which can be easily filtered by genre, time signature, feel, and more. The list can be set to show only RealDrums that are compatible with the current style of the song. You can also set the highlighted RealDrums as a prototype RealDrums to find alternates to that RealDrums.



To open the dialog, right-click on the Drums track button, and select *[QuickList] RealDrums in Song* from the menu.



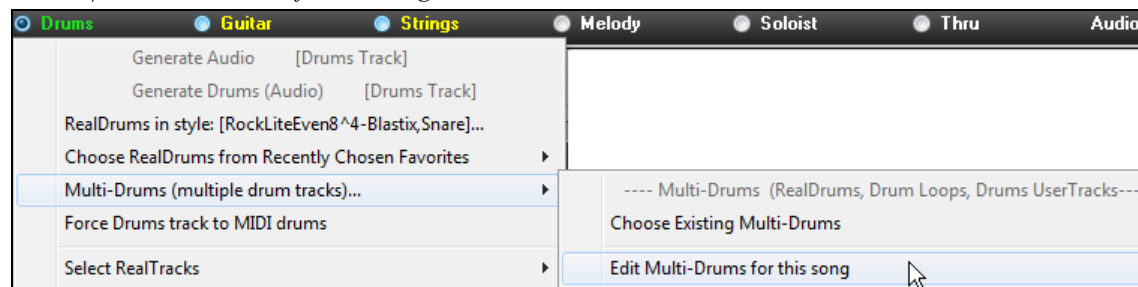
You can filter the list by genre, time signature, feel, tempo, and text. Use the [Set to Style:] button to see RealDrums that are compatible with the current style of the song. The [Set to RD:] button allows you to set the highlighted RealDrums as a prototype RealDrums so you can find alternates to that RealDrums. Press the [Clear] button to clear any filter.



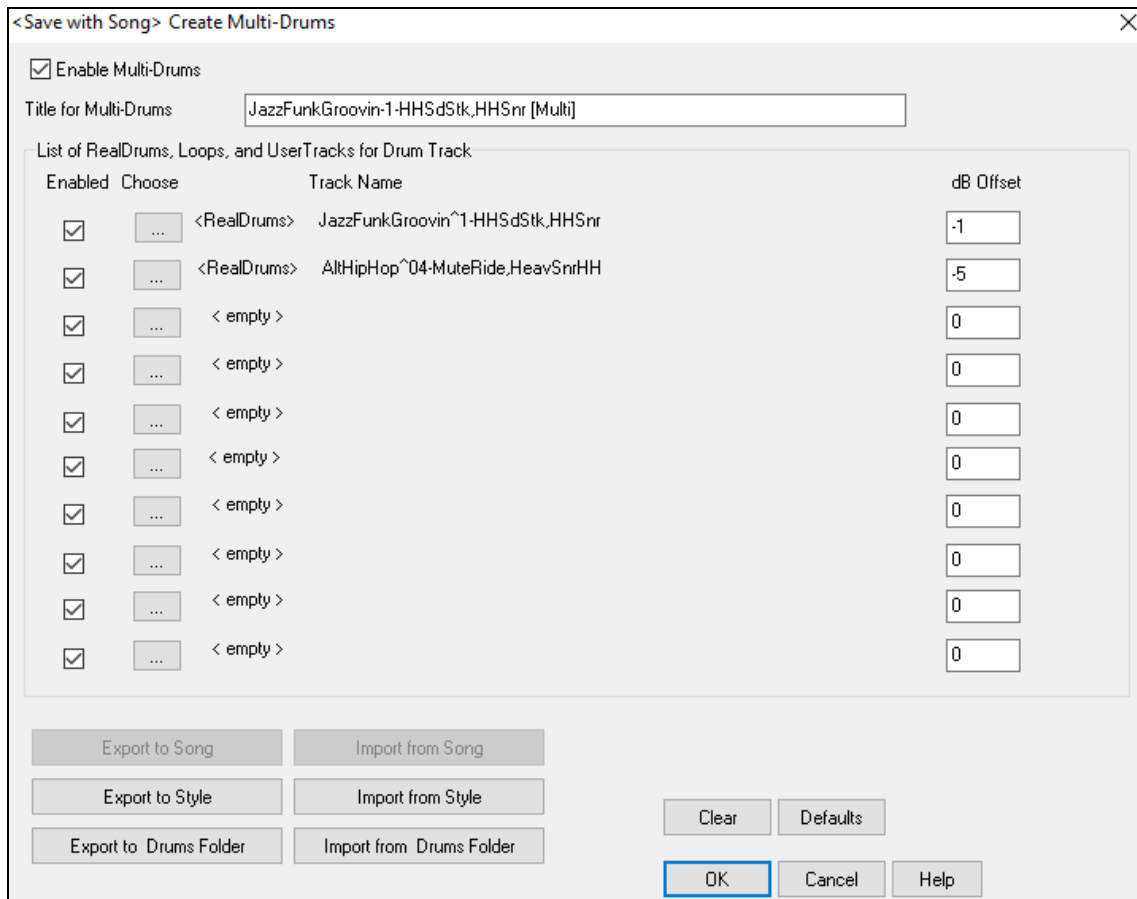
Multi-Drums

You can put multiple drum/percussion parts, drum loops, UserTracks drums, and even RealTracks on the same Drums track, with volume mixer adjusting levels.

For example, you can add single drums instruments (e.g. Tambourine and Shaker), a bass drum loop, and/or UserTracks drums to BossaBrushes Drums track. To do this, click on the Drums track button and go to *Multi-Drums | Edit-Multi Drums for this song*.



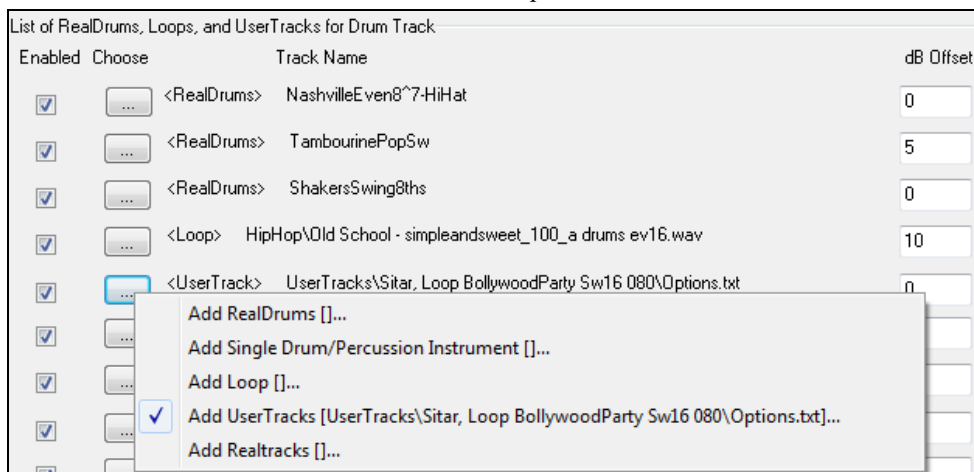
You will then see the **Create Multi-Drums** dialog.



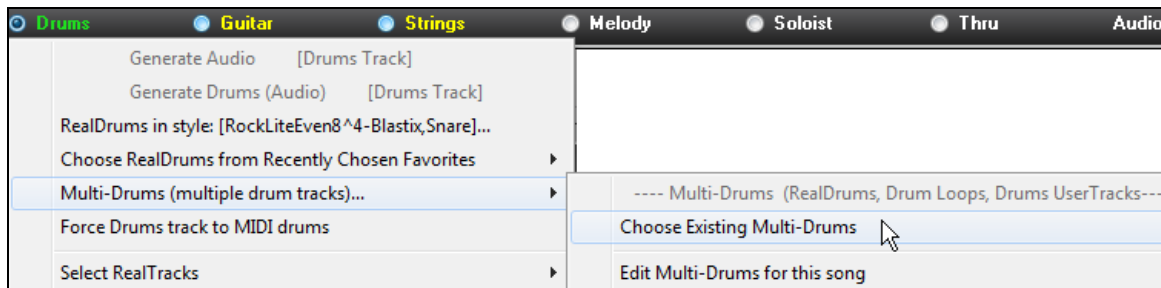
☒ **Enable Multiple Drums** Make sure that you enable the “Enable Multiple Drums” checkbox.

Title for Multi-Drums Then type a title for your Multi-Drums.

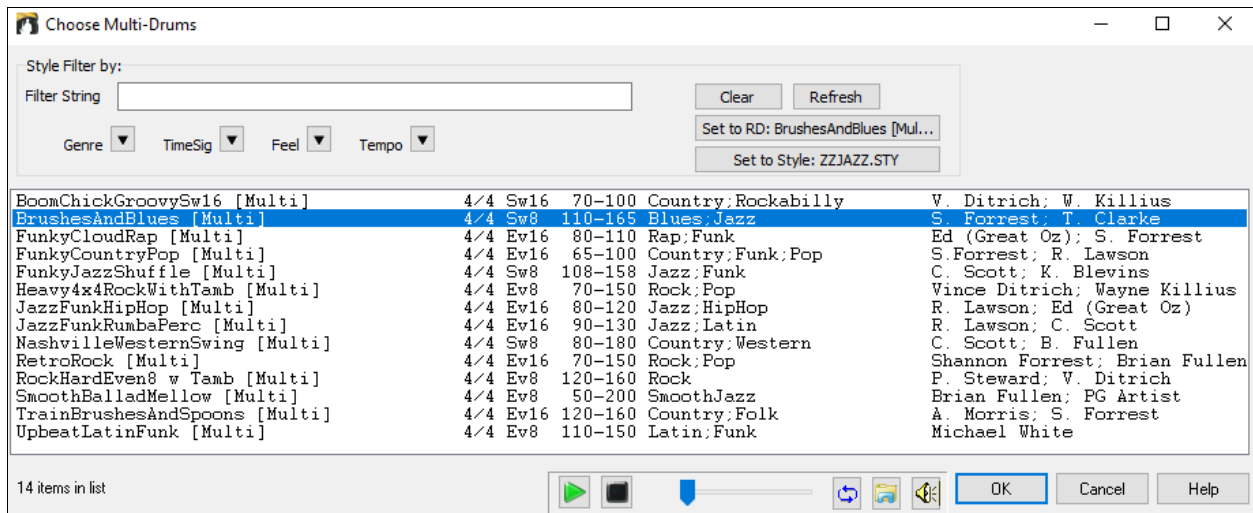
To add drums, click on the [...] button on an unused slot. This will show you a menu where you can choose a second RealDrums, [single] drum/percussion (e.g. tambourine), loop, UserTracks, or RealTracks. You can adjust volume for each selection with the “dB Offset” option.



If you want to use a pre-made Multi-Drums, select the *Choose Existing Multi-Drums* menu option from the Drums track button menu.



This will list pre-made Multi-Drums. (Note: These drums are found in the Drums folder, and all have names ending in [Multi-Drums].)

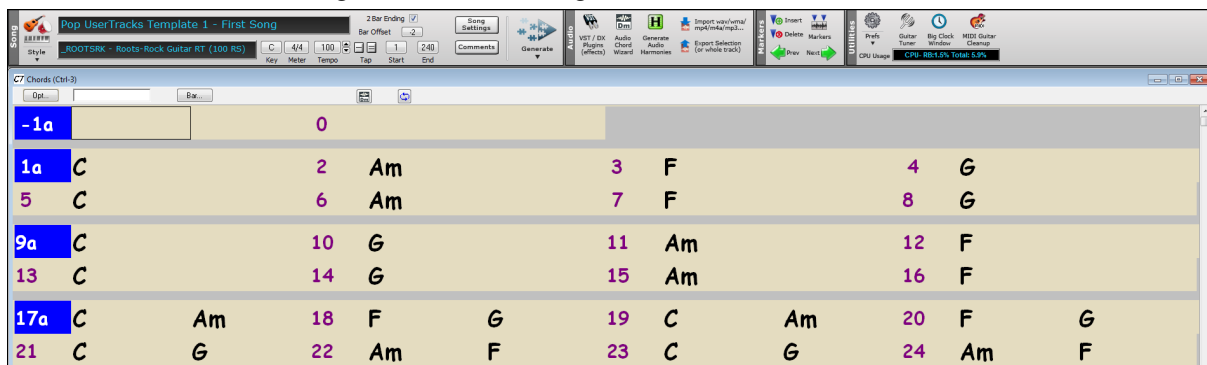


UserTracks

UserTracks allow anyone to create their own audio styles for use in Band-in-a-Box. With a UserTracks style, you can type in any chords into Band-in-a-Box, and the UserTracks style you made will play that chord progression! For example, if you've made a UserTracks style by recording yourself playing a guitar groove, you can then type any chords into Band-in-a-Box, and the result will be that it will play your guitar groove over these completely new, original chord changes! You can even change the tempo, or enter songs in ANY key, and it will still be able to play it!

You can make a UserTracks style in any digital audio workstation (or "DAW"), such as RealBand, ProTools, or Reaper, and you don't need Band-in-a-Box or RealBand to make the style (though you do need one of those programs to use the finished style).

You can also download backing tracks to record along with.

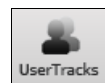
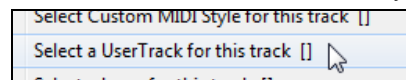


There is much more choice here, including a variety of different genres of music, and a variety of different tempos. Each one, however, will conform to either the Pop, Jazz, or Blues template. You do not NEED to use these backing tracks to make your style, but they can make the process easier.

Selecting UserTracks in Songs

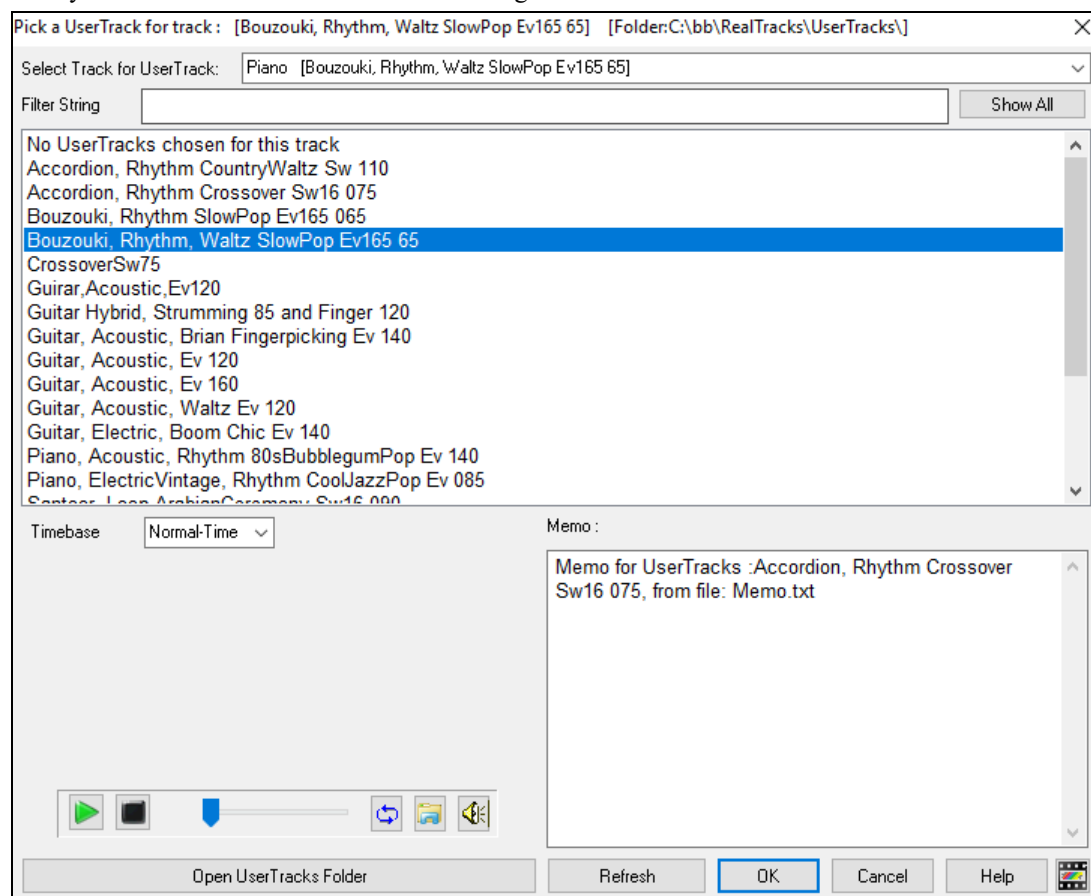
You can use the UserTracks in a similar manner to using RealTracks.

Guitar To select a UserTracks for a track, first select the track at the top of the screen. For example, if you want to add a UserTracks to the Guitar Track, launch the menu on the Guitar track button (by right-click or double-click), and choose the “Select a UserTrack for this Track” option.



An alternative to the menu would be to select the Guitar Track, and then press the UserTracks button on the main screen.

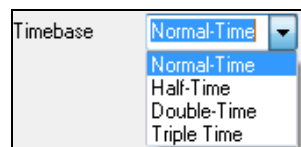
Now you will see the **Pick a UserTracks** dialog.



You can preview the selected UserTracks by double-clicking on the list or using the transport control buttons.



The speaker icon in the transport control allows you to control the volume of the demos.



You can select a timebase (normal, half-time, double-time, or triple-time) for any UserTracks.

Tip: UserTracks can be made and preset to a timebase by the user. For example, if you have a UserTracks in Ev 8 called “Santur,” you can clone the folder and rename the cloned one as “Santur [Double-Time].” Then it will play in Double-Time Ev 16 half of the tempo.

In this example, we want to add the UserTracks called “Guitar, Electric, Boom Chic Ev 140.” We simply select this UserTracks and press OK. We now see our UserTracks listed on the Guitar Tracks on the Mixer.



Now the track behaves like other RealTracks.

You simply press “Generate and Play” to hear it.

Note: UserTracks support “Avoid transpositions in RealTracks” and “Ignore Slash Root of Slash Chords, except Bass Track” options in the **Song Settings** dialog.

Tip: UserTracks work with rests. Just add rests to chords, and UserTracks will follow them. Note that there is no specific support for shots or hold by UserTracks. They will just rest when these are encountered.

Adding new UserTracks

RealTracks are made by PG Music. UserTracks are made by you, or other Band-in-a-Box users. So you will have a different list than displayed above. We include a small number of UserTracks with Band-in-a-Box package. There is a UserTracks forum in the PG Music forum, where users can notify others about their UserTracks creations, and share them if they choose to.

For example, if your friend makes a UserTracks of his accordion playing, and wants to give it to you...

- He can name it whatever he likes, and has called it “Accordion, Rhythm CountryWaltz Sw 110.”
- He has sent you a ZIP file of this folder.
- You will unzip it to your UserTracks folder.

A UserTracks consists of a single Folder, with the name of the UserTracks as the name of the folder. To add the UserTracks to your collection, you simply put the folder into the *C:\bb\RealTracks\UserTracks* folder. (**Note:** if you use a location like *H:\MyMusic\RealTracks* as your RealTracks folder, then your UserTracks folder would be in *H:\MyMusic\RealTracks\UserTracks*.)

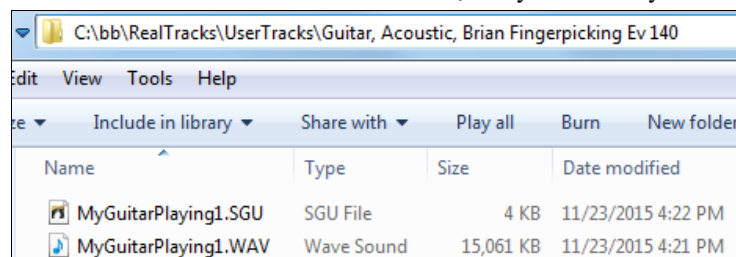
Creating your own UserTracks

Creating your own UserTracks is a simple process! It consists of the following steps:

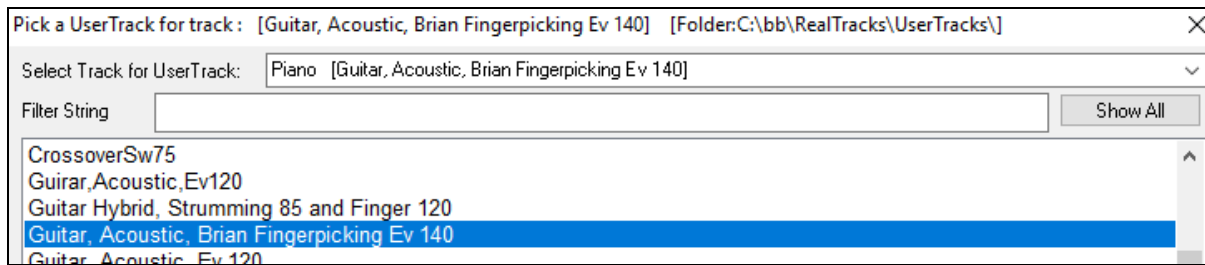
- Create a folder in the UserTracks folder (i.e. usually *C:\bb\RealTracks\UserTracks*) and let’s call it “Guitar, Acoustic, Brian Fingerpicking Ev 140.”
- Now, in that folder, you need to put at least one Band-in-a-Box song. This song can have any chords but should have a wide variety of chords and chord types. Let’s say you call that file *MyGuitarPlaying1.sgu*
- For each BB song that you put in the folder, there needs to be a corresponding AUDIO file (WAV or WMA), that matches the BB Song. So, the name must be *MyGuitarPlaying1.wav* or *MyGuitarPlaying1.wma*. You can make that WAV file in any program, (Band-in-a-Box, RealBand, Sonar, Pro Tools etc.). It needs to have a 2-bar lead-in like BB songs always have, and of course it needs to be at the same tempo and be playing over the same chords as the BB file.

That’s it!

You now have a folder that looks like this, and you are ready to use your UserTracks.



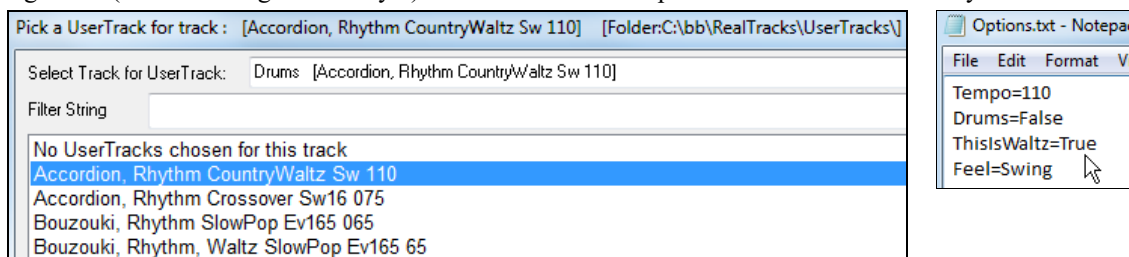
To use it, follow the same routine as described above, opening the **Pick a UserTracks** dialog, where you will now see your UserTracks listed with the others.



Now, you can leave it at that, or you can record more files, (i.e. more pairs of files with a Band-in-a-Box file and a corresponding wav file). These can be any other names. And you simply add them to the folder. Band-in-a-Box will automatically add these files to your UserTracks, simply by you putting them there.

UserTracks support 3/4 waltz time signature.

Just make a UserTracks as normal and save the Band-in-a-Box song with your UserTracks in 3/4 waltz time signature (i.e. save using a waltz style). Make sure that the options.txt file in the folder says "ThisIsWaltz=true."



You can find lots of help about making UserTracks on our website, and this page is a good start.

<http://www.pgmusic.com/usertracks1.htm>

UserTracks Tutorial

Part 1 - Making a basic UserTracks style

This tutorial will show you how to go about making a style, starting with the most basic, simple style that you can make, and then progressing to other ways to make your style even better, with more features and greater variety. The easiest way to start is by using one of our pre-made templates. You can find templates in the *C:\bb\Data\TemplatesForUserTracks* folder, or download additional templates from [pgmusic.com](http://www.pgmusic.com).

Each template contains .pdf chord charts and Band-in-a-Box files. The files are numbered PopSong_1_..., PopSong_2_..., etc. You do not NEED to use these backing tracks to make your style, but they can make the process easier. For the most basic UserTracks style you can make, you ONLY need to use Song_1. We will start off by showing you how to make a basic pop style.

The first thing you need to do is download and unzip the template, UserTracks_Template_Files.zip. Out of the files from that archive, you need to find and print PopSong_1_FirstSong.pdf. This is a 7-page chord chart. The next step is to set up your DAW with the tempo you want your UserTracks style to be at. You are now ready to record your part.

The first two bars are allotted as a count-in, and will NOT be used in Band-in-a-Box, so your playing should begin in the DAW at bar 3. This will correspond to bar 1 in the chart. You can then record the song in full (punching in, or doing retakes as much as you like or need). You will notice that the chart follows basic Pop progressions (examples: I-VIm-IV-V; I-V-VIm-IV; etc.), and that it is in the key of C for the first 80 bars, then switches to E for 80 bars, and then switches to G for 80 bars.

Once you have finished recording the entire chart, render the track you recorded to either a .wav or .wma file. The two bars at the beginning for the count-in need to be in the final file.

Then, the audio file you made can be named whatever you like, for example: MyGuitarStyle.wav, AND, the Band-in-a-Box template file (it has a file extension .SGU) has to be saved with the exact same name, which would have to be: MyGuitarStyle.sgu). The only difference between the two names will be that your file ends with .wma or .wav, and the Band-in-a-Box file ends with .sgu.

To use the style you made, the files need to be placed in a particular place in the Band-in-a-Box folder. If Band-in-a-Box was installed to *C:\bb*, then the files need to be in a subfolder of *C:\bb\RealTracks\UserTracks*. So, for

example, if you wanted your UserTracks name to be “My First Guitar UserTracks style,” then the two files would go in: *C:\bb\RealTracks\UserTracks\My First Guitar UserTracks style*. **Note:** It is the **folder** name that determines the name of the style as it appears in Band-in-a-Box or RealBand, NOT the names of the individual wav/wma/sgu files.

Once this is done, the style is now available for you to use in Band-in-a-Box or RealBand!

Part 2 - Adding to your basic style by recording more material.

Once you have the basic style done from Part 1 of this tutorial, you may find that you want to add more material to make your style even better. There are several reasons for this. To start with, that first basic template has a limited number of chord types. For example, the first song of the pop template only uses major or minor triads. Another reason is that certain features won’t work with only the first song recorded. Endings of songs, for example, will stop at the right time, but you won’t have dedicated recorded endings. The final reason you may want to record more material is simply to have more variety in your song. With only the first song recorded, when you use the style you may notice certain licks repeating. The more material you record, the less likely it is that you will notice that kind of repetition when the style is used.

So, we have specific templates set up to address these different issues. So, you are free to record some or all of the additional templates. You can pick and choose if there are certain issues that are more important to you and your style, or you can record all of them to make sure your style can handle ANY musical situation!

For all of the additional templates, the method of recording them is exactly the same as with the first song.

When the recordings are finished, again you simply need to render your recorded track to wav or wma, save it in the *C:\bb\RealTracks\UserTracks* folder in the same location as the song1 file, and give it a unique name, which needs to be the same name as the corresponding Band-in-a-Box .sgu file.

When this is done, when the UserTracks style is used in Band-in-a-Box or RealBand, all additional material you put in that folder will now be part of the style! For most of the additional templates, the method is EXACTLY the same as it was for recording song1.

You can find lots of help about making UserTracks on our website, and this page is a good start.

<http://www.pgmusic.com/usertracks1.htm>

Audio Controls for RealTracks and RealDrums



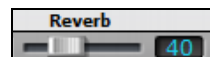
Tone Control

There is a bass/treble Tone control for individual tracks with RealTracks or RealDrums, so you can easily adjust the bass/treble EQ for any RealTrack. The Tone settings save with the song.



Choose an instrument and then use the tone control to adjust the tone from -18 (maximum bass) to +18 (maximum treble). Default is 0.

Audio Reverb Control



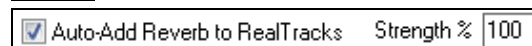
There is a Reverb control for individual tracks with RealTracks or RealDrums, so you can easily add reverb (0 to 127) for any RealTrack. Reverb type is also settable and saved with the song.

Auto-Add Reverb

There is also a feature that automatically adds reverb to RealTracks, according to instrument type. No reverb is added to the Bass part, for example, but most instruments get reverb.



This feature defaults to on, but you can turn it off in the **PG Music Reverb** dialog, which opens by pressing the **[Plugins]** button and choosing the menu command *Audio Reverb Dialog*.

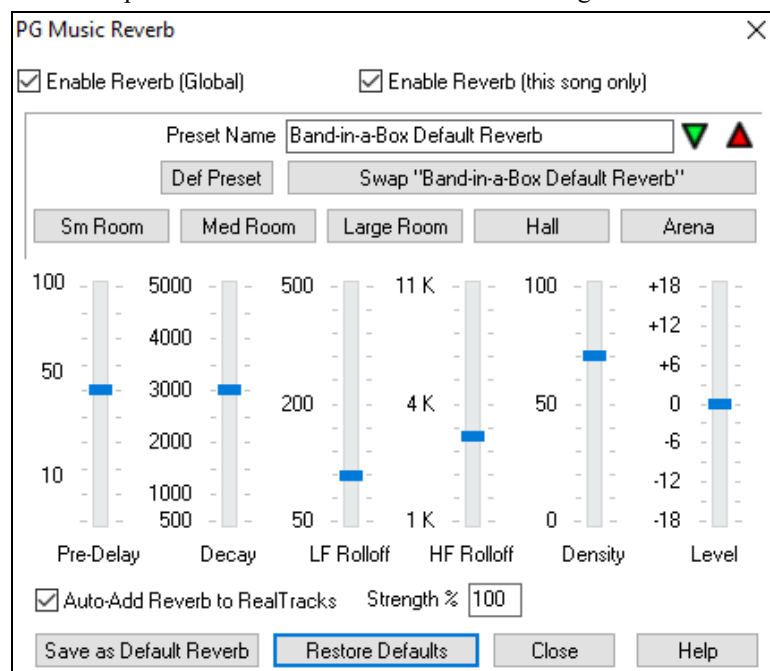


If you just want more or less reverb added, you can adjust the Strength %. For example, the default Band-in-a-Box reverb setting is 40 for most tracks. If you set the strength to 75%, the setting becomes 30.

Reverb Settings

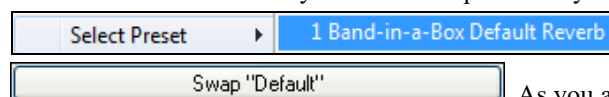


The default is a “room” type of reverb but you can also set the type of reverb. To do this, press the **[Plugins]** button and choose the menu command *Audio Reverb Dialog*, and adjust the various parameters in the **PG Music Reverb** dialog.



☒ Enable Reverb (Global) ☒ Enable Reverb (this song only) Reverb can be enabled/disabled globally for all songs, in which case the setting will still appear but no reverb will be applied. Or you can enable/disable the audio reverb for the current song only. This will save some CPU cycles if you are using a slower machine.

Click on the green **Select a Preset** button to open the list of presets. This list will show only the “Band-in-a-Box Default Reverb” until you save some presets of your own.



As you adjust the settings, they will be applied to the current song. The **[Swap “Default”]** button toggles between your current settings and the default settings. This allows you to hear the effect of the changes you make to the settings.

Use the row of “room” buttons to load typical settings for different types of spaces. These buttons are a convenient way to either apply a particular effect or to load settings that you can then tweak to make your own preset.



Reverb Parameters

Pre-Delay is the time delay of first reflections.

Decay is the time it takes for reverb to decay. Reverb time is measured as RT60, the time it takes for reverb to decay to a level -60 dB below the dry signal level.

LF Roll off gradually reduces the bass frequencies. If you can’t add enough reverb because the sound gets too muddy, try increasing the LF Roll off slider. It is adjustable between 50 Hz and 500 Hz.

HF Roll off is the rate at which the high frequencies die away as the reverb decays. Rooms with hard surfaces are typically bright, but rooms with soft surfaces are usually darker. It is adjustable between 1 KHz (dark) to 11 KHz (bright).

Density is the density of low-level echoes near the end of the reverb tail. High Density settings add sheen to the sound.

Mix is the proportion of original signal to the reverb signal.

Output adjusts the final level of the plug-in.

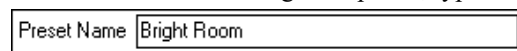
Typical Reverb Settings


- A large hall might have long Pre-Delay, long Decay, and moderate Density.
- A hard, large space such as a Gymnasium might have long Pre-Delay, high Density and high HF Roll off.
- A soft large space such as a concert hall with carpet, padded seats, hangings, might have medium Density and low HF Roll off.
- A small hard space such as a tile washroom might have short Pre-Delay, medium-to-long Decay, high Density, and high HF Roll off.
- A small soft space such as a large living room might have short Pre-Delay, short Decay, medium-to-low Density, and low HF Roll off.

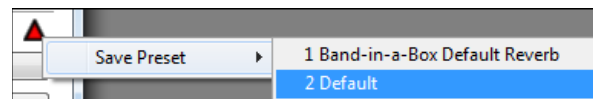
Saving Settings to Presets

You can save your reverb types as presets, and the current settings will also be saved with the song in the *C:\bb\DX Settings\PGReverbSettings.bin* file.

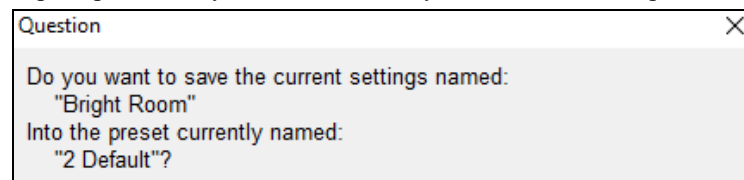
To save the current settings to a preset, type in a name for your preset in the “Preset Name” field.



 Then click on the Save Preset arrow and choose a location in the Preset list. You can write over an existing name.

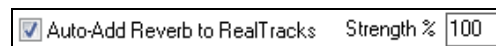


A prompt will ask you to confirm that you want to save the preset.



Select **[Yes]** to save the new preset to the chosen location.

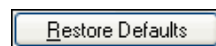
Auto Reverb

 Enable “Auto-Add Reverb to RealTracks” to automatically apply preset amounts of reverb to RealTracks according to instrument type. No reverb is added to the Bass part, for example, but most instruments get reverb.

If you just want more or less reverb added overall, you can adjust the Strength %. For example, the default Band-in-a-Box reverb setting is 40 for most tracks. If you set the strength to 75%, the Band-in-a-Box setting becomes 30.



You can save the current settings as the Default Reverb.



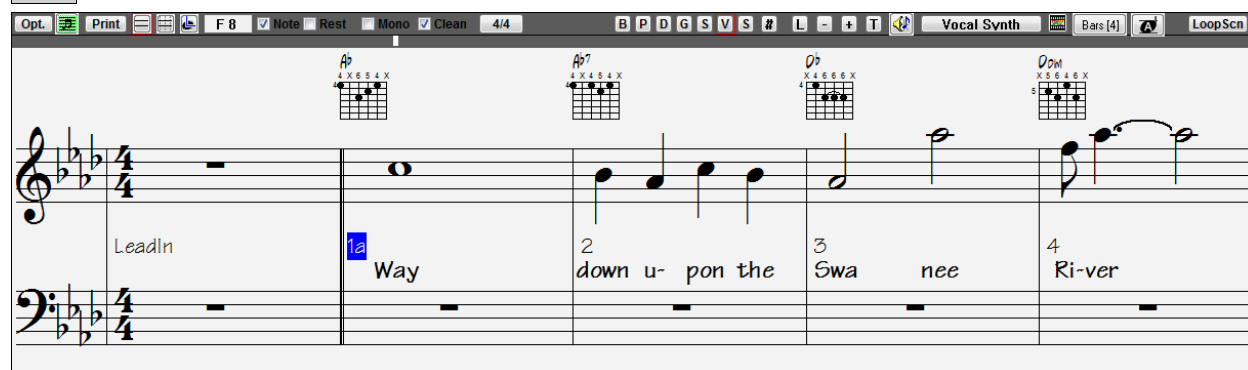
Click on the **[Restore Defaults]** button to go back to the original “factory” reverb settings for Band-in-a-Box Default Reverb.

Chapter 8: Notation and Printing

Band-in-a-Box offers a variety of notation and printing features, both for viewing parts on-screen as they play and for printing them as sheet music.



To view the notation, open the **Notation** window by pressing the notation button on the main screen. Close the window by pressing this button again.



Band-in-a-Box Notation screen displaying the melody track in Standard Notation mode

Tip: You can view the window in full screen with *Window | Fullscreen Chord Sheet View* or with **Ctrl+T** keys.

Band-in-a-Box offers multiple modes of notation for different purposes. The notation defaults to Standard Notation mode; other modes are selected with buttons on the Notation window toolbar.



Standard Notation to display or print Notation and enter lyrics. The grand piano staff and/or guitar tablature with notes, chord symbols, and lyrics.



Editable Notation to enter or edit notation. A special staff with time divisions for mouse-based editing.

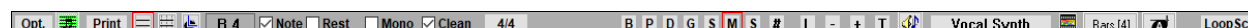


Staff Roll Notation to enter or edit notes, velocity, and duration. The note heads are shown with editable velocity and duration lines.



Lead Sheet Notation to display or print notation as full arrangements or in fake sheet style. This is a full screen notation window with notes, chord symbols, and lyrics.

Exploring the Notation Window



With the **Notation** window open, the toolbar at the top of the window gives you access to its many features and options.



Options Button

Opens the **Notation Window Options** dialog.



Lead Sheet Button

Press to launch the **Lead Sheet** window.



Print Button

Press this button to print the notation to any printer supported by your Windows® system.



Notation Mode Buttons

3-stage buttons to select a Notation window mode - Standard Notation, Editable Notation, or Staff Roll mode.



Current Note

This box displays the name of the note that will be inserted when you click the mouse.



Note / Rest checkboxes

These determine whether a Note or a Rest will be inserted when the mouse is clicked.



Mono Mode

When this is selected, the notation is entered as monophonic (one note only) to avoid extra notes in a single note melody line.



Clean Notation

The Clean Notation Mode cleans up the notation by eliminating display of redundant grace notes and glitches for easier reading.



Time Signature

Notation supports various time signatures (4/4, 3/4, 12/8, 9/8, and 6/8). Press this



button to select one of the time signatures from the list.

You can display or print any track. Press the appropriate button to change to the desired track.

Note: These buttons show the initials of the "automatic" track labels when you check "Auto-Generate Track Labels" option in the **Preferences** dialog. (e.g. [H] for Harmonica.) If you prefer the "default" labels (B/P/D/G/S/M/S), then uncheck this option.



You can edit events including all MIDI events and lyric events using the **Event List Editor**.



To enter note-based lyrics press the Lyrics button on the Notation toolbar.



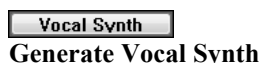
The zoom buttons make it easy to increase or decrease the font size of the notation.



Add or edit Section Text on the Notation.



When this button is pressed, you can drag the mouse over notes to hear them.



This will generate a vocal track using an online third party vocal synthesizer called Sinsy for a MIDI melody track with lyrics.



This will launch an internet browser and show a video about Notation window.



This allows you to quickly change the number of bars per line.



This will display notation with larger font size and note names within note heads. Press the button again to return to the normal size.

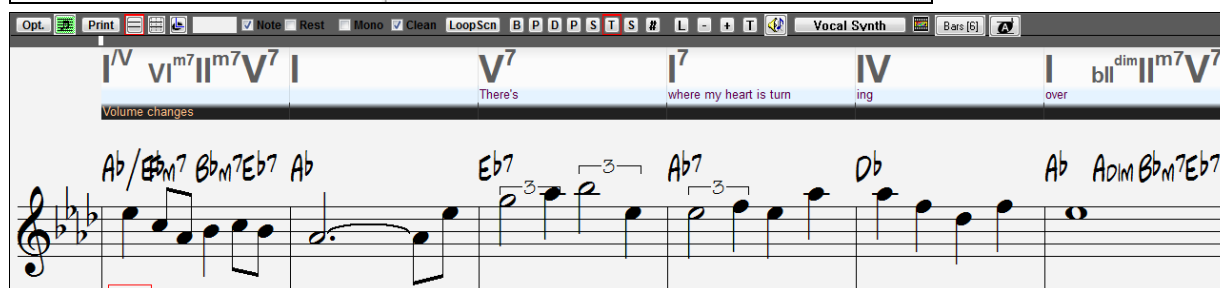
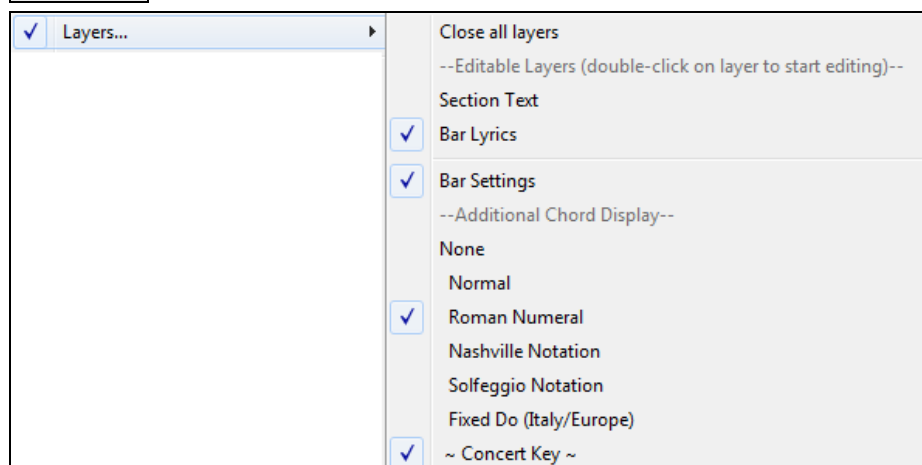


While a song is playing, click on this button and the song will loop the bars shown on the notation screen.

The **Notation** window displays an improved system of Bar Lyrics, Section Text, and Bar Settings, and additional chord mode (Roman Numeral, Nashville Notation, etc.) above the Standard chord symbols.



Click on the **[Chord Display]** button on the toolbar, go to Layers, and make a selection.



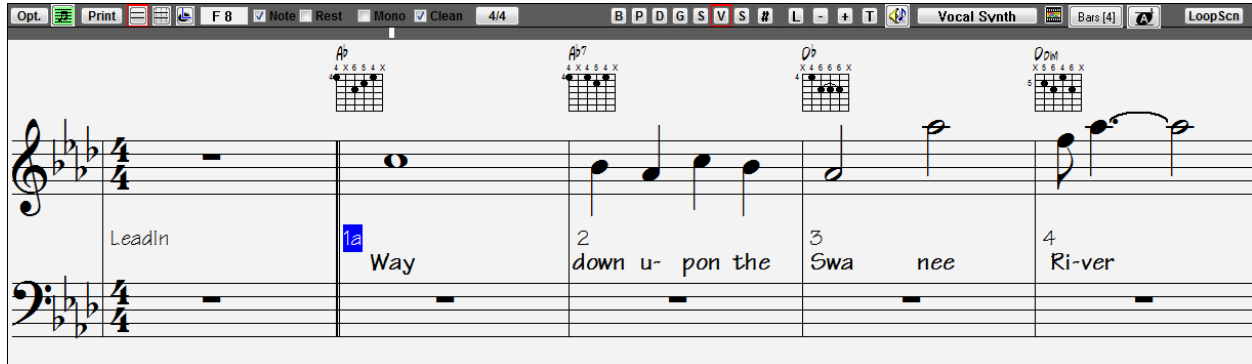
Chord Step Advance

Use the **Ins** and **Del** keys on the numeric keypad to step advance on any track by one chord. The track MIDI data can display on the on piano, guitar, lead sheet, drums, and notation window(s).

This feature advances the current track and displays the next group of notes on that track. For example, if the current track is set to the Melody track, pressing the chord advance buttons will display the next note or chord of the melody. The Chord Advance feature is a great way to study the notes being played, and to navigate around the track.

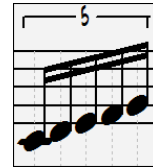
Note: In this context, "chord" is referring to any group of notes, or a single note, that occurs in a track at or near the same time. You can adjust the width of what Band-in-a-Box determines a "chord" to be in the Notation Options - More dialog.

Standard Notation Mode



This mode displays the notation for any individual track, and allows for the entry of chords and lyrics. Features include:

- Notation display for the Bass, Drums, Guitar, Piano, Strings, Melody, or Soloist track.
- Optional display of guitar chord diagrams.
- As the notation plays, the notes that are sounding are **highlighted in red**. This helps with sight reading or following the music.
- You can set the notation to scroll either 1 or 2 bars ahead of the music without interfering with your view of the current notation.
- Handles Jazz eighth notes and triplet figures correctly.
- Automatic options such as *auto durations*, *clean notation*, *mono display*, *minimize rests*, *hard rests*, and *engraver spacing* produce very musical and readable notation.
- Beamed notes are automatically given slanted beams.
- Groups of 5 notes will automatically display as groups of 3+2 or 2+3, or can be set this way manually. If you'd prefer to see them as a group of 5 notes, you can right mouse click on the timeline, and set the resolution to 5 for that beat.



Right-click menu for Standard Notation

This menu opens with a right mouse button click in the Standard Notation window.

Cut	Ctrl X
Copy	Ctrl C
Copy From .. To ..	Alt C
Paste	Ctrl V
Chord Builder...	Ctrl Shift B
Play Current Chord	<Shift> Enter
Chord Settings...	Alt F5
Bar Settings...	F5
Song Settings...	Ctrl-N
Preferences...	Ctrl-E
Repeats/Codas/1st-2nd Endings...	
Play from Bar 4 Chorus #1	
Play from Bar 4 Chorus #2	
Play from Bar 4 Chorus #3	
<input checked="" type="checkbox"/> Notation Mode	
Editable Mode	
Staff Roll Mode	
Bar-Based Section Letters	▶
Insert Section Text Event	
Vocal Synth- Auto Mode... (Generate Vocal Audio from Lyrics+Melody)	
Vocal Synth- Manual Mode... (Generate Vocal Audio from Lyrics+Melody)	
Edit Current Chord	Ctrl F2
Set Chorus Begin to Bar 4	begin <Enter>
Set Chorus End to Bar 4	chorusend <Enter>
Set Song Ending to begin at Bar 4	end <Enter>

Use this menu to access major editing features and dialogs. You can change to another notation mode by selecting it in the list.

Keystroke Commands

- To change between notation views, press **Ctrl+Alt+N**.
- To bring up the **Print Options** window, press **Ctrl+P**.
- To enable the screen loop, press **1** on your numeric keypad.
- To jump 4 bars ahead, press the **DOWN** arrow key.
- To step 4 bars back, press the **UP** arrow key.

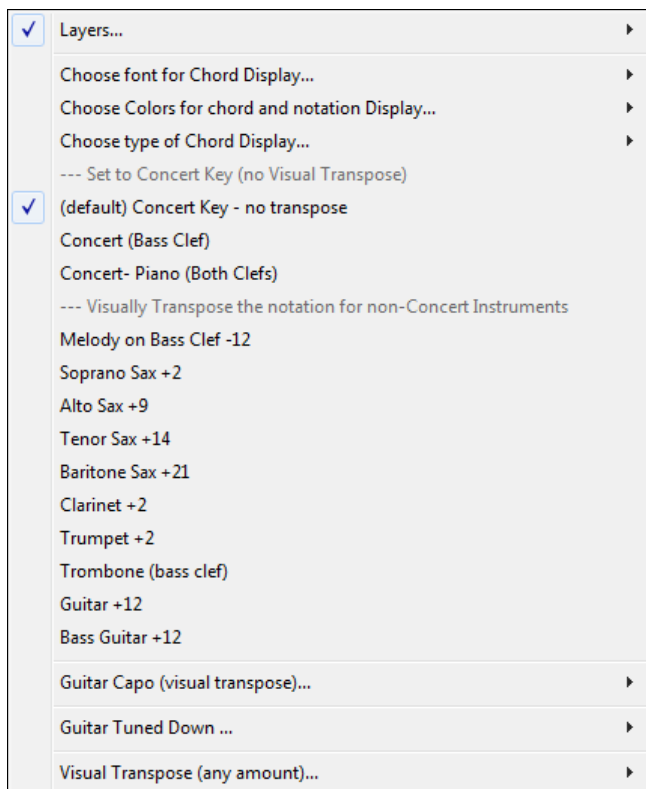
Non-Concert Visual Transpose

This feature displays the chords and notation for non-concert key instruments like trumpet and saxophone in the non-concert key (Bb, Eb) while the music plays in concert key.

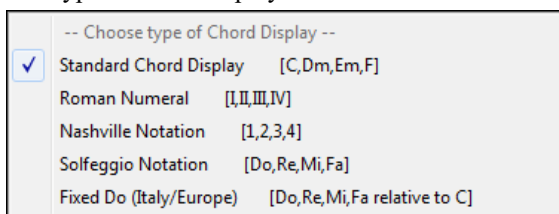
Note: This does not transpose the music. To do that, use the song key box to the right of the Style area.



Pressing the **[Chord Display]** menu button opens a list of concert and non-concert instruments.

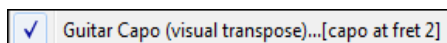


The type of chord display can be selected from the *Choose type of Chord Display* submenu.



There are also settings for guitar capo, tuning the guitar down, and visual transpose of any number of semitones.

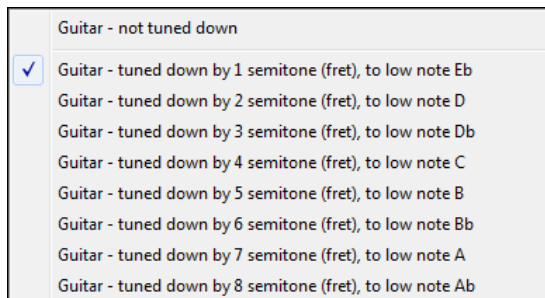
Guitar Settings




For example, with “Capo at Fret 2” selected, if you enter a D chord it will play as an E chord but display as a D chord. This is also true for notes entered in notation. An alert shows on-screen.

The chordsheet and notation are now visually transposed, for guitar at Capo 2
Note: If you want to see tab on the guitar for melody, set menu-Melody-Track Type to Guitar

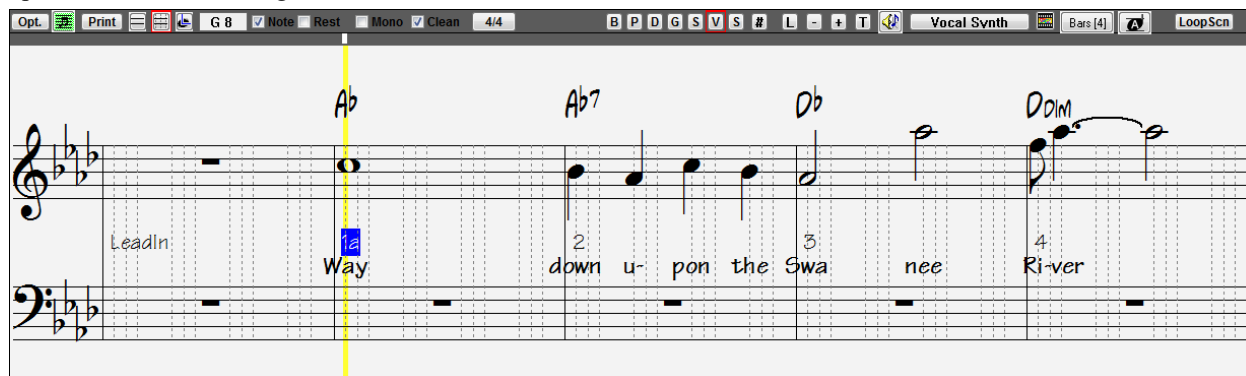
You can also tune the guitar down from 1 semitone to 8 semitones. If you tune down by 1 semitone a song entered in E will display in E but play in Eb.



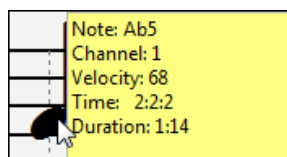
Editable Notation Mode

 Enter the Editable Notation mode from the notation screen with a single mouse click on the Editable Notation button.

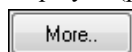
In the Editable Notation mode the timeline is visible as it a yellow wide transparent vertical line. You can enter, move, and edit notes and rests using standard mouse techniques – point and click, drag and drop, and right-click to open the **Note Edit** dialog.



This is the screen for step-entry of a melody or for editing existing parts. Notice the grid of vertical lines, which sub-divide each beat. These lines indicate where the notes will be placed according to the resolution of the song.



When mousing over notes in this window, summary information about the note is displayed (pitch/channel/velocity/duration).



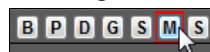
To enable this feature, click on the **[More..]** button in the **Notation Options** dialog to open the **Other Notation Options** dialog. Then select the “Show Popup Hint for Note Properties” checkbox.



Easy Method of Guitar Tab Entry

Click on the string (on the tab), then click on the note (on notation, or on-screen guitar) to get it entered on that string/fret. To access this feature, for melody (or soloist) track, first set menu *Melody | Track Type* to Guitar. Then open the Notation window and choose editable notation. You will now see Guitar Tab below the Treble Clef. You can now highlight a note, using **Shift+Arrow Right** (or **Left**). When a note is highlighted in red, you can click on the tab on the string that you would like the note played on. This will change the note to that string, and the tab will be updated to reflect this.

For Editable Notation with Guitar Tab, you can easily change the string for a note, by dragging the note from one tab string to another.

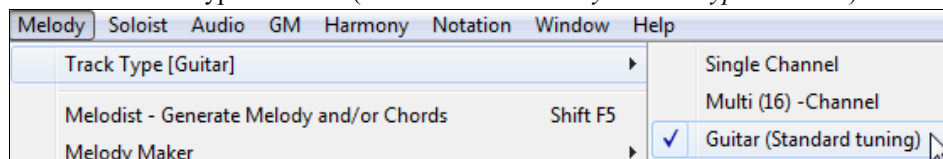


Select the Melody track in the Notation window.



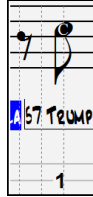
Enter the Editable Notation.

And set the track type to Guitar (via main menu *Melody - Track Type = Guitar*).



Now you have Editable Notation and tab. After you insert notes on the notation, you can drag notes from one tab string to another to change the channel and fret position that plays on the guitar.

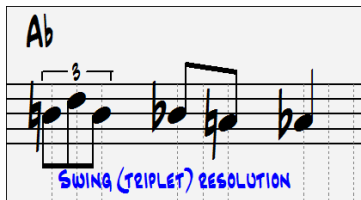
For example, here you can drag the “1” down a string to have the middle C note played on the third string instead of the second.



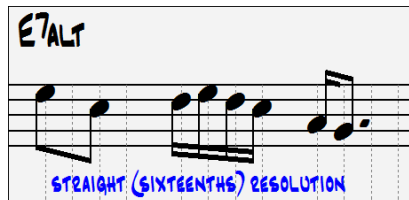
Resolution

The above example is in Jazz Swing style so Band-in-a-Box has automatically set the grid resolution to 3 per beat (triplets). This resolution can be changed in the Notation Options dialog, but the program automatically sets the resolution to the correct value based upon the Band-in-a-Box style that is in use.

- Swing styles use 3 lines to divide each beat into eighth note swing triplets.
- Straight styles use 4 lines to divide each beat into sixteenth notes.



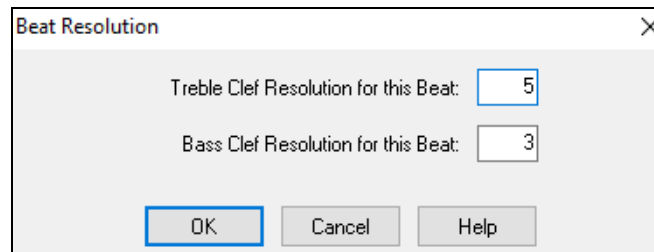
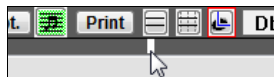
Example of swing (triplet) resolution.



Example of straight (16ths) resolution.

Beat Resolution

The user can manually set the resolution for any beat in the **Beat Resolution** dialog, which opens with a right-click on the timeline.



Setting the “Treble Clef Resolution for this Beat” to 5 allows a group of five notes to be placed on one beat.



Entering Notes

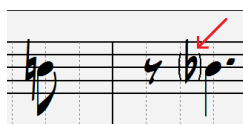
To insert a new note on the staff move the mouse to the location that you want. If you want beat 1, move to the first dotted line in the bar. Click on the staff over the note that you want.

Confirmation dialogs show warnings to prevent accidental entry of a duplicate note (same pitch near same time) and of a very high or very low note (large # of ledger lines).

A 5 The Current Note box in the toolbar will give you the name of the note that you’re on.

Click with the left mouse button to insert the note:

- To insert a sharp: Hold down the **Shift** key as you click the note.
- To insert a flat: Hold down the **Ctrl** key as you click the note.
- To insert a natural: Hold down the **Alt** key as you click the note.



Brackets (#) are drawn around accidentals after a bar line as a courtesy, where no accidental is required.

How is the length of the notes determined?

Band-in-a-Box uses an intelligent auto-duration feature to determine how long the note should be. Auto-durations mean that you can enter a lead sheet style melody by just clicking once per note, dramatically speeding up the entry of notation.

Any note that is entered will initially have a duration of 2 bars (2 whole notes). When the next note is put in 2 beats later, Band-in-a-Box will adjust the duration of the previous note to just shorter than 2 beats. This means that you don't have to worry about durations at all and can simply point and click to enter the notes where you want them. If you want to override the auto duration, you can edit the note using the right mouse key, which will permit you to type the exact duration that you want.

Entering Rests

Insert a rest by holding the back-quote key (tilde key without pressing Shift) then clicking on the notation window. Another way to enter a rest is to click the Rest checkbox and then point and click where you want the rest to appear. This automatically shortens the duration of the previous note.

Tip: If it is important to see rests less than a quarter note, make sure you de-select the "Minimize Rests" checkbox in the Options dialog.

Forced Rests (Hard Rests)

This allows you to insert a rest in the notation, which will be in effect even if you have Minimize Rests set to false. For example, we are able to display a 16th note rest even though the Minimize Rests feature is on. To do this, click on the **[Rest]** button and then click on the notation at the location that you'd like a 16th note rest. The Hard Rest will show up in blue in the editable notation window and can be removed by holding the **[DEL]** key and clicking on the rest.

Moving a note in time

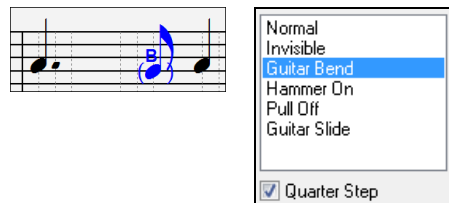
If you want to change the start time of a note, drag the note with the left mouse button to the new location. This is a simple way to move the note. Alternatively, you could edit the note numerically with the right mouse button.

Changing the pitch of a note

Similarly, you can drag the note vertically to change the note value and release it when you're on the note you want. Hold down the **Shift**, **Ctrl**, or **Alt** key to have the note inserted as a sharp, flat, or natural respectively.

Insert Bends in Notation

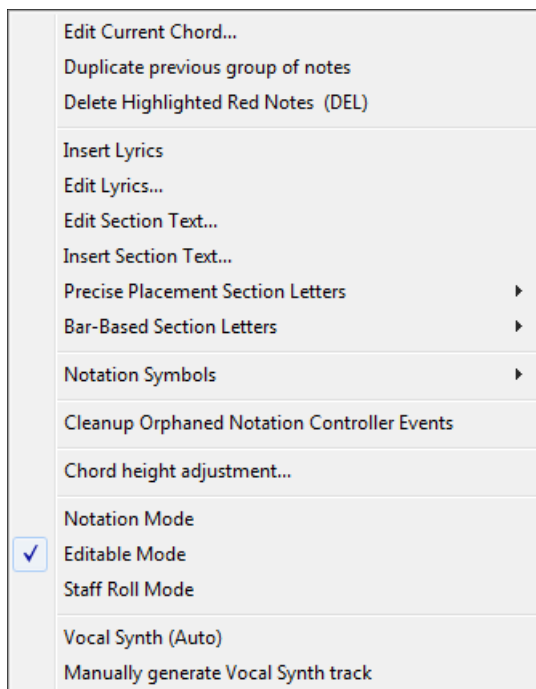
In the Editable Notation window, any note can be made into a bend by right-clicking on the note and changing its type to "Guitar Bend" with the *Edit Note* command.



The "Quarter Step" option will make a bend displayed as a quarter step below the target note.

Right-click Editable Notation menu

A right-click of the mouse in the Editable Notation window will open this menu.



Edit Current Chord

This opens a text box with the name of the chord at the current location. Type in any changes and press **Enter** or **Tab** to return to the Editable Notation window.

Duplicate previous groups of notes quickly duplicates the previous chord (a group of notes on the same location) without having to reenter it.

Delete Highlighted Red Notes deletes all notes that are currently highlighted in red.

Insert Lyrics allows you to enter note-based lyrics.

Edit Lyrics opens the lyrics event list editor.

Edit Section Text opens the **Text Events** list where section text can be inserted, edited, or deleted.

Insert Section Text opens the **Section Text Event** dialog where either regular or boxed section text is entered along with its time and vertical position in the window.

Precise Placement Section Letters



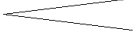





Select a letter or number from the list and it will be inserted at the current location of the time line bar. Use this same item to remove section letters/numbers.

Bar-Based Section Letters

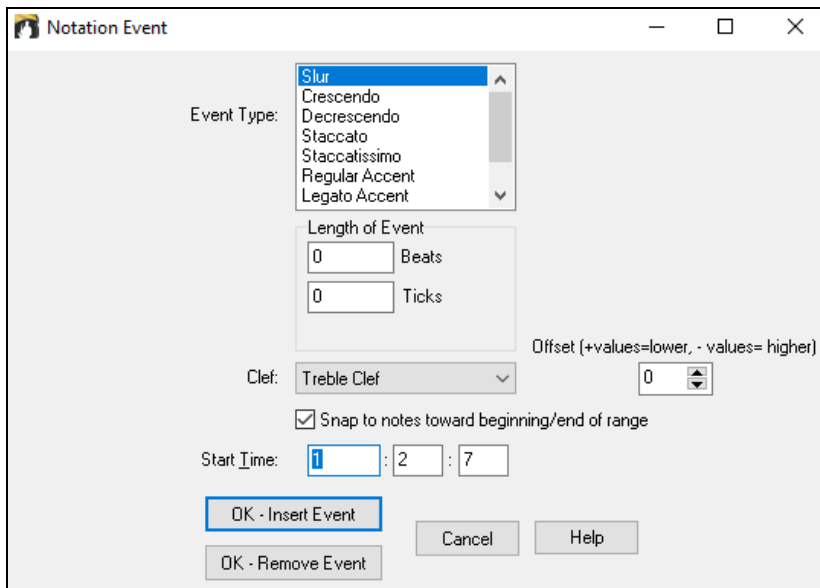
Select a letter or number from the list and it will be inserted at the top of the bar line so that it doesn't overwrite chords or notes.

Notation Symbols

The notation symbols are entered from the **Notation Event** dialog, which is accessed from the right-click menu in the Editable Notation window. This dialog lets you insert (or remove) notation symbols such as,

Slur		Accent	
Crescendo		Legato	
Decrescendo		Marcato	
Staccato		Staccatissimo	

Select a notation symbol from those listed and the **Notation Event** dialog will open. In this dialog, you can further define the event and its precise location, then press **[OK - Insert Event]** to insert it into the notation. Use the **[OK - Remove Event]** to delete an existing event that is no longer needed.



The **Event Type** list box lets you choose the event type (slur, decrescendo, etc.).

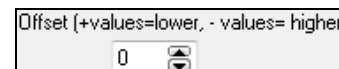
The **Length of Event** field determines the length of a slur, crescendo, or decrescendo. The length is specified in beats and ticks. If an event is a “single-peg” event, such as a staccato or accent, then this field will cause multiple events to be inserted if the range is greater than zero (and the range spans multiple pegs). If you had highlighted an area of the Notation window prior to right-clicking on it (to launch the pop-up menu and choose the notation symbols menu item) then this field is set based on the length of the highlighted area.

Note: The highlighted area does not actually include the very last peg at the very edge of the highlighted area.

The **Clef** field, if present, indicates the clef in which the event will be inserted (or removed from). Most events affect only one clef at a time, and therefore you must choose the clef and this field will be preset based on where you had initially right-clicked with the mouse on the Notation window (you did this to get the pop-up menu that launches this dialog). For example, if you had right-clicked on the treble clef, then this will be set to treble.

When **Snap to notes toward beginning / end of range** is enabled slurs, crescendos, and decrescendos will be based on notes that exist at the beginning and end of the specified range.

The **Offset** field, if present, lets you adjust make adjustments to the vertical position of an event, e.g. slurs or chord height.



The **Start Time** field is the start time of the event (in Measures:Bytes:Ticks).

OK – Insert Event – exits this dialog and then inserts the event into the notation track.

OK – Remove Event – exits this dialog and then REMOVES the event (if it exists in the specified time range) from the notation track.

Cleanup Orphaned Notation Controller Events

This command will remove notation symbol events (such as staccato) that are no longer close enough to a note to display properly.

Chord height adjustment

Use this to adjust the height of a certain chord by adjusting the “Offset:” value in the Notation Event dialog. Note that a positive value moves the chord symbol lower, and vice versa.

Modes

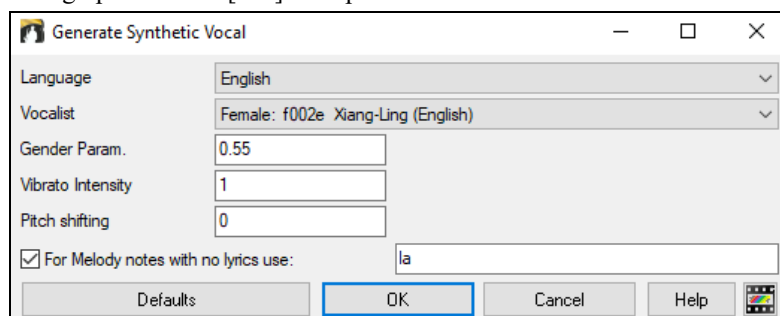
Clicking on another notation mode will change to that screen while staying at the same location in the song.

Vocal Synth (Auto)

Your Melody or Soloist track with lyrics can be rendered to a vocal audio track by sending it to the 3rd party vocal synthesizer Sinsy.

Choose the language, Japanese or English, and one of the female or male vocalists. You can adjust the gender of the voice in a range from -0.8 to +0.8. Higher values are more masculine. If your track does not include lyrics you can enter a syllable to use for notes with no lyrics.

With the “Auto” command, your song will be sent automatically to the song server and returned as an audio file on the Audio track. This may take a few minutes. When the vocal synth has been generated, the **Import Audio File** dialog opens. Press [OK] to import it to the Audio track.



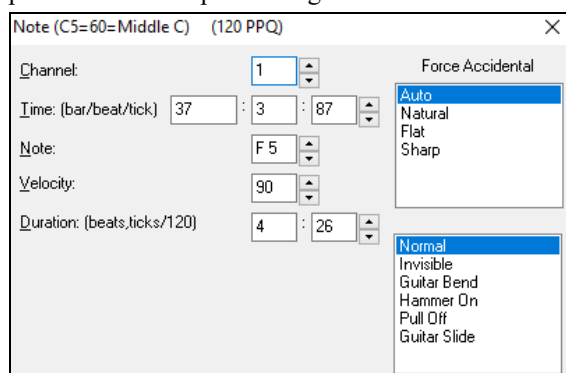
Manually generate Vocal Synth track

With this command, Band-in-a-Box will generate a file named Sound.XML and save it in *C:\bb\Data\SRequest*. Use your browser to navigate to www.sinsy.jp and upload the xml file. A file named sound.wav will be returned and loaded into the Audio track of your song.

Editing Note Values

Right-click on a note. This brings up a variation of the right-click window with added commands for editing or deleting notes. Click on *Edit Note* to launch the **Note** dialog.

In the **Note** dialog, you can manually change the characteristics of a note by entering the exact values you wish for any given note. For example, you can change the velocity and duration by increments of 1 tick, as well as the note's pitch and relative positioning in the bar.



There are spin buttons in the note attributes window. Holding the spin increments continuously, and **Shift**-clicking (or right-clicking) increments by a higher amount.

Shift+clicking on the spin buttons changes:

- The pitch of a note by an octave instead of a semitone.
- The velocity, duration, or time stamp by 5 instead of 1.

For example, to change the octave of a note, **Shift**-click (or right-click) on the spin arrows.

Click on *Delete Note* in the right-click menu to remove the selected note from the Notation.

Select a region of notation to edit

To select a region of the notation you can **Shift+click** on the end point to easily select a large area.

- Select a small region by dragging the mouse.*
- Enlarge the region by **Shift**-clicking on the end point.

***Note:** **Shift**-click is also used to enter a sharp (#) note, so the selection via **Shift**-click requires that a small region be already selected.

Force Accidental - If a note is being displayed as a sharp, but you want it to appear as a flat (or vice versa), you can force that here. Notes like Fb, Cb, E#, B# can be entered. To do this, right-click on a note (like F), and set the forced accidental to #, and the note will appear as E#.

Note Type - You can choose for the note to be Normal, Invisible (note will sound but will not appear in regular notation), Guitar Bend (a B will appear above the note), Hammer-On, Pull-Off, or Guitar Slide. Note that the guitar bend is for notation only and does not affect the sound of the note.

Keystroke Note Editing

You can easily edit notes using only keystrokes. By stepping through the notes one-by-one, when a note is highlighted you can change the pitch using the cursor keys, and other values (timing, duration, channel) with other hot keys. This speeds up editing of notes. To use this function, you do the following:


1. Open the Notation window.
2. Move the mouse cursor to the note that you want to edit, and then press the Chord Advance (INS or DEL key on the Numeric Keypad). This highlights the current note.
3. With the note highlighted in red, use the cursor up/down keys to change the pitch of the note. You hear the pitch change as the note changes.
4. Use the cursor left/right keys to change the note's start time, duration, channel, or velocity (depending on the setting of the "Right/Left Cursor Edits" field in the Notation Options Dialog).

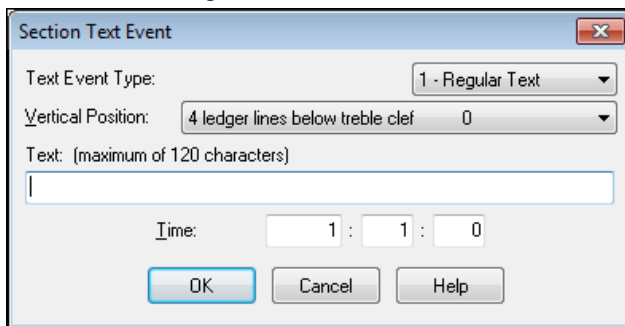
Press the **Esc** key or **[Stop]** button when you're done.

Section Text for Notation

T You can add custom Section Text and Boxed Text messages at any position in the notation track, with optional box to appear around the text.

To put a section text comment on the notation track:

-  Open the **Notation** window, and switch to the **Editable Notation** mode.
- Right-click on the track at the point that you want to enter the section text. Answer YES to the question "Would you like to enter Section Text?"
- This launches the **Section Text Event** dialog that allows you to type in the text. You can set the Text Event Type to "Boxed" or "Regular."



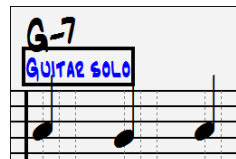
Easy Entry of Section Text on Notation Window

Typing a backslash "\" followed by any text puts that text at the beginning of the current bar as a boxed section text message. For example, \Hello would put "Hello" in a boxed section text event.

Typing \ launches the edit dialog for the section text.



Type the section text that you want, such as "Guitar Solo," and then press **Enter**.

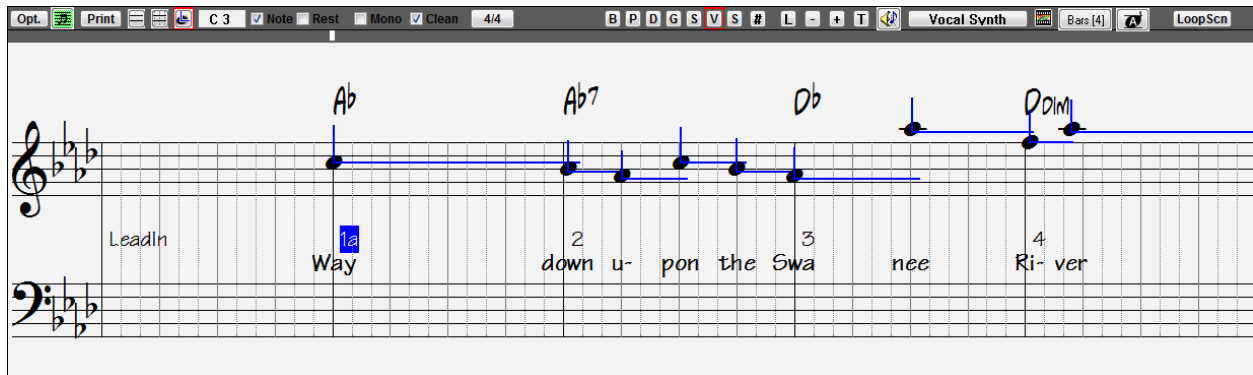


This text can be entered once per bar. You can use this for section headings, or even to enter lyrics bar by bar.

Staff Roll Notation Mode



Click on the Staff Roll notation mode button to enter the Staff Roll mode.

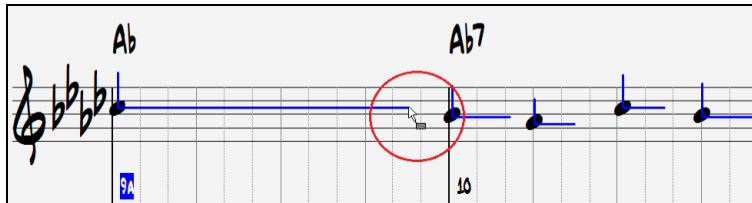


This mode is similar to the Editable Notation Mode, except that the beats begin right on the bar line. You can see the duration of the note visually represented by a horizontal blue line and the note's velocity displayed as a vertical blue line.

Tip: If you can't see these lines, press the [Opt.] button to check that "Show Note Durations," "Show Velocity Lines," and "Show Bar/Beat Lines" options are enabled.

Using the Mouse to Edit Velocity and Duration

There is an additional function available in this mode: **right mouse drag**. Place the mouse cursor on the note head and hold down the right-mouse button. Then, starting at the note head, drag the cursor horizontally to set the note's duration, or drag it vertically to set the note's velocity.



Piano Roll Window



For advanced editing of notes plus graphic controller editing, go to the **Piano Roll** window, either by selecting the Piano Roll button on the toolbar, or the *Window | Piano Roll Window* menu item.

Notation Window Options



Press the [Opt.] button in the **Notation** window to bring up the **Notation Window Options** dialog.

Notation Window Options

Track Type: Single Channel (normal) | Bars/Screen: 4 | New Line each: chorus | R/L Cursor Edits: Start Time

☒ Triplet Resolution (Swing) | Guitar Chord Diagrams: none | Display Font Size %: 100

☒ Show Bar/Beat Lines | ☒ Tab | Chord Vertical Position: 5

☒ Show Note Durations | ☒ Show fret #s on chord diagrams | Lyric Position: 7

Duration Line Color: ☐ Green ☒ Blue | Update | ☒ Load notation layout w/songs

☐ Snap to grid lines | ☒ Show Key Signature | ☒ Auto-Hand split Piano track

Scroll Ahead: 2 bars | Transpose Options: <any> | ☒ Display Patch names on notation

☒ Highlight playback notes in Red | Transpose: 0 | ☒ Show Slashes (/) for blank bars

Note Colors: Absolute | Edit | Clefs split at: C 4

Note Names: None | Max Ledger Lines: 5

Restate Chords: Every Page

Notation Fonts

Regular Fonts | Jazz Fonts | Arial

☐ Use Jazz Music Font | ☒ Jazz Symbols Font

☒ BeStPlain Chord Font

Chord Font: Jazz Symbols | 100 %

Lyrics Font: PG Text | 100 %

Text Font: PG Text | 100 %

Title Font: PG Text | 100 %

Slash Font: Arial | 100 %

Bar # Font: Default | 100 %

Bar Lyrics Font: Other... | 100 %

☒ Show Velocity Lines

☒ Use chord scale for enharmonics

☒ Engraver Spacing

Notation Settings

Tick Offset: -7

☒ Auto Set Tick Offset

☒ Minimize Rests

☒ Detect Fine Resolution Notation

More... | Defaults | OK | Cancel | Help

Track Type

Normally you'd leave the track type set to Single Channel, but you can also set it to Multi-Channel, Guitar, or Piano.

Multi (16) -Channel: All MIDI channel assignments are preserved and output on playback. This would be useful for importing an entire MIDI file and playing it from the Melody channel using a silent style.

Guitar: MIDI channels 11 to 16 are assigned to the guitar strings 1 to 6. Correct guitar tablature replaces the bass clef, the notation will be up an octave, and guitar channel assignments are saved with MIDI files.

Piano: In this mode, channels 8 and 9 are treated as the left and right hand of a piano part.

Triplet Resolution (Swing)

Band-in-a-Box automatically sets the resolution whenever a style is loaded. When a style has a triplet feel (such as Jazz Swing or a Shuffle style), Band-in-a-Box selects Triplet Resolution. This ensures that Jazz eighth notes (swing triplets) are handled correctly. When a style with a straight feel loads (Pop, Latin) the Triplet Resolution setting is automatically turned off. Then the notation shows even eighth notes, not triplets, and each note and duration is rounded to the nearest sixteenth note when displaying the music.

Show Bar/Beat Lines

This setting is for the Staff Roll mode only. When turned off (unchecked) only the staff lines will show, helpful for editing note Duration and Velocity lines.

Show Note Durations

A Staff Roll mode setting to show or hide the horizontal Duration lines.

Duration Line Color (Green /Blue)

There are two color choices for the Duration lines, green or blue.

[Update]

The [Update] button applies the changes made in this dialog. Pressing [OK] will have the same effect.

Snap to grid lines

If this is checked, the inserted note will be lined up with the closest grid line. This is similar to the way a graphics or typesetting program aligns elements accurately on a page. This means that you don't have to click exactly on the beat to have the note inserted precisely on the beat.

Scroll Ahead


The Notation window can be set to scroll 1 or 2 bars ahead of the music without interfering with your view of the current notation. To enable this feature, select the number of bars (1 or 2) you wish to scroll-ahead. Select zero bars to disable this feature. When the notation scroll-ahead feature is enabled, the lyrics will also scroll ahead.

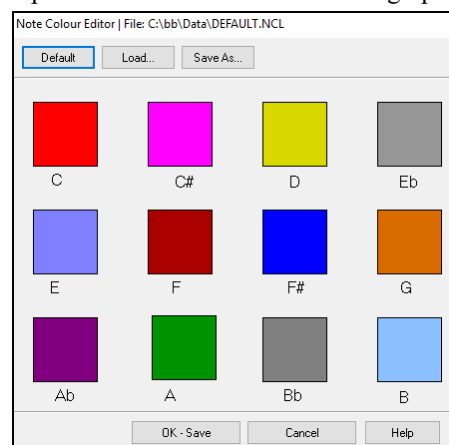
Highlight playback notes in Red

Good sight-readers who like to read ahead can use this option to disable the highlighting of notes in red as the song is playing so it won't be distracting.

Note Colors

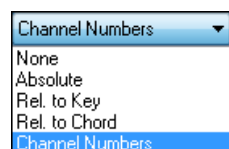
Notation can display notes in different colors based on absolute note names or relative to chord or key. Colors are definable; the default color scheme is one that was introduced by the Russian composer Alexander Scriabin (1872-1915). Colored notes will appear in color for printout on color printers or when saved in a color graphics file.

 Pressing the **[Edit]** button launches the **Note Color Editor** dialog. Change the colors by clicking on the color above the note name. Pressing the **[OK-Save]** button will close the dialog and save the file as *C:\bb\Data\default.NCL*. You can also save/load different NCL files for different color sets.



Note Names

There is an option to display note names in the center of the note head. You can display absolute note names (A, Bb etc.) or you can display numbers relative to the key or the current chord. This is helpful for learning to read music. Combined with the ability to display large font sizes, this achieves the big note look common to “EZ-2-Play” music books.



Channel numbers can also be displayed on the notation. When editing notes, it is often helpful to see the channel number of each note. By setting Note Names to “Channel Numbers” you will see the channel number for each note written into the note head of the notes. This is useful when viewing an entire MIDI file that you've loaded onto the Melody track, and want to examine the channel information, or for editing a guitar track that uses channels 11 to 16.

Notation Fonts

You can use the PG Music fonts or Jazz fonts for your chords and notation. Or you can choose Arial or any other font on your system for chords, lyrics, text, and titles. The Jazz fonts have the “handwritten manuscript” look. It's a great alternative to music fonts that look too “computerized.”



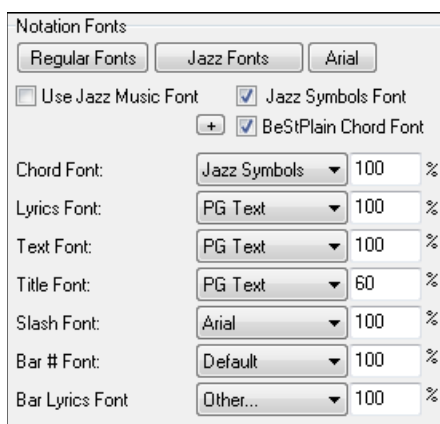
To select just the Jazz music font, enable the “Use Jazz Music Font” option, then choose your Chord, Lyrics, Text, and Title fonts.



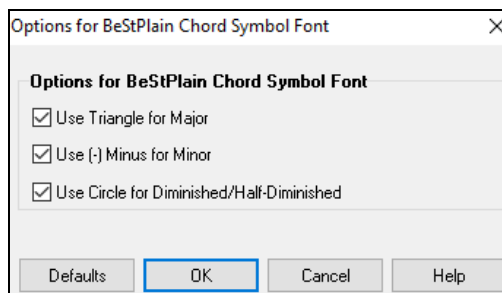
Click **[Regular Fonts]** for a quick overall change to regular fonts in the Notation window.

The **[Jazz Fonts]** button installs a pre-selected group of Jazz fonts.

The **[Arial]** button installs the regular notation font and Arial for everything else.



Check “Use Jazz Music Font” to use the Jazz font, and check “Jazz Symbols Font ” to use shorthand Jazz chord symbols in the notation. “BeStPlain Chord Font” is a very clear and readable font. The **[+]** button beside this checkbox will open the dialog with options to use triangle for major, minus sign for minor, and half or full circle for half or full diminished chords.



Note: The Jazz Chord Symbol Graphics can be displayed independently on the **Chord Sheet** and the **Notation** window. For the Chord Sheet, open the **Display Options** dialog (*Options | Preferences | [Display]*) and select “Jazz Chord Symbols” or “BeStPlain Chord Symbols” for the “Chord Sheet Font” option.

The Lyrics and Text fonts appear in the Notation window, the Lead Sheet, and the printout.

The Title font is used for the Titles, Composer, and Styles names that appear on the Lead Sheet window and printout.

The “Slash Font” is used for slashes *////* which appear in the empty bars.

The “Bar # Font” is used for bar numbers.

The “Bar Lyrics Font” is used for bar-based lyrics.

Note: Using the PG Music notation and text fonts requires that they be installed in your *Windows | System* directory. The fonts are installed automatically with the program.

Bars/Screen

This option lets you to choose the number of bars per line for both the on-screen notation display and printing.

Guitar Chord Diagrams

These are available on the Notation, Lead Sheet, or printout for Folk, Pop, and Jazz voicings. There is an option to show the fret numbers on the diagrams.

Tab

When this is enabled, the Guitar and Bass tracks show tablature notation.

Show fret #s on chord diagrams

This will display the fret numbers for each string on the guitar chord diagrams.

Load notation layout w/songs

When this box is checked, your Notation Option settings will be saved with the song and restored the next time you load the song.

Show Key Signature

If turned off, you won’t have the key signature displayed on the Notation window. This will save some space on the screen.

Transpose Options



These preset transpose settings for non-concert instruments like brass and woodwinds will auto-select the correct transpose settings and clef split points for the instrument. For example, Trumpet +2 will write the music up 2 semitones, and the split point will be adjusted to display the music in treble clef.

Guitar and bass settings are also included.

If the Chord Sheet or Notation window transpose setting is in effect, a yellow hint message opens on boot up as a reminder.

Chordsheet and Notation are set to transpose by 9 semitones. To change this, [Prefs]- Notation - Transpose.

Transpose

The Transpose setting lets you manually adjust the Notation window to display notes either higher or lower than their actual pitches.

Clefs split at

This setting determines the split point for placing notes on the Bass or Treble clef. The default setting is C5, middle C. Use a higher split point, such as C6, if you want notes up to a B above middle C written on the bass clef with ledger lines.

Max Ledger Lines

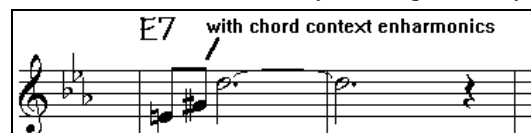
You can specify an upper limit of a note range so that high notes won't result in an excessive number of ledger lines. The default is 6, which would show a maximum of 6 ledger lines above the treble clef staff.

Show Velocity Lines

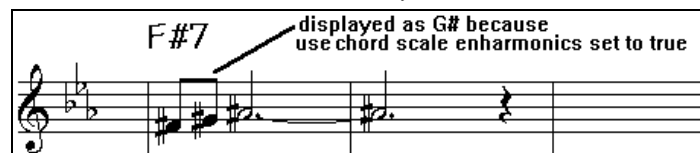
This is a Staff Roll mode setting to show or hide the vertical Velocity lines. Line color is determined by the Duration Line Color setting.

Use chord scale for enharmonics

The sharps and flats in Band-in-a-Box notation are context sensitive to the chord names. For example, if you are in the key of Eb, and the chord is E7, a G# note will show up as G#, and not Ab. This means that the notation accidentals will automatically show up correctly.



Enharmonics for chord tones are automatically based on the chord.



Enharmonics for passing tones are based on chords if "Use Chord Scale Enharmonics" is set to true.

For example, on an F#7 chord in the key of Eb, the Ab note is part of the F#7 scale (as a G#, the 2nd of the scale), but is also part of the Eb key of the song. If you want to display based on the chord scale, setting "Use chord scale enharmonics" will display the note as a G# instead of an Ab.

Enharmonics on slash chords

A chord like Gm7b5/Db will display correctly using a Db instead of a Gm7b5/C#, since Band-in-a-Box bases it on a Gm scale.

Engraver Spacing

This is another one of the intelligent features which spaces the notation appropriately to avoid overlapping notation while accounting for space required by accidentals, rests, etc. This feature is visible only in Standard Notation mode.

Notation Settings

Tick Offset

The Tick Offset is one of the keys to great looking notation. It accounts for playing that is before or behind the beat.

The track is automatically scanned to determine the best tick offset so that you don't have to set this yourself. This results in better looking notation. You can change/override this setting, but normally the best tick offset is set automatically.

For example, to properly notate Jazz performances, it is sometimes necessary to set the tick offset to approximately -15. This effectively adjusts for a performance that has been played slightly "behind" the beat or, in Jazz terms, "very laid back."

In Editable Notation mode, notes entered with the mouse take the notation offset into account. So, if a note is clicked on the beat 1:1:0 will get entered at 1:1:7 if the notation offset is -7. This gives a more human feel to the arrangement.

Auto Set Tick Offset

When this is enabled, Band-in-a-Box will automatically determine the tick offset by analyzing the notes on the track. If you want to set the tick offset manually, disable this and enter the value in the "Tick Offset" option above.

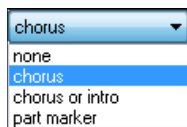
Minimize Rests

When this is enabled, Band-in-a-Box will eliminate unnecessary rests. For example, if staccato eighth notes are displayed as sixteenth notes separated by sixteenth rests the setting will remove the rests and show the notes as eighth notes.

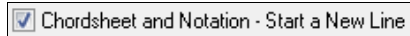
Detect Fine Resolution Notation

Improved auto-transcription identifies and correctly displays up to 128th notes. If for some reason you prefer to disable it, there is an option to do so. To set a beat to a certain specific resolution right mouse-click on the Time Line located at the top of the Notation window. You will then see a Beat Resolution dialog where you can set the resolution for both the Treble and Bass clefs.

New Line each



Use this setting to automatically start a new line on each chorus, on each chorus and the intro, or on each part marker. It applies to the Lead Sheet notation screen and to printing.



If you want to control how many bars per line get displayed for a regular (non-fake sheet mode) display, use the **Edit Settings for Current Bar (F5)** dialog, and select "Chord Sheet and Notation - Start a New Line" on bars that you'd like a new line of notation. That setting, in combination with the Notation Window Options setting for "Bars/Screen," and "New Line each" allow you to save custom settings for bars per line in non-fake sheet mode.

R/L Cursor Edits

This is used in the Keystroke Note Editing features.

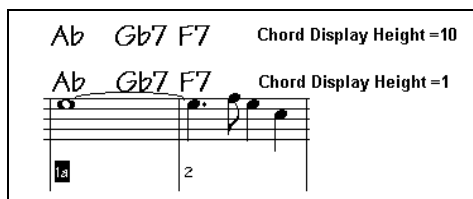
Bar Number Font and %

Select any installed font for the bar numbers and adjust its size in a percentage range from 10% to 1000%. These settings affect the notation, lead sheet, and printout.

Display Font Size %

To select the notation font size for display, enter the Display Font Size as a percentage, either more or less than 100%. The same setting is available in the Lead Sheet window and the Print dialog.

Chord Vertical Position



This controls how high the chords will be written above the staff. If this is set to 5, the chords will be written 5 notes above the top of the staff. If your piece contains a lot of high notes, then set the chord position to a high setting.

Lyric Position

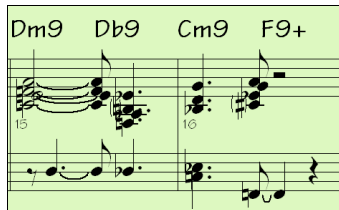
You can adjust the height of the lyrics by setting the lyric height (smaller values like -8 are higher on the notation).

Auto-Hand split Piano track

When this is enabled, the Piano track (not any other track) will be displayed on both clefs with intelligent hand-splitting. You can print out the Piano track with the hands separated.

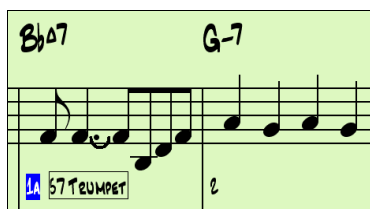
You can also manually split a piano part on a Melody or Soloist track using the intelligent hand-splitting routines. The left/right hands display in red/blue on the big piano, and on the bass/treble clefs on the notation. For example, if you have a MIDI file that is a solo piano piece, *File | Open Special | Open MIDI file* will put the music on the Melody track.

Then choose *Melody | Edit Melody Track | Piano Hand Split*. Make sure that *Melody | Track Type* is set to “Piano.” You will then see the piano part split into 2 hands intelligently.



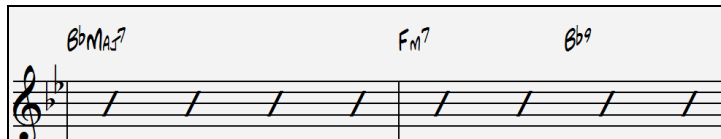
Display Patch Names on Notation

When this is enabled, the patch name for the track is displayed on the notation, lead sheet, and printout.

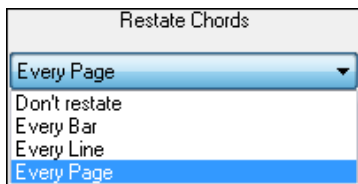


Show Slashes (/) for blank bars

If this is enabled, then slash marks /// will show for empty bars.

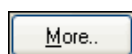


Restate Chords



If this is set to “Don’t Restate,” then the program works as in previous versions, and if the chord stays the same, it will never be stated again in the arrangement until it does change. If set to “Every Bar,” “Every Line” or “Every Page,” then the Notation, Lead Sheet and Printout will restate the chord every bar, line or page. The setting of “Every Page” is the default, which means that the first bar of the Lead Sheet window will always have a chord as will the top of each Notation window.

[More] button



The [More..] button opens the **Other Notation Options** dialog.

Inserted Note Defaults

These settings determine the default values for notes that you enter manually.

Duration %

Notes are not always played for their full duration. If a whole note is inserted with a duration of 80%, the note would play for 80% of 4 beats = 3.2 beats.

Velocity

The loudest possible note has a velocity of 127; a velocity of 0 is silent.

Channel

Assign the MIDI channel of the inserted notes.

Play Inserted Notes

When checked, notes that you insert will sound briefly as they are inserted. This lets you hear that the note you inserted sounds correct.

Confirmation Required to enter a note over X Ledger Lines

To prevent accidental entry of very high/low notes, this means that a confirmation dialog would be needed to enter notes with more than X ledger lines.

Advanced Notation Settings

These advanced settings give you control over the clean notation feature.

The 'Other Notation Options' dialog box contains several sections: 'Inserted Note Defaults' with fields for Duration % (80), Channel (1), Velocity (90), and a checked 'Play Inserted Notes' box; 'Advanced Notation Settings' with fields for Chord Note Separation in MS (40), Chord Total Separation in MS (90), Glitch Duration in MS (30), and Glitch Velocity (20); 'Line Thickness Settings' with fields for Bar Line % (100), Tie % (100), Staff Line % (100), and Slur % (100); and 'Options for BeStPlain Chord Symbol Font' with checked boxes for 'Use Triangle for Major', 'Use (-) Minus for Minor', and 'Use Circle for Diminished/Half-Diminished', and an unchecked 'Show Popup Hint for Note Properties' box. At the bottom are buttons for Defaults, OK, Cancel, and Help.

Chord Note Separation in MS and Chord Total Separation in MS

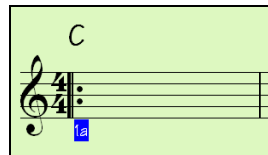
This lets you set the width of chords. Band-in-a-Box will display a new group of notes on the notation for every chord. If you know that a track is single notes and therefore couldn't have any chords, set the chord note separation to a small value like 10ms and then every note will be displayed on a new note stem. The chord width parameter is also used for the "chord step advance" feature.

Glitch Duration in MS and Glitch Velocity

When set properly, "Glitches" will not be shown on the notation. Any note less than a certain length of time or less than a certain velocity can be filtered out.

Line Thickness Settings

These settings allow you to control the thickness of various line elements of the notation. For example, if you set the Bar Line width to 200%, the bar lines will be twice as wide, and easier to see. This affects display and printout.

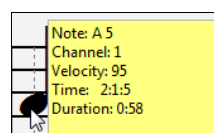


Options for BeStPlain Chord Symbol Font

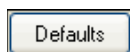
With these options, you can see a triangle for major, a minus sign for minor, and a half or full circle for half or full diminished chords when you use the BeStPlain chord font.

Show Popup Hint for Note Properties

If this is checked, the note properties pop-up will open if you hover the mouse cursor over a note in the Editable Notation window.



Defaults button



Click **[Defaults]** to have all modifications revert back to factory settings.

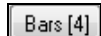
Lead Sheet Window

The **Lead Sheet** window displays a full screen of notation with one or more parts. Other options include a selectable number of staves per page, clefs to show, font size, margin, scroll-ahead notation, guitar chord diagrams, and lyrics. If you like to sight-read along with Band-in-a-Box, this is the window for you.

The **Lead Sheet** window can be resized. As you resize the window, all of its elements resize in proportion.



Launch the **Lead Sheet** window from the main screen by pressing the **[Lead Sheet]** button (or **Alt+W** keys), or with the *Window | Lead Sheet Window* menu option. This button is also available from the **Standard Notation** window.

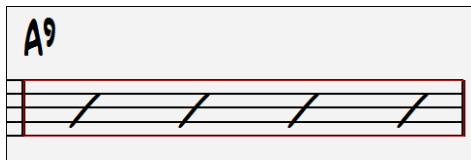


You can easily change the bars per line by pressing this button. (**Note:** This feature works in the Fake Sheet mode.)



This button will display notation with larger font size and note names within note heads. Press the button again to return to the normal size.

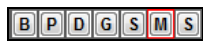
As the notation scrolls ahead, you can read ahead without waiting for a page turn. During playback, red rectangles highlight the current bar. If the bar is empty (or in Fake Sheet mode), the Lead Sheet will draw the staff lines and bar lines in red.



The **Lead Sheet** is also useful as a kind of “Print Preview” feature, as it offers you the ability to correlate the on-screen notation to a printout.

You can move around the **Lead Sheet** window in various ways. Cursor keys and mouse clicks will move a small blue rectangle around the screen, which lets you type in chords at that location. Double-clicking the mouse at any bar will start playback from that position.

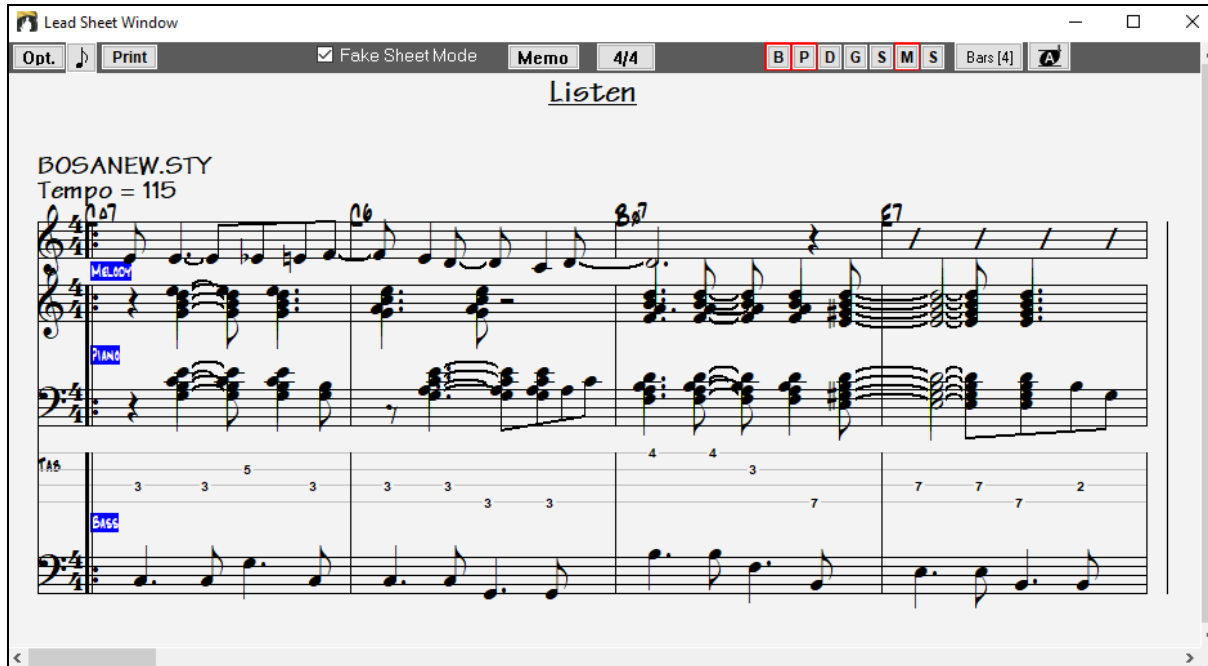
Selecting Tracks in the Lead Sheet



Click on the track selection button to select a different track. The tracks are [B]ass, [P]iano, [D]rums, [G]uitar, [S]trings, [M]elody, and [S]oloist.

Note: These buttons show the initials of the “automatic” track labels when you check “Auto-Generate Track Labels” option in the **Preferences** dialog. (e.g. [H] for Harmonica) If you prefer the “default” labels (B/P/D/G/S/M/S), then uncheck this option.

B P D G S M S To view multiple tracks, click first on the button for the top part you want to view, and then hold down the **Ctrl** key and click on the other parts you want to view in the order you want to see them, from top to bottom. You will then see a group of tracks, displayed in the order that you requested them. To revert to a single track of notation, simply click on a track without holding the **Ctrl** key down.



☒ **Show Chords above each track** There is an option in the **Lead Sheet Options** dialog to allow you to display the chords above each track, or just the top track of the notation. If you press **[Print]** from the Lead Sheet window you will be able to print out the multiple tracks of notation.

Fake Sheet Mode

The Lead Sheet window has its own Fake Sheet Mode checkbox. When it is NOT selected, the Lead Sheet will work as it always has (in linear mode).

☒ **Fake Sheet Mode** When Fake Sheet Mode is selected, the form will show like a lead sheet, with only one chorus showing, and 1st/2nd endings and repeats displayed.

The Fake Sheet can show multiple lines of lyrics for 1st and 2nd endings or several verses stacked in multiple lines.

FAKE SHEET WITH 1ST-2ND ENDINGS

Multiple lines of Lyrics on Fake Sheet

If your song has 1st and 2nd endings or multiple verses of lyrics, multi-line lyrics can be displayed, so you will see all verses on the same fake sheet.

Load in the song *C:\bb\Documentation\Tutorials\Tutorial - BB 2005 Demos\Listen Multi-line lyrics Demo.MGU*.



☒ Fake Sheet Mode

Open the **Lead Sheet** and select “Fake Sheet Mode.”

This song has a 1st/2nd ending entered, with separate lyrics for each ending. Multiple lines of lyrics will also appear if there are lyrics in multiple verses (choruses).

Lyric Position

In the **Notation Window Options**, “Lyric Position” allows you to vertically position the height of the lyrics.

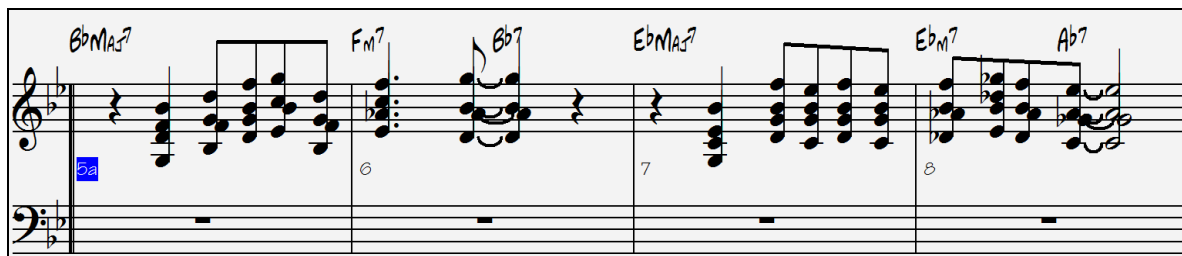
Harmony Notation Display

Harmonies can be displayed on the Lead Sheet window (or printed) with **separate notation tracks for each harmony voice**. View each harmony on a separate track, or view/print a single harmony voice. To examine the

harmony display features, load in the song “Night T.MGU.” The melody of this song was previously converted to a harmony using the *Melody | Edit | Convert Melody to Harmony* option, so this song contains a harmony on the Melody part.



Open the **Notation** window (**Ctrl+W**) and you will see all four voices of the harmony on the same treble clef.

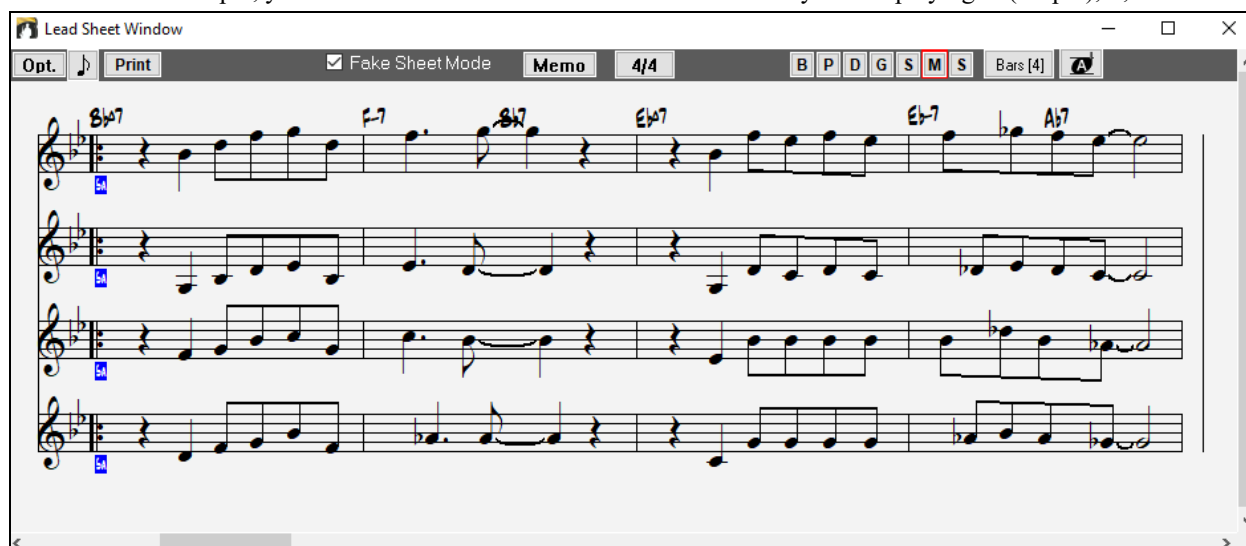


Four-part harmony on single staff.



Now open the **Lead Sheet** window. Band-in-a-Box now recognizes that this is a harmony (generated by Band-in-a-Box) and displays each voice on a separate track of the lead sheet.

For example, you can see the first Bb note has the other harmony voices playing G (drop 2), F, and D.



Four-part harmony on four separate staves.



Press the **[Print]** button to print out “Voice 2.” If needed, press the notation “Transpose Options” to first visually transpose the instrument to Eb for an “Alto Sax” chart.

Multi-Channel Notation (Sequencer Mode)

Normally you would want a single part on the Melody and Soloist tracks. But, since MIDI information can have separate channels, it is possible to store 16 separate parts on each of the Melody and Soloist parts. When one of these tracks has been set to “Multi(16)-Channel” we refer to this as sequencer mode.

Now, when you are in this multi-channel mode, output from the Melody/Soloist part will be on whatever MIDI channel the information is stored on, and will not be using the Melody/Soloist MIDI channel.



When you open the **Lead Sheet** window, you will see the entire MIDI file displayed on separate tracks of notation. This is likely “too much information” to read, unless you are a symphony conductor.



To customize the notation display for sequencer mode, press the **[Opt.]** button on the **Lead Sheet** toolbar.

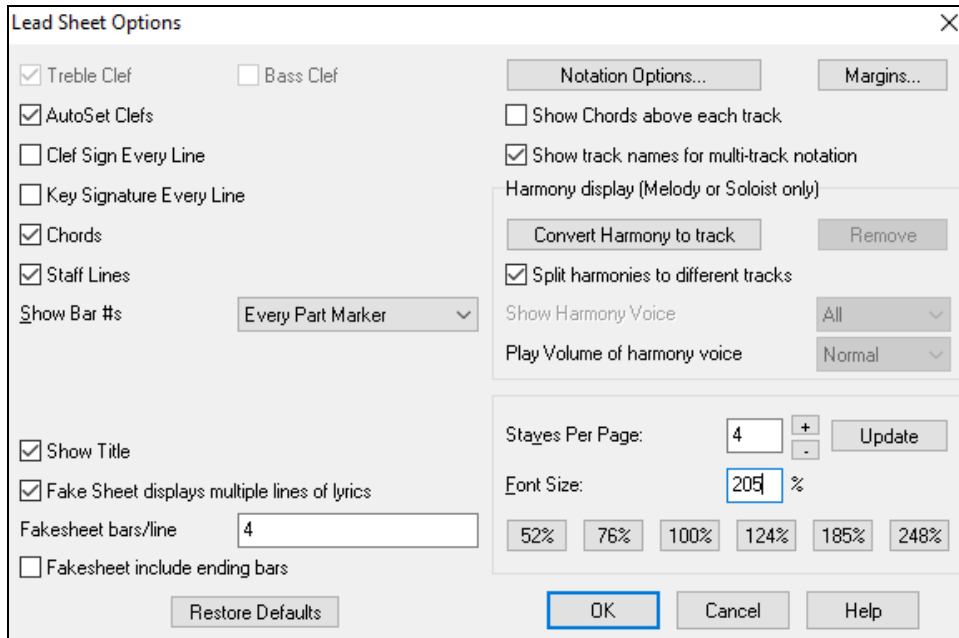


Select “CUSTOM channels play/display” and click on the [Set] button to launch the **Sequencer Window** (Multi-channel track on Melody/Soloist) dialog where you can customize which channels will play and display.

Lead Sheet Options Dialog

[Opt.] Pressing the [Opt.] button in the **Lead Sheet** window or the [Leadsheet] button in the **Preferences** dialog launches the **Lead Sheet Options** dialog.

The settings in this dialog are applicable to the Lead Sheet window only. If you want to set options that are shared by the Lead Sheet window and the Notation window, press the [Notation Options...] button.



Treble Clef and Bass Clef

These checkboxes choose which clefs will display in the Lead Sheet view.

AutoSet Clefs

When set, Band-in-a-Box will attempt to pick the clef for you automatically displaying the bass clef when you are on the bass track or any other track with low bass notes. It will show both clefs when on the piano or drum track.

Clef Sign Every Line and Key Signature Every Line

By default, the Clef and Key will be shown at the beginning of every page, but if you want one every line, you can check these options.

Band-in-a-Box have multiple keys in a song, the new key signature is shown on notation.

Chords and Staff Lines

Both are shown by default. Uncheck this box if you don't want them to display.

Show Bar #s

Choose whether the bar numbers will be shown for each bar, only at part markers, or not at all.

Show Title

If set, the song title will be displayed along with other information like Composer Names and Style information that is set in the **Print Options** dialog of the Notation window. To set these options choose File | Print from the menu.

Fake Sheet displays multiple lines of lyrics shows lyrics for 1st and 2nd endings or multiple choruses stacked as multiple lines on the fake sheet.

Fakesheet bars/line

Fakesheet bars/line	4,6,4
---------------------	-------

You can set a custom number of bars to display on each row of the fake sheet. For example, enter “4,6,4,” and the program will show 4 bars for the first row, 6 for the second, and 4 for the rest.

Fakesheet include ending bars

Fakesheets can optionally include the 2-bar song ending.

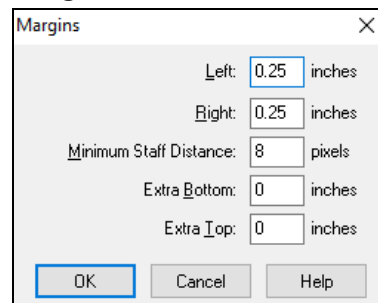
Restore Defaults

You can reset all the Lead Sheet Options back to default settings by pressing the **[Restore Defaults]** button.

Notation Options

To set options that are shared by the **Lead Sheet** window and the **Notation** window, press the **[Notation Options...]** button.

Margins

A dialog box titled "Margins" with a close button (X) in the top right corner. It contains five input fields: "Left:" with a value of 0.25 inches, "Right:" with a value of 0.25 inches, "Minimum Staff Distance:" with a value of 8 pixels, "Extra Bottom:" with a value of 0 inches, and "Extra Top:" with a value of 0 inches. At the bottom are three buttons: "OK", "Cancel", and "Help".

Set margins for the **Lead Sheet** window, just like the margins in a word processor. For example, if you want the lead sheet window to only take up the top part of the screen, set a bottom margin (of, say, 2 inches) and then make the lead sheet window smaller by pulling the bottom up.

This feature has no effect on printout; the **Print** dialog has its own margin settings.

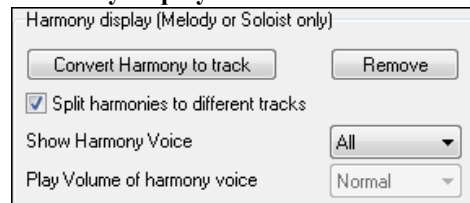
Show Chords above each track

When using multiple tracks of Notation, this determines whether each track will show the chord names or not.

Show track names for multi-track notation

If checked, the Band-in-a-Box track names will be inserted at the start of each part in the multitrack notation display.

Harmony display

A dialog box titled "Harmony display (Melody or Soloist only)". It contains two buttons at the top: "Convert Harmony to track" and "Remove". Below them is a checked checkbox labeled "Split harmonies to different tracks". At the bottom are two dropdown menus: "Show Harmony Voice" set to "All" and "Play Volume of harmony voice" set to "Normal".

[Convert Harmony to track] will add a harmony to an existing Melody.

[Remove] will remove the harmony from the track.

Split Harmonies to different tracks enables the splitting of the harmonies to different tracks on the lead sheet.

Show Harmony Voice allows you to select ALL tracks, which will cause each track to display on a different track on the Lead Sheet. Or select a specific Voice to display only that voice. For example, if you choose “Voice 2” and press OK, you will now see just voice 2 of the harmony.

You can control the volume of the selected harmony voice relative to the other voices in the harmony. The Play Volume of harmony voice setting can be set to:

- **Normal:** Harmony plays as normal.
- **Solo:** Only the selected voice will play.
- **50% Solo:** Selected voice is much louder than other voices.
- **Quiet:** Selected Voice is much quieter than other voices.
- **Muted:** Selected Voice is muted.

These settings are useful to sight-read along on harmonies and learn to hear inner voices of a harmony.

Staves Per Page

The number of staves shown in the lead sheet can be set by typing in a number or using the [+] and [-] buttons. If “Auto-Set” is selected, the number of staves will be set automatically, attempting to fit the lead sheet on a single page.

Font Size

Choose the font size with one of the preset buttons for popular sizes, or type a number between 45% and 300% in the **Lead Sheet Options** dialog.

Lead Sheet Memo

Memo You can enter a memo to add to the **Lead Sheet** printout. Click on the **[Memo]** button in the Lead Sheet to open the **Lead Sheet Memo** window. You can copy/paste from/to this memo.

The memo will be automatically positioned after the end of the **Lead Sheet** and printout. Use extra blank lines in the **Lead Sheet Memo** to control where it displays on the page.

☒ **Start Memo on a New Page** There is an option to print the **Lead Sheet Memo** on a new page of the printout.

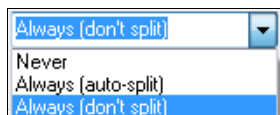
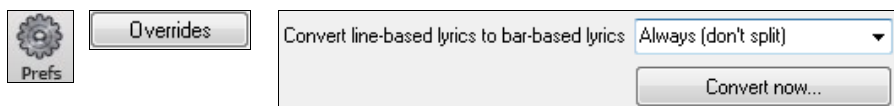
Choose Font... Press the **[Choose Font]** button to select the font you would like for the memo.

A text block will be appended to the **Lead Sheet** window and printout. This could be song lyrics that you want appended to the end, multiple verses of lyrics, or any other text.

Lyrics

Band-in-a-Box supports lyrics in three different ways: Note-based lyrics, Bar-based lyrics, and a Big Lyrics (Karaoke) window. Note-based lyrics can be entered on the Notation window, and bar-based lyrics can be entered either on the Chord Sheet or on the Notation window.

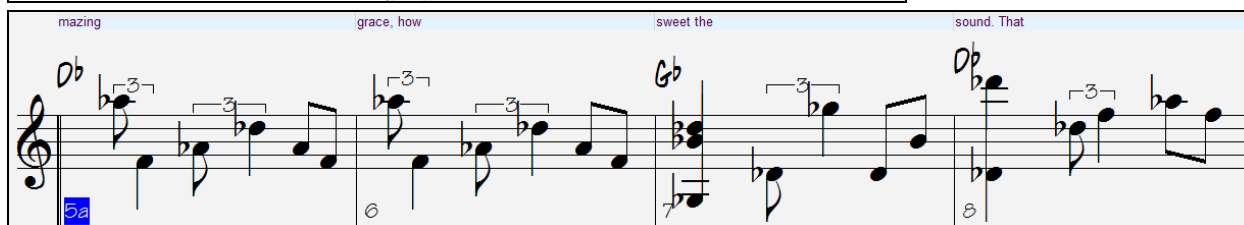
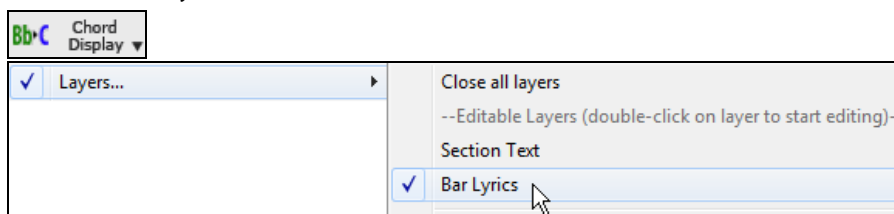
In the previous versions, there were line-based lyrics, which could be entered for each line on the Notation window. You can longer enter this type of lyrics, but if your existing song has line-based lyrics, Band-in-a-Box can convert them to bar-based lyrics. In the **Global song override** dialog, there is an option which allows you to choose how the conversion should occur when the song with line-based lyrics opens.



The default is “Always (auto-split),” which will convert line-based lyrics to bar-based lyrics and splitting them into 4 bars. If you choose “Always (don’t split),” line-based lyrics will be converted but they won’t be split into 4 bars. You can also choose not to convert line-based lyrics automatically. If the current song has line-based lyrics, you can press the **[Convert now]** button to convert them to bar-based lyrics.

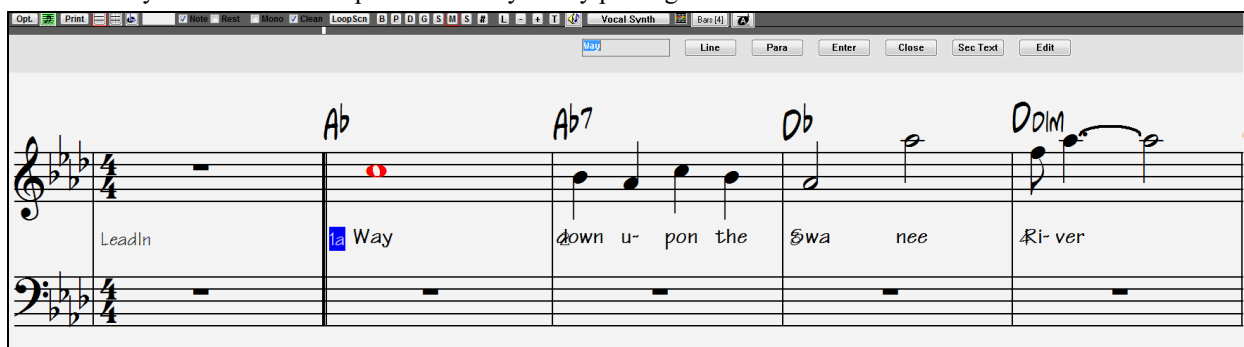
Bar-based Lyrics

To see the bar-based lyrics that you have entered on the Chord Sheet, click on the **[Chord Display]** toolbar button and check *Bar Lyrics*.



Note-based Lyrics

Note-based lyrics offer accurate placement of lyrics by placing a word under each note.



[L] You can enter note-based lyrics by pressing **Ctrl+L** keys or pressing the **[L]** button on the Notation toolbar to open the **Lyric Edit** window.

Lyric Edit Window



The **[Line]** button enters a forward slash “/” line break marker in the current lyric.

The **[Para]** button enters a backslash “\” paragraph break marker in the current lyric.

The **[Enter]** button enters the current lyric, equivalent to hitting **Enter** key or **Tab** key.

The **[Close]** button closes the Lyrics Edit mode, equivalent to hitting the **[L]** button again.

The **[Sec Text]** button enters the text in the lyric box as section text at the current bar.

The **[Edit]** button opens the **Edit Lyrics** dialog where lyrics and section text can be edited.

As you enter the lyrics, the note is highlighted. Pressing the **Tab** or **Enter** key moves to the next note. You can “undo” lyrics with the *Edit | Undo* command.

When you are finished a line of lyrics, hit the **[Line]** button. This enters a backslash “\” line break marker in the current lyric.

Note-based lyrics are saved with the MIDI file, so you can use them in your other MIDI programs.

Lyric Position	7
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Vertical placement is set in the **Notation Options** dialog. A setting of -10 puts the lyrics directly under the treble clef, higher values put them lower.

Lyrics Event List

You can edit the lyrics using an event list as well. This allows you to enter lyrics at any point, not just tied to a note.

Edit Lyrics...

Once you press the # button, you then press the **[Edit Lyrics]** button. You can then see the **Edit Lyrics** dialog.

Time	Lyrics	
1:1:002	Way	<div>Edit</div> <div>Insert</div> <div>Append</div> <div>Delete</div>
2:1:010	down	
2:2:002	u-	
2:3:005	pon	
2:4:001	the	
3:1:000	Swa	
3:3:000	nee	
4:1:009	Ri-	

From here, you can edit lyrics, insert new lyrics, append lyrics to the end of the track, or delete lyrics. A single lyric event can be 128 characters.

The Lyrics Menu

The complete list of Lyrics functions is found in the *Edit | Lyrics* submenu.

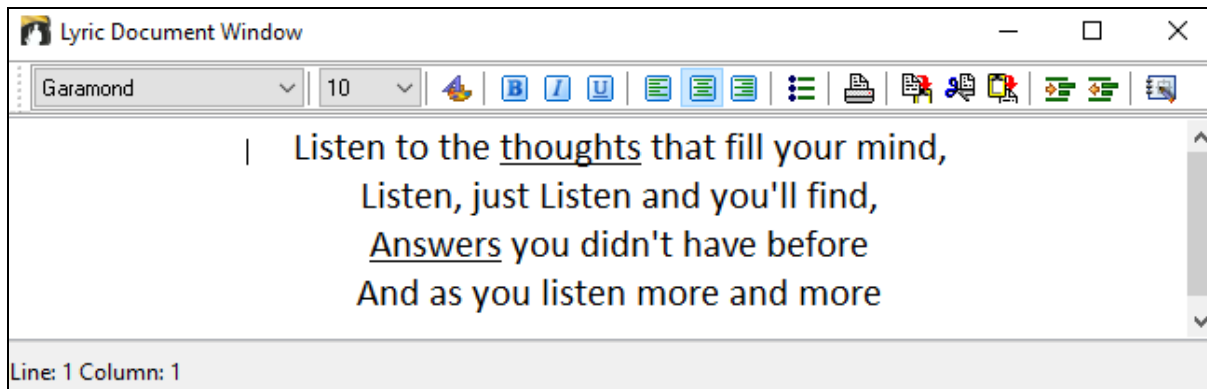
Enter Lyrics at current bar	Ctrl L
Big Lyrics Window	Ctrl Shift L
Lyric Document Window	Ctrl Alt Shift L
Copy Lyrics to Clipboard...	
Copy 1st chorus Lyrics to whole song...	
Erase Bar-Based Lyrics	
Erase Note-Based Lyrics	
Kill Lyrics Choruses	
Move Lyric ahead to timeline	
Move Lyric back to timeline	
Timeshift Lyrics (ticks)...	
Insert Beat(s) in Lyrics...	
Delete Beat(s) from Lyrics...	
Edit Lyrics as Event List...	
Vocal Synth- Auto Mode... (Generate Vocal Audio from Lyrics & Melody)	
Vocal Synth- Manual Mode... (Generate Vocal Audio from Lyrics & Melody)	

- **Enter Lyrics at current bar:** Opens the Lyric entry box at the current location of the timeline or highlight cell.
- **Big Lyrics Window:** Opens the Big Lyrics window for viewing lyrics and, optionally, chord symbols.
- **Lyric Document Window:** Displays a full screen of formatted lyrics. Easily copy and paste lyrics to and from your favorite word processor.
- **Copy Lyrics to Clipboard:** This function allows you to copy a song’s lyrics (and/or the chords) to the Standard Windows® clipboard. By pasting this data into a word processor, you can print out the lyrics in the font of your choice. The dialog has options to allow copying of note-based and/or line-based lyrics. With either option you can choose to include the chord symbols, have double or single line spacing, and make margin settings.
- **Copy 1st chorus Lyrics to whole song:** Copies the note-based lyrics for the first chorus to the rest of the song.

- **Erase Bar-Based Lyrics:** Erases the bar-based lyrics from the song.
- **Erase Note-Based Lyrics:** Erases the note-based lyrics from the song.
- **Kill Lyrics Choruses:** Select to kill lyrics in the First Chorus, Middle Choruses, or Last Chorus from a list box.
- **Move Lyric ahead to time line / Move Lyric back to time line:** If you have a note-based lyric that you want to time shift ahead or back, you can click on the time line at the destination that you want, and then choose this item. You can also shift lyric times using the Lyric Event list.
- **Timeshift Lyrics (ticks) / Insert Beat(s) in Lyrics / Delete Beat(s) from Lyrics:** These are functions that apply to the entire lyric track. They are useful when you're inserting bars or beats into the song and need to move the lyrics around to keep them in sync.
- **Edit Lyrics as Event List:** Opens the **Edit Lyrics** dialog with Edit, Insert, Append, and Delete functions.
- **Vocal Synth - Auto Mode / Manual Mode:** This will generate a vocal track using an online third party vocal synthesizer called Sinsy for a MIDI melody track with lyrics.

Tip: Lyrics are printable above or below the chord line or printed separately after song end. Lyrics will also support international characters such as è, š, and ó.

Lyric Document Window



The Lyric Document window displays a full screen of fully formatted lyrics so you can easily copy and paste lyrics to and from your favorite word processor. If you have the lyrics available, you can quickly paste them into Band-in-a-Box.

You may already have the lyrics to your song typed into a word processor, nicely formatted with font/color/bold choices etc. Previously, you would need to retype them into Band-in-a-Box and would lose your formatting. Now you can simply Copy/Paste them to/from your word processor. This allows you to quickly add lyrics to any Band-in-a-Box song.

You can open this window by choosing *Window | Lyric Document Window*, or pressing **Ctrl+Alt+Shift+L**. In addition, if “Auto-open lyrics window for songs with lyrics” is set to true in the **Lyric Window Options** dialog (*Options | Preferences [Big Lyrics]*), the **Lyric Document Window** will open automatically when the song is loaded, and close when the next song is loaded.

To use the window, type or paste in text from a word processor. You can select fonts and colors as you would in a word processor. Since the data is stored in RTF format, it should look very similar to the appearance it would have in WordPad.



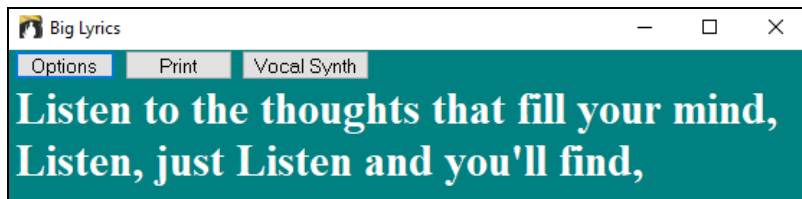
You can transfer “line based” or “note based” lyrics from the Notation Screen of Band-in-a-Box to the Lyric Document window. Press the Copy Lyrics button to do this. This launches the **Options for Copy Lyrics to Clipboard** dialog allowing you to select which elements to copy (line lyrics/ note-based lyrics/ chords) and formatting options. Then click on **[OK Copy to Text Clipboard]**. A message will tell you that the lyrics have been copied to the clipboard. Click on **[OK]** to paste the lyrics into the **Lyrics Document Window**.



You can also print directly from this window and copy to/from the Song Memo (using copy/paste).

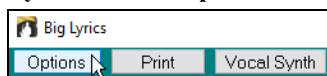
Big Lyrics Window

The **Big Lyrics Window** is great for sing along or Karaoke. It opens from the *Edit | Lyrics* or *Windows | Lyrics* submenu, with the keystrokes **Ctrl+Shift+L**, or with the **[L]** toolbar button.

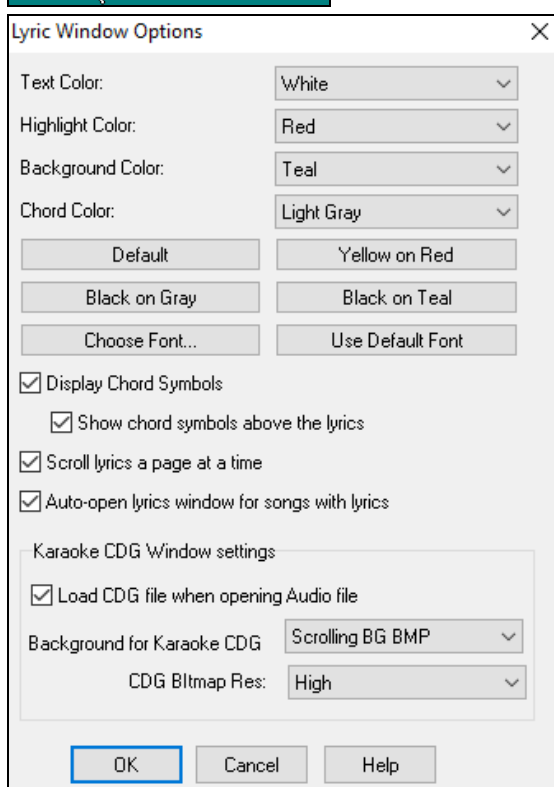


Each word is highlighted as it plays, and the window can be customized by clicking on the **[Options]** button. Click on any word in the **Big Lyrics Window** to start the song playing from that point.

Lyric Window Options

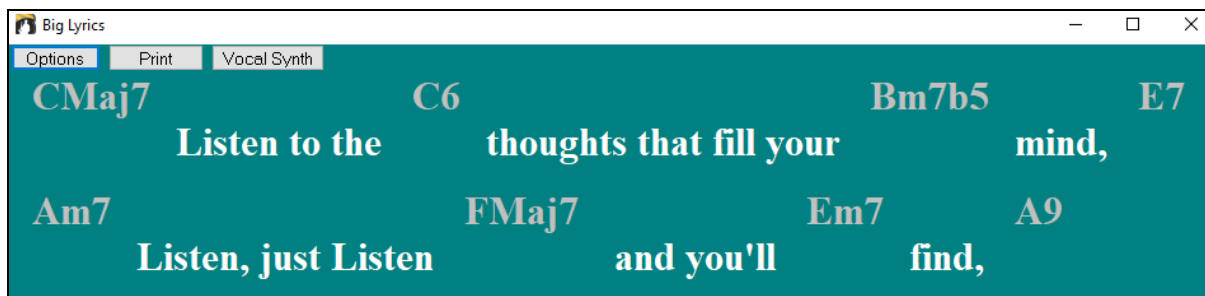


Add chord symbols, customize your color scheme, choose a favorite font, and select a size in the **Lyric Window Options** dialog.



☒ **Show chord symbols above the lyrics** If you set “Show chord symbols above the lyrics,” you then see the chords written on a separate line. When there are no lyrics for a few bars, the **Big Lyrics Window** displays the chords in a line divided by bars so that they are easy to read.

Separate chord colors are used for the Chords and Lyrics, allowing these elements to be visually separated.



Chord Color: Light Gray You can also select the color for the chords in the options dialog.

☒ **Scroll lyrics a page at a time** With this option selected, the **Big Lyrics Window** scrolls a page at a time. When the lyric cursor reaches the next-to-last line of the lyrics it will scroll to the top of the page, allowing uninterrupted reading of lyrics.

☒ **Auto-open lyrics window for songs with lyrics** If you have this option selected, and a MIDI file (or .KAR) containing lyrics is opened, then the **Big Lyrics Window** will open to show the lyrics.

The popular Karaoke file format (.KAR) can be opened directly into Band-in-a-Box just like MIDI files. Chord symbols are displayed (Band-in-a-Box intelligently analyzes the chords of the song), as well as the lyrics from the Karaoke files.

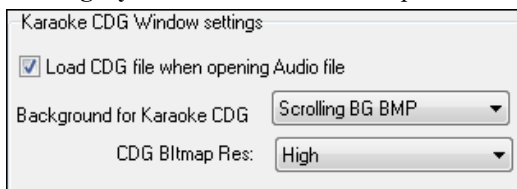
Karaoke MP3/CDG Files

Audio Karaoke files are popular using several formats. The most common is CDG format, which includes the lyrics in graphic format on audio CDs. Since the computer user doesn't always use audio CDs, there is a format that combines MP3 (containing the music) and CDG (the graphical lyrics). You can open MP3/CDG files inside Band-in-a-Box and see the scrolling lyrics from your Karaoke files. If you want to play along on your own instrument, you can use the Audio Chord Wizard to figure out the chords and display them in its Chord window.

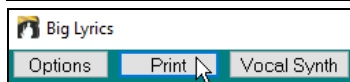


To open a Karaoke File, use **File | Open**, and find a WAV, MP3, or WMA file that has a same named CDG file in the same folder. Then the Karaoke window will open and display the lyrics.

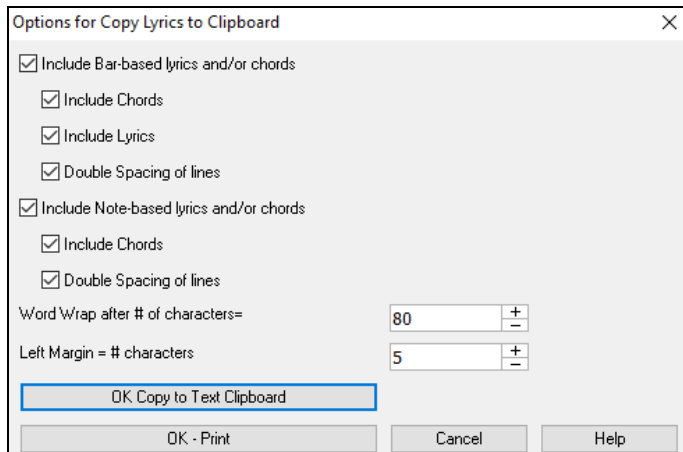
The **Big Lyrics Window** has some options for the Karaoke window.



You can choose to have a background to the window, either a moving one or fixed picture. These pictures are in the *C:\bb\Data\KaraokeBMP* folder, and you can add your own BMP or JPG image to that folder.



The **[Print]** button opens the **Options for Copy Lyrics to Clipboard** dialog. This function allows you to copy a song's lyrics (and/or the chords) to the standard Windows® clipboard.



By pasting this data into a word processor, you can print out the lyrics in the font of your choice. The dialog has options to allow note-based and/or bar-based lyrics to be copied to the clipboard. With either option, you can choose to include the chord symbols, have double or single line spacing, and make margin settings.



The **[Vocal Synth]** button offers Auto and Manual modes for sending the Melody track and lyrics to the 3rd party Sinsy vocal synthesizer. A synthesized vocal track will be generated and imported into the Band-in-a-Box Audio track.

Printing

Band-in-a-Box prints Lead Sheet style notation with chords, melodies, lyrics, and text notes. It will also print instrument parts from your Band-in-a-Box arrangements, either individual instruments or multiple parts. Most songs will fit on one page, so your printout will look similar to a standard fake book.

You can easily make and print out a custom fake book of all of your tunes. Instantly transpose and print parts for brass or reed instruments. Print options include title, bar numbers, composer, style, and copyright information.

Print Options



Pressing the printer button launches the **Print Options** dialog. Print options include title, bar numbers, composer, style, and copyright.



This dialog also opens by clicking on the **[Print]** button in the **Notation**, **Lead Sheet**, or **Preview** windows.

Chords

If selected, this will include the chords of the song on the lead sheet. Remember that you can set the height that the chords will appear in a different dialog (**Notation Window Options Dialog**).

Notes

If you want only a chord lead sheet with no Notes, then turn this off. Otherwise, it should be ON.

Staff Lines

Set to off (uncheck) to print a “chords only” fake sheet with chord symbols and bar lines but no staff lines or notation.

Treble Clef

Normally you will want to include the treble clef unless you’re printing a bass part or left hand piano part alone and want to save space.

Bass Clef

For melodies or solos, you probably won’t want the bass clef printed. For other parts (piano, bass, drums, etc.) you should set this option to YES.

AutoSet Clefs

With this setting, the program will print only the clefs that are necessary. For example, a Melody would probably print with just the treble clef, while a bass part would use only the bass clef, and a piano part would use both clefs.

Tab

This enables tablature display and printout for guitar and bass tracks.

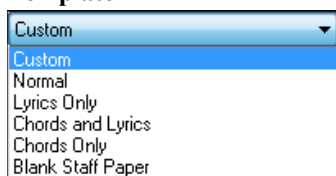
Clef Split At

This determines where the notation will split the treble and bass clefs. Middle C is normally considered to be C5, and C4 is one octave below. For a melody or soloist part, you will probably want the entire part to be printed on the treble clef, so you could choose to split the clefs at C4.

Show Bar #s

There are options to include the bar # on the printout (e.g., every bar, every part marker, every row, every page).

Template



There are **print templates** in the print dialog to achieve various printout styles - Normal/Lyrics Only/Chords and Lyrics/Chords Only/Blank Paper.

In the **Print** dialog, select the desired print template. To return to default settings choose the “Normal” template.

Bar #s Below By

This sets the vertical position of the bar numbers in the printout between 1 and 7. 1 is closest to the staff and 7 is farthest from the staff (lowest).

Lyrics

Lyrics can either be printed above the chords, below the staff, separately at the end (on a separate page), or not printed at all. Normally lyrics are printed below the staff.

Clef Sign Every Line

Leave this unchecked if it’s not needed and you want an uncluttered look.

Key Signature Every Line

Most modern fake books don’t include the key signature every line. If you would like to see a key signature at every line, set this to “Yes.”

Print Note-based Lyrics

Set to “Yes” to print the Melody part with Lyrics, or turn off to print just the music for the melody line.

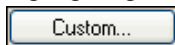
Print Range (First Chorus/Last Chorus/Whole Song)

You can print the First chorus, the Last chorus, or the whole song. When you change this setting, Band-in-a-Box will reset the number of staves per page setting in order to auto-fit the printout to one page, if possible.

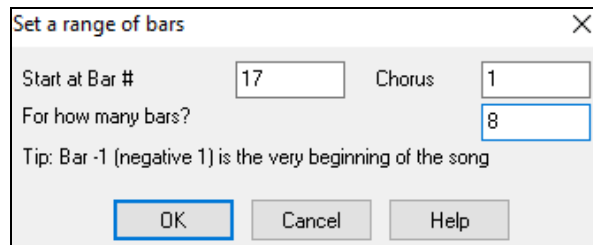
Tip: You’ll want to print the last chorus in a song that has a tag ending, or if you want to see a 2-bar ending printed.

Custom

A specific range of bars can be printed, by either highlighting a region or entering a range of bars.



To print out, for example, bars 11 to 16 of a song, press the **[Custom]** button, and enter the range bar 11 for 5 bars. The song will then print only that range of 5 bars.



Include Lead-In

If your song has a lead-in (pickup) to bar 1 then make sure you’ve checked the Lead-In. Actually, Band-in-a-Box sets this for you by looking for notes in the lead-in measure. You can override this automatic setting, if necessary.

Font Size

This is the font size for the printed music. Changes will be seen in the Print Preview.


Staves per page

Band-in-a-Box will automatically auto-fit on 1 page, use this to override the auto setting. Remember that the title takes up 1 staff. The “Auto-Set” option will set the number automatically and will try to fit the lead sheet on a single page.

Bar Line %

This allows you to set the bar line thickness.

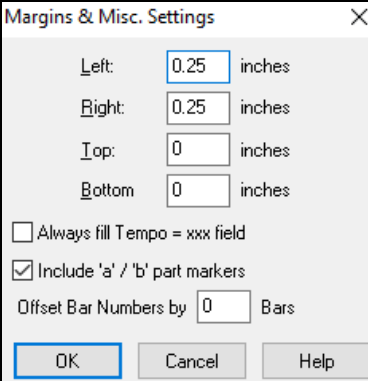
More (Margins & Misc. Settings)

 Click this button to set margins.

You can also select the “Always fill tempo” option, which automatically writes the current tempo on the song sheet.

On print out, if “Include ‘a’ / ‘b’ part markers” is set bar numbers will include “a” or “b” after them (the name of the substyle).

Use “Offset Bar Numbers by” to offset the display of bar numbers on the printout or lead sheet. For example, if you want bar 1 to display as bar 17, enter an offset of 16.



The dialog box titled "Margins & Misc. Settings" contains the following controls:


- Left: 0.25 inches
- Right: 0.25 inches
- Top: 0 inches
- Bottom: 0 inches
- ☐ Always fill Tempo = xxx field
- ☒ Include 'a' / 'b' part markers
- Offset Bar Numbers by 0 Bars
- Buttons: OK, Cancel, Help

Title/Style/Tempo/Composer/Copyright

Enter this information in the fields provided. If the title is long the font size will be reduced, and the title won't be underlined. Titles are limited to 60 characters.

- Click the [A] button to print the title in upper case.
- The [T] button automatically inserts the current tempo setting for the song.
- The [C] button will insert the copyright symbol into the copyright field.
- The [S] button will enter the full style name into the Style field.


Setup Printer

 This launches the setup dialog for your printer. If you choose a new printer, Band-in-a-Box will automatically set this as your default printer.


Click on the [Setup Printer...] button to open the printer properties to set paper size, resolution, page orientation and other settings controlled by the printer driver.

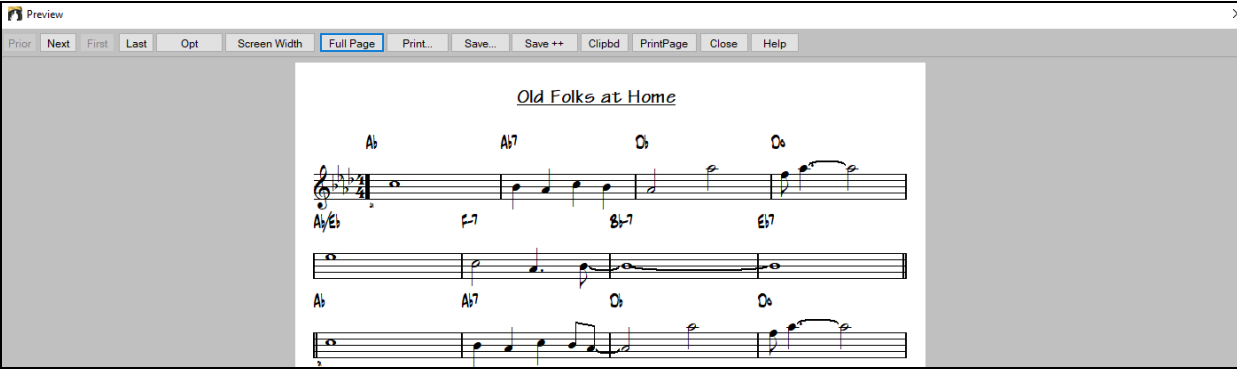
Tip: In the Notation Window Options dialog you can specify an upper limit of a note range with the “Max Ledger Lines” setting high so notes won't have an excessive number of ledger lines.

Print to PDF

 You can save your printouts directly as a PDF file. From the **Print** dialog, press [Print to PDF]. This opens a **Save As** dialog for the Pdf995 printer driver. Choose a location for your file and assign a name to the PDF, then press [Save] to create a fully portable file that you can view, print, post, or upload.

Print Preview

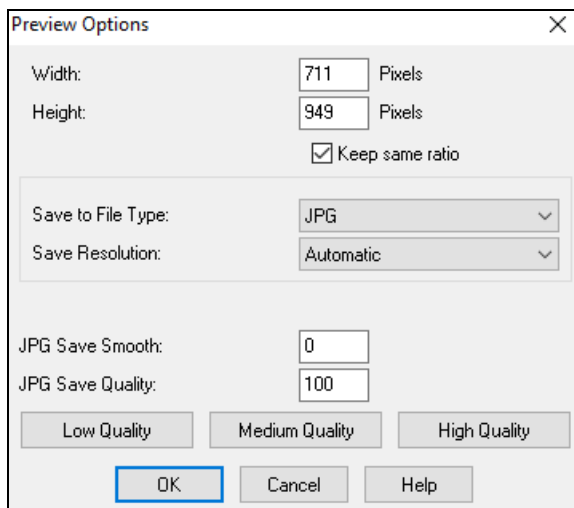
 This feature allows you to preview what the printed pages will look like by displaying them on-screen.



The Print Preview window displays a musical score for "Old Folks at Home". The score is shown on three staves. The first staff has a treble clef and a key signature of one flat (Bb). The second staff has a bass clef and a key signature of one flat (Bb). The third staff has a treble clef and a key signature of one flat (Bb). The score includes various musical notations such as notes, rests, and accidentals. The window has a menu bar with options: Prior, Next, First, Last, Opt, Screen Width, Full Page, Print..., Save..., Save ++, Clipbd, PrintPage, Close, Help. Below the preview area, there are buttons for Prior, Next, First, Last, and Opt.

Use the [Prior], [Next], [First], and [Last] buttons to navigate additional pages.

Press the [Opt] button to open the **Preview Options** dialog.



In the **Preview Options** dialog, you can set the exact number of pixels to display for the print preview. The same settings are also used if you choose to save the pages to a graphics file in the popular .JPG, .TIF, or .BMP file types.

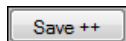
Printing your song to a graphics file allows you to embed your notation in a document, or in an HTML file for use on your web site.

This feature is only limited by available memory. This allows high resolution BMP's like 2400 x 3000. A BMP of 2400x3000 is 300 dpi for an 8"x10" image.

When saving to a JPG file there are additional quality settings.

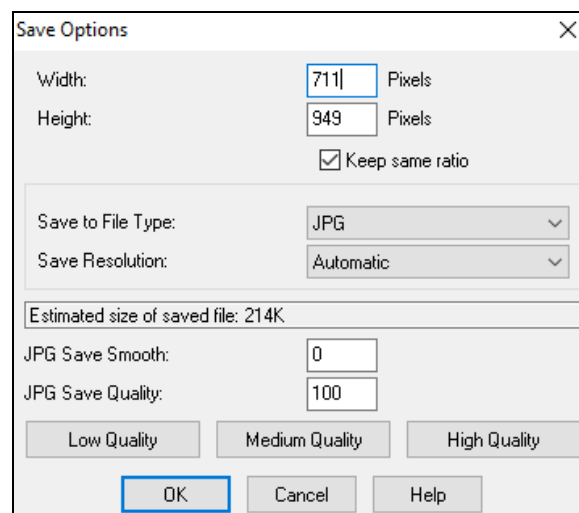
When you have selected your file options, press the **[OK]** button.

You will then see a high-resolution graphic on screen, and you can save that to a BMP using the **[Save...]** button.

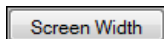


To save a JPG file, press the **[Save...]** button and then select "Save to File Type:" JPG.

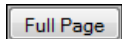
You can then see the estimated size of the file and can change settings by pressing the Low/Medium/High resolution buttons.



Display Options

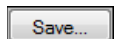


Use this button to display the notation across the full width of the screen.

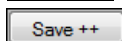


This button will shrink the notation to display a full page at a time.

Saving the page(s) as Graphics files



The **[Save...]** button saves the current page as a Graphics file.

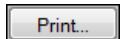


The **[Save ++]** button saves all of the pages to graphics files named songnamexxx.bmp, where xxx is the page number.

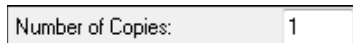


With the clipboard button, you can quickly copy a bitmap to paste into other applications.

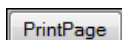
Printing from the Print Preview



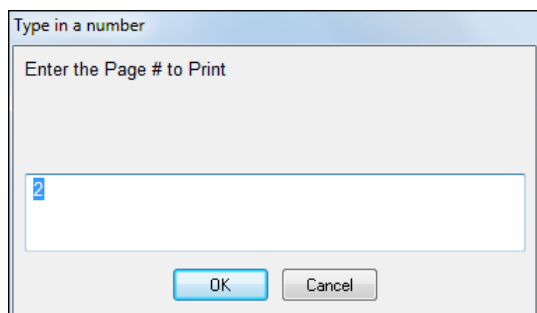
You can print the page(s) by pressing the **[Print...]** button to return to the **Print Options** dialog and then pressing the **[OK – Print]** button.



In the **Print Options** dialog, you can set the number of copies to print.



Press the **[PrintPage]** button to enter a page number and print only that page, not the complete song or a full chorus.



Chords-Only Lead Sheet Display and Printout

Need a simple fake book style chord chart? You can display just the chords in the **Lead Sheet** window or print out a lead sheet with just chord symbols.

☐ **Staff lines** To print a chords-only lead sheet, disable the “Staff lines” option in the **Print Options** dialog.

Printing Multiple Tracks

To print more than one track of notation:

- Open the Lead Sheet window.
- Click the mouse on the track that you want on the top stave.
- **Ctrl+click** (hold down the Control key and click the mouse) on the tracks that you want below the top stave.

You will then see a group of tracks, displayed in the order you selected them.

Note: When you are viewing multiple tracks of notation, the clefs will be auto-set for you, ignoring the clef settings in the Lead Sheet Options dialog. For example, the bass would always be on bass clef, you won't be able to see it on bass and treble clef.

Print Press **[Print]** from the **Lead Sheet** window to print the multipart Band-in-a-Box notation.

VIOLET SONG

SAVE QUINTEY
TEMPO = 150

PG Music Inc. 2000

Print Preview of Band-in-a-Box multipart notation including guitar chord diagrams.

Print Multiple Songs

To print out a single song you use the **[Print]** button in the **Notation** window. If you want to print out several songs, use the **Print Multiple Songs** feature to print them all out at once.

This allows you to print all of the songs in a subdirectory with one command. This feature is accessed from the *File* | *Print Multiple Songs* menu item.

Print Multiple Songs status: Stopped.

This prints out some or all of the song files in the current directory, using the current print settings.

Change Directory
C:\bb\Demos\MIDI Style Dei

Range of Songs to Print (Alphabetical 0-9, A-Z)
Start Finish

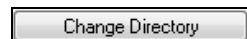
☐ Only print songs with melodies
☐ Only print songs with style extension of
☒ Beep after each printed song

When completed, beep times.

PRINT MULTIPLE STOP Close Cancel Help

You can set options to refine which songs will get printed. For example, you might want to only print songs in a certain style (e.g. Bossa Nova), or only songs beginning with letters R to Z, or only songs with melodies.

Before you print out a whole bunch of songs, it is important to set the options that you like, as the program will use the same options for each song. Use the Print Options dialog. Perhaps you want to print out only the first chorus of each song, for example. The program will automatically set each song to print out on 1 page if possible.



First, make sure that you are in the correct directory that you want to print. This is displayed in the **[Change Directory]** button.

For example, if the box under the **[Change Directory]** button says *C:\bb*, then the songs in *C:\bb* will be printed. If you want to print songs in a different subdirectory, then press the **[Change Directory]** button.



If you want to print all songs in a subdirectory, then press the **[All Songs]** button. Pressing this button sets the “Start” and “Finish” ranges to start at “0” (blank) and finish at “ZZ.”

Since song files with names like *8dayweek.mgu* will appear before the letter A when sorted alphabetically, the blank string “0” is used instead of the letter A to ensure the inclusion of all songs.

Normally, you would want the “Range of Songs to Print” set to “All Songs,” but if you’ve already printed out songs from A to M, and want to resume printing starting at N, you can specify this range N to Z so that you don’t have to print out everything again.

If “Only print songs with melodies” is set, then only files that have a melody in them (i.e., song files ending in *mg?*) will print.

“Only print songs with style extension of _” is useful if you want to only print out certain styles. For example, if you only want to printout Jazz Swing songs, then you can set this to style 1, which is Jazz Swing. Style 4 is Bossa Nova.

The 24 built-in styles each have a number associated with them. All user styles have a style character of U.

Here are the style #s for the built in styles.

Jazz Swing	1	Heavy Rock	D
Country 12/8	2	Miami Sound	E
Country	3	Milly Pop	F
Bossa	4	Funk	G
Ethnic	5	Jazz Waltz 3/4	H
Blues Shuffle	6	Rhumba	I
Blues Even	7	Cha Cha	J
Waltz (Old) 3/4	8	Bouncy 12/8	K
Pop Ballad	9	Irish	L
Shuffle Rock	A	Pop Ballad 12/8	M
Light Rock	B	Country old 12/8	N
Medium Rock	C	Reggae	O

If your printer requires loading each sheet, you might want the program to beep after each printed song. The “Beep after each printed song” setting is useful to monitor the printout if you aren’t near your printer, because if it stops beeping, then printout has stopped, and you may be out of paper.

“When completed, beep x times” will notify you that the job is finished by beeping a specified number of times.



These buttons start and stop printing the multiple songs.

Band-in-a-Box monitors the Print Manager to avoid overloading it with songs to print. So if the Print Manager has more than 2 songs waiting to print, Band-in-a-Box will pause before printing a new song. If your printer runs out of paper, the Windows® Print Manager and Band-in-a-Box will wait for you to put more paper in before automatically resuming printout. The status of the Printout is displayed at the top of the dialog.

Chapter 9: Automatic Music Features

Automatic Medleys - “The Medley Maker”

Would you like to make a medley of various Band-in-a-Box songs (MGU) using Band-in-a-Box? This is easily done with the **Medley Maker**. Inside the **Medley Maker**, simply select the songs that you want, and Band-in-a-Box will make the medley for you. A medley is not simply joining songs together. A good medley uses a transition between songs to introduce the new style, key, and tempo. The **Medley Maker** automatically creates a nice transition area for you, writing in chords that would smoothly modulate to the next song, style, key, and tempo!



To open the **Medley Maker**, click on the **[Song Form]** button in the Tools toolbar and choose *Medley Maker* from the menu. You can also go to menu *File | Import | Medley Maker* to open this dialog.

Title	File (MGU)	Style	Tempo	Key	Start at Bar	# of bars	# Transition
No Warning - z3bossa.sty de...	Z3BOSSA.MGU	Z3BOSSA.STY	123	4/4 Bb	1	32	4
Open Spaces - ZzCoun12.sty ...	ZZCOUN12.MGU	ZZCOUN12.STY	120	4/4 C	1	32	4
Enchanted Again- ZzChaCha.s...	ZZCHACHA.MGU	ZZCHACHA.STY	115	4/4 Eb	1	32	4
Sal's Revenge - Z3Ethnic.st...	Z3ETHNIC.MGU	Z3ETHNIC.STY	145	4/4 Am	1	16	4

To make a medley,

- Add songs by pressing the **[Append]** or **[Insert]** button.
- Remove songs using **[Delete]**.
- Change the order of the songs using **[Move Up]**, **[Move Down]**.
- For any song, customize using the “Settings for this song” group box, including changing the style, tempo, key, start bar, # of bars, and # of transition bars. Press **[Update]** to see your changes in the medley list.
- Choose the type of information to include with your medley (styles, key signature changes, lyrics, etc.) in the “Include with Songs” group box
- Choose a number of transition bars (the default is 4). Transition bars are automatic bars of chords inserted by Band-in-a-Box to transition from one song to the other, generating an “outro” and an “intro” between songs.

Press the **[Make Medley NOW]** button to generate a medley.

The maximum size of the medley is 255 bars (about 7 minutes).

Length: 120 bars 6m:34s

The current size and time of your medley is displayed in the Length label.

of Choruses 1

You can have multiple choruses, so if you had 3 choruses of a 250-bar medley, it would last 750 bars.

Tip: Your medley will use RealDrums if you have RealDrums enabled. If so, you should keep the various tempos of the songs within a close range. Because the quality of the RealDrums stretching would go down if a song in the medley had a much lower tempo than the previous one, it is tempos that slow down to avoid.

Automatic Songs – “The Melodist”

Feel like composing a brand-new song? Using the “Melodist” feature, you can compose a new song in the style of your choice, complete with intro, chords, melody, arrangement, etc. All you have to do is choose from one of the many “Melodists” available and press [OK] button. The program then creates the intro, chords, melody, and arrangement in any given style. The Melodist will also generate a melody over an existing chord progression.

Once the song is generated, the chords and melody are part of the regular Band-in-Box tracks, and as such can be edited, printed, saved as MIDI file, etc. You can also regenerate any part of a song to further refine your Band-in-a-Box compositions.

A Melodist “Jukebox” mode creates and performs new compositions in succession. Besides the compositional advantages of the Melodist, utilizing this feature can also be a powerful practicing aid for improving your sight reading by reading the melodies generated in various keys using the Lead Sheet window, and improving your ear by playing along with the chord progressions in the generated songs using the ear training window.



This feature can be a powerful practicing aid for sight reading and improving your ear.

Press the [Melodist] toolbar button to launch the **Generate Chords and/or Melody** dialog.

The left side of this screen displays the list of the Melodists available, including Pop, Swing, Bossa, Waltz, Rock, Bebop, and Jazz Ballad.



Selecting the “All” checkbox displays all available Melodists, or they can be filtered by genre (e.g. Dixieland) to show only Melodists in that genre.

☐ **All** To filter the Melodists, de-select the “All” checkbox and then check on the genre that you are interested in.

☐ **Show if N/A** You can also **filter to show/not show** Melodists from Melodist sets that you don’t have.

Scroll down the list and pick the Melodist that you’d like to use.

The Melodist will generate Intro, Chords, Melody Harmony, Style, and Solos using the group of settings preset with the selected Melodist.

Generate Chords / Generate Melody / Generate Intros / Auto-Titles

The items that are selected will be generated. The convenient preset buttons will automatically set the appropriate settings to popular presets.

The **[Chords & Mel.]** button will set the checkboxes to Generate Chords & Melody (but not Solos).

The **[All]** button will generate Chords, Melody, and Solos.

The **[Chords]** button sets the options to generate Chords only (no Melody).

The **[Melody]** button will set the options to generate only a Melody (no chords) over an existing chord progression.

Insert Bass Pedals When selected, a Pedal Bass figure will be inserted during the intro and at the end of sections.

Solo in Middle Choruses This will generate an improvisation in the middle choruses of the song. Any Soloist can be selected.

Allow Style Change When selected, this option allows a Melodist to load in an associated style. If you don’t want Melodists to change the current style that you have loaded, then de-select this option.

Form

This selection box allows you to choose between a song generated with a specific form (AABA 32 bars) or “free” form. The AABA defaults to 32-bar form, which is the most popular song form. If you’d prefer for the song to have no form, you could set the song to “no form” This wouldn’t be a very musical setting, but might be useful for practicing or ear training.

Tip: Melodists may alternatively be set to 64 bars (e.g. Melodist # 18 ColeP 64 bar form). The song form refers to the pattern that the verse and chorus repeat. An “AABA 32” form has 4 sections of 8 bars each: the “A” section is the verse and the “B” is the chorus (or bridge) of the song.

Choruses

This determines how many choruses of the song form (Melodies) are to be generated. For example, if set to 5, the Melodist will generate 5 choruses, enough for an intro chorus, ending chorus, and 3 Middle Choruses. The # choruses setting defaults to the # choruses present in the current song.

Defaults

This button sets the Melodist back to its default settings.

Tempo / Auto Tempo

The Tempo Setting determines the tempo of the song, and defaults to the current tempo of the previous song. If the “AutoTempo” is checked, the tempo will be set at the tempo range stored within that Melodist. For example, if a Melodist is called “Fast Waltz,” it would have a fast tempo range stored inside the Melodist, and the song would be generated at a fast tempo if the “AutoTempo” option is set.

A2 Transpose

In songs with an AABA form, it is common for the second “A” section to be transposed. For example, the first “A” section might be in the key of Eb, and the second would be transposed up to the key of Gb.

Melodists store these settings, and some Melodists are set to transpose the A2 sections. If you don't want to allow Melodists to transpose the form in this way, set the A2 transpose to none. If set to "section plus," it will transpose the A2 section, and might also transpose 2 bars early or 2 bars late. The song will only get transposed if the particular Melodist is set to transpose the section. This feature is discussed in more detail in the Melody Maker section.

Key

This area determines the key for the song. If set to "Any Key" the program will randomly pick a key for the song, weighed more heavily toward the popular keys (C, F, etc.). "min. key%" determines what % of songs are generated in minor keys vs. major keys.

If set to 20, then 20% of the songs would be generated in minor keys.

Part of Song / Whole Song

Select whether you want to generate the Whole Song or just part of it. If you select Part of Song, you can specify which bar and chorus to start at, and how many bars to generate.

Tip: You can also set the "Song Key Combo" box to a specific key or set it to use the current key of the previous song. If you want to generate only part of a song, an easy way to set the range of bars is to highlight/select the bars by dragging the mouse over the chord area prior to launching the Melodist dialog. Then the "Generate" form will be automatically set to "Part of Song" and the range of bars will be set to the selected area.

Replace Thru form

If you have set the Melodist to "Generate Part of Song" you might choose to generate only bars 5 and 6 of the song form in the "A" section of an AABA form. If the form of the song is AABA, you'd normally want the regenerated section to be repeated throughout the form in all of the "A" sections. This option will instruct the Melodist to copy the generated bars 5 and 6 to the other "A" sections (bars 13 and 14 and bars 29 and 30).

Tip: If you'd like to remove the current Intro, Melody, or Soloist Track, press the [Kill Intro], [Kill Melody] or [Kill Soloist] button.

Search / Go To

Press the [Search] button and type in part of a Melodist name, memo, style name, or other text associated with a Melodist. This will cause the Melodist selection to change to the next item containing the text. Similarly, you can type in a # of a Melodist and press the [Go To #] button.

Memo / Database

The Memo area displays a memo for the current Melodist, as well as the name of the database (e.g. MELPOP1.ST2) used for that Melodist.

Instrument / Harmony / Style / Change Instruments

Melodists can store patch and harmony settings, and these are displayed in the Instrument area of the Melodist selection screen. You can also set the instrument to change each chorus. You can override the settings of the current Melodist and choose your own patch, harmony and change instrument settings in these controls.

Melodist Juke Box

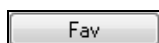
Press [Juke Songs Now] button to launch the Melodist Jukebox. It will continuously generate new songs and play them in Jukebox fashion. Using the "From...To" setting, you can set the range of Melodists to include in the Jukebox or keep the Jukebox on the same Melodist by deselecting "Change Melodists."

Write to track

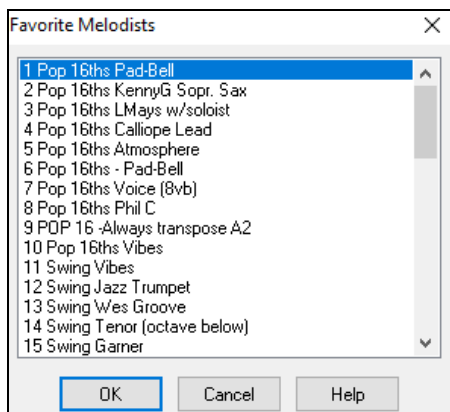


Usually, the Melodist is written to the Melody track. If you prefer the Melody to be written to the Soloist track, perhaps as a counter-melody, then change this setting to Soloist.

Favorite Melodists

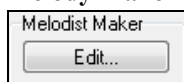


The Favorites button allows you to pick a Melodist that you've used recently.



The **Favorite Melodists** dialog keeps track of the last 50 melodists that you've used, so you can easily recall them. Highlight the melodist you want to use and press the [OK] button or double-click on the selection you would like to make.

Melody Maker



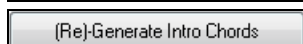
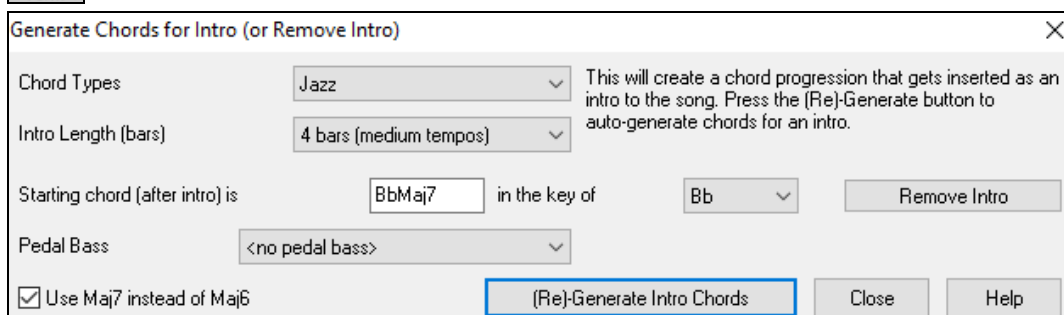
If you'd like to create your own Melodists, or permanently change the settings of existing Melodists, press the [Edit...] button to launch the Melodist Maker.

Automatic Intro – Song Intros

With a single button, you can generate a 2, 4, or 8-bar intro for any song. The chords will be different each time, and you can keep pressing until you get the progression that you want. The intro generated is an appropriate chord progression in the chosen style of music (e.g. Jazz/Pop), with optional pedal bass, and leads correctly to the first chord of the song. Intros can also be removed.



Press the [Song Form] toolbar button and select *Generate Intro* from the pulldown menu. You can also select menu *Edit | Song Form | Intro Bars*. This will open the **Generate Chords for Intro** dialog.



Pressing this button will insert or replace an intro in the song, with the given settings.

Chord Types - You can choose between Jazz and Pop styles of chords.

Intro Length (bars) - This sets the duration of the intro to 2, 4, or 8 bars.

Starting chord (after intro) is - This setting assures the generated intro smoothly transitions into the song.

Remove Intro - Pressing this button removes the intro.

Pedal Bass - Inserts a pedal bass figure throughout the intro.

Use Maj7 instead of Maj6 - Choose between using Maj7 or Maj6 chords.

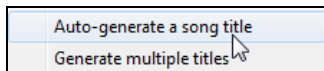
Note: The Melodist also has settings to auto-generate intros and song titles.

Automatic Song Title Generation

The Song Title generator names every song that the Melodist writes, if the Auto-Titles checkbox is selected. This feature can be used on its own to suggest titles for your own compositions. It will keep making titles until you get one you like.



Press the **[Generate Title]** button and select the menu command *Auto-generate a song title*.



A new title will appear immediately in the title area of the screen. Select *Edit | Undo Title* to go back one title.

A Tune for You

Customizing the song title generator

These word lists stored in a text file called TITL1.TXT. This file has several sections, each with two sets of words that will be put together. You can add new sections, with an adjective section and a noun section. Please see the comments included in the file TITL1.TXT for details on adding text to the file.

Automatic Sound Track Generator - “SoundTrack”

The SoundTrack feature allows you to generate music in the style you choose for any length of time you specify. As the “producer,” you select the genre, length of time, instruments, and fade-in/fade-out options. The SoundTrack adjusts the tempo and duration to match the settings, and then allows you to save the file as a WAV, WMA (Windows® Media Audio), or MP3 file for further use in your own projects.

Generate original music (over 20 genres) or select from over 50 supplied SoundTrack types (Bluesy/Excite/Healing/Jazzy/Tropics, etc.). For example, you can generate a 30-second audio music clip in the genre of your choice in just a few seconds!

To use the SoundTrack feature, choose the *Melody | Generate Soundtrack* menu item.

Melody

Generate Soundtrack...

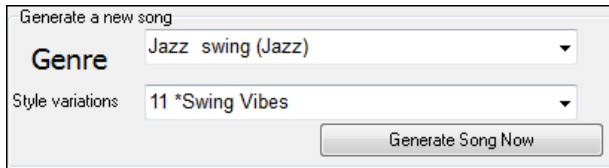
You will then see the **Generate SoundTrack** window.

The screenshot shows the "Generate SoundTrack (fixed length audio file WAV/WMA/MP3/MP4/M4A)" dialog box. It contains several sections for configuring the generated music:

- Title:** Exotic1.sty demo "Arctic Trail"
- Filename:** C:\bb\Songs and Lessons\Soundtrack MIDI Fakebook\Exotic 1 - Arctic Trail.MGI
- Total bars in song (including 2-bar lead in):** 100 bars
- Generate a new song:**
 - Genre:** pop/jazz 16ths (Pop)
 - Style variations:** 1 *Pop 16ths Pad-Bell
 - Generate Song Now** button
- Get an existing song:**
 - Load Soundtrack song...
 - Load Song Demo...
 - Load Song with RealDrums (Audio)...
 - Load Existing Song...
- Set Length and Tempo of Soundtrack:**
 - ☐ Whole song
 - ☐ Including lead-in bars
 - Starts at Bar:** 1, **.tick=** 0
 - Chorus:** 1
 - # of Bars:** 8, **.tick=** 0
 - Tempo:** 84
 - Current Duration:** 0m:17.14 sec
 - ☒ Include Drum Count-in Sound
 - ☐ Desired Duration: 0 min, 8.35 sec
 - Adjust # of Bars** button
 - Adjust Tempo** button
 - Adjust # of bars and Tempo** button
- Options:**
 - ☒ Fade In (seconds): 2
 - ☒ Fade Out (seconds): 2
 - ☒ Loop
 - Play**, **Stop**, **Defaults** buttons
- Preview:** button
- Save SoundTrack...** button
- Format:** .WAV
- Close**, **Cancel**, **Help** buttons

Note: The SoundTrack feature renders to audio files (WAV/WMA/MP3) using DXi or VSTi synths only. You need to have at least 1 DXi/VSTi synth installed for the feature to work. Typical Band-in-a-Box installations include the Coyote WaveTable DXi.

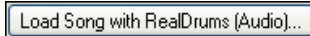
First, you should load in a song. There are several types of songs that you can load in:



You can generate a brand-new-royalty free composition by pressing the **[Generate Song Now]** button, after choosing a Genre and variation.

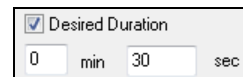


You can choose from over 100 premade “SoundTrack” compositions that we have made. These are designed to be suitable for background music for various uses.



You can load in existing songs, song demos that we have provided for the styles, or songs that have RealDrums, or finally there is a button to load in *any* song. Please note, if using an existing song (composed by someone else), make sure that you have sufficient rights to use the song for your project.


Once you have loaded in a song, you can now choose a portion of the song to use for your project. Assume that you want a 30 second clip of music.



Set the desired duration to 30 seconds.



Then press the **[Adjust # of bars and Tempo]** button. This will give a number of bars at a tempo that closely matches your current settings, which will last 30 seconds.

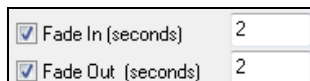
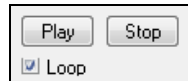


Adjust the “Starts at Bar” of the music. To start at the beginning, choose bar 1.

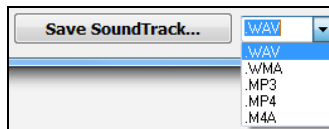


You can choose which instruments to include in the arrangement.

Use the **[Play]** and **[Stop]** buttons to hear the work-in-progress. You can also loop the song playback.



Set Fade-in and Fade-Out options in seconds for the audio clip.



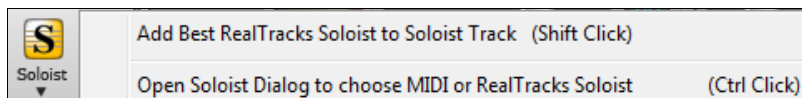
Now, generate your SoundTrack file by pressing the **[Save SoundTrack]** button and choosing a file format (WAV, WMA, MP3, MP4 or M4A).



You can hear your finished audio clip by pressing the **[Preview]** button.

Automatic Solo Generation – “The Soloist”

There are two ways to select and add a solo to your song. The “**Best Soloist**” feature presents a pre-selected list of soloists to choose from. The **Select Soloist** dialog gives you the full list of soloists to choose from, plus additional settings you can apply to the solo. Clicking on the **[Soloist]** toolbar button shows the two choices.

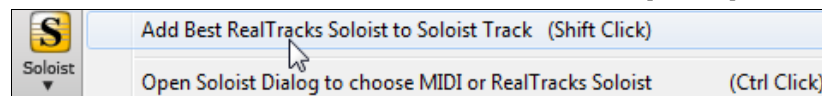


Pick “Best” Soloist RealTracks

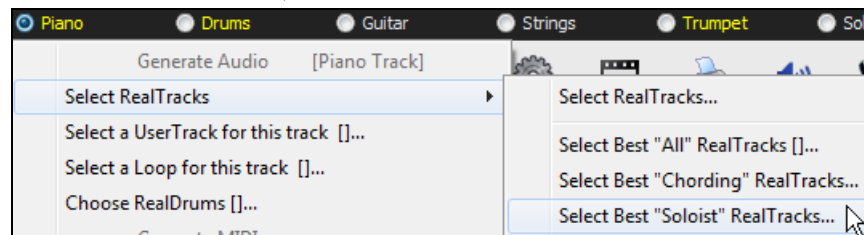
This dialog shows you the best soloists that match the genre, tempo, and feel of your song. The list is displayed from best to worst. For example, if you have a Jazz Ballad style loaded (tempo 60), the list will show jazz Soloists that will work well at a tempo of 60 at the top of the list, and something like a fast, Heavy Metal Guitar Soloist at the bottom of the list.

How to Use This Feature

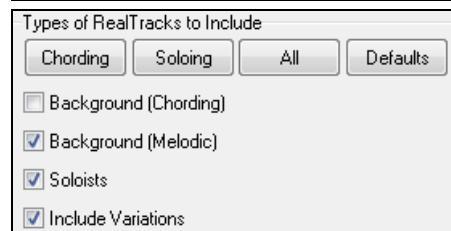
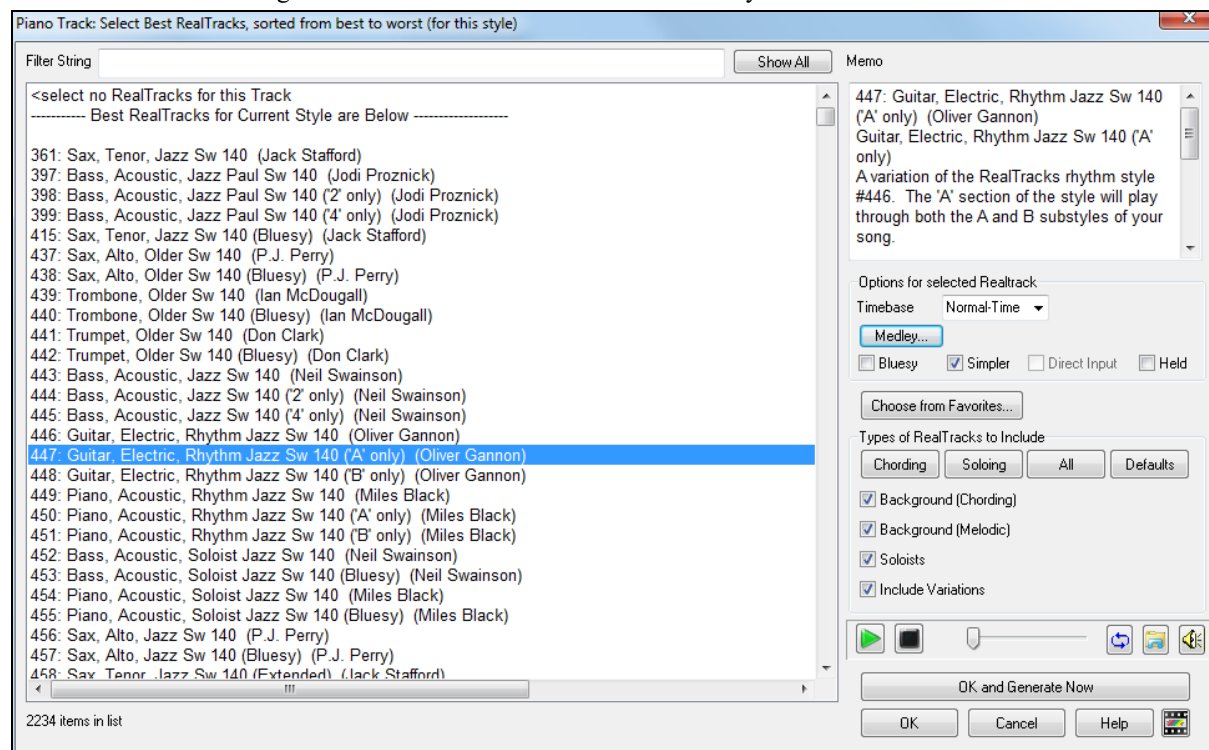
To add a Best Soloist to the Soloist track, press the **[Soloist]** button, and choose the menu option *Add Best RealTracks Soloist to Soloist Track*. Or **Shift+click** on the **[Soloist]** button.



To add a best Soloist to any track, right-click (or double-click) on the instrument radio button (e.g. Piano) and choose the *Select Soloist | RealTracks Select Best Soloist RealTracks* menu command.



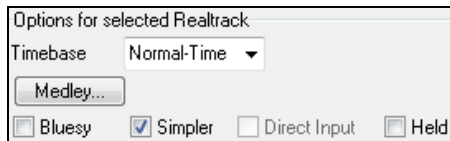
You will then see a dialog that lists the best soloists for the current style.



It will include “Soloists” and “Background (Melodic).” You can de-select these if you only want to see only “Soloists” (and not “Background”).

You can audition the RealTracks by double-clicking on the list or using the transport control buttons.



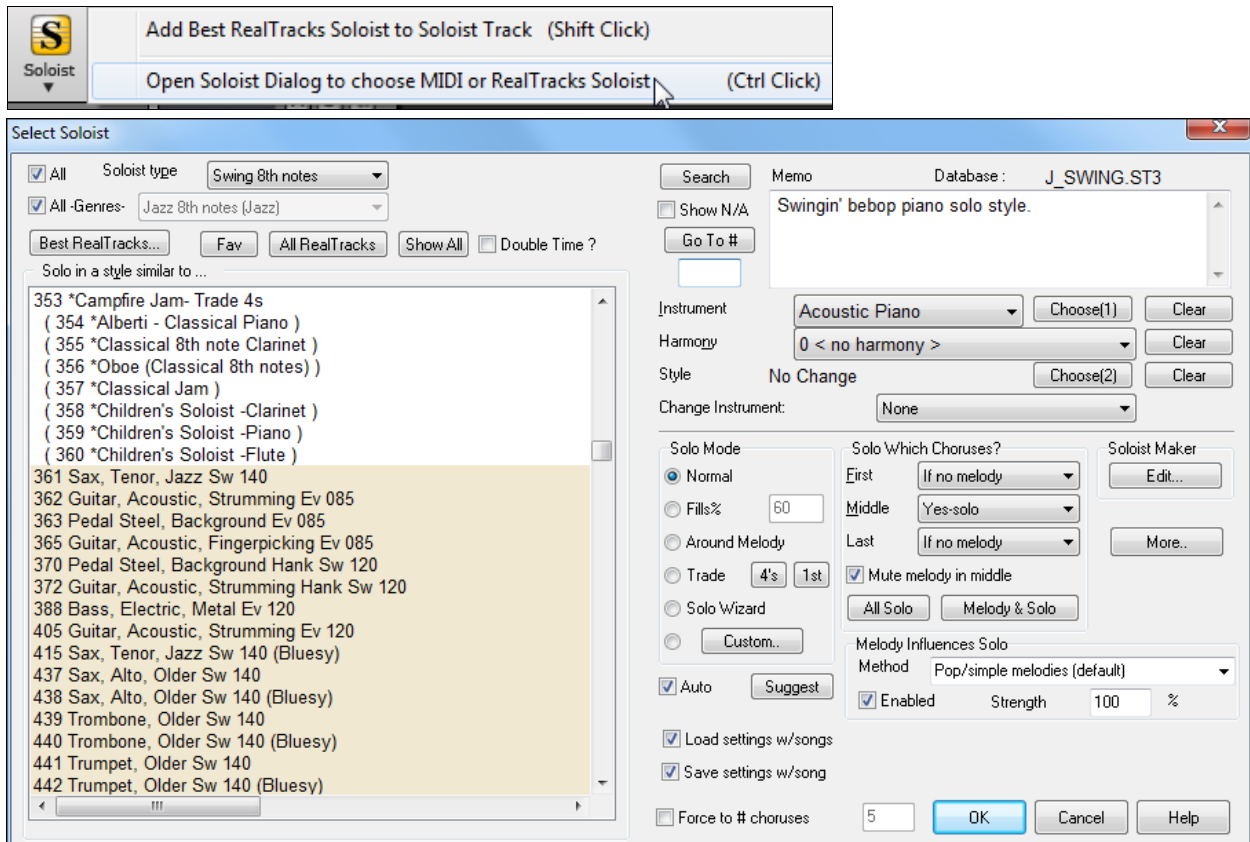


You can choose options (timebase, bluesy, simple, etc.) for the selected RealTrack.

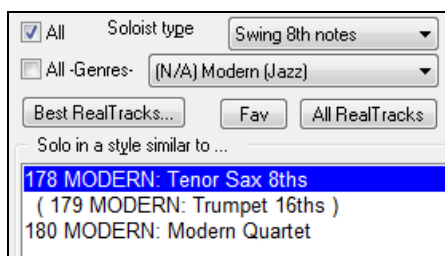
Select Soloist Dialog

To select a pre-made Soloist, press **Shift+F4**, or choose *Soloist | Generate and Play a Solo*. The **Select Soloist** dialog opens.

You can also **Ctrl+click** on the **[Soloist]** button, or select *Open Soloist Dialog to choose MIDI or RealTracks Soloist* from the Soloist button dropdown menu.



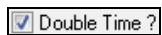
Pick a type of Soloist in the “Soloist type” list box and choose the appropriate style or enable the “Auto” checkbox and press the **[Suggest]** button next to it. This brings up a list of Soloists in that style; simply choose which one you like.



You can select genres of soloists (e.g. Modern Jazz) and see only soloists in that genre. To do this, de-select the “All Genres” checkbox, and then check on the genre that you are interested in.

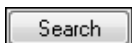


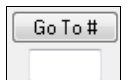
The **[Fav]** button brings up a list of the most recently used (favorite) 50 Soloists. The Soloists that you use most often will likely be at or near the top of this list, making it easier to select the Soloist you want than scrolling through your entire list of available Soloists.



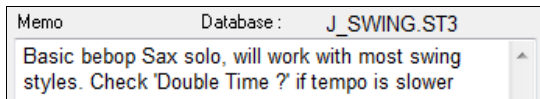
Enable the “Double Time?” option if you want a double-time solo; 16th notes instead of 8ths.

 You can choose whether the list shows soloists from Soloist sets that you don't have.

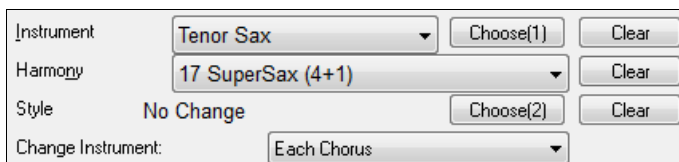
 If you can't find the Soloist you're looking for, press the **[Search]** button and type in part of a name.

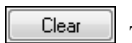
 **[Go To #]** allows you to select from the list exactly which Soloist to choose (if known).

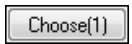
The “Memo” field has a brief description of the Soloist style, and the name of the current database is shown.

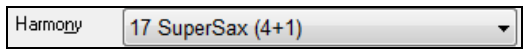
A screenshot of the Memo field. It shows a text area with the text: "Basic bebop Sax solo, will work with most swing styles. Check 'Double Time ?' if tempo is slower". Above the text area, it says "Database : J_SWING.ST3".

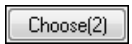
The pre-made Soloists may set the style, instrument, and harmony, but you can change these settings to your own choices.

A screenshot of the controls for selecting instrument, harmony, and style. It includes four rows: 1. Instrument: Tenor Sax, with Choose(1) and Clear buttons. 2. Harmony: 17 SuperSax (4+1), with a Clear button. 3. Style: No Change, with Choose(2) and Clear buttons. 4. Change Instrument: Each Chorus, with a dropdown arrow.

 The **[Clear]** buttons will remove the currently selected Instrument, Harmony, or Style.

 Use the **[Choose(1)]** button to select an instrument and automatically set the soloist note range for that instrument.

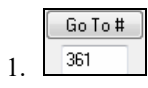


 For a harmonized solo, choose a harmony from the Harmony list.

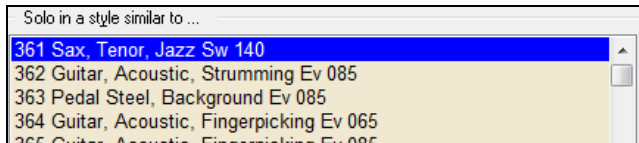
 Use the **[Choose(2)]** button to select any style from the *C:\bb\Styles* folder.


RealTracks

“Real” instruments replace the MIDI track for that instrument and can be controlled just like the MIDI instrument (volume changes, muting etc.). Best of all, they follow the chord progression that you have entered, so that you hear an authentic audio accompaniment to your song. These are not “samples,” but are full recordings, lasting from 1 to 8 bars at a time, playing along in perfect sync with the other Band-in-a-Box tracks. RealTracks can be generated to the Soloist (or Melody) track.

Get to Soloists of #361 and above. You can do that either by:

-  Typing 361 and pressing **[Go To #]**.
-  Pressing the **[All RealTracks]** button.
-  Unchecking “All Genres” and selecting “RealTracks (audio soloists)” from the list of genres.

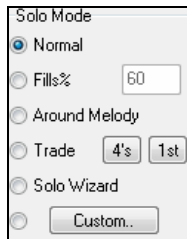
A screenshot of a list titled "Solo in a style similar to...". The list contains several entries: "361 Sax, Tenor, Jazz Sw 140" (highlighted in blue), "362 Guitar, Acoustic, Strumming Ev 085", "363 Pedal Steel, Background Ev 085", "364 Guitar, Acoustic, Fingerpicking Ev 065", and "365 Guitar, Acoustic, Fingerpicking Ev 085".

 As with other Soloists, press the **[All Solo]** button to make sure that the Soloist will be generated for all choruses, or **[Melody & Solo]** if you just want the Soloist for a certain chorus.

Soloist* Your RealTracks solo will be saved with the song, and the Soloist track will be frozen and marked with an asterisk (*).

Soloists generated with RealTracks are saved with the song, so you will hear the RealTracks play the same solo when you reload the song.

Solo Mode



In **Normal** Solo Mode, Band-in-a-Box solos in the normal way of improvising choruses of the song.

Several other options are provided for adding improvisation to your song in a variety of ways, including Fills, Around Melody, Trade, Solo Wizard, and a user-defined Custom setting.

Fills% Fill instructs the Soloist to play fills or “noodle” on the song for a user-defined period of time (% box).

Around Melody To solo around the Melody, do the following:

- Open a song that has a Melody, preferably a sparse Melody with some space in it so that a Soloist might be able to “jump in.”
- Press the [Soloist] button. Select the Solo Mode “Around Melody.”
- Set the Soloist to play in All Choruses and uncheck the “Mute Melody in Middle” option.
- Press [OK] and the Solo will be generated, playing riffs at times when the Melody isn’t playing.

Tip: For added effect, add a guitar chord solo to the Soloist part using the Chord Solo button in the Guitar window and choosing Solo as the destination, or simply choose a Guitar Harmony like 32 J Pass.

Trade There is a type of soloing where different soloists trade phrases. For example, “trading fours” refers to a solo lasting four bars, usually followed by a different melodic solo or drum solo for the next four bars. Band-in-a-Box can trade 2, 4, or 8-bar phrases. This means that you can alternate your own phrases with those played by the Soloist. Click on the number button beside the “Trade” radio button to toggle between trading 2’s, 4’s, or 8’s.

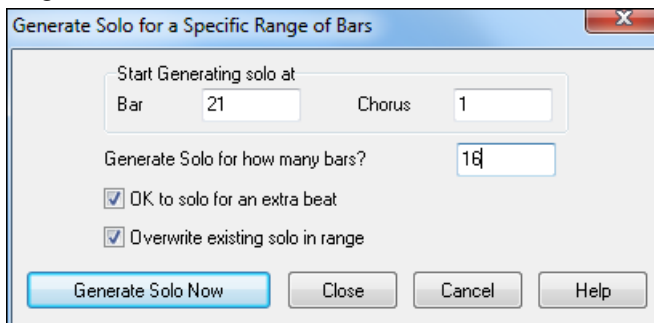
Band-in-a-Box can generate the first phrase or the second phrase.

Soloist Wizard This option in the **Select Soloist** dialog enables the Soloist Wizard. As you play notes on either a MIDI keyboard connected to the computer or on the QWERTY keyboard, the program will play correct notes in the style of the current Soloist! This means that you can play a “perfect” solo every time, simply by pressing any key on your MIDI keyboard or QWERTY keys.

Tip: The Soloist will use the velocities you play or pick its own, depending on the setting in *Options | Preferences | Soloist | Use MIDI velocity for Soloist Wizard*.

Custom Solo Generation

The [Custom] button launches the **Generate Solo for a Specific Range of Bars** dialog. This allows you to set the range for the solo.



Tip: You can have these values preset to the values you'd like by first selecting/highlighting the range of bars that you'd like from the Chord Sheet screen, then clicking on the Soloist button.

OK to solo for an extra beat - Usually, Soloists end a little after a bar’s end – they play a couple of extra notes, spilling over to the next bar. Selecting this option gives Band-in-a-Box soloist this ability also.

Overwrite existing solo in range - If you want to “overdub” a solo and have multiple solo tracks going at once, deselect this checkbox, and avoid getting a little messy.

Generate Solo Now - Once you press this button, the portion of the solo that you have selected will be generated. The song will start playing two bars before the new part, so you can quickly hear the new solo. Remember that the custom solo generation can be used with different soloists, so you can use a “tenor sax jazz” soloist for a few bars, and then insert a custom “bluegrass banjo” soloist for four bars and so on.

Tip: Band-in-a-Box even solos over the “slash chords.” The Band-in-a-Box Soloist feature analyzes slash chords like C/Bb to determine the best scale type to use (e.g. Bb Lydian). There’s nothing you need to do, as this happens automatically!

Auto-Suggest

If the “Auto” checkbox in the Select Soloist Dialog is on, you will find that an appropriate soloist is already selected for you. If you would like a different soloist, press the **[Suggest]** button and Band-in-a-Box will suggest another appropriate choice. Keep pressing until you are satisfied with the choice.

Load/Save settings w/song

These settings allow the saving and loading of Soloist settings. Enable these checkboxes if you wish to load and save these settings with a song.

Force to # of Choruses

Allows you to set a song to a definable number of choruses (e.g. 5) so that there are enough choruses for everyone to take a turn Soloing. This box allows you to quickly decide how many choruses you would like Band-in-a-Box to generate without having to open the *Play | Looping | Force loaded songs to # choruses* menu item. The default is 5. Note that when this setting is enabled (by setting the checkbox to “true”), all songs subsequently loaded using this Soloist will also change to the number of choruses indicated in this box.

Solo Which Choruses?

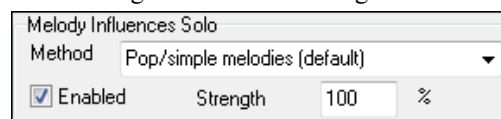
Select which choruses you would like the Soloist to solo over. Choose from first, middle, last, any combination, or all three choruses.

Press the **[All Solo]** button if you wish to have the Soloist play over everything.

Press the **[Melody & Solo]** button to have the Melody play the first chorus, then have the Soloist come in on the second chorus, then have the Melody “play the tune out” on the last chorus.

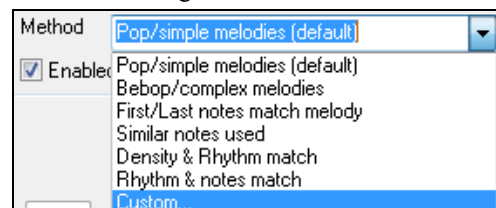
Melody Influenced Solos

When musicians solo for a song, the solo is typically influenced by the melody as well as the chords. Band-in-a-Box can also allow the melody to influence the type of solo generated by its Soloist feature. The result is a much better solo generated for the song.



A strength (%) setting allows you to control how much the solo will be influenced by the melody. Choose the melody influence (%), and one of several presets to control the type of influence (pitches/rhythms/note density, etc.).

☒ Enabled To generate a solo that is influenced by the Melody, select the “Enabled” checkbox.



Then choose the type of influence by choosing a strength (0 to 100%) and a type. The default method works best on simple melodies or Pop tunes, and others work on Jazz and complex melodies.

Melody Influenced Soloist Settings

A “Custom” method is available, allowing you to launch a dialog that lets you change various parameters to control how the solo will match the notes, rhythm, and density of the melody. When this method is selected a **[+...]** button will display.

 Click on this button to open the **Melody Influenced Soloist Settings** dialog.

Enable Melody Influenced Soloist – enables melody influenced soloing when selected (true).

Overall strength – how much you want the melody to influence the solo.

First melody note MUST match riff – the first note of the riff must match the pitch of the melody at this point in the song.

Last melody note MUST match riff – the last note of the riff must match the pitch of the melody at this point in the song.

Overall Melody MUST match riff – the pitch needs to be found somewhere in the riff for this condition to be true.

Target Phrase Anchor Point score – phrase anchor points are points where both the pitch and timing of the Melody note and the riff match each other.

Rhythm Matches – per cent of time that a melody note is found at the same time as the note in the riff at the same point (pitch is irrelevant).

Density -# of Notes Matches – the number of notes in the melody compared to the number of notes in the solo. For example, 8 melody, 10 solo = 80%. Note: If set to exactly 49, 59, 69 etc., soloist will stay quieter when the melody is not playing.

If Melody is not playing, then soloist is not playing

Passing Notes acceptable % - percentage of time that passing notes in the riff are OK (if not found in the melody). For example, a setting of 20% means it is OK if 20% of the notes are passing notes.

Melody – Favor phrases that match melody – higher numbers will make the soloist follow the melody more.

Enter Custom settings for Melody influenced soloing. The DEFAULT button will return to default settings. If you don't want to enter custom settings, exit this dialog, and use the presets on the Select Soloist dialog.

☒ Enable Melody Influenced Soloist

Overall strength: 100 (0-100 %)

First melody note MUST match riff: 100 (0-100 % of the time)

Last melody note MUST match riff: 0 (0-100 % of the time)

Overall Melody MUST match riff: 0 (% of notes in the Melody that must match)

Target Phrase Anchor Point score: 100 (% of notes that match pitch and time)

Rhythm Matches: 0 (0-100 %)

Density -# of Notes Matches: 0 (0-100 %)

☐ If Melody is not playing, then soloist is not playing

Passing Notes acceptable %: 100 (% of passing notes acceptable)

Melody - Favor phrases that match melody: 10 (Default=10. Higher numbers will make Soloist follow the melody more.)

Buttons: Defaults, OK, Cancel, Help

Soloist Maker

The **Soloist Maker [Edit]** button launches the **Soloist Editor** module where you can make your own or modify an existing Soloist. This feature allows you to define your own Soloists.

More Soloist Settings

This button launches the **More Soloist & Melodist Settings** dialog. This dialog can also be accessed from the *Options | Preferences [Soloist]* button.

Use MIDI Velocity for Soloing Wizard: ☐

Trigger Solo Playback Early: ☒

Soloist Velocity Adjust: 5

Melodist Velocity Adjust: 5

Improved solo (but slower creation):

Use large soloist files (ST3): ☒

Create Long Phrases: ☒

OK to treat the V Major triad as a V7: ☒

Buttons: OK, Cancel, Help

Set “**Use MIDI Volume for Soloing Wizard**” to true if you want MIDI velocity information sent to the Soloing Wizard. If you have a velocity sensitive MIDI device attached to your computer and you want to control the dynamics of the Soloist, you should enable this feature.

Set the “**Trigger Playback Early**” to true to enable song playback to start before the Soloist has actually completed composing a solo. Otherwise, Band-in-a-Box will completely compose a solo before song playback begins.

Soloist/Melody Velocity Adjust This box allows you to quickly boost or reduce the volume of the Soloist part relative to the other instrument parts. For a realistic mix the soloist instrument is set slightly louder than the other instruments/parts in a song. The default is 5.

Use large soloist files (ST3) is selected to use the optional large soloist databases, *.ST3 files, instead of the smaller ST2 files. The ST3 files have improved phrases, but the solos take longer to create.

Create Long Phrases Set this checkbox to “true” (enabled) if you would like the Soloist to use the longest musical phrases it “knows.”

If **OK to treat the V Major triad as a V7** is set, all Jazz MIDI soloists and some Jazz and Country RealSoloists will treat the V chord as V7 (dominant seventh).

Using the Soloist Feature

1. Generate a Soloist and practice the solo by looping it, slowing it down, or printing it out, until you can perform a great solo on any chord changes!
2. Generate a Soloist and attach a Harmony such as “Big Band Brass” to create phenomenally quick and interesting Big Band Arrangements automatically. Generate a standard MIDI file or print them out for you and your friends.
3. Have the Soloist play a solo according to your accompaniment and arrangement (along with the other members of your Band-in-a-Box, of course!)
4. Trade 4’s in a call-response fashion with the Soloist (you solo for 4 bars, Band-in-a-Box solos for 4 bars, etc.)
5. Concentrate separately on different aspects of your playing with assistance from the “Wizard.” From soloing with proper phrasing and “feel” (the best notes are included automatically) to accompanying a soloist with confidence and authority

Tip: Try muting out one of the accompaniment parts such as the piano or guitar part and play along to the Soloist in a supportive role - it's fun!

6. Use the Soloist track to record another part in addition to the Melody and other parts provided by Band-in-a-Box.
7. Generate a Soloist on chords/keys that you would like to practice. Band-in-a-Box will play and solo with you all day without getting bored. For example, if you want to work on your II-V7-I progressions (“two-five-one”), you can just type the chords you want, and generate a solo to play over those changes. As the solo plays, you see the notation, can you can sight read along. Pressing the “Loop Screen” checkbox on the notation will loop the notation the screen so you can master each 4-bar phrase (II-V-I) and then move ahead to the next one!

Technical Notes:

1. The Soloist has its own separate channel and settings. But when the Soloist uses a harmony, it becomes linked to the Thru Harmony channels and settings. Since we are already using 12 of the available 16 MIDI channels in Band-in-a-Box, we didn't want to use up another 2 channels on dedicated Soloist Harmony channels. So, if you want to hear a Soloist with harmony, use the THRU Harmony settings. In other words, wherever a Thru harmony is selected, the Soloist part will use the Thru Harmony settings.
2. We have designed the Soloist to not repeat any solo ideas so that the solos are always fresh, with new ideas forming and playing all the time. As a result, we have included a *refresh Soloist* menu item (under the Soloist menu) that, when selected, will allow the Soloist to think about all of its musical notions again. Choosing the *Refresh Soloist* option is like telling the soloist “It's O.K., you can play whatever you like, even if it's something that you played 5 minutes ago...” It's a good idea to refresh the Soloist regularly to ensure maximum “idea” availability.
3. The Soloist menu contains many options. It has all of the same editing options found in the melody menu, so you can treat the Soloist track as a 2nd melody track. Even if you don't plan on using the Automatic Soloist feature, you can just use the Soloist track as a 2nd track for counter melodies, overdubs etc. The result: two melody tracks, two solo tracks, or one melody and one solo track all at your disposal for any song, without having to resort to an outboard sequencer.

Auto Piano Hand-splitting

This feature applies to the Piano, Melody, and Soloist tracks. It is found in the **Notation Window Options** and in both the *Melody* and *Soloist* menus.

Piano Track (Notation Options)

☒ Auto-Hand split Piano track

The Piano part can be displayed on both clefs, using intelligent hand-splitting routines that dynamically the split point. This happens automatically.

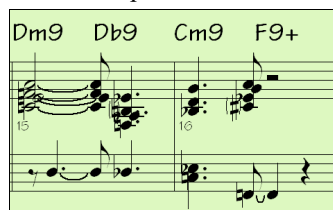
When you do this, the Piano track (not any other track) will be displayed on both clefs with intelligent hand-splitting. You can print out the Piano track with the hands separated.

Melody and Soloist Tracks

You can also manually split a piano part on a Melody or Soloist track using the intelligent hand-splitting routines. The left/right hands display in red/blue on the big piano, and on bass/treble clefs on the notation. Import a piano MIDI file to the Melody track to get a split-hands display and printout!

For example, if you have a MIDI file that is a solo piano piece, *File | Open MIDI file* will put the music on the Melody track. Then choose *Melody | Edit Melody Track | Piano Hand Split*. Make sure that *Melody | Track Type* is set to piano. You will then see the piano part split intelligently into 2 hands.

When this is done, the left hand will be stored on channel 8, and the right hand on channel 9, on the Melody track. You can export the MIDI file to a sequencer, and these 8/9 channel assignments will be preserved.

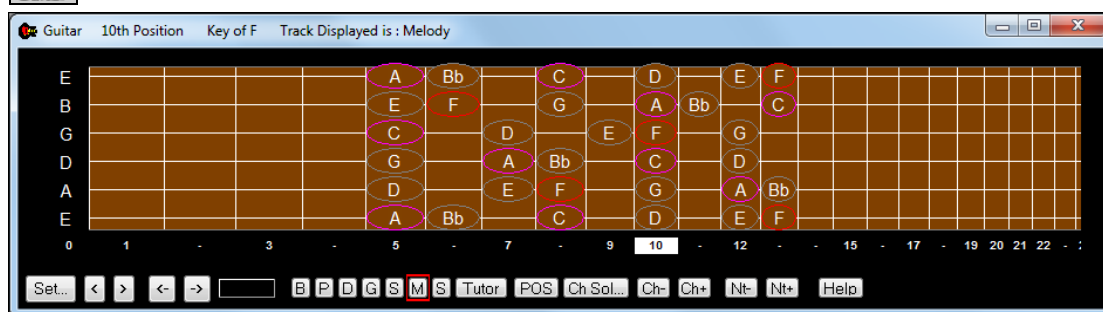


Automatic Guitar Solos – “The Guitarist”

The Guitarist allows you to generate a guitar chord solo for any melody. Band-in-a-Box will intelligently arrange the melody to a guitar chord solo by inserting real guitar voicings throughout the piece. You can select from among many “Guitarists” in order to create your arrangement. You can also define your own Guitarists; choosing parameters such as strum speed, types of voicings (Pop/Jazz), embellishments, and much more.

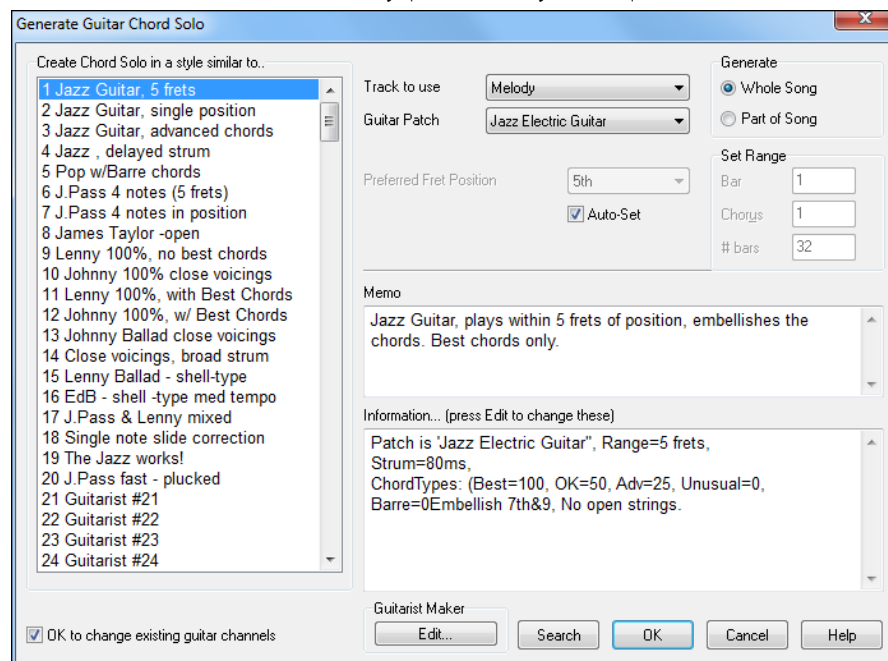


Guitar Solos are selected from the **Guitar** window, which opens with the **[Guitar]** button.



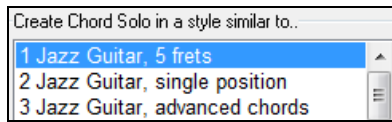
Press the **[Ch Sol...]** button to open the **Generate Guitar Chord Solo** dialog.

It is also accessible from the *Melody | Edit Melody Track | Generate Chord Solo* menu item.



Here are the steps to generate a Guitar Chord Solo:

1. Select the Guitarist to use.



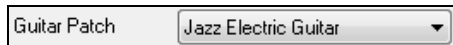
In the main list at the left of the Window, you see the list of the Guitarists that are already defined. For example, you can see that Guitarist #2 is called “Jazz Guitar, single position.” That will create chord solos that stick to a single position on the guitar neck whenever possible.

2. Select Melody (or Soloist) track.



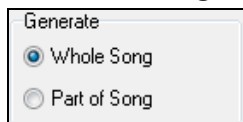
Normally, the Guitar Chord solo is written to the Melody track, but you can also select the Soloist track as the destination.

3. Confirm the Guitar Patch selection.



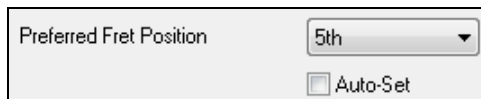
The Guitarist that you pick (see item #1) will already have chosen the guitar patch to use, but you can override it with this setting.

4. Select the Range of the song to use.

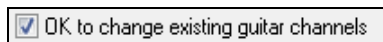


You can either generate a chord solo for the whole song, or just a region of the song. In either case, remember that you need to have an existing melody to work with.

5. Select the Main Guitar Position to use.

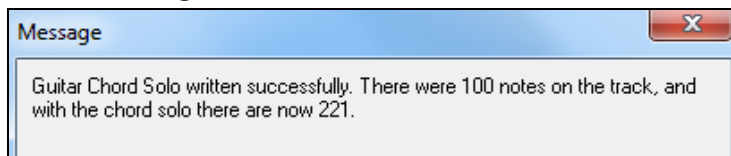


The “Auto-Set” feature sets the main guitar position for the solo based on the key signature. For example, in the key of C, Band-in-a-Box will choose the 5th position as the best position for the chord solo to be played. If you wanted the solo to be in the 12th position, you could de-select the “Auto-Set” and then set the guitar position to 12th position.



If you already have a guitar track that has guitar channels (if it was played on a guitar controller as a single string guitar part), then you might want to tell Band-in-a-Box not to change the guitar positions of the notes that it finds. Otherwise set “OK to change existing guitar channels” to true.

6. Press OK to generate the Solo.



You will then see a message that tells you a solo has been added to the track.

As you listen to the solo, you will notice the following:

- Some of the notes are left as melody, and some are assigned to chords.
- A wide variety of guitar chords are used, including some advanced chords. All of them are popular chords played by real guitarists – there are no *theoretical* chords.
- The chords are strummed, to simulate a real guitar player.
- The Track Type for the Melody has been set to Guitar – so the notation shows [Tab], and the MIDI file will be saved with the Guitar Channels (11-16) preserved which preserves the fret positions.
- All of these items can be customized in the Guitarist Editor.

Technical Note: Since some of the guitarists can be assigned to strum the chords in a delayed fashion, if you repeatedly re-generate the solo, the melody will become more and more delayed. The solution(s) for this occurrence would be to choose *Edit | Undo Solo* prior to regenerating the solo or picking a Guitarist that doesn't delay the strum. The Strum Delay Status is indicated on the “Info” panel of the Select Guitarist screen.

ONCE YOU HAVE GENERATED A GUITAR CHORD SOLO...

The chord solo is now part of the notation track. You can edit it like any other part, by deleting/inserting notes, etc. You can use the special guitar features discussed in the Guitar Window section to change the guitar voicings or replace a note with a chord and vice versa.

[Ch-] **[Ch+]** When you have a note or chord highlighted press the **[Ch-]** or **[Ch+]** Insert Guitar Chord button on the guitar window (or **[7]** or **[8]** on the NUMPAD keypad). Each time you press the **[Ch-]** or **[Ch+]**, you will see that the guitar chord changes to a different voicing, cycling through the available 5-10 voicings possible for each chord. Some notes won't have any chord voicings, for example a C# note on a Cmaj7 chord, because it is always a passing tone.

[Nt-] **[Nt+]** In a similar manner, you can convert a chord to a guitar note, and use the Insert Guitar Note button for this. Pressing the **[N+]** (or **[3]** or **[4]** on the NUMPAD keypad) repeatedly cycles through playing the same note on all 6 strings.

The solo will be saved with the song (.MGU) and exported to a MIDI file with the string positions intact because we use channels 11 to 16 for the Guitar part. You can remove the solo at any time, even after the solo has been saved or reloaded, by choosing *Melody | Edit Melody Track | Remove Harmony (or guitar solo) from Melody Track* menu item.

Guitarists can be customized using the Guitarist Maker, described in the **User Programmable Functions** chapter of this manual.

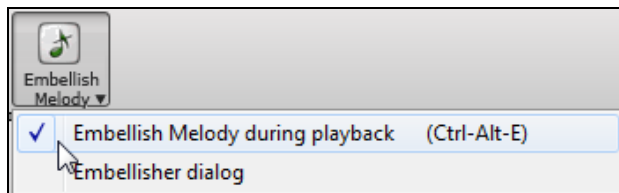
Automatic Embellishments – “The Embellisher”

Overview

When musicians see a lead sheet that has a melody written out, they almost never play it exactly as written. They change the timing to add syncopation, change durations to achieve staccato or legato playing, add grace notes, slurs, extra notes, vibrato and other effects. You can have Band-in-a-Box do these automatically using the Embellisher so that you hear a livelier, more realistic Melody - and it's different every time. The Embellisher is only active while the music is playing; it doesn't permanently affect the Melody track. There is an option to make the embellishment permanent, so that if you like a certain embellishment you can add it to the Melody track.

Using the Embellisher

The Melody Embellisher feature is turned on and off with the **[Embellish Melody]** toolbar button or with **Ctrl+Alt+E** keys. The Embellisher only functions during playback.

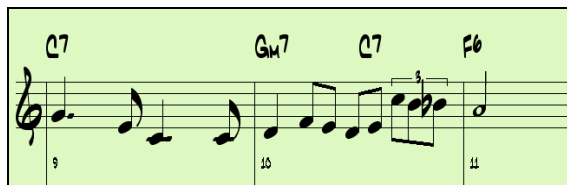


You will see the Embellished Melody on the notation as the Melody plays, so you can see the Embellished notes. When **[Stop]** is pressed, the notation will revert to the original (unembellished) melody. The embellishment changes timing of notes, durations, velocities, legato, as well as adding grace notes, additional notes and turns. Here is a “before and after” example that shows a typical embellishment of a Melody.

Normal (unembellished) Melody...

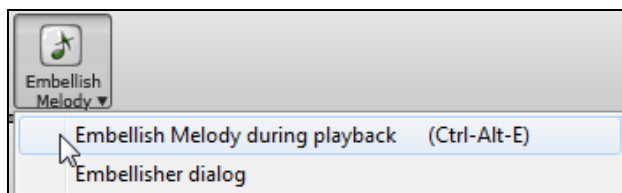


Embellished Melody...

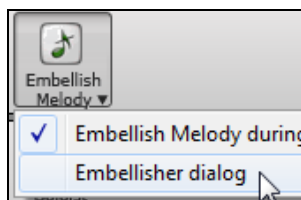


As you can see in the notation examples, the embellished melody adds an anticipation in bar 9, and in bar 10 adds extra notes, timing changes, and grace notes to “spice up” the melody.

If you disable the Embellisher, by de-selecting the *Embellish Melody during playback* or by pressing the **Ctrl+Alt+E** keys, then the melody (or solo) will play as normal with no changes.



Melody Embellisher Settings

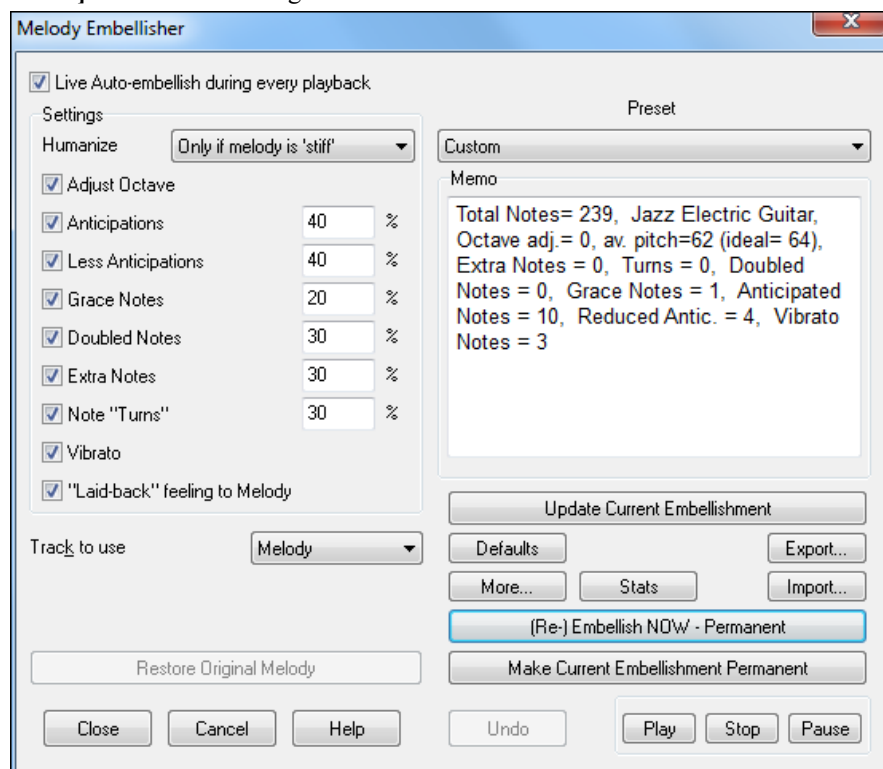


The Embellisher settings are accessed during playback with the Embellisher button in the main screen toolbar, or with the menu item *Melody | Embellish Melody | Embellish Melody Dialog*, or with the key strokes **Ctrl+Alt+L**.

There is a **Melody Embellisher** dialog that allows you to:

- Customize the settings of the Embellisher or choose Embellisher presets.
- Make a particular embellishment permanent.

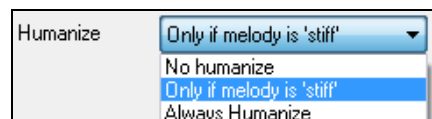
☒ **Live Auto-embellish during every playback** “Live Auto-embellish during every playback” is the same setting as the *Embellish Melody during playback* checkbox in the **[Embellish Melody]** toolbar button. If enabled, embellishment will occur during every playback. If disabled, embellishment will not occur unless you choose the **[Embellish NOW]** button in the dialog.



Settings

The settings that affect the embellishment can be turned on and off and given a percentage strength.

Humanize



The velocities, durations (legato), and timing of the notes are humanized. The original velocities etc. of the notes are ignored. The option to only humanize the timing of the music if the timing was “stiff” to begin with allows the Embellisher to leave the timing of human input melodies alone.

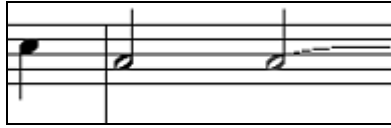
and humanize only the ones that were entered in step-time.

Adjust Octave

The octave of the Melody is changed to the best octave for the current Melody instrument. For example, if the instrument were a piccolo, the octave would be raised to the best range for a piccolo.

Anticipations

An anticipated note is playing a note early (“ahead of the beat”).



Unembellished notes.



ANTICIPATIONS on beat 1 and 3.

Less Anticipations

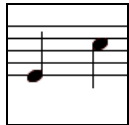
This is the opposite of anticipations. This finds notes that are anticipated, and “embellishes” them by playing them later (on the beat).

Grace Notes

The grace notes are brief notes played just before, and a semi-tone below the original note. The grace notes intentionally don’t show on the notation, so that it will remain easily readable. They can be heard.

Doubled Notes

Melody notes are doubled with the same pitch.



Unembellished.



Quarter note doubled.

Extra Notes

Extra notes are added between melody notes.



Unembellished.



With extra notes added.

Note Turns

With a note turn, a single note is replaced by a group of notes that include the original note and semitone or scale tones above and below the note. In this “before and after” example, the C note is replaced by a turn of 3 notes with a note a scale tone above the C.



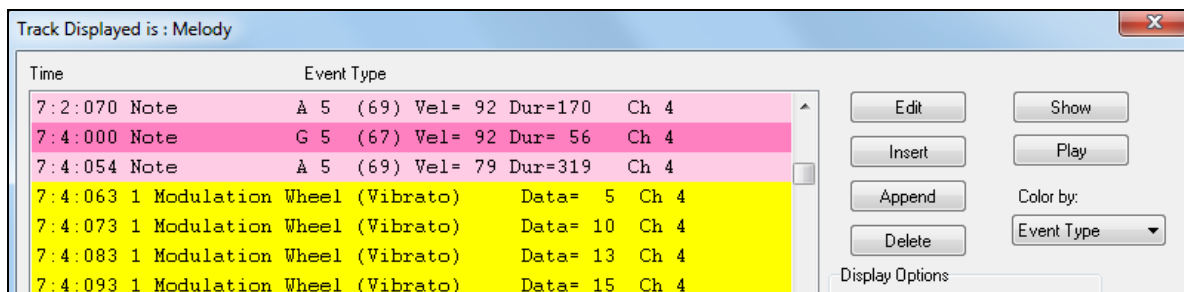
Unembellished.



Embellished with turn.

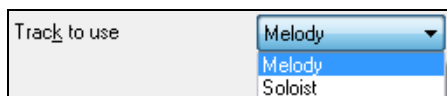
Vibrato

Vibrato can be added according to the additional vibrato settings available in the “More” dialog. The vibrato can’t be seen on the notation window, but you can examine the events in the Event list.



☒ "Laid-back" feeling to Melody

If set, the Melody will be delayed a little, providing a laid-back feeling.



The Embellisher is usually referred to as the Melody Embellisher, because you would usually want to have it on the Melody track. But if you like, you can choose to embellish the Soloist track.

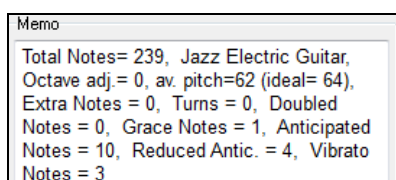


If you have done this, and want to restore the original Melody, you can press the **[Restore Original Melody]** button.

Embellisher Presets



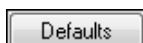
The presets allow you to quickly choose common combinations of settings for the Embellisher.



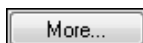
The Embellisher **Memo** describes the current embellishment, with statistics counting the number of embellished notes.



If the song is playing and the Embellisher is enabled, you can update the embellishment by pressing this button. This is useful if you've changed settings and want to hear what the new embellishment sounds like.

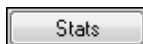


The **[Defaults]** button reverts to the original Embellisher settings.



There are additional settings, in the **Embellisher Additional Settings** dialog. This allows you to set advanced settings for the Embellisher. These include:

- **Vibrato Depth:** The amplitude of the vibrato, in a range from 0-127.
- **Vibrato Speed:** This is the speed of the vibrato (slow-fast) range 0-127.
- **Only use Vibrato if Note is this many ticks:** e.g. If set to 120 ticks (one quarter note), then only notes of duration at least 120 ticks will get vibrato.
- **Start the Vibrato after this many ticks:** For notes that will get vibrato, the vibrato will start after this many ticks.
- **Adjust Octave Method:** If the octave is to be adjusted, it will either only adjust it if the notes are outside the playable range, or always adjust it to the best octave, according to the setting you make here.
- **Dynamic Range:** Refers to the range of velocities used for the humanization. Useful range 30-50.
- **Legato Settings:** Refers to the amount of legato for the notes. Useful range 55 to 75.



This displays the same thing that appears in the Memo field but will display it even when there is no current embellishment.



You can save/load your own presets for the Embellisher. When you have made a custom setting in the Embellisher dialog, press the **[Export]** button to save the data as an .EMB file. When you want to recall the saved preset, press the **[Import]** button, and load in a previously made .EMB file. You can share your favorite presets with other installations of Band-in-a-Box using the EMB files

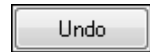


If the song is not currently playing, you can still create an embellishment and have it apply permanently by pressing the **[(Re-)Embellish NOW – Permanent]** button. The

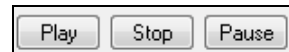
original melody is not affected permanently unless you have pressed the **[(Re-)Embellish NOW – permanent]** button.



Normally the embellishment occurs live when the song is playing and doesn't affect the melody permanently. But if you like the Embellishment, and want to apply it permanently to the melody, you can choose the "Make Current Embellishment Permanent" option.



You can use the **[Undo]** button to reverse a permanent embellishment before the song is saved to file.



Use these transport controls for song playback within the **Melody Embellisher** dialog.

Chapter 10: Working with MIDI

Band-in-a-Box has two built-in MIDI sequencer tracks. They are named the Melody and Soloist tracks, but they can be used to record any MIDI part you like – such as drum overdubs or layered accompaniments. MIDI can be recorded in Band-in-a-Box

- Live with a MIDI keyboard, MIDI guitar, or MIDI wind controller.
- In step time by entering notes in the Notation window with the mouse.
- Using the Wizard feature to “play” notes with your QWERTY keyboard.
- Importing a pre-recorded Standard MIDI File into the Melody or Soloist.

Recording Live in Real Time



You can punch in/out, do unlimited overdubs, record directly to the tag or the ending, and start recording from any bar. To record live using your MIDI keyboard, guitar, or wind controller, click on the **[Record MIDI]** button, press the **[Ctrl]+[R]** keys, or choose the menu option *Melody | Edit Melody Track | Record Melody*. The **Record MIDI to Melody Track** dialog will appear.

Select “Soloist track” if you want to record onto the Soloist track.

Tip: If you select the “Overdub underlying melody” option in the Record Melody dialog, you will hear the underlying melody while recording.



Pressing this button will launch the MIDI Recording Filter. The Record Filter supports all MIDI controllers including the sustain pedal.

You can record any type of MIDI information to the Melody or Soloist tracks and use the Record Filter to select what types to include. Choosing *Options | Preferences | [Rec.Filter]* for recording will also launch the **Record Filter** dialog.

Press **[Record]** or the **[Ctrl]+[R]** keys again to begin recording.

Stop recording by pressing the **[Esc]** key or the spacebar, or by clicking the **[Stop]** button. The **OK – Keep Take** dialog will open.

[OK - Keep Take] (yes/no) saves the take you just recorded. Remember that it’s easy to fix small glitches in the Editable Notation window or in the Event List editor.

[Take Again] lets you quickly reject a take and start the recording again. Press the **[A]** key to do this with a keystroke.

[Cancel] ends the recording session; nothing is saved. To start again, press the **[Record MIDI]** button or the **[Ctrl]+[R]** keys.

Copy 1st chorus to whole song

If you have recorded one chorus of the song, checking this at the end of the recording will copy the same recording to all of the choruses.

Overdub Underlying melody

You have the option to merge the recording with the existing melody. If there is no underlying melody, this option will be grayed out.

Retain Melody past last recorded

You have the option to erase any melody after the last recorded melody note or keep it. Use this feature when you want to punch out at the end of a take.

Recording to an external sequencer

Many people use Band-in-a-Box in live situations. If you are unable to bring your computer with you, a good alternative is a hardware sequencer or a keyboard with a built-in sequencer that reads Standard MIDI Files. To transfer songs to the Sound Brush, follow these simple steps:

- Make a MIDI file of the song by pressing the button.
- Either save the file directly to a floppy disk or copy it to the floppy from your hard drive.
- The Sound Brush is then able to read the IBM formatted disk with MIDI files on it.

Entering Notes Manually

You can enter melody notes directly to the track in the **Notation** window in either the Editable Notation Mode or the Staff Roll Mode.



Enter the Editable Notation mode from the Standard Notation screen with a single mouse click on the Editable Notation button. In the Editable Notation mode, you can enter, move, and edit notes and rests using standard mouse techniques – point and click, drag and drop, and right-click to open the **Note Edit** dialog.

Confirmation dialogs prevent accidental entry of a duplicate note (same pitch near same time) and accidental entry of a very high or very low note (large # of ledger lines).

Once you have some melody entered, you can copy and paste chunks of it as you would in a text document. To copy and paste notation, highlight an area of notation by dragging the mouse over the region. Then select *Edit | Copy*.

Click on the place where you want to paste to (by clicking at the time line on top of the notation window) and then choose *Edit | Paste*. You can specify a precise paste location in the **Paste Melody** dialog.



Copy Melody (or Soloist)

Copy starting at this location

Chorus 1 Bar 28 Beat 2 Tick (120/beat) 40

Zero

Duration

Beats 2 Ticks (120/beat) 40

From Note A 3 To Note D 5

OK Cancel Help

Recording with the Wizard Feature

This is a very helpful feature if you don't have a MIDI keyboard but you want to record with a "live" feel. Use the Wizard to record notes from the computer's QWERTY keyboard for a track that's more natural than step time. Here's how it works.

1. Click the **[MIDI]** toolbar button and check *MIDI Keyboard Enabled*.



✓ MIDI Keyboard Wizard Enabled

2. Press **[Ctrl]+[R]** keys to record.
3. As the song plays, play the melody on any keys on the bottom two rows of the QWERTY keyboard, in the rhythm of the melody. The “wizard” notes won’t be the correct melody of course, but don’t worry about that as you record. When you’re finished, look in the Notation window. You will see the wrong notes in the right places with the correct durations.
4. Drag the notes (with the left mouse button) to the correct place on the staff. You will hear the notes play as you drag them, and the names will show in the note name box. For sharps, flats, and naturals, hold down the **Shift** key, **Ctrl** key, or **Alt** key respectively. You will end up with a melody that sounds like it was recorded live, without the rigid feel of tracks entered in step time.

Tip: If you have the Wizard “On” the spacebar won’t stop playback. You need to press the **Esc** key to stop playback when the Wizard is on. This is to prevent stopping the song if you mistakenly hit the spacebar while playing the Wizard.

Melody Wizard

For songs with melodies, there are QWERTY keys (Enter, \, T, 6) that trigger notes from the melody as the song is being played. Other keys trigger 1-4 approach notes from below or above. The notes can be recorded, to humanize a stiff melody with better timing, and approach notes also useful for sight reading, rhythm practice, or to perform. This feature works with harmonies

- Melody notes: T, 6, Enter, \
- Same Melody note: 5
- Approach notes: QWER YUIO
- Octave set: 1, 2, 3

MIDI notes also work (if **Preferences [Transpose]** is set to “Allow Melody Wizard on THRU part”).

- Octave set: E(40), F(41), G(43)
- Melody notes: F(53), G(55)
- Approach notes: B(47), C, D, E A, B, C, D(62)

To use the Melody Wizard, make sure the Keyboard Wizard is enabled.



✓ MIDI Keyboard Wizard Enabled

This will also enable the MIDI Wizard on the QWERTY keys.

If you also want to use the Melody Wizard on MIDI notes, go to **Preferences [Transpose]** and enable “Allow Melody Wizard on THRU part” in the **Settings for transposing songs when loaded or “Do it Now”** dialog.

☒ Use Wizard for THRU part

☒ Allow Melody Wizard on THRU part (F and G below middle C is melody)

Melody Octave

***.MGU** Then, choose a song that has a Melody track.



Mute the Melody track by right-clicking on the Melody track (**Alt+8**).



Play the song.

ENTER or \ As you play the song, you can use the **Enter** key or the \ key (or T or 6 above the T) to play Melody notes.

W,E,R,T These will be approach notes up to the melody. You can start on any note.

Q,E,R,T Starting on a Q instead of W will use wider voicings for approach notes.

I,U,Y,T These will be approach notes down to the melody. Start on any note.

O,U,Y,T Starting on an O instead of I will use wider voicings for approach notes.

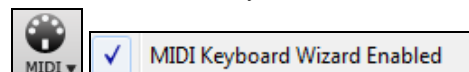
Using the Wizard with MIDI keyboard input

The Wizard can also be used with a connected MIDI keyboard. The keyboard wizard always plays correct notes and is a fun way to play along with Band-in-a-Box. The MIDI keyboard also sends volume information (unlike the QWERTY keyboard), so is a better choice if you have a MIDI keyboard connected.

This feature is accessed with the **[Transpose]** button in the **Preferences** dialog.

 To turn on the Wizard to allow MIDI control, choose “Use Wizard for THRU part.”

Make sure that the Keyboard Wizard feature is enabled.



Now, when you play notes on the MIDI keyboard (during playback), they will get remapped to chord tones. C/E/G/Bb notes played on a THRU keyboard will be mapped to chord tones, and D/F/A/B will be passing tones. This scale - C D E F G A Bb B - is considered the “Bebop” scale, useful for playing over dominant 7th chords.

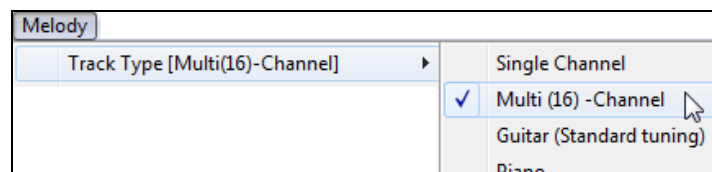
The Wizard is useful for entering notation quickly. If you can’t play piano well, play the wizard in the correct rhythm. The pitches will be wrong, but you can fix them in the Editable Notation window later, and the durations, volume, and timing are already correct.


Melody/Soloist Sequencer

There are 2 tracks in Band-in-a-Box to add your own recordings. These are the Melody and Soloist tracks. Normally you would want a single part on each of them. But, since MIDI information can have separate channels, it is possible to store 16 separate parts on each of the Melody and Soloist parts. For the following discussion, we will assume that you’re using the Melody track, but the same functions are available for the Soloist. When the Melody track has been set to “Multi(16)-Channel” we refer to this as “Sequencer Mode.”

Also, for this discussion we will assume that you have a multi-channel track loaded in. Let’s load a MIDI file, using *File | Open MIDI file*, and choosing a MIDI file like *C:\bb\Documentation\Tutorials\violet.MID*.

If you want to use the 16 separate parts for the Melody track, you need to set the Melody Track type to “Multi-Channel.”

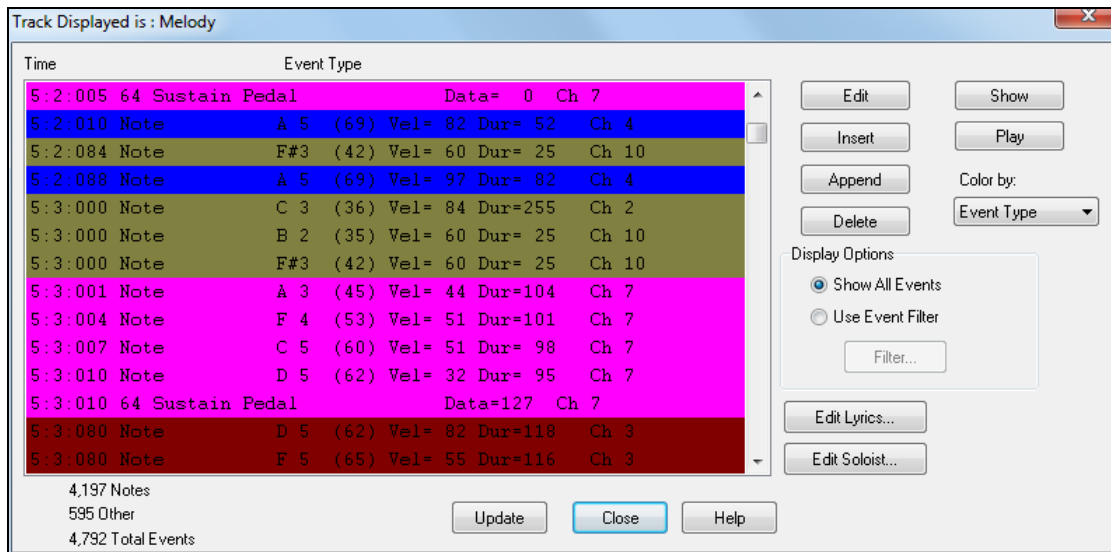


 This is done from the *Melody* menu or with the **[Sequencer]** button.

Now, when you are in this multi-channel mode, output from the Melody part will be on whatever MIDI channel the information is stored on and will not be using the Melody MIDI Channel.

You can examine the track to see the channels by looking at the event list, which you can access by pressing the **[#]** button on the **Notation** window.

You will notice that the information in the event list is color coded by channels for multi-channel tracks. For example, channel 7 is pink, and channel 10 is gold.



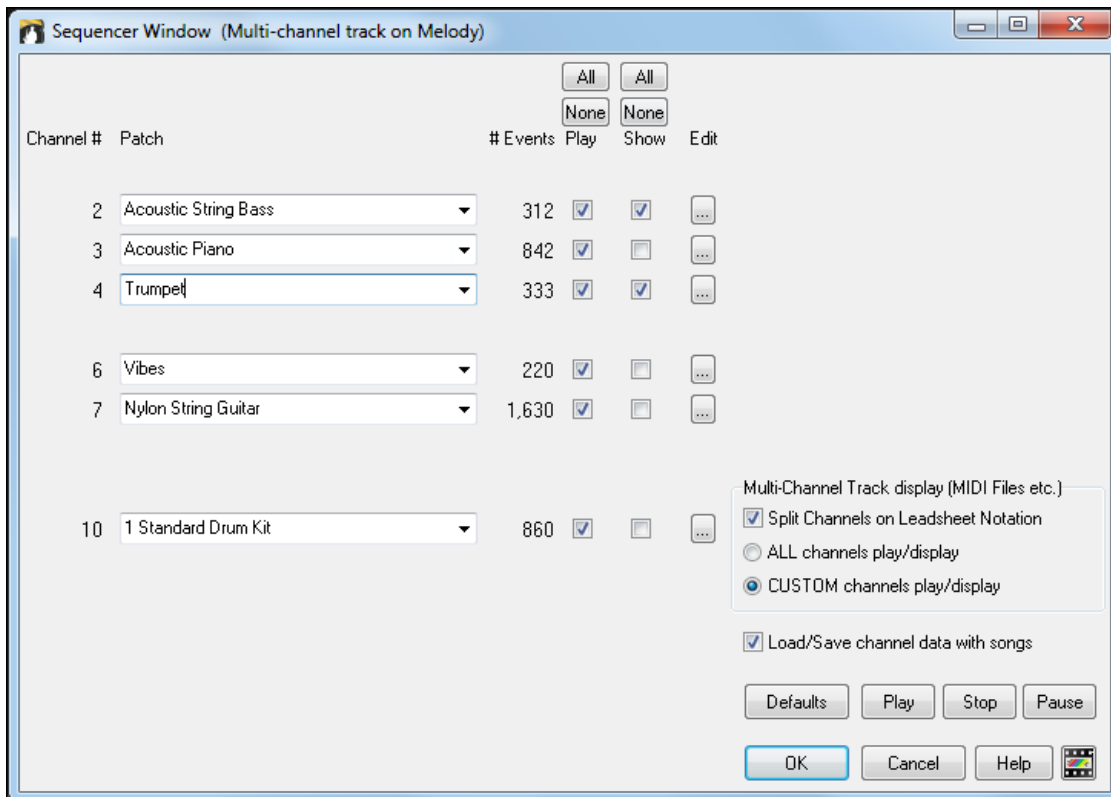
If you open the **Lead Sheet** window, you will see the entire MIDI file displayed on separate tracks of notation. Since this represents 6 separate tracks (in the case of violet.MID), this is likely “too much information” for you to read, unless you are a symphony conductor.



To customize the notation display for sequencer mode, press the lead sheet options button, and see the settings for Multi-Channel Tracks.



Choose the “CUSTOM channels play/display” option and press the **[Set]** button to launch the **Sequencer Window**. Then you can customize which channels will play and display.



In the example picture, we have set Channel 2 (Bass) and Channel 4 (Trumpet) to show on the notation, and have set all of the channels to play (to hear them).

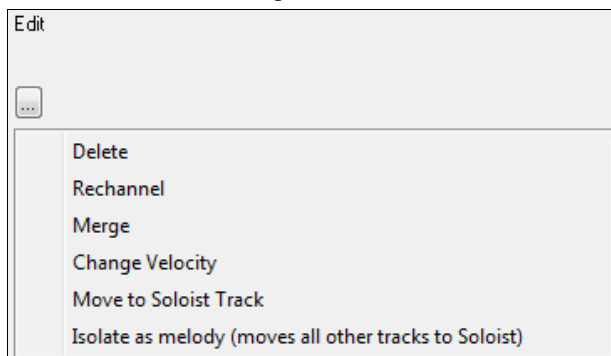


For a specific channel, (e.g. channel 3: piano), we see the following information.

Channel 3: Acoustic Piano (this is the patch name found on the track).

842: There are 842 events in the track, usually every note is an event.

We have customized the piano track so that it can be heard (play=true), but not seen in notation (Show=false).



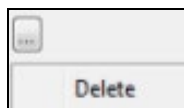
There is a small button at the right of the track line that allows you to delete/ rechannel or merge the channel with another channel.

You can also change the patch (instrument) for that track by using the instrument patch combo box.



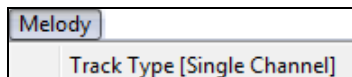
So now that we've customized the display, we are seeing the bass and trumpet on the notation, and hearing the entire track.

Removing All Tracks Except Melody from A MIDI File



One use for the Sequencer mode is to load in a MIDI file, and then delete all of the channels except the melody, so that you can allow the Band-in-a-Box rhythm section to provide the accompaniment. To do this, open the Sequencer window, and use the Edit pull down menu to delete all tracks except the melody.

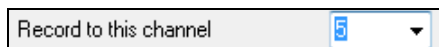
Once you have done this, you don't need the *Melody | Track Type* to be multi-channel anymore, so you should set it to be *Track Type [Single Channel]*, so that it will be like any other Band-in-a-Box song and use the Melody channel for playback.



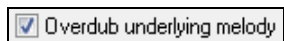
Recording Your Own Parts to The Melody Sequencer

Normally, you would record your parts to the Melody, and not be concerned about what MIDI channel they are using, because Band-in-a-Box uses the Melody channel (usually channel 4) for this.

But if you have set the Track type to be multi-channel, the output on the Melody part will be whatever channel is stored in the tracks.



When you record a Melody part and the track type is set to multi-channel, the "Keep Take" dialog will have a selection for the channel that should be used for the recording.

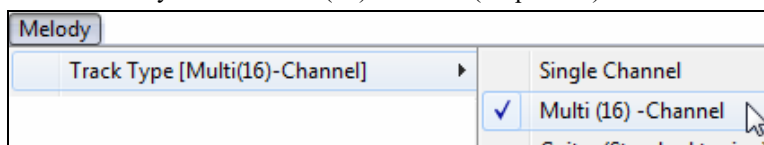


Also, make sure that you have "Overdub underlying melody" checkbox set, or you won't hear the other melody parts during the recording.

Example: Recording 4 Separate Counter Melodies on The Melody Track

So, if you want to record, for example, 4 separate parts to go along with a Band-in-a-Box song, you should do the following.


1. Set the Melody track to Multi(16)-Channel (Sequencer)





2. Record a Melody part. At the end of the recording, pick a channel for the part that is not already used by Band-in-a-Box. BB uses channels 2-10, so channels 11 to 16 are available for your counter melody parts.
3. Repeat step 2 by recording additional melody parts.



4.  Assign patches to the Melody parts using the Sequencer Window.

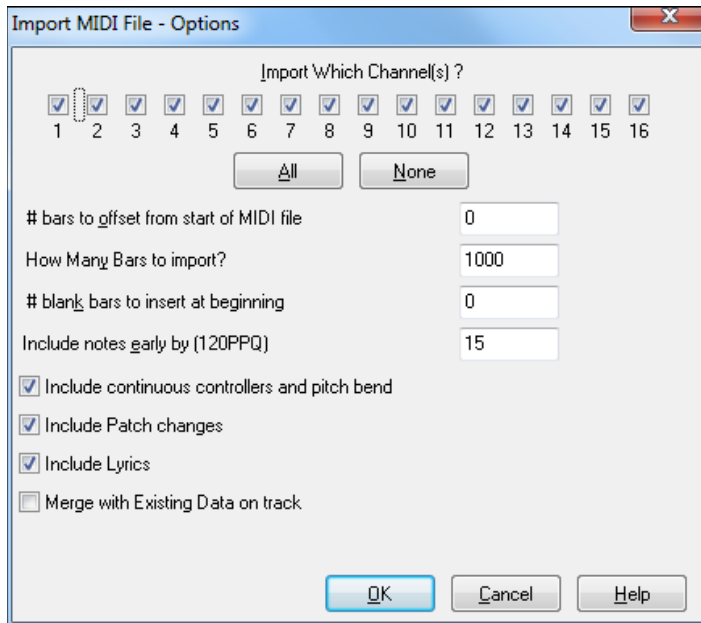
Importing MIDI Files

Importing MIDI Files to the Melody or Soloist Tracks

Standard MIDI files can be read in to the Melody or Soloist tracks from MIDI files or from the Windows® clipboard. You can read in all of a MIDI file, or selected channels and a specific range of bars. Use one of the following two commands.

1. *Melody | Edit Melody Track | Import Melody from MIDI File* – to select a MIDI file from disk using the Windows® Open File dialog.
2. *Melody | Edit Melody Track | Import Melody from Clipboard* - when the MIDI data is already copied from another program to the Windows® clipboard. The clipboard option will be grayed out if there is no MIDI data in the clipboard.

Once chosen, the **Import MIDI File - Options** dialog opens.



Import Which Channel(s)?

You need to know which channel(s) of your MIDI file the melody is on. You then select these channels for Band-in-a-Box to read-in. If you select all of the channels, Band-in-a-Box will read in all of the channels and merge them to the Melody track. You can import and play the complete file on the Melody track if the *Track Type* is set to *Multi (16) -Channel* in the *Melody* menu.

bars to offset from start of MIDI file

If you want to start reading from the *beginning* of the MIDI file, select 0 as the offset. If you want to start at bar 32, for example, select an offset of 32 (bars).

How Many Bars to import?

Leave this setting at the default of 1000 to read-in the entire file (unless it's longer than 1000 bars!), or set it to the number of bars that want.

blank bars to insert at beginning

This will insert blank bars into the Melody track. Remember that Band-in-a-Box normally has a 2 bar lead-in count. If your MIDI file has no lead-in, then you need to set this to = 2 to compensate for the 2 bars of lead-in.

Include notes early by (120 PPQ)

If you're reading in a MIDI file starting at bar 5, it would be annoying to have a note that was played 1 tick earlier than bar 5 left out of the MIDI file that is read in. To include it, you can set this, and the note will be read in.

Include continuous controllers and pitch bend / Patch changes / Lyrics

If you don't need these items, you can save space by not importing them.

Merge with Existing Data on the track

You can choose to merge the imported data with the existing data in the destination track.

Import to the Melody with the MIDI Chord Wizard

You can open an entire MIDI file into Band-in-a-Box using the MIDI Chord Wizard. The chords will be auto-interpreted by the Chord Wizard and the MIDI file will play and display on the Melody track. A "silent" style will be loaded so you will only hear the MIDI file. When the file is saved, the extension will be MGX, allowing you to easily identify the songs that contain entire MIDI files.

The MIDI Chord Wizard is opened from the *File | Import Chords from MIDI File* menu item. In the **Interpret Chords from MIDI file** dialog, select the "Open ENTIRE MIDI File to Melody" radio button, and then click on **[INTERPRET CHORDS NOW]**.

The chords will be interpreted and written to the Band-in-a-Box Chord Sheet and an "X" will appear in front of the style name, indicating that the style is silent.

Press **[Play]** to hear the MIDI file play on the Melody track.

Additional Options for Melody/Soloist Track

Choose *Melody | Edit Melody Track | Quantize, Time Adjust | Time Shift Melody*. This will move (slide) the melody a certain number of ticks. There are 120 ticks per quarter note. For example, to give the song a more laid-back feel, shift the melody about 10 ticks ahead.

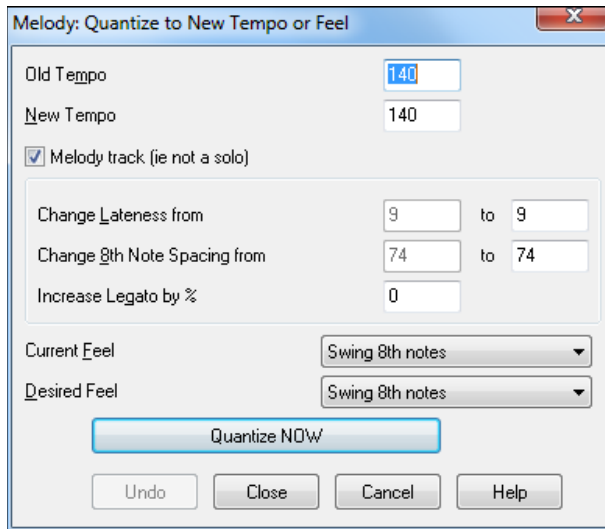
In the same submenu, choose *Insert Beats* or *Delete Beats* to insert or delete beats in the Melody. For example, to insert 2 bars in the melody at bar 5, choose *Melody | Edit Melody Track | Quantize, Time Adjust | Insert Beats*, select bar 5, and select 8 beats (2 bars) to insert.

Intelligent Humanize of Melody and Soloist Track

Quantize routines can leave the music sounding stiff and unmusical. Some routines attempt to humanize a part by adding "randomization," which rarely has the desired effect since humans don't *randomly* change timing or volume. Band-in-a-Box uses intelligent humanization routines to humanize a melody from one feel to another, from one tempo to another, and vary the amount of swing to 8th notes. The results are very musical, with natural sounding melodies.

Let's look at some of the parameters found under *Humanize*.

In this example, *Melody | Edit Melody Track | Quantize, Time Adjust | Humanize Melody* was selected. The window for Humanize Soloist is the same.



As you can see, we have broken down the Humanize effect into 5 main categories: tempo, lateness, 8th note spacing, legato, and feel.

The best way to learn how these parameters combine is to try them (you can always press the UNDO button if you don't like the results.)

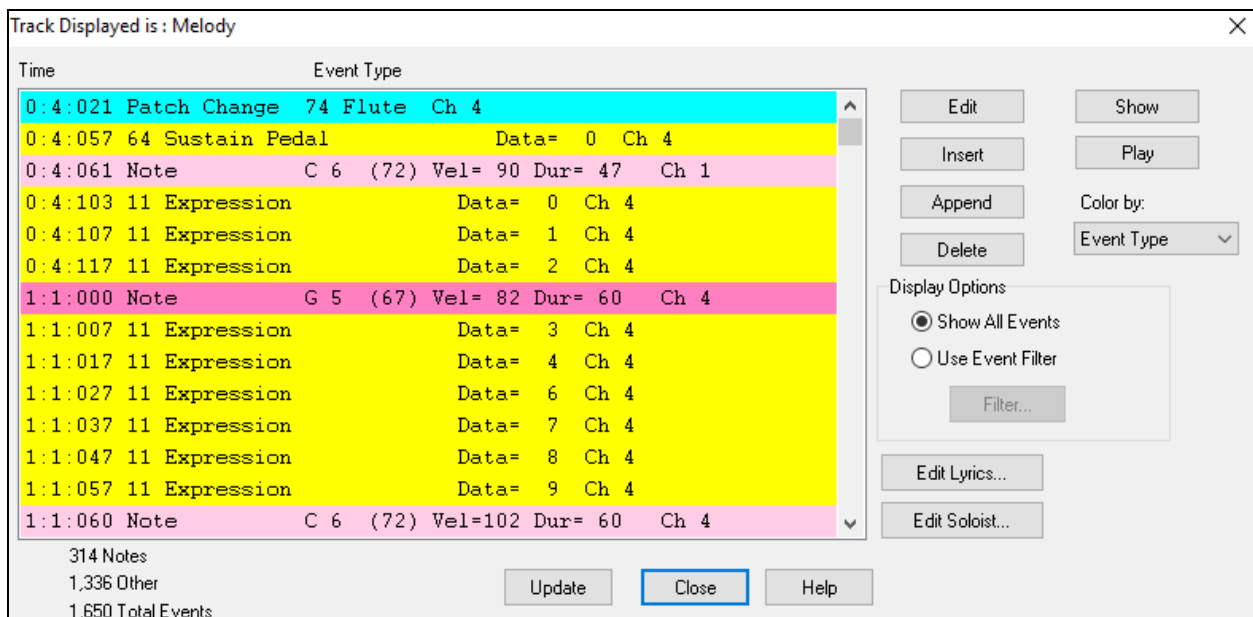
For example, try changing the tempo of a song to see the changes that this will make to the 8th note spacing and lateness. Press the **[Quantize NOW]** button to apply your changes to your song.

Tip: Often, when musicians play at faster tempos they play the swing 8th notes closer together and a little later.

We feel that these categories are straightforward and you should have no trouble achieving the desired results. Remember to apply such parameters as Legato and Lateness sparingly, then press the Quantize NOW button to apply your changes to your song.

Editing the Melody Track

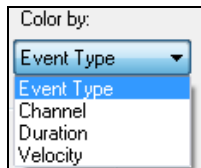
Event List Editor



You can edit events including all MIDI events and lyric events using the **Event List Editor**. It can be launched in several ways.

- In the *Melody* menu, choose *Edit Melody Track | Step Edit Melody*.
- In the *Soloist* menu, choose *Edit Soloist Track | Step Edit Soloist Part*.
- In the *Window* menu, choose *Notation | Event List Editor...*
- In the Notation window, by pressing the event list button [#].

The list uses a color coding based on Event Type, Channel, Duration, or Velocity.



If the color coding is based on “Event Type,” the list shows the event as follows.

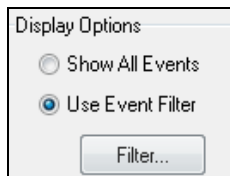
- Notes starting near the beat boundary are dark pink.
- Notes starting on the off-beat are light pink.
- Patch changes are cyan.
- Controller changes are yellow.
- Pitch Bends are grey.

The **Event List Editor** allows you to modify, insert, and delete notes.

- Double-click on an event to edit it (or press the **[Edit]** button.)
- **[Insert]** puts an event before the current event.
- **[Append]** puts an event at the end of the track.
- **[Delete]** removes an event.
- **[Show]** exits the dialog and highlights the note in the Notation window.
- **[Play]** plays the current event moves the next event.
- **[Update]** redraws the notation screen.
- **[Edit Lyrics]** – **[Edit Soloist]** – **[Edit Melody]** selects which track to edit.

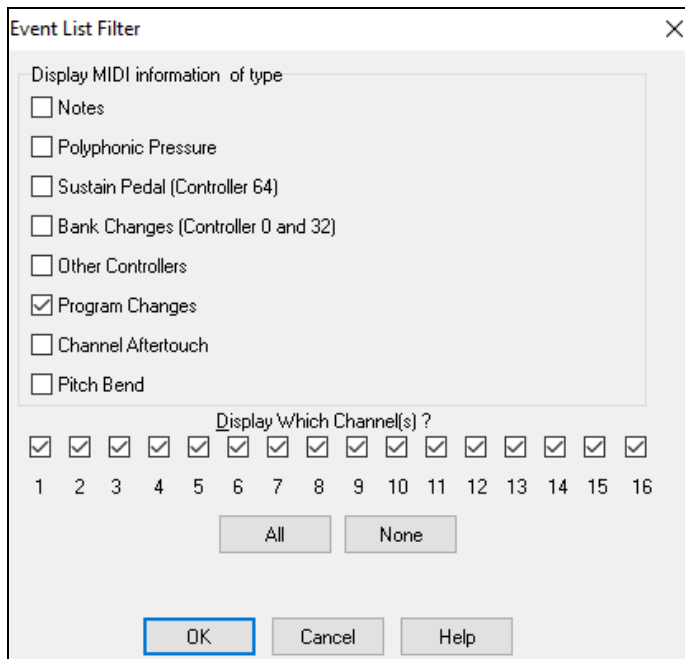
Event List Filter

There is a filter for the **Event List Editor**, allowing you to quickly spot all patch changes.

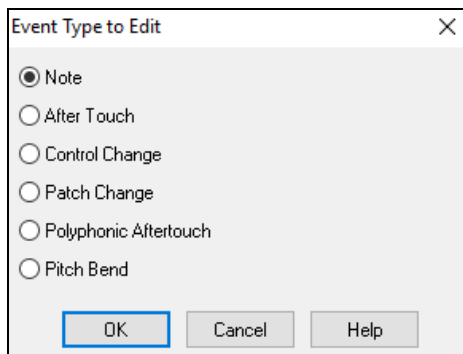
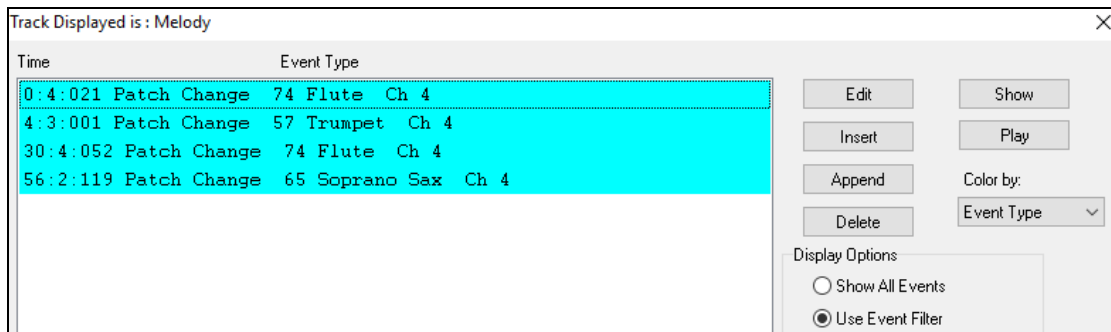


For example, to examine the patch changes on the Melody track, choose “Use Event Filter,” and then press the **[Filter...]** button.

In the **Event List Filter**, select the type of information you want to display. In this case, it is program changes (patches) only.



The track will then display with the program changes only.



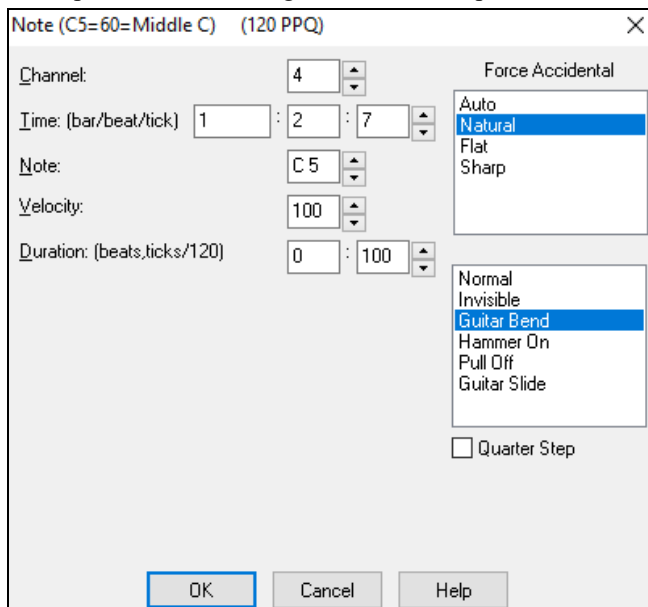
The **Event Type to Edit** dialog opens when either the **[Insert]** or **[Append]** buttons are pressed in the **Event List Editor**.

This dialog allows you to select which type of event to insert or append - note, controller, pitch bend, etc. – and then opens the selected edit dialog.

Notation Window Editing

You can often get better results by using the Notation window to edit notes instead of the Event List window. To do this, open the Notation window in either Editable Notation or Staff Roll Notation mode. In both of these modes, notes can be dragged and dropped with the mouse.

For precise note editing, right-click on the note you want to edit and choose “Edit Note” in the contextual menu. This opens the **Note** dialog where all of the parameters of the note can be addressed.

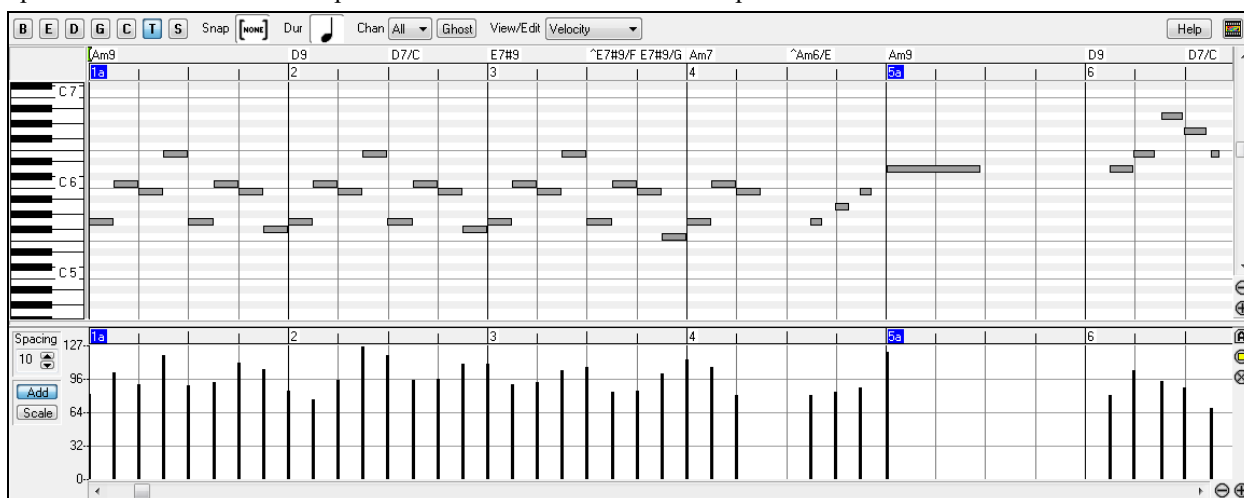


Piano Roll Window



The **Piano Roll** window enables precise graphic editing of note timing and duration. You can also graphically edit note velocity, controllers, program changes, channel aftertouch, or pitch bend.

The Piano Roll may be opened as a movable window, which floats above the Band-in-a-Box main window or opened embedded in the same position as the Chord Sheet/Notation panels in the Band-in-a-Box main window.



Note: A demo song PianoRollDemoSong.MGU in the C:\bb\Documentaion\Tutorials\Tutorial – BB 2005 Demo folder contains some MIDI data, which can be seen in the Piano Roll window.

Track Selection

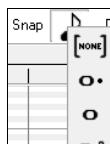


Select the track - Bass, Piano, Drums, Guitar, Strings, Melody, or Solo.

Note: These buttons show the initial of the automatic track labels ([H] for Harmonica, [F] for Flute, etc.) when you check "Auto-Generate Track Labels" option in the **Preferences** dialog. If you prefer the "default" labels (B/P/D/G/S/M/S), uncheck this option.

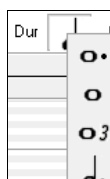
Note: The tracks other than the Melody and Solo tracks will be overridden every time you press the **[Generate and Play]** button, so if you want to retain your edits, press the **[Play]** button instead or freeze the track.

Snap-to-Grid



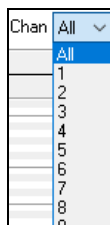
Selections, Inserted Notes, or Edited Notes will snap to the grid spacing. If you do not want snap-to-grid, select [NONE] in the drop-down menu.

Note Duration



Set the default duration of new inserted notes. It is easy to mouse-edit a note's duration after a note is inserted, so it is usually sufficient to select a typical note duration that makes sense for your purposes and then mouse-edit the duration of "exception" notes after they are inserted.

View/Insert Channel



If a track contains multiple channels, "All" will display MIDI events on all channels. Otherwise, select the channel that you need to see. If "All" is selected, new MIDI events are inserted on the Band-in-a-Box track's assigned channel.

Except for perhaps multi-channel Guitar tracks, Band-in-a-Box plays all track events on the assigned track channel. Therefore, in almost all cases, the channel of track events does not matter.

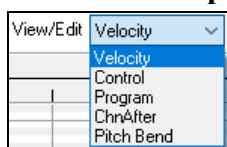
For instance, if the Melody track is set to transmit on channel 4, all events on the Melody track will be sent on channel 4 regardless of the "actual channel" of each track event.

Ghost Notes



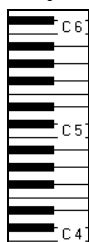
When viewing a single channel, notes on other channels can be ghost-displayed in light gray. This is useful when viewing multi-channel tracks.

View/Edit Graphic Data



Determine what graphic data to view or edit in the bottom Graphic Event panel. Choose Velocity, Controller, Program Change, Channel Aftertouch, and Pitch Bend. If “Chan” is not set to “All,” only the selected channel events will be displayed.

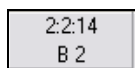
Keyboard Pitch Panel



1. Click on a single note of the keyboard to select all notes of the clicked pitch.
2. Click-drag on the keyboard to select all notes in a pitch range.
3. **Shift**-click-drag to add another set of notes to the selection.
4. **Ctrl**-click-drag to invert a pitch selection.

For instance, you could drag C5 thru C6 to select an octave of notes. Then **Shift**-click C3 to add all C3 notes to the selection. Then **Ctrl**-click C5 to remove all C5 notes from the selection.

Cursor Location Info Panel

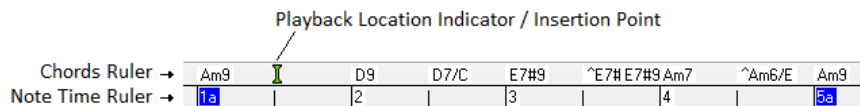


The Info Panel shows the cursor’s Bar:Beat:Tick and MIDI note or controller value (depending on the cursor location). In cursor locations where a value would be nonsensical, the status text values are blank.

For instance, in the Note panel, Bar:Beat:Tick and Pitch are displayed. In the Ruler panels, only Bar:Beat:Tick is displayed. In the left Piano panel, only Pitch is displayed. In the Graphic Event panel, Bar:Beat:Tick and Event Value are displayed.

Chords Ruler and Note Time Ruler

There are two top rulers. The top Chords Ruler displays chords and the Playback Location Indicator. The Note Time Ruler displays bars and bar subdivisions. When zoomed-in, more subdivisions are displayed. When zoomed-out, fewer subdivisions are displayed.

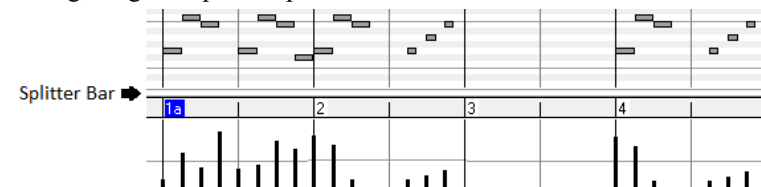


Click or drag in the Chords Ruler to set the Insertion Point (useful if you wish to use the menu *Edit | Paste* (**Ctrl+V**) to paste into the Piano Roll). If a song is playing, a Chords Ruler click will stop playback.

Double-click in the Chords Ruler to start playback at the indicated bar. You can also set the Insertion Point and then tap **Ctrl+F** to start playback at the desired location.

Splitter Bar

A vertical Splitter Bar sits between the Note and Graphic Event panels. If you want to maximize the Note Panel to see more notes, drag the Splitter down. If you want to maximize the Graphic Event Panel for more accurate event editing, drag the Splitter up.



Zoom Buttons



These buttons will zoom the Note Panel vertically.



Select notes and click this button. The vertical pitch range and horizontal time range will adjust to fill the Note Panel with the selected notes.



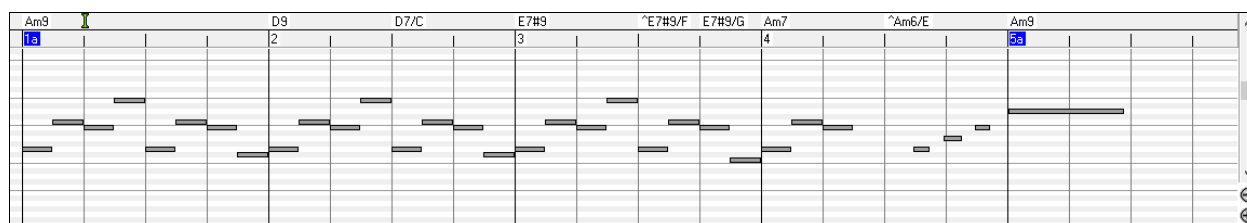
This will return to the previous view range after zooming in on a region.



This will zoom the window so that all track notes are visible at a glance.

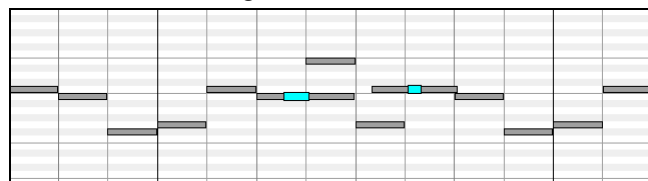
These buttons will zoom the window horizontally.

Note Panel



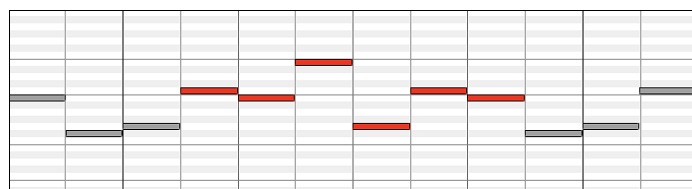
Horizontal bars represent notes. Notes can be selected, edited (start time, pitch, duration), inserted, and deleted.

Overlapping notes are displayed in bold aqua color, making them easy to identify. Overlapped notes can be eliminated from the right-click menu in this window.



Note Selection

Selected notes are red.



1. Click on individual notes to select.
2. **Shift**-click on individual notes to add to the selection.
3. **Ctrl**-click on a note to invert (toggle) its selection.

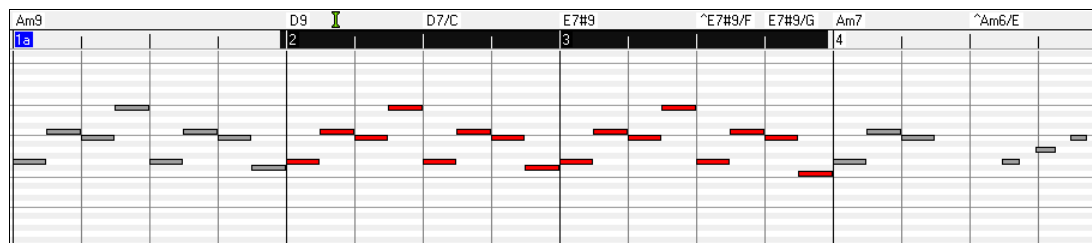
Click on white space and then drag a rectangle around notes to select a group of notes.



Note: Only notes that start within the rectangle are selected. If the left edge of a note is not inside the rectangle, it will not be selected.

1. **Shift**-drag a rectangle to add another group of notes to the selection.
2. **Ctrl**-drag a rectangle to toggle the selection of the notes in the rectangle.

Notes can be selected with the Note Time Ruler.



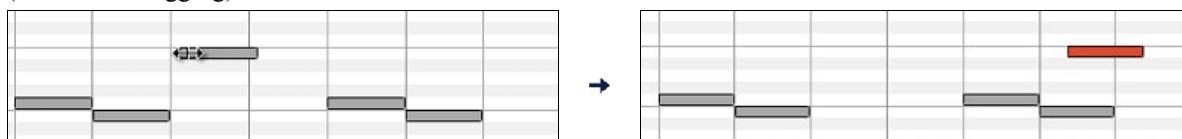
1. Click-drag on the Note Time Ruler to select a time-range of notes.
2. **Shift**-click-drag to add a time-range of notes to the selection.

3. **Ctrl**-click-drag to invert the note selection of a time range.

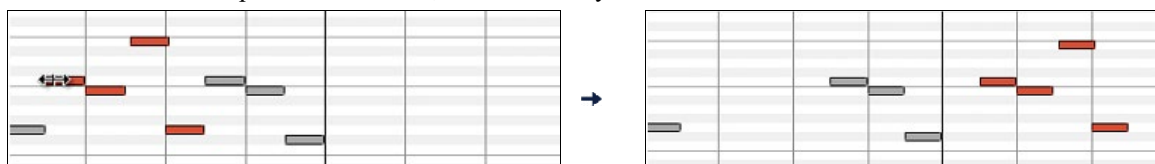
For instance, you could drag to select all notes in bars 2 thru 7. Then you could **Ctrl**-drag to toggle off note selections in bar 4. By using the **Shift** and **Ctrl** keys, very flexible time selections can be made.

Edit Note Time Stamp (start time)

Hover the cursor over the left of a note. An east-west cursor appears. Then click-drag the note to a new time (horizontal dragging).



If multiple notes are selected and you want to move all selected notes, use **Shift**-click-drag. Otherwise, a click on a note will deselect the previous selection, and it will only select/edit the clicked note.



Edit Note Pitch

Move the cursor over the middle of a note. A north-south cursor appears. Then click-drag the note pitch (vertical dragging).



If multiple notes are selected and you want to transpose all selected notes, use **Shift**-click-drag. Otherwise, a click on a note will deselect the previous selection, and it will only select/transpose the clicked note.



Edit Note Duration

Move the cursor over the right of a note. A right-arrow cursor appears. Then click-drag the note duration (horizontal dragging).

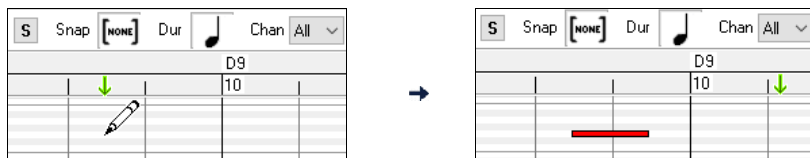


If multiple notes are selected, and you want to change duration of all selected notes, use **Shift**-click-drag. Otherwise, a click on a note will deselect the previous selection, and it will only select/edit the clicked note.

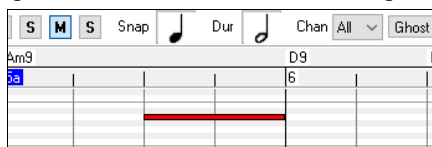


Insert a Note

Hold the **Shift+Ctrl** keys. The cursor becomes a pencil. Click where you want the note and it is inserted with a duration from the “Dur” drop-down menu, and on the channel selected by the “Chan” drop-down menu.



If “Snap” is enabled, the note is inserted at the nearest grid boundary. For instance, if the snap-to-grid setting is a quarter note, inserted notes will snap to the nearest quarter note boundary.

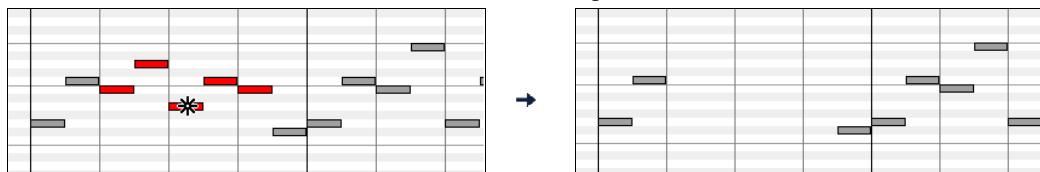


There are many on-screen visual cues to assist cursor positioning. The Cursor Position Time Markers in the Time Rulers can assist time positioning. The Cursor Pitch Marker in the Keyboard can assist pitch positioning. The Cursor Location Info Panel gives precise time and pitch info. Also, the Note Panel has time grid markings, and pitch accidentals are marked in light gray on the background.

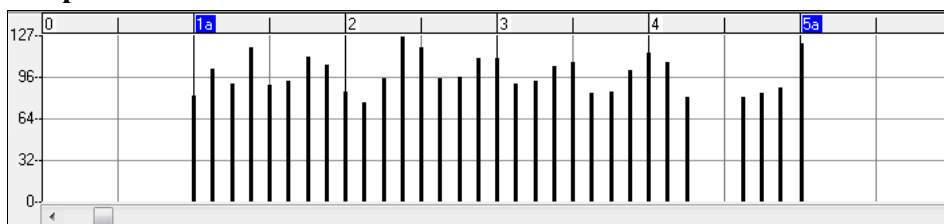
Delete a Note

Select a note (or a group of notes), then tap the **Delete** key. Alternately, select notes, right-click, and choose *Delete Selected Events* in the pop-up menu.

You can also use an eraser tool. Hold the **Shift+Ctrl** keys and hover the cursor over a note. When the cursor becomes an eraser, click on a note to delete it. If multiple notes are selected, all selected notes will be deleted.



Graphic Event Panel



This panel graphically displays non-note MIDI events, which are specified in the Chan, View/Edit, and Controller Type controls.

Zero-value events are drawn as small hollow squares, to make them easy to identify.

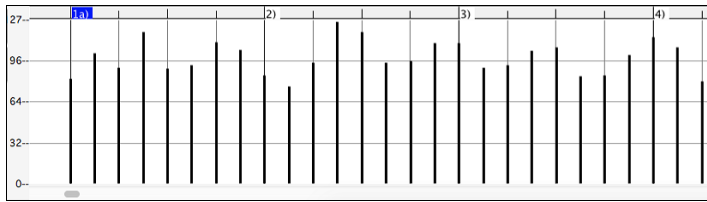
When graphically inserting controller and pitch bend events, the event density is adjustable from one event per 1 tick up to one event per 30 ticks.

With events such as pitch bend or controllers like modulation and sustain, it is important to take care to end a “gesture” with a zero-value event. Otherwise, subsequent notes will be affected, with an unwanted “hanging” permanent pitch bend, permanent vibrato, or sustain pedal locked down.

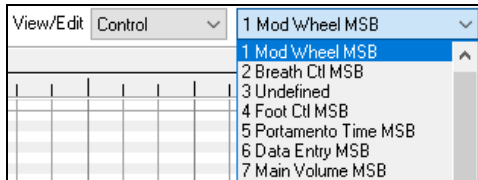
Velocity



Set the “View/Edit” control to “Velocity,” and the velocity events will display in the Graphic Event panel.



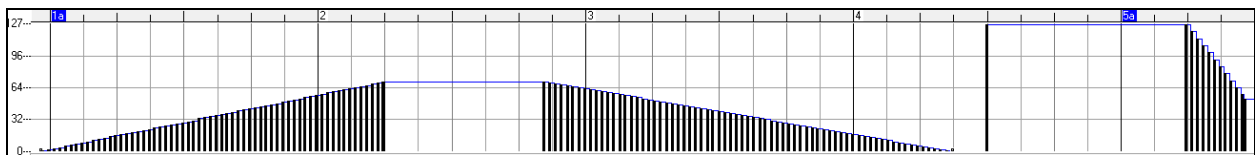
Control



If “View/Edit” is set to “Control,” the Controller Type control becomes visible. The Graphic Event Panel will display the chosen controller type. If “Chan” is not set to “All,” only the selected channel events will be displayed.



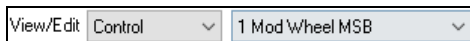
Select “11 Expression MSB” in the Controller Type control.



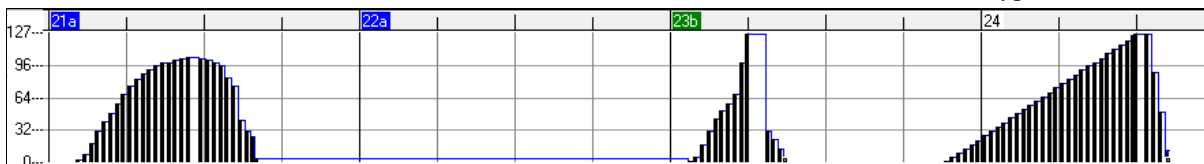
The Expression controller is recognized by most modern synthesizers including most General MIDI synths. However, some older synths do not recognize this controller. Expression is an alternative to “7 Main Volume MSB.” Use the Expression controller for individual tracks and reserve the main Volume controller for overall track loudness. That way, you can use the Band-in-a-Box main window Volume controls without affecting individual notes in the track.

In the example shown, the intro flute ostinato pattern fades in, and then fades back out, via the expression controllers. These events were entered with the Line Tool. Notice that before the trumpet comes in, there is a single expression event of value 127, to kick the loudness up to normal.

Single controllers are inserted by moving the mouse cursor to the desired position and then clicking the mouse button.



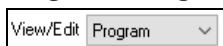
Select “1 Mod Wheel MSB” in the Controller Type control.



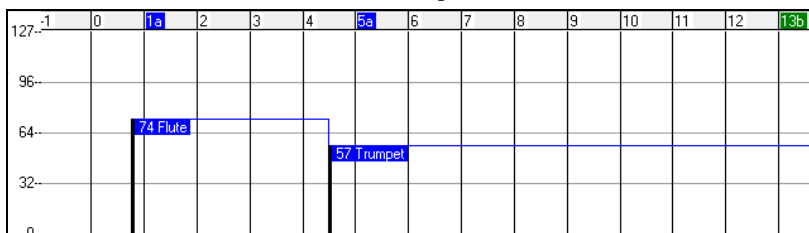
The Modulation controller is not firmly defined, but it is usually a Vibrato or Tremolo effect (especially in General MIDI synths).

Play the demo song and watch how Modulation has been added to some notes to add Vibrato. It is usually best to use a modest amount. With graphic edits, too much is almost always too much!

Program Change

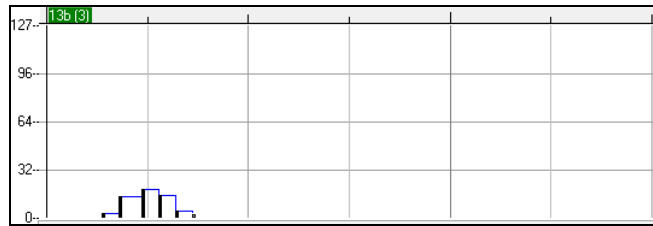


Set the “View/Edit” control to “Program,” and the program changes will display in the Graphic Event Panel. The demo song intro has a flute program change. Then the first chorus is trumpet, the second chorus is flute, and the third chorus is soprano sax.



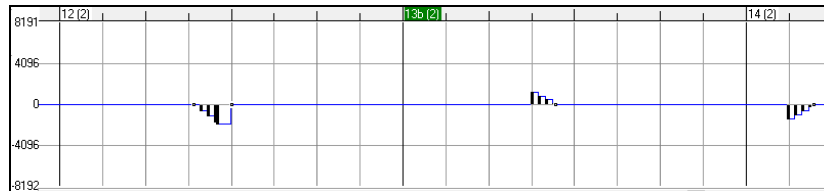
Channel Aftertouch

Set the “View/Edit” control to “ChnAfter” and you can see the Channel Aftertouch events in the Graphic Event Panel.



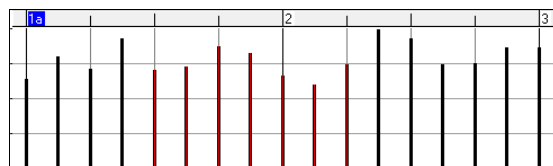
Pitch Bend

Set the “View/Edit” control to “Pitch Bend.” Play the demo song and watch how a few pitch bends have been inserted to “scoop” some note attacks, “sting” the middle of a note, or “fall off” some note releases.

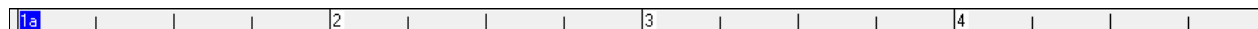


Event Selection

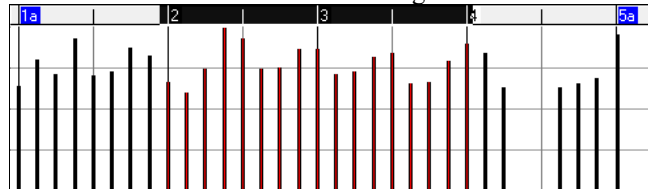
Selected Events are red.



Graphic events can be selected with the Graphic Event Ruler.



The Graphic Event Ruler will only select non-note events. In addition, it will only select the type of MIDI events specified in the Chan, View/Edit, and Controller Type controls. When you make a Ruler Time selection, ONLY THE VISIBLE events in this time range are selected. Other MIDI events in this time range are not selected.



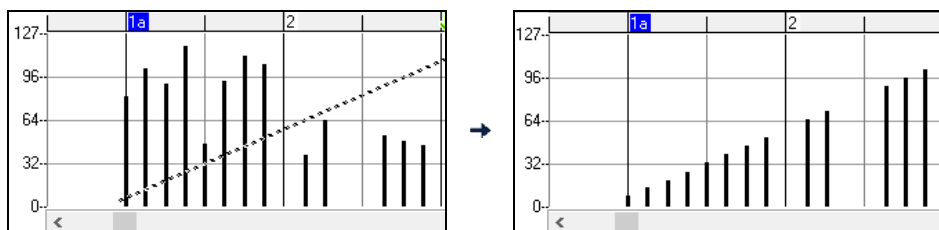
Graphic Events Editing Modes

There are two modes for editing graphic events.

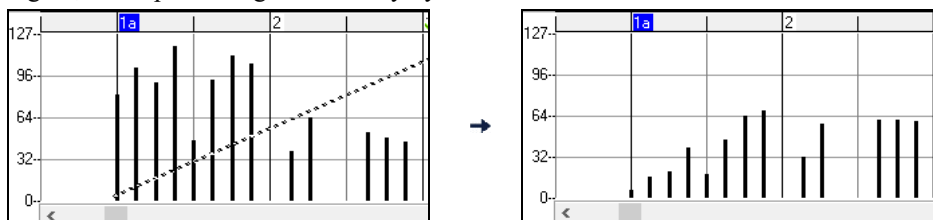
1. **Add Mode:** This will add/subtract the same amount to all selected events.
2. **Scale Mode:** This will scale the selected events. Select one or more Graphic Events and move the mouse over one of the events. **Shift**-drag vertically, and the events are scaled in a proportional fashion. Large-value events are scaled more than small-value events. This keeps the same shape of a gesture but makes the gesture bigger or smaller.

Note Velocity Line Tool

With the **Add Mode**, note velocities will exactly match the slope of your drawn line.

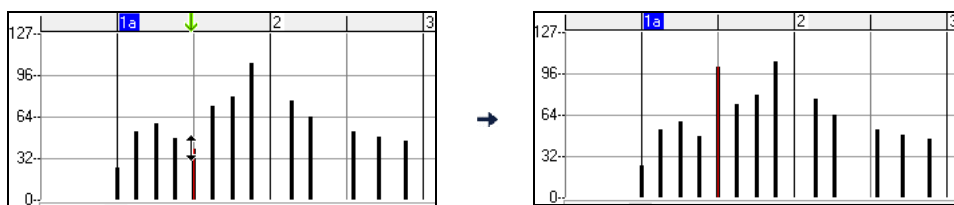


Scale With the **Scale Mode**, the Line Tool will shape the dynamics, but note velocities are scaled to follow the approximate shape of your drawn line. With this mode, you can insert a velocity fade, or change the velocity of a region, while preserving the Velocity dynamics of the music.

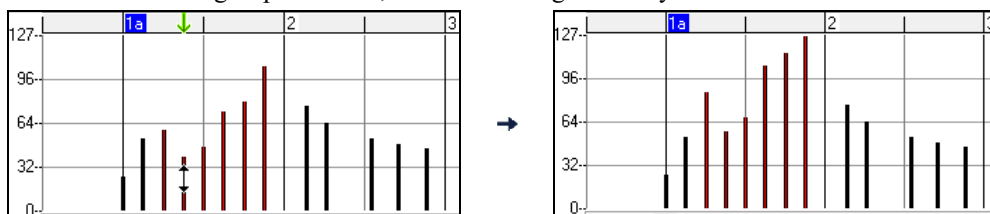


Edit Event Value

Move the cursor over the top half of an event. A north-south cursor appears. Click-drag vertically to scale event values.

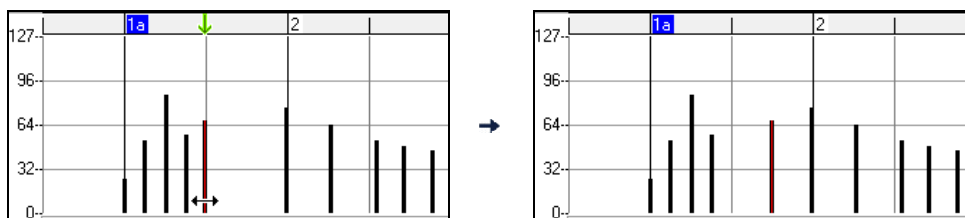


To scale a selected group of events, **Shift**-click-drag vertically on one of the events in the selection.

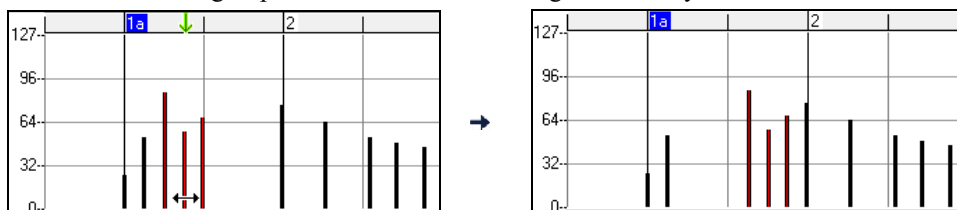


Edit Event Time

Move the cursor over the bottom half of an event. An east-west cursor appears. Click-drag horizontally to slide the event in time.



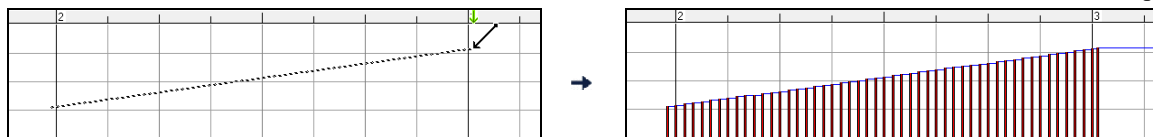
To slide a selected group of events, **Shift**-click-drag horizontally on one of the events in the selection.



Insert Events

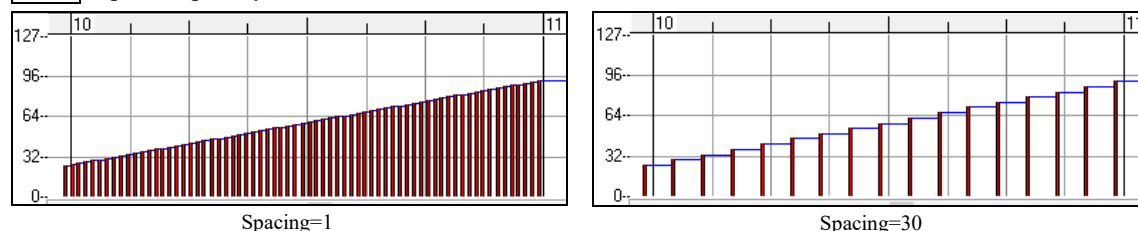
Line Tool

With no modifier keys, the “white space” cursor is a Line Tool. Move the cursor to white space and then click-drag to draw a line. When the mouse button is released, a series of events are inserted which follow the line slope.



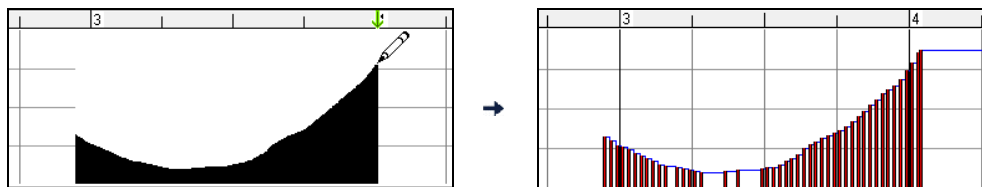
To avoid choking the MIDI stream, the maximum event density is one event per 10 ticks. Repeated events of the same value are not inserted. Therefore, long gradual Line Tool fades have a lower density than short extreme Line Tool fades.

The Spacing controls how often the events are drawn. For example, if this is set to 30, events will be spaced apart by 30 sticks.



Pencil Tool

Move the cursor over white space and hold the **Shift+Ctrl** keys. A Pencil Tool appears. **Shift+Ctrl**-drag to freehand-draw a curve. If you don't get the curve quite right on the first pass, just keep holding the mouse button and move the mouse back-and-forth to draw your desired freehand curve. When the mouse button is released, a series of events are inserted to follow the freehand curve.

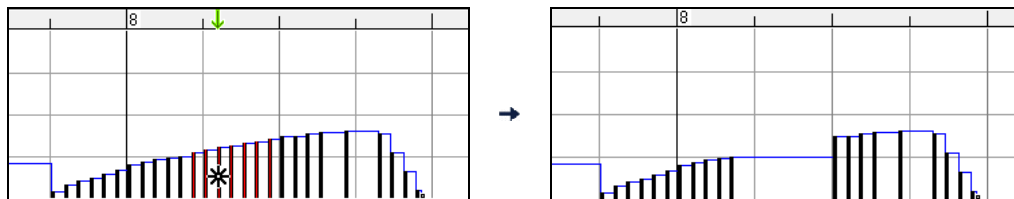


To avoid choking the MIDI stream, the maximum event density is one event per 10 ticks. Repeated events of the same value are not inserted. Therefore, many freehand curves have a fairly low density.

Delete Events

Make a selection of events with the Ruler or by clicking on events. Then tap the **Delete** key. You can also right-click and choose *Delete Selected Events* in the pop-up menu.

You can also use an eraser tool. Hold the **Shift+Ctrl** keys and hover the cursor over an event. When the cursor becomes an eraser, click on an event to delete it. If multiple events are selected, all selected events will be deleted.



Right-Click Contextual Menu

The pop-up menu can be accessed by right-clicking on the notes, graphic events, or any of the rulers.

Undo
Delete Selected Events
Select All Notes and Graphic Events (On All Channels)
Select All Note Events (On All Channels)
Cut
Copy
Paste - Replace
Paste - Merge
Re-Channel All Events to the Track Channel (Ch = 4)
Re-Channel Selected Events to the Track Channel (Ch = 4)
Re-Channel Selected Events to the Current View Channel
Eliminate Overlapped Notes
Cancel Popup

Undo:

Duplicates the Band-in-a-Box *Edit | Undo* (or **Ctrl+Z**) action.

Delete Selected Events:

Deletes any selected events (highlighted in red). This can also be accomplished by tapping the **Delete** key.

Select All Notes and Graphic Events:

If the “Chan” combo box is set to “All,” this item will select ALL EVENTS on ALL CHANNELS (all events in the track). Otherwise, ALL EVENTS are selected which match the CURRENT MIDI CHANNEL.

Select All Note Events (Of Current Channel): (right-click the Note Panel or Note Ruler)

If the Chan combo box is set to “All,” this item will select ALL NOTES on ALL CHANNELS, but it will not select any non-note events. Otherwise, ALL NOTES are selected which match the CURRENT MIDI CHANNEL.

Select All Note Events (Of Current Channel): (right-click the Graphic Event Panel or Graphic Event Ruler)

If the “Chan” combo box is set to “All,” this item will select ALL GRAPHIC EVENTS of the CURRENT VIEW/EDIT TYPE on ALL CHANNELS. Otherwise, ALL GRAPHIC EVENTS of the CURRENT VIEW/EDIT TYPE are selected which match the CURRENT MIDI CHANNEL. For instance, you could select all channel 4 modulation events, then **Delete**, to easily remove all of those events from the track.

Cut:

Copy selected events to the clipboard and then remove them from the track. Can also be accomplished with the menu *Edit | Cut* (or **Ctrl+X**) action. If you wish, it is possible to cut from the Piano Roll, and then paste into the Notation window, or vice-versa.

Copy:

Copy selected events to the clipboard can also be accomplished with the menu *Edit | Copy* (or **Ctrl+C**) action. If you wish, it is possible to copy from the Piano Roll, and then paste into the Notation window, or vice-versa.

Paste - Replace:

If no events are on the clipboard, this item is dimmed.

The paste occurs at the time location of your right-click. Move the mouse cursor to the desired insert location. Right-click on the Note Panel, Graphic Event Panel, or any of the Rulers. Then choose this item from the pop-up menu. Any previous event types in the paste range which match event types in the clipboard are removed before the clipboard data is added to the track.

If the “Chan” combo box is set to All, pasted events keep their original (copied) MIDI channel. Otherwise, the pasted events will be re-channeled to match the “Chan” combo box.

Paste - Merge:

If no events are on the clipboard, this item is dimmed.

The paste occurs at the time location of your right-click. Move the mouse cursor to the desired insert location. Right-click on the Note Panel, Graphic Event Panel, or any of the Rulers. Then choose this item from the pop-up menu. Events from the clipboard are merged with existing data in the track.

If the “Chan” combo box is set to All, pasted events keep their original (copied) MIDI channel. Otherwise, the pasted events will be re-channeled to match the “Chan” combo box.

The feature can also be accomplished with the menu *Edit | Paste* (or **Ctrl+V**) action (to match the Notation window, which also uses a merge style of pasting). Before using the main menu *Edit | Paste* (or **Ctrl+V**), first make sure the insertion marker is set to your desired paste time location.

This is easy to do. Just click or drag in the Chord Ruler to place the insertion marker where you want it. Then tap **Ctrl+V**.

Re-Channel All Events to the Track Channel (Ch = xx)

Re-channel all notes and graphic events (the entire track) to the MIDI Output channel assigned for this track. Sometimes this can come in handy to bring some “sanity” into Piano Roll editing.

For instance, though the default Melody output channel might be channel 4, meaning that Band-in-a-Box transmits any events in the Melody track on channel 4. The actual events in the Melody track might be channel 1, or a mixture of several channels.

For ordinary playback or note tweaking, it doesn’t matter if the event channels are “mixed up,” as long as you have the view channel set to All. But if you wish to use *Paste - Replace*, the Paste - Replace function is smart enough not to “stomp on” a track’s events that differ from the channels of the clipboard MIDI data. So if you force all events to the track channel, the Paste - Replace function will always replace appropriately.

Re-Channel Selected Events to the Track Channel (Ch = xx)

Re-channel only the selected events to the track channel.

Re-Channel Selected Events to the View Channel

When editing a multi-channel guitar part or editing an imported multi-channel MIDI file, this command may be useful. Beware that it might initially appear confusing.

For instance, one might set the view channel to ALL, and make a selection (intending to set these events to Ch 12). Then set the view channel to 12, and of course the selected events disappear (if the events had some other MIDI Channel). But then when you invoke “Re-Channel Selected Events to the View Channel,” the MIDI events will reappear on the Piano Roll.

Eliminate Overlapped Notes

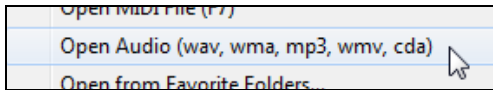
Overlapped notes are displayed in bold aqua color, making them easy to identify. Selecting this menu command will remove the overlap.

Chapter 11: Working with Audio

About Band-in-a-Box Audio Files



You can open an audio file by clicking the **[Open]** toolbar button and selecting *Open Audio* (wav, wma, mp3, wmv, cda) from the pulldown menu.



Audio files can also be opened from the *File* menu with the command *Open Special | Open Audio (WAV, WMA, MP3, WMV, CDA)*. Open an MP3/WAV/WMA or audio CD track, and play back at 1/2, 1/4, or 1/8 speed. This is great for transcribing or analyzing audio.

If you load in an audio song (WAV file, MP3), when the song plays you can:

- Change the tempo of the audio to slow/speed up the song.
- Press **Ctrl+[-]** for half speed, **Ctrl+[=]** for full speed.
- Highlight an area in the Audio Edit window and press **[Loop Selected Area]**. This will loop the audio.
- Use the *Audio | Set Audio Master (Base) Tempo* menu item to ensure that tempo stretches are based on correct master tempo.

These features are useful as an aid for transcription.

If MySong.MGU is loaded, and a same named audio file (MySong.WMA, MySong.MP3, MySong.WAV, etc.) is present, Band-in-a-Box will open the audio file to the Audio track.

This allows third parties to make audio files with chords in them, by making a MySong.MGU and MySong.MP3 pair of files, which will load into Band-in-a-Box yet will have the audio compressed to take up little disk space. For example, make a teaching set of trombone files for Band-in-a-Box, with audio trombone track, and Band-in-a-Box file with chords, all fitting in a small file size.

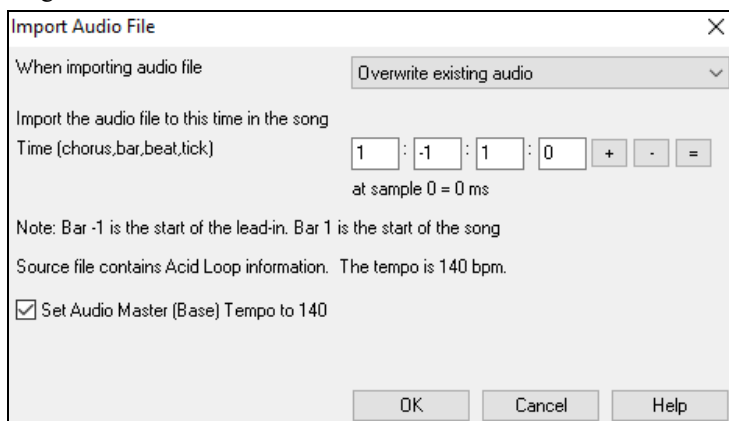
Audio Track

The Audio track includes only your live recording or the imported audio file, whereas the rendered audio file includes everything in the file: MIDI parts plus the Audio track.

Import Audio File to Audio Track

Most types of audio files can be opened directly in Band-in-a-Box, but you may want to import an audio file into your Band-in-a-Box song. A Mono or Stereo audio file can be imported to the Audio track, optionally merging or replacing any existing Audio track. Most popular types of audio files are supported, including WAV, WMA, MP3, WMV, and CD audio.

Choose the menu item *File | Import | Import Audio (WAV, WMA, MP3, WMV)* or *Audio | Import Audio (WAV, WMA, MP3, WMV)*.... You then choose an audio file to import. The **Import Audio File** dialog is then displayed, which allows selection of the point to insert the audio file, and whether to merge or overwrite existing audio in the range.

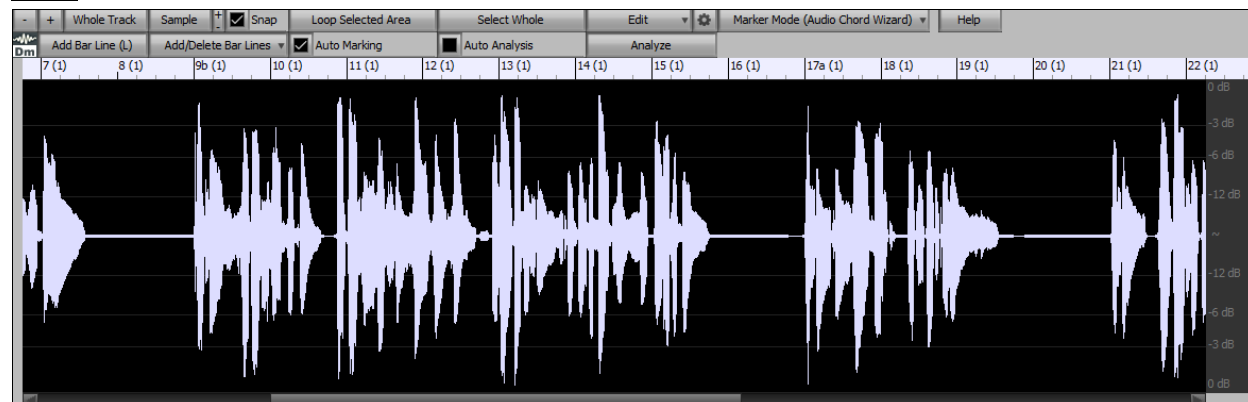


If the audio file contains Acid Loop or Apple® Loop information, the dialog shows an option to set the audio base tempo of the current song to the tempo of the audio file.

Using the Half-Speed Audio feature to help you transcribe a piece of music



Once you open the audio file, open the **Audio Edit** window and you can see the audio data on the track.



Choose “Half-speed tempo” (**Ctrl+minus (-)** hot key). **Ctrl+equals (=)** returns to normal tempo. (Use the *Edit | Tempo* menu for slower speeds like 1/4, 1/8.)

Loop Selected Area Highlight the range that you want to hear, and then press [**Loop Selected Area**].

You can then move around the window to play different sections as you transcribe the recording.

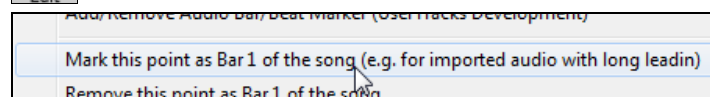
Audio Offset

The **Audio Offset** feature allows you to synchronize any point of the audio file with bar 1 of the Band-in-a-Box song – usually to sync the audio file with the rest of the song.

Let’s say you have a home recording of a live performance of one of your songs, saved as a WAV file (or MP3/WMA). *File | Open Special | Open Audio* will load the song into Band-in-a-Box.



Now open the **Audio Edit** window, right-click where you would like to be considered bar 1 and select *Mark this point as Bar 1 of the song* from the menu.



Then, as the song is playing, use the tap tempo feature (the minus key, pressed 4 times in tempo) to set the tempo of the piece.

Your audio file will then start playing at bar 1 of the Band-in-a-Box song in sync with the audio starting at the place you have marked as bar 1, and the bars will be in sync (approximately in sync, they will drift as the tempo of your live performance varies.) You can put tempo changes on certain bars to keep it perfectly in sync if you want to.

Recording Audio

Before you begin recording, you need to:

Set the Recording Properties

This tells your sound card (and Band-in-a-Box) what sources you would record from. You may be recording from a microphone or a line-in plug into your sound card. In that case, you need to have those items selected in the recording properties panel for your sound card.

Most sound cards are capable of recording from the following sources:

Microphone – plugged in to the sound card to record vocals or live instruments.

Line-In – from the Line-Out of a mixer or keyboard, or a guitar direct box.

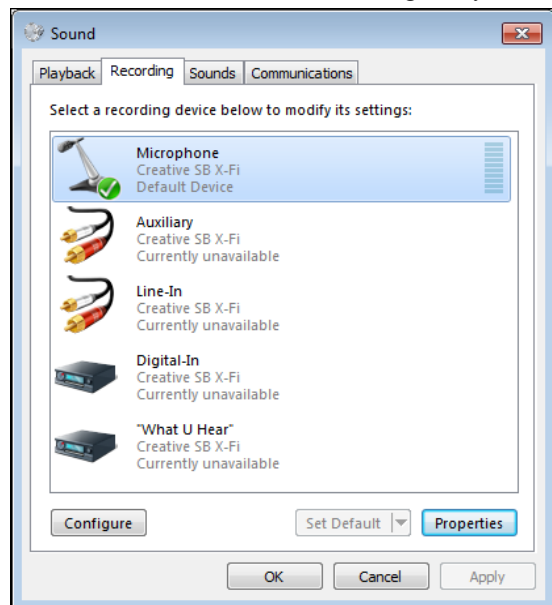
CD-ROM player – to record the audio from an audio CD.

“What You Hear” or “Stereo Mix” is used if “rendering” the whole Band-in-a-Box song to Audio. This is an important point to understand when using audio in Band-in-a-Box: the soundcard should be capable of recording the outgoing MIDI that is being sent from your soundcard out to the speakers. When recording an audio track (vocals etc.), you’d almost never want to record the outgoing MIDI as well or it would get mixed in with the audio track. However, when rendering your whole composition to a single .WAV file to distribute on a CD or the Internet you always want to record the outgoing MIDI.

Technical Note: This is only true if you are using the sound card for your output MIDI driver. If you have an external MIDI device like the Roland Sound Canvas you’d need to route the Line Out from your Sound Canvas back in to the Line-In of your sound card in order to record (render) the MIDI.

Set Recording Levels

When you press the **[Set Recording Properties]** button, you will see the Sound settings for your computer. This is where you select your recording source.



The panel displayed here is for a typical Windows® 7 computer with an add-on sound card. Different makes and models may not look exactly like the example, but the basic layout and operation is the same. From this panel, you select the items you want to record. Let’s take the example of recording live with a microphone.

- We select the microphone as the recording device.
- **Properties** In the Properties, we can set the microphone level and other properties such as the sample rate and bit depth.
- Then, we test the level of the recording input for the microphone with the aid of the built-in VU meters in Band-in-a-Box.

Audio VU meters

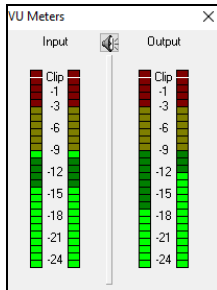
These show the Record and Playback levels for audio, allowing adjustment of microphone and speaker levels.



The **VU Meters** will open automatically when the **Record Audio** dialog opens.

☒ Leave VU Meters open while recording The **VU Meters** will close or stay open when the dialog is exited depending on the “Leave VU Meters open” setting in the **Record Audio** dialog.

The **VU Meters** show the average strength of the signal, with a dB scale, and a clip indicator. Clipping indicates that the signal has overloaded and will sound distorted (clipped).



The green area represents normal levels, while red indicates an overload.

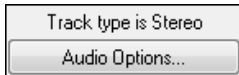
Ideally, the sounds should remain in the green and avoid the red altogether. Unlike analog recording, where it's good to get a "hot" high signal, digital recordings need to absolutely avoid high levels since any overload of the signal will result in clipping and a ruined recording.

Record Audio dialog



Press the **[Record Audio]** button to start recording audio. The **Record Audio** dialog will open.

This dialog displays the mono/stereo status of the recording.



If you want to change to/from stereo (to/from mono), press the **[Audio Options]** button in this dialog. The mono/stereo track status is also indicated on the Title bar at the top of the main screen.

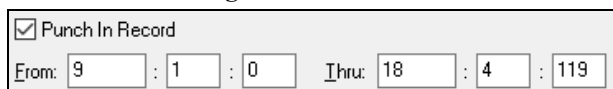
Set the start point for the recording.

You can record from the Start of the song, somewhere in the middle, or punch in by choosing a bar and chorus # to start recording.

Also Record MIDI?

If you also want to record MIDI at the same time, choose either "Also Record MIDI to Melody" or "Also Record MIDI to Soloist" option.

Punch-In Recording

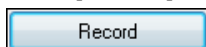


Punch-in audio recording allows you to punch-in record or overdub a section of audio. You can select a section to punch-in by highlighting it in the **Audio Edit** window. You can also hear the existing audio part when you are overdubbing. This is automatic.

Overdub underlying Audio

☒ Overdub underlying Audio If you have previously recorded audio on the track, and want to overdub (to add a harmony for example), then you should select the Overdub underlying Audio. It is not essential to select it at this point, since you will get another chance at the end of the recording. Note that the Audio track will not play during record, so you'd have to sing the harmony without hearing the original audio part.

Press [Record].



Audio recording begins. If you have set the “Show VU Meter while recording” option, then the **VU Meter** will open and display during recording so you can monitor the VU meters.

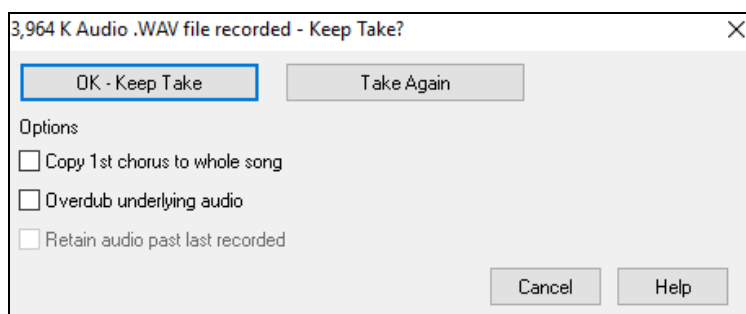
Press [Stop] or press the [Esc] key.



You will then see the “Keep Take?” dialog.

If you are happy with your recording, you should choose **[OK -Keep Take]** and the audio will be added to the Audio track.

You can listen to the results by pressing **[Play]**.



If you are not happy with the results, you can choose *Edit | Undo Keep Audio Take* and you will be back to where you were prior to the recording. You can also choose the option to **[Take Again]**, which reopens the Recording dialog.

Technical Details: The recorded take is recorded to a temporary wave file called TEMP_REC.WAV. This resides in the C:\bb directory or the directory of the current song. Once you decide to keep the take, the TEMP_REC.WAV is merged with the main wave file for the program, which is usually titled with the same name as the song (e.g. MySong.wav).

Options

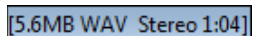
☒ Copy 1st chorus to whole song If you've recorded only 1 chorus of the song, you can choose the option to copy that first chorus of audio to the whole song. This will fill up the whole song with the audio by repeating it as many times as necessary. Then you'd just need to record the ending of the song.

☒ Overdub underlying audio At the end of recording, you receive an option to overdub with the underlying audio. This means that both recordings will be merged together to form a new file, with both recordings preserved.

☒ Retain audio past last recorded There is also an option to “Retain audio past last recorded.” This allows you to “punch out” and preserve the rest of a previously recorded take.

Playing the Audio

You can play the Audio file that you've recorded by pressing **[PLAY]**.

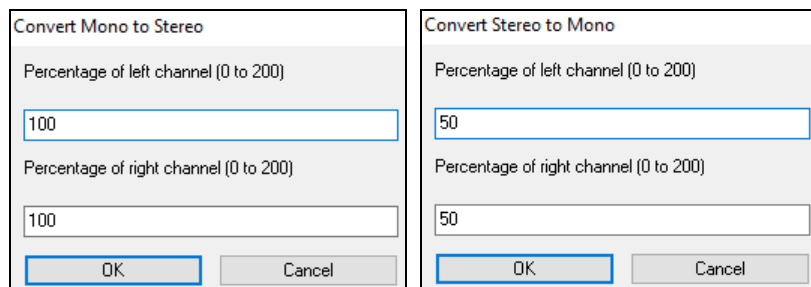


The size of the audio file will be displayed at the top of the screen. In this example, there is a 5.6 MB .WAV file associated with the file, and that's 1 minute and 4 seconds of audio.

Once the song is saved, the wave file will be called with the same name as the song. If you ever need to work with the .WAV file in another program, you can just directly edit the wave file. If you do this, make sure the .WAV stays a 44K mono .WAV file.

Converting Audio Channels

You can easily convert the Audio track from stereo to mono, or vice versa, with the *Audio | Edit Audio | Convert Channels (mono/stereo)* menu command. When you convert the channel, you can choose the percentage of each channel.



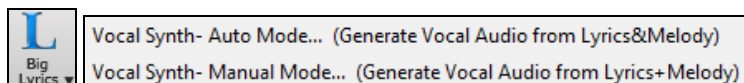
Generating Synthetic Vocal

Your Melody or Soloist track with lyrics can be rendered to a vocal audio track by sending it to the 3rd party vocal synthesizer Sinsy.

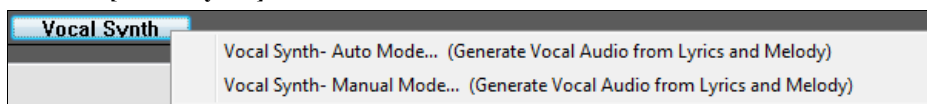
To access this feature, you should first enter melodies and lyrics to the Melody or Soloist track. If no Lyrics are present, you can still generate a vocal synth using the syllable of your choice (la la la etc.).

You can launch the Vocal Synth generation by one of the followings.

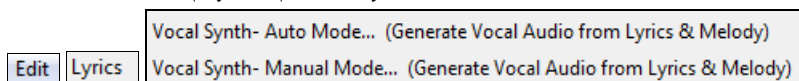
- Press the **[Big Lyrics]** button on the main screen toolbar and select either of the *Vocal Synth* menu items.



- Press the **[Vocal Synth]** button on the **Notation** window toolbar and select either of the *Vocal Synth* menu items.

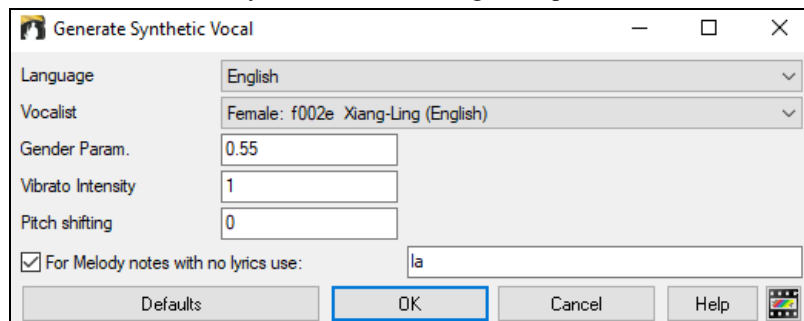


- Go to menu *Edit | Lyrics | Vocal Synth*.



With the manual mode, Band-in-a-Box creates a Sound.XML file, which you need to upload to the Sinsy server. When the Sinsy has generated an audio file with a vocal synth, import it to Band-in-a-Box.

Normally, you would use the auto mode, which does this process automatically for you. When you choose an auto mode, the **Generate Synthetic Vocal** dialog will open.



Language: The choice is English or Japanese. Select English unless your lyrics are entered in Japanese.

Vocalist: Choose one of the female or male vocalists. If the language is set to English, you can only select an English singer.

Gender Parameters: You can adjust the gender of the voice in a range from -0.8 to +0.8. Higher values are more masculine. The default is 0.55.

Vibrato Intensity: This controls the amount of vibrato in the voice. The range is from 0 to 2. The default is 1.

Pitch Shifting: This setting will shift pitch in semitones. The range is from -24 to +24. A setting of -12 would be down one octave. The default is 0.

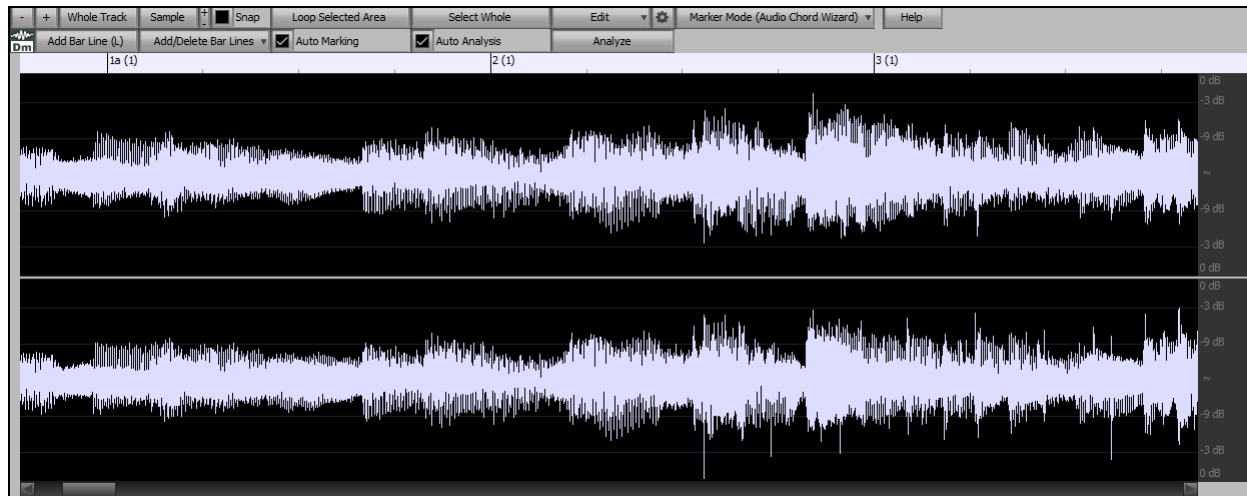
For Melody notes with no lyrics use: If the track does not include lyrics, you can enter a syllable (.e.g. la) to use for notes with no lyrics. (**Note:** If you select a Japanese vocalist, you need to enter a Japanese syllable.)

When you press [OK], your song will be sent automatically to the Sinsy server and will be rendered to a vocal synth. This may take a few minutes. When the vocal synth has been generated, the **Import Audio File** dialog opens. Press [OK] to import it to the Audio track.

Editing the Audio



In the **Audio Edit** window, you can edit audio data using Copy, Cut, and Paste. Launch the **Audio Edit** window with the toolbar button, by the *Audio | Audio Edit Window* menu item, or by pressing the **Ctrl+Shift+A** keys.



The window displays stereo WAV files as 2 separate tracks.

The numbered scale at the top of the window indicates bars and beats, with a full height vertical division for each bar and a short vertical line for each beat or quarter note. Bars with part markers also include the A or B part marker letter with the bar number (1a, 9b).

Note the decibel (dB) scale down the right side of the window.

To select a region of the **Audio Edit** window, you can **Shift**+click on the end point to easily select a large area.

- Click on the starting bar.
- **Shift**-click on the ending bar.

This button zooms out horizontally to display a larger area of the audio. Zoom focus will be on audio cursor. You can also zoom with the mouse wheel, which focuses on the mouse cursor.

This button zooms in horizontally to display a smaller area of the audio. Zoom focus will be on audio cursor. You can also zoom with the mouse wheel, which focuses on the mouse cursor.

This button zooms out as far as possible, showing the entire audio track.

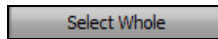
This button zooms down to the finest level possible, and at these levels you will see interpolation between the sample points. This is bandlimited interpolation which represents the waveform as it will be heard in reality once converted from digital to analog.

These buttons change the height of the waveform display. **[+]** increases the height of the waveform display, **[-]** decreases the height of the display.

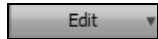
This setting allows you to select audio by snapping to a 16th note (or a triplet in Swing styles). A section of the wave file can be selected by clicking and dragging the mouse over an area of the wave file. To expand or reduce the selection, hold down the **Shift** key while clicking on the desired new boundary.

This button plays the selected area, and then stops. The other instruments are all muted; you

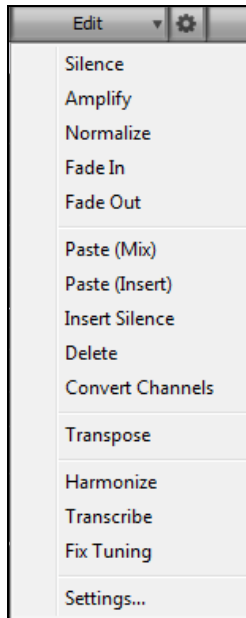
just hear the audio.



This button selects the whole track, useful for applying one of the built-in audio plug-ins.



This button lets you access various editing features. They will apply to the highlighted region of audio, but if no region is highlighted, then they will apply to the entire track.



Silence - This will silence the audio.

Amplify - This will increase or decrease the volume of the audio by a chosen number of decibels. A positive value will make the audio louder, or a negative value will make the audio quieter.

Normalize - This will increase or decrease the volume of the audio in order to make the loudest point match the chosen decibel level. For example, if you choose -6 decibels and the loudest point in your audio is -8 decibels, then the audio will be increased by +2 decibels.

Fade In - This will gradually change the volume of the audio. The audio will begin silent, and then gradually increase to full volume at the end. You can change the type of amplification curve in the Audio Edit Settings dialog.

Fade Out - This will gradually change the volume of the audio. The audio will begin at full volume, and then gradually decrease to silence at the end. You can change the type of amplification curve in the Audio Edit Settings dialog.

Paste (Mix) - This will mix the audio from the clipboard with the existing audio instead of overwriting it. You will be given the option to set the percentage of the existing audio to keep and the pasted audio to mix in.

Paste (Insert) - This will insert the audio from the clipboard to the current location, instead of overwriting the existing audio. The audio to the right of the insertion point will be shifted to make room for the new audio.

Delete - This will delete the selected region of audio.

Insert Silence - This will insert silence at the cursor. The duration of the silence inserted will be equal to the duration of the selected region.

Convert Channels - If the audio is stereo, this will convert it to mono. If it's mono, this will convert it to stereo. You will be given the option to set the percentage of the left and right channels to include.

Transpose - This will transpose the audio by a specified number of cents.

Harmonize - This will add harmonies to the audio.

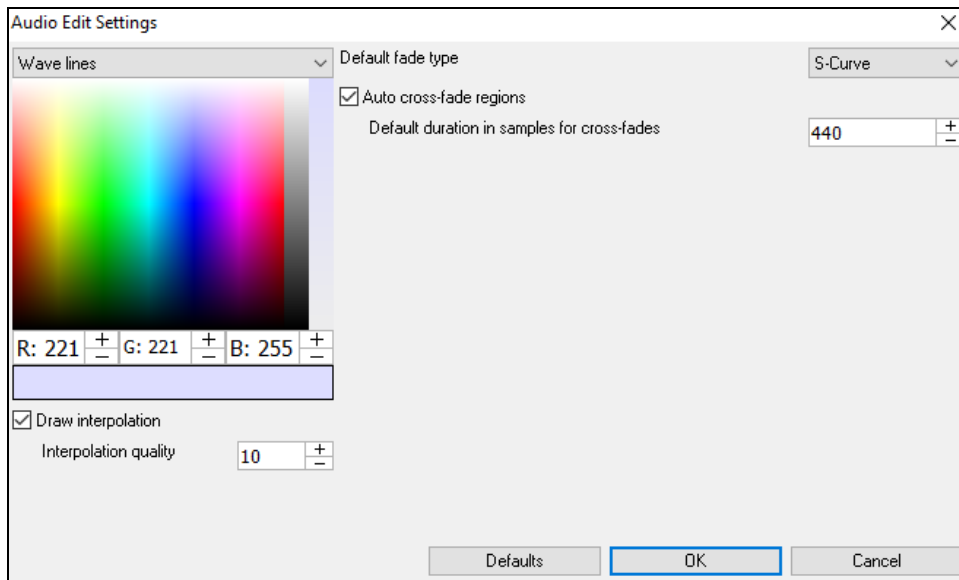
Transcribe - This will transcribe the audio to the Melody or Soloist track as MIDI data.

Fix Tuning - This will automatically correct the tuning according to the key of your song. For example, in the key of C, if a C# is detected then it will be transposed down to C or up to D depending on which one is closer.

Settings - This allows you to customize the appearance of the window.



This button will open the **Audio Edit Settings** dialog, which allows you to customize the appearance of the window.



You can change the quality setting of interpolation or turn it off completely (quality vs. drawing speed). There is also an automatic feature to “auto cross-fade regions.” When a region of audio is being modified or replaced, the beginning and ending of the region will be cross-faded with the existing audio to make a smooth transition.

Marker Mode (Audio Chord Wizard) This button allows you to change the Marker Mode. When you select the Audio Chord Wizard or UserTracks mode, the markers will be visible and editable.

Each marker mode displays editable markers for various purposes. The Audio Chord Wizard mode shows bar line markers for making a tempo map, and the User Track mode shows bar/beat markers for defining rules in your UserTrack.

Audio Chord Wizard (Built-in)

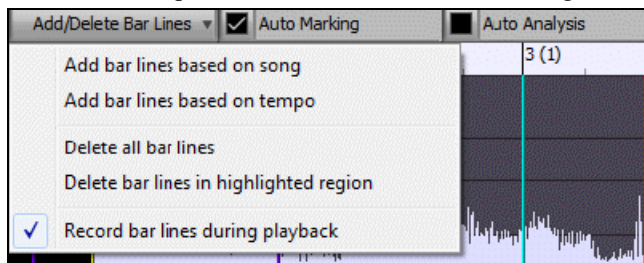
The following buttons will appear if you select the Audio Chord Wizard marker mode.



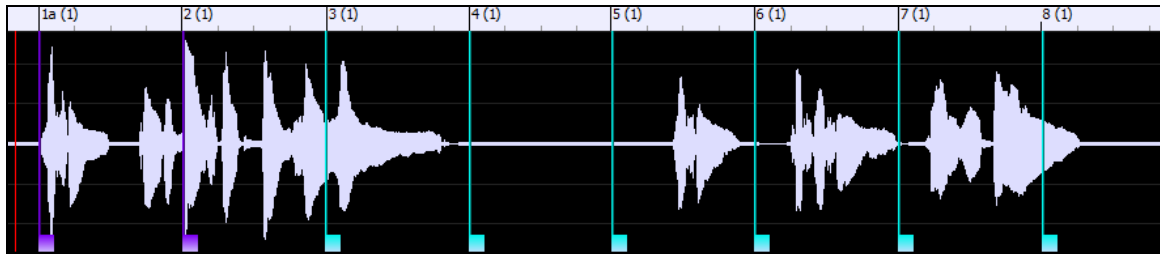
In this mode, the first task is to locate bar lines in the audio so that the Audio Chord Wizard can detect chords accurately and the audio will play in sync with the Band-in-a-Box song.

Add Bar Line (L) You can add bar lines with the [Add Bar Line] button or with the L key on your keyboard. A bar line will be placed at the audio edit cursor or at the playback cursor if the song is currently playing.

Add/Delete Bar Lines The [Add/Delete Bar Lines] button menu has options to add bar lines based on your song structure or tempo. You can delete all of the existing bar lines or only the ones within the highlighted region.



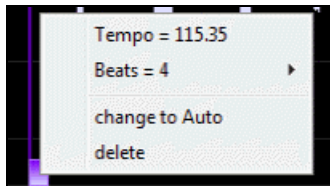
Auto Marking If “Auto Marking” is enabled, then Band-in-a-Box will automatically add and arrange bar lines based on the bar lines you have added manually. The “auto” bar lines will show in light blue, and the “user” bar lines will show in purple. You can change these colors in the **Audio Edit Settings** dialog if you want.



☒ **Auto Analysis** If “**Auto Analysis**” is enabled, then Band-in-a-Box will re-analyze the chords in the audio whenever you add or move a bar line, or when you edit the audio data. Keep this setting disabled if you prefer to set all bar lines first (i.e. establishing tempo), and then analyze the chords when you are done.

Bar lines can be moved with the mouse. Just click and drag the thumb control at the bottom. If you move an “auto” bar line, it will become a “user” bar line.

You can also right-click on the thumb control to get a context menu with options to switch a marker type (“user” or “auto”), delete the bar line, or set the time signature for the bar. The menu also shows you the tempo of the bar, based on the time signature of the bar and the position of the next bar line.



Analyze Use the [**Analyze**] button to analyze the chords in the audio. The chords detected in the audio will be written into the Chord Sheet. You don’t need to do this if you have “Auto Analysis” enabled, but you might want to if you have erased or made changes to the chords in the Chord Sheet.

When you add or move bar lines, Band-in-a-Box will automatically make a tempo map, so your song is in sync with the Audio track.

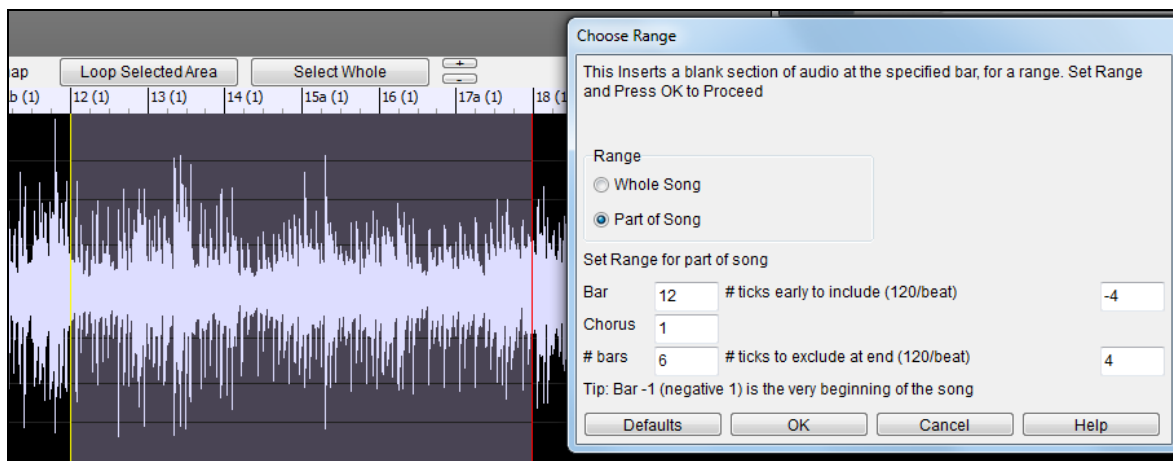
Any changes you make in the Audio Chord Wizard mode are undo-able. This was previously not possible with the standalone Audio Chord Wizard.

When you open the Chord Sheet, you will see the Audio Chord Wizard has entered the chords and the tempo map.

1a F^\sharp	2 F^\sharp	3 A	4 F^\sharp
5 D	6 D	7 C^\sharp	8 F^\sharp
9 D/F^\sharp	10 F^\sharp	11 B/D^\sharp	12 F^\sharp
13 C	14 B^7	15 D	16 F^\sharp
17 F^\sharp	18 F^i	19 D E^b	20 F^\sharp^7

Automatic Range Selection for Audio Editing

When you perform various editing tasks from the *Audio | Edit Audio* menu, the **Choose Range** dialog will automatically use the region that is selected in the **Audio Edit** window.



Non-Destructive Audio Track Editing

The changes you make to the Audio track are non-destructive and only become permanent if you save the file.

If you have a song file called MySong.MGU, the Audio track is stored in a MySong.WAV file. If you are editing the audio, the edits are now made to a temporary WAV file called TEMPMAIN.WAV, and not to MySong.WAV. If you save the song, the changes get written to the MySong.WAV audio file, but if you don't save, the original file is preserved.

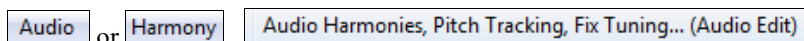
Audio Harmonies (Built-in)

The audio harmonies include following features.

- Harmonizing the audio with up to 4 voices.
- Correcting out-of-tune notes.
- Transcribing the audio to notation.

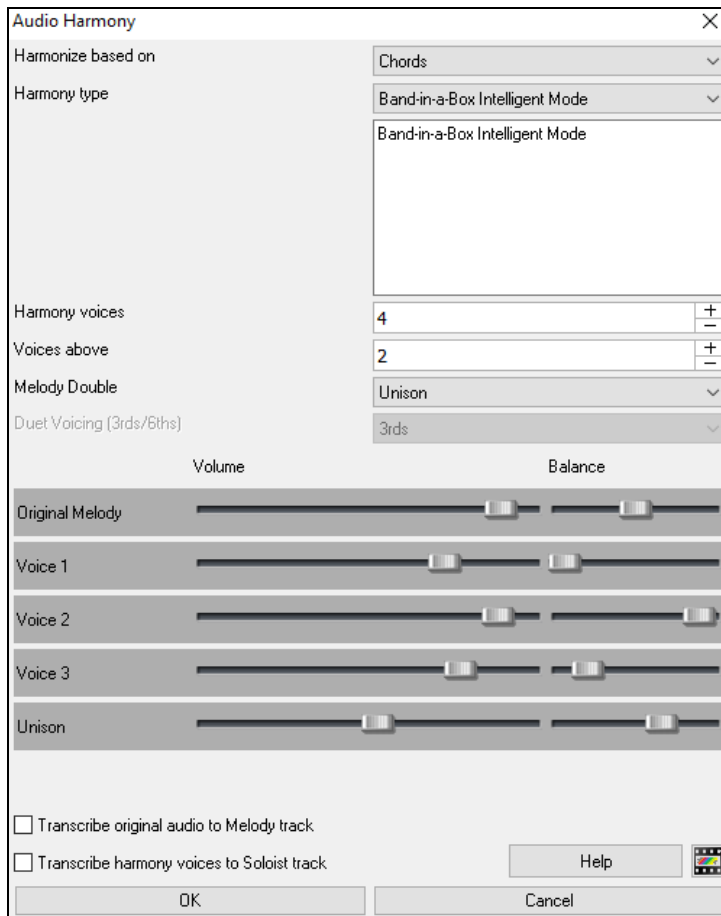
Harmonize the Audio Track

First, open an audio file (WAV/WMA/MP3/M4A) or a Band-in-a-Box song file with audio. Then, go to the menu *Audio* or *Harmony*, and select *Audio Harmonies, Pitch Tracking, Fix Tuning (Audio Edit)*.

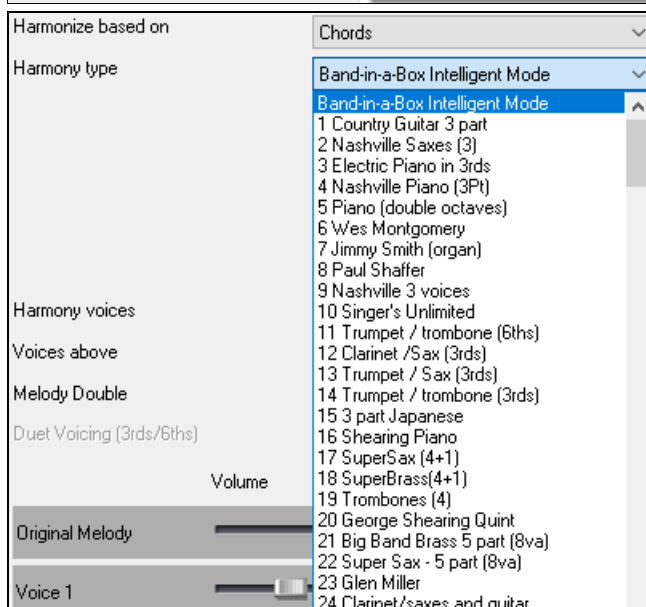
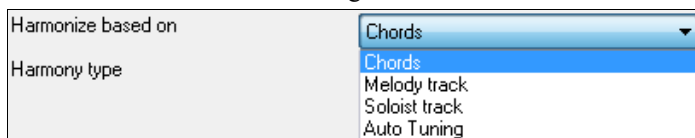


This will open the **Audio Edit** window and the **Audio Harmony** dialog.

Tip: If the **Audio Edit** window is already open, press the **[Edit]** button on its toolbar and select *Harmonize* to open the **Audio Harmony** dialog.



Choose one of the 4 harmonizing modes.



1) The “Chords” mode will harmonize the audio based on the chords in your song. Choose a type of harmony from the “Harmony type” option. Choose either the intelligent mode, which allows you to select the number of voices and other options, or one of the harmony presets. Then, set the volume and the stereo balance of each voice in the harmony.

When you select the intelligent mode, you can also use the “Melody Double” option to make one of the harmony voices double the original melody. For the 2-part harmony, you can make the harmony voice 3rds or 6ths above/below the original melody depending on the “Voice above” setting or a combination of 3rds and 6ths with the “Duet Voicing” setting.

Harmonize based on Melody track

zplane MIDI input mode
This mode works like a vocoder with a polyphony of 4.

Harmony voices 4 + -

Volume Balance

Original Melody

Voice 1

Voice 2

Harmonize based on Soloist track

zplane MIDI input mode
This mode works like a vocoder with a polyphony of 4.

Harmony voices 4 + -

Volume Balance

Original Melody

Voice 1

Voice 2

Harmonize based on Auto Tuning

The audio will be auto-tuned to the key of the song.

Harmony voices 1 + -

Volume Balance

Original Melody

Voice 1

☒ Transcribe original audio to Melody track

☒ Transcribe harmony voices to Soloist track

2) The “Melody track” mode will add voices to the audio, based on melodies in the Melody track. You can choose the number of voices (up to 4 voices), and the volume and the stereo balance of each voice.

3) The “Soloist track” mode will add voices to the audio, based on melodies in the Soloist track. You can choose the number of voices (up to 4 voices), and the volume and the stereo balance of each voice.

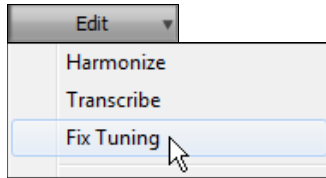
4) The “Fix Tuning” mode will analyze the Audio track and corrects out-of-tune notes in the selected region according to the key of your song. Normally, you do not want to keep out-of-tune notes after the fix tuning is done, but you can mix the original voice with the fixed one by moving the volume slider for “Original Melody” to the right.

You can use the “Transcribe original audio to Melody track” option to transcribe the original audio to MIDI on the Melody track.

If “Transcribe harmony voices to Soloist track” is enabled, the harmony voices generated will be transcribed to MIDI on the Soloist track.

Fix Tuning for Audio Track

This feature analyzes the Audio track and corrects out-of-tune notes in the selected region according to the key of your song. For example, in the key of C, if a C# is detected, then it will be transposed down to C or up to D depending on which one is closer. To use this feature, press the **[Edit]** button in the **Audio Edit** window and select **Fix Tuning** from the menu.

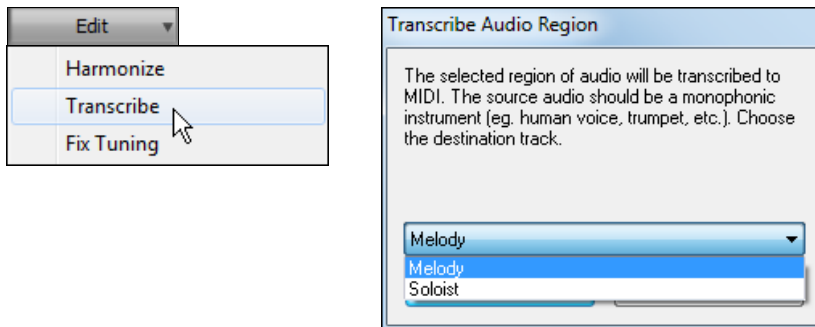


Auto-Transcribe of Audio Track to Notation (MIDI)

This will transcribe the selected region of audio to the Melody or Soloist track as MIDI data.

Note: The Audio track should have been recorded by a monophonic instrument (e.g. vocal, saxophone).

To access this feature, press the **[Edit]** button in the **Audio Edit** window and select **Transcribe** from the menu. You can then select the destination track.



Audio Harmonies (TC-Helicon)

You can apply a harmony to the audio part – allowing you to automatically create up to 4-part vocal harmonies from your singing. And don't worry if your singing is not in perfect tune, Band-in-a-Box can "fix" vocals to the correct pitch - automatically! Simply record your vocal part, choose a harmony, and Band-in-a-Box will generate the vocal harmony part for you using the world-leading TC-Helicon Vocal Technologies engine.

Once you have recorded a vocal part into Band-in-a-Box, you can use this feature in many ways, including:

- Record yourself singing into a Band-in-a-Box file. Create a vocal harmony for part or all of the song by selecting a Band-in-a-Box harmony and choosing the Generate Audio Harmony option. You can now hear yourself singing in perfect harmony!
- Did you hit a few "out-of-tune" notes when you recorded your singing to Band-in-a-Box? Fixing your "out-of-tune" singing is easy, by instructing the program to correct the pitches to the Melody track.

Audio Harmonies Tutorial

Note: All demo songs are located in the C:\bb\Documentation\Tutorials\Tutorial - Audio Harmonies folder.

Let's load in the song "Listen.MGU."

First off, play the song "Listen" – it has an Audio track, so you will be hearing a male vocal track lasting about 16 bars (since WAV files are big, we only include a small 16 bar sample of the WAV file).

We're going to apply some audio harmony to this "Listen" demo.

Since any edits we save to the audio WAV file are permanent, we want to make sure that we keep a copy of the original file around that is unaltered.

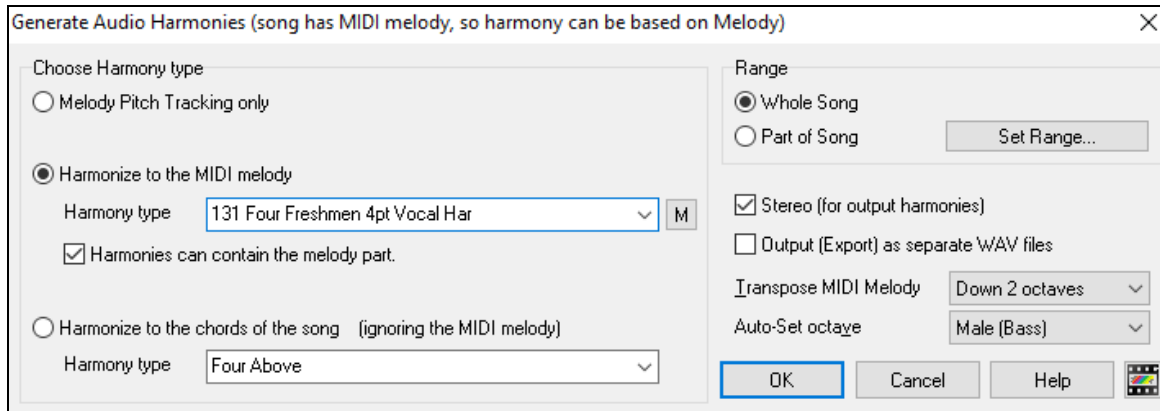
Save a copy of the song as "Listen 4-Part Harmony."



Press the **[Save As]** button and choose *Save Song As...* from the dropdown menu. Save the song as "Listen 4-part harmony." We will now be working with this file, so our original Listen file won't be affected.

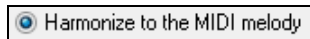


Click on the **[Harmony]** toolbar button and choose *Harmony | Audio Harmonies & Pitch Tracking* from the pulldown menu. Or go to menu *Harmony | Audio Harmonies & Pitch Tracking*. You will see the **Generate Audio Harmonies** dialog.

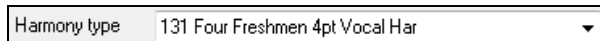


In this dialog, there are 3 types of harmony that we can choose from:

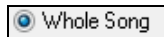
1. Melody Pitch Tracking only (this would change the pitch of our singing to the correct pitches found on the MIDI Melody track).
2. Harmonize to the MIDI Melody. This applies a 1-4 part audio harmony – turning your singing track into a harmony singing quartet.
3. Harmonize to the chords of the song. If your song doesn't have a MIDI melody, you can still create a vocal harmony, based only on the chords of the song.



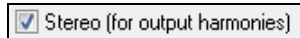
Let's harmonize to the MIDI melody, so choose the radio button with that title.



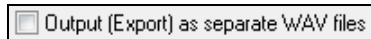
Then select Harmony type “131 Four Freshmen 4-part Vocal Harmony.” This is a 4-part harmony that includes the melody, and one of the voices is above the melody.



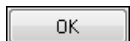
Since we want to harmonize the entire song, choose “Whole Song.”



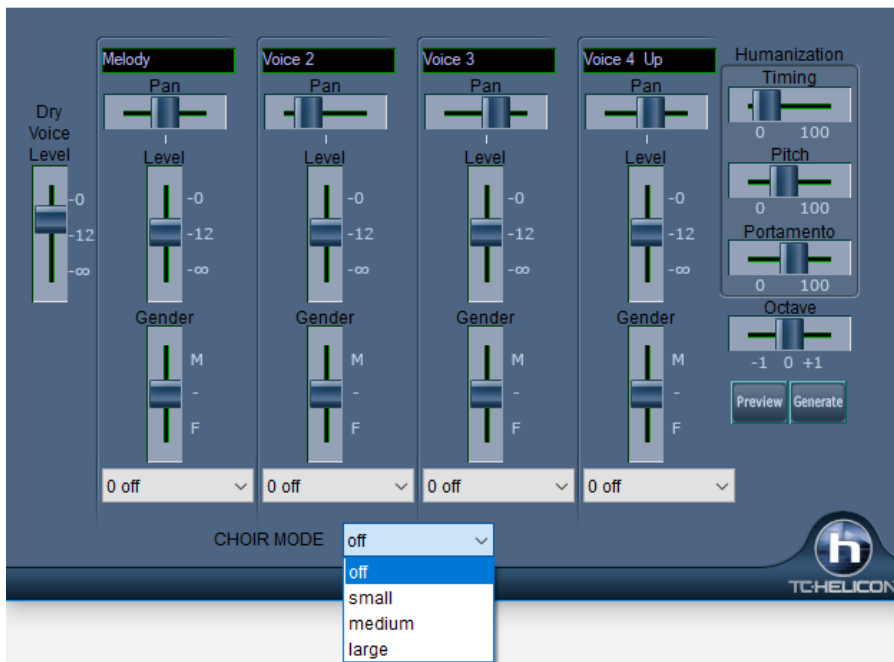
The output can be mono or stereo. Since we're making a 4-part harmony, and we want to hear the voices panned across our stereo speakers, we choose STEREO here.



We want Band-in-a-Box to play our files directly, and since Band-in-a-Box plays only one WAV file at a time, we won't be exporting the 4 voices as separate WAV files, and we don't select the “Output (Export) as separate WAV file” option.



Press OK, and this launches the **TC Helicon Harmony** dialog, which lets you control the sound of your harmonies.



Let's examine the various sliders on this dialog, as they apply to our "Listen 4-part Harmony" File.

The "**Dry Voice Level**" slider is the level of our original voice. We can make the harmony to include more of our original voice by raising this slider. Set it half way up (to 12dB).

The 4 columns labeled **Melody**, **Voice 2**, **Voice 3**, and **Voice 4-8va** are the 4-part MIDI harmony that will be transformed to an audio harmony using our original voice. The "8va" tells you that Voice 4 will be above the melody.

Each of the voices have sliders for "**Level**" (loudness) and "**Gender**." The "**Gender**" slider makes the voice sound like a male or female (raise the slider to make it more female). Higher pitches of harmony should have a female gender applied. Make the settings as in the picture above.

The **Octave** is an important setting that controls the overall octave of ALL the generated harmonies. If the harmony generated is too high, lower the octave setting here.

Try out the preview with the octave on 0, and then again on -1, you will hear all of the voices an octave lower on the -1 setting. Leave it at 0 for this demo.

There are 3 Humanization settings (timing, pitch, and portamento) that affect the sounds of the individual voices.

Timing controls how "tight" the group sounds, with a setting of zero being perfectly synced start/stop times. Let's set it to about 20, to give some natural looseness to the group.

Pitch controls how steady the pitch will be. If set to zero the pitch will be exactly the MIDI pitch, if set higher, the pitch will vary up/down with the original WAV file.

Portamento controls how fast the pitch will change from one pitch to another. Settings above zero give smooth transition from one pitch to another.

Pitch Styles

When you generate audio harmonies to your recorded vocal tracks, you can select Pitch Styles to add vibrato and scooping effects to the vocal harmonies. There is a drop-down combo list at the bottom of each voice. You can choose a type of "pitch effect" (combination of vibrato and scooping) called a Pitch Style to be applied to each harmony voice.

In the example screenshot, we have chosen "Crooner," "Lite Jazz," "Lounge," and "Head Voice" – somewhat similar vibrato types, but different for each harmony voice.

The Pitch Styles are especially useful for harmonies generated from MIDI tracks, because these lack any vibrato. Now by applying these pitch effects, you can get a natural sounding vibrato for these harmonies.



Now let's preview our harmonies! Press the **[PREVIEW]** button, and after a 5-10 second delay, you will hear a 10 second sample of the harmony. Once you hear it, you can *tweak* the settings, for example:

- make the original voice louder by increasing the **Dry Voice Level** slider.
- to make the individual harmony voices louder, increase their sliders.
- to change the stereo separation, change the **Pan** sliders
- to make the group more "loose" sounding, increase the **Timing** slider
- to make the pitches and pitch-transitions more human, increase the **Pitch** and **Portamento** sliders
- change the whole **Octave** of all of the harmonies with the octave slider.



If you'd like to get more help on-line about the settings, inside the dialog press the Help button and then click anywhere in the dialog.

This launches the Band-in-a-Box Help file with more information.

When you are happy with the settings, press the **[GENERATE]** button. This generates a harmony for the complete song (takes about 20 seconds for "Listen" depending on your CPU speed).

The dialog then exits, and your song is ready to play in Band-in-a-Box.

Band-in-a-Box gives you a confirmation message that the audio harmony has been created.

Tip: When playing back the harmonies, mute the MIDI melody (right-click on Melody part at the top of the screen or **Alt+8**).

If you want to hear what the harmonies should sound like – we have included a completed version of "Listen 4 part harmony.MP3" and this is included in the *C:\bb\Documentation\Tutorials\Tutorial - Audio Harmonies* folder.

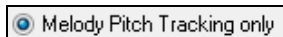
Melody Pitch Tracking

Now let's use the Audio Harmonies for a different purpose, to "fix" pitches that may be out of tune, or to change some pitches to more interesting notes.



For this, reload the song Listen.MGU. Now resave it by **[Save As]** and give it the name "Listen Pitch Tracking.MGU." Now, we're going to change some notes of the MIDI melody. Open the notation, and change the pitch of the D note at the end of bar 2 to an E. Also change the "B" at bar 7 to a "G" below it.

At bar 10, change the "E" note to a C#.



Now, choose Harmonies – Audio Harmonies, and select "Melody Pitch Tracking" and press OK to again launch the TC-Helicon Harmony Dialog. Now, we're going to be changing the vocal track into a different vocal track that instead is matching the pitches of the MIDI melody (without any harmony).

So, the dialog reflects this, by only showing one of the columns with a track name, and it is "Melody (BB)."

For this one, we should leave the original voice at ZERO (so we don't hear any of it) and put some humanization settings as shown.

Now try the **[PREVIEW]** button. You will hear that the harmony is ONE OCTAVE TOO HIGH. This is because the MIDI melody is one octave higher than the vocal track (males sing in the bass clef!). No problem. Just adjust the **Octave** setting to -1 and try the preview again.

You will hear what sounds like the original voice, except you will notice that the pitch is fixed to perfectly in tune, and some of the notes are changed in pitches (the ones we changed above, for example the E note on end of bar 2). Now press **[GENERATE]** to hear this whole song.

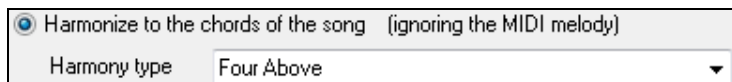
If you want to hear what the pitch tracking final file should sound like – we have included a completed version of "Listen Pitch Tracking.MP3" in the *C:\bb\Documentation\Tutorials\Tutorial - Audio Harmonies* folder. (Play this file from Explorer by double-clicking on it.) Your tutorial example should sound very close to this.

Chordal Harmony

For the last example on "Listen," we will do an example of the "Chordal Harmony." This is a 4-part harmony based only on the chords, when we don't have a MIDI melody available.

Load in Listen.MGU. Save the file as "Listen – Chordal Harmony.MGU." Now erase the Melody (just to convince yourself that the Melody is not going to be used). Melody-Edit-Kill Entire Melody. Now choose Harmony-Audio Harmonies to open the dialog, and then choose Chordal Harmonies.

You will see that the only harmony type available will be the Chordal Harmony, because there is no Melody available.



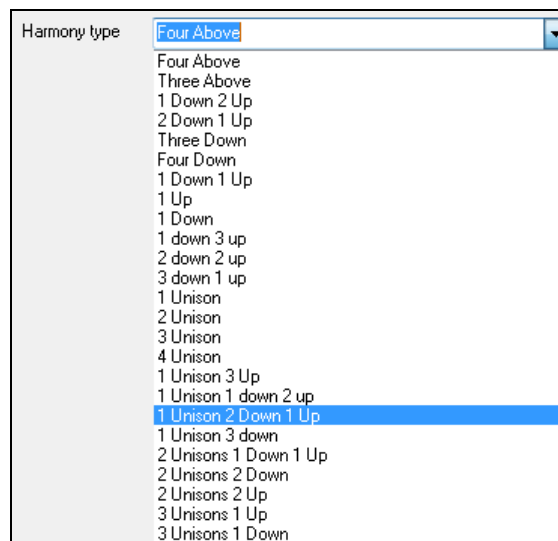
You can choose many different harmony variations, such as Four Above, or Three above etc. Let's choose Four Above for 4 harmony voices above our original melody.

We want to include the original vocal track as well, so we will mix the “dry voice level” up into the mix. Make the settings as shown in this dialog, and press **[PREVIEW]**, and then **[GENERATE]**. Playback this demo song, and also play the included “Listen Chordal Harmony.MP3” file – your file should sound similar.

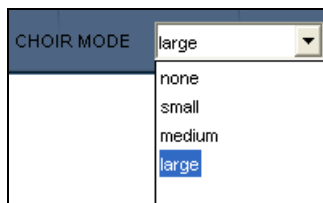
Unison Harmonies

Unison harmonies are available for the Chordal harmony. For example, if you are recording a vocal track, and then choose Chordal Harmony (i.e. “Harmonize to the Chords of the Song”), you can then choose a new preset called “1 Unison, 2 Down, 1 Up.”

This will give you 4 harmonies, and one of them will be a unison harmony doubling your voice. You can assign specific vibrato and other settings to the unison voice so that it sounds slightly different from your own, creating a “fattening” effect to your voice.



Choir Effect



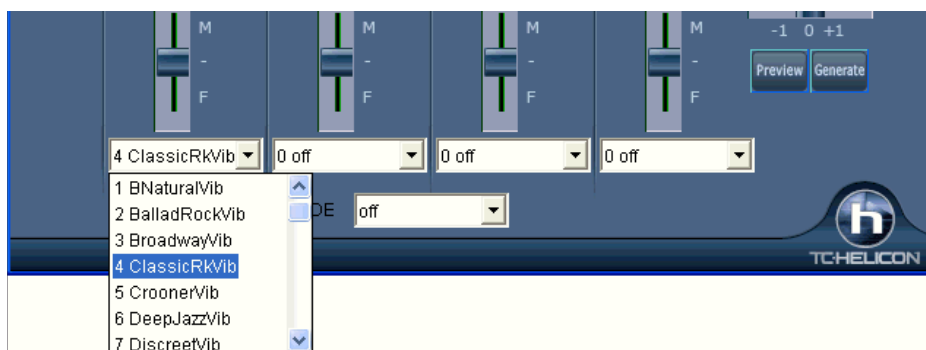
In the TC-Helicon dialog, you can select a choir effect, from none/small/medium/large. A “large” choir effect makes each voice sound like 4 people singing, so if you use a 4-voice harmony, you will hear the effect as if 16 people are singing.

Audio Harmonies Pitch Styles (automatic “Vibrato” and “Scooping”)

When you generate audio harmonies to your recorded vocal tracks, you can select Pitch Styles, which adds vibrato and scooping effects to the vocal harmonies. Choose from many vibrato/pitch presets, including “Ballad,” “Broadway,” “Pop Diva” and more!

When you launch the TC-Helicon Audio Harmony dialog, you can see that there is a new dropdown combo list at the bottom of each voice. You can choose a type of “pitch effect” (combination of vibrato and scooping) called a Pitch Style to be applied to each harmony voice. In the example screenshot, we have chosen “Natural Vibrato,” “Ballad,” “Broadway,” and “Crooner” – different vibrato types for each harmony voice.

The Pitch Styles are especially useful for harmonies generated from MIDI tracks, because these lack any vibrato. Now by applying these pitch effects, you can get a natural sounding vibrato for these harmonies.



Pitch Styles Preset Details (one per voice)

Each of the four voice banks has a Pitch Styles preset selection list. This control allows pitch scooping and vibrato effects to be added to the harmony voices. These effects can be used to increase the naturalness of vocals processed by melody pitch tracking, produce a more polished, professional sound in the harmonies, and even to create strange special effects. (Have you ever harmonized with a flock of sheep?)

The following table provides a list of the presets, as well as descriptions to help you decide when to use them.

Style Name	Description
1 B Natural Vibrato	This is a very subtle vibrato along with pitch effect that causes the harmony voice to slightly scoop up into some notes, making it seem more distinct from the lead voice.
2 Ballad Rock Vibrato	A Rock vibrato typically used in slower pieces.
3 Broadway Vibrato	The classic vibrato of the New York Show-Tune sound.
4 Classic Rock Vibrato	Classic Rock - A rich and potent sound.
5 Crooner Vibrato	The classic sound of the Las Vegas entertainers.
6 Deep Jazz Vibrato	Reminiscent of the great Jazz singers of the 1950s.
7 Discreet Vibrato	A very light vibrato.
8 Folk Vibrato	A warm and pleasant vibrato.
9 Funk Vibrato	An energetic sound from the 70s.
10 Head Voice Vibrato	A very resonant vibrato, using pitch and amplitude modulation.
11 Hi Energy Vibrato	A fast vibrato.
12 Lite Jazz Vibrato	A lighter Jazz sound.
13 Lounge Vibrato	The bold and big sound of the lounge entertainer.
14 Mellow Folk Vibrato	A sweet, mellow sound.
15 Mellow Pop Vibrato	Light accents to a Pop vocal.
16 Nervous Tremolo Vibrato	A very fast, “nervous,” and choppy vibrato.
17 Opera Tenor Vibrato	The sound of a Classical Tenor singer.
18 Tenor Delayed Vibrato	A Classical tenor sound with a delayed onset. Better for slow songs.
19 Pop Diva Vibrato	The sound heard on many hit Pop recordings.
20 Pop Diva XT Vibrato	A thicker and fuller Pop Diva vibrato, with a faster onset time.
21 R&B Vibrato	Vibrato from another Pop music culture - Rhythm and Blues.
22 Slow Ballad Vibrato	A style typical of slow Pop ballads of the 1970s. Use this on slow songs only because the vibrato isn’t triggered on short notes.
23 Slow Gospel Vibrato	The big sound of the southern US Gospel singer.
24 Smooth Pop Vibrato	A smoother Pop vibrato.
25 Soprano Vibrato	The vibrato sound of a Classical soprano.
26 Tremolo Vibrato	No pitch modulation, just amplitude modulation.
27 Warm Vibe Vibrato	A warm and quick vibrato sound.

28 Memphis Scoop Vibrato	A style typical in ballads of a certain singer from Memphis. Long scoops into some notes, and a strong, slow vibrato.
29 Changing Scoop Vibrato	A style typical of a certain tambourine man. This one works best on slow songs if you just speak the lyrics without singing them!
30 Country Scoop Vibrato	A style that mimics that Country “flip” sound on note onsets.
31 Jungle Vibrato	Special Effect. The sound of the jungle-man.
32 Landing Vibrato	Special Effect. The sound of a close encounter with a spaceship landing.
33 Motorbike Vibrato	Special Effect. A motorcycle-like sound.
34 Nervous Vibrato	Special Effect. An agitated, uneasy sound.
35 Sheep Vibrato	Special Effect. The likeness of sheep bleating in the field.
36 Siren Vibrato	Special Effect. The sound of a North American emergency vehicle.
37 Slicer Vibrato	Special Effect. A choppy alternative to a standard vibrato.
38 UFO Vibrato	Special Effect. The sound of your science-fiction imagination.

Applying Audio Plug-Ins

When you have recorded audio, you’d likely want to apply some type of effect to the audio recorded. The usual one is reverb. Choose the audio plug-in that you want from the *Audio | Plugin* menu. For reverb, choose the Reverb option. You will then see a plug-in with its own settings, specific to the type of plug-in.

Inside the plug-in, you can preview the plug-in effect, and if you like it you can then proceed with processing the entire .WAV file. You can undo the effects of any plug-in by choosing *Edit | Undo*.

Direct-X or VST Plug-ins

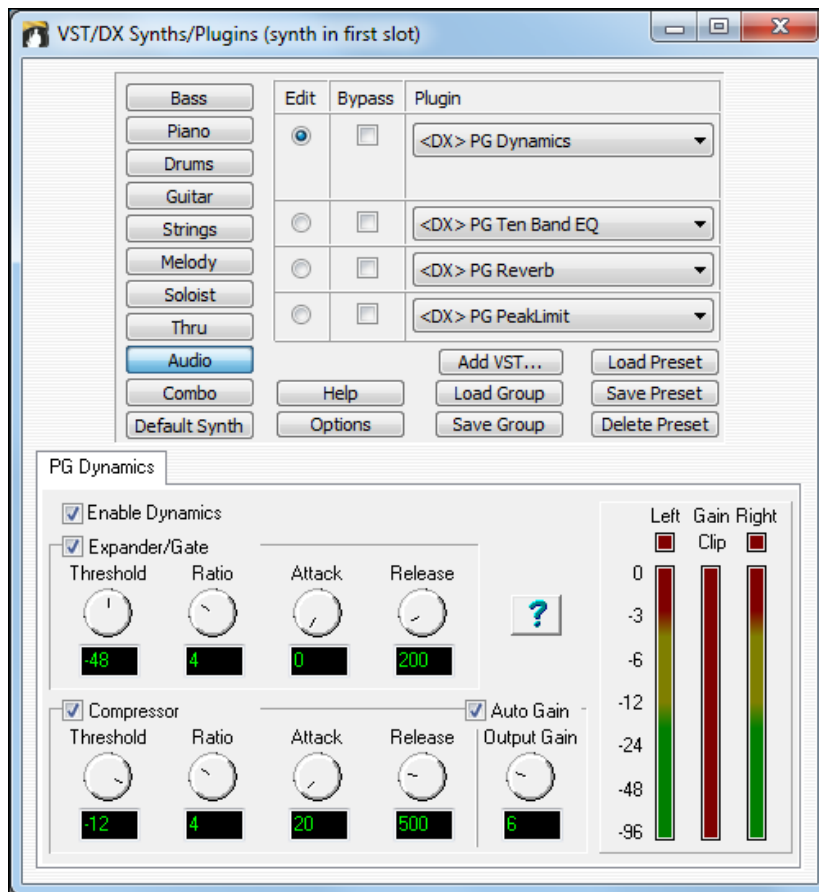
You can apply your favorite DirectX or VST plug-in to the digital audio track. To process a WAV track with a DirectX or VST plug-in, choose *Audio | Plugin | DirectX Audio plugins*.

Important! This feature requires that you have Microsoft DirectX installed. You can download the latest version of Microsoft DirectX from www.microsoft.com.

Real time DirectX or VST Audio Plug-ins

You can process the Audio track in real-time using DirectX or VST Audio plug-ins. This is useful to “non-destructively” apply EQ, Echo, Reverb, Dynamics, and other effects to the Audio track.

The advantage of real time processing is that you can set effects today, and if you decide you don’t like the effects tomorrow, the settings can be easily changed, since the real time effects did not permanently affect your audio file on the hard disk.



To use real time DirectX or VST audio plug-ins, open the Band-in-a-Box **Audio Settings** dialog with the **[Preferences] [Audio]** buttons.

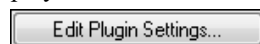
Check “**Use Realtime VST/DX Audio Plugins**” to enable this feature.

☒ **Use Realtime VST/DX Audio Plugins** DX/VST audio plug-ins are not enabled by default, in case an older/slower computer might have trouble with DirectX. If your computer misbehaves with DX/VST audio plug-ins, simply make sure this option is unchecked.

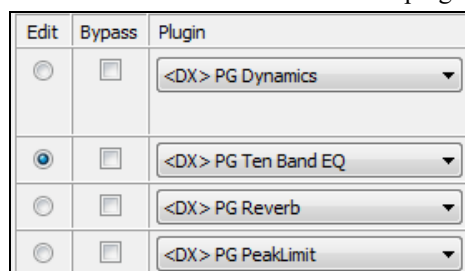
DirectX or VST audio plug-ins and DXi/VSTi synthesizer plug-ins can have playback latency (the delay between when a note is played, and when a note is heard).

Adjust “**Audio Latency in mS**” to fine-tune for your computer. If you have a fast computer and excellent sound card, the audio latency can be adjusted rather low. However, if you hear audio dropouts, you can set the latency as high as 2000 milliseconds.

Playback timing is equally good with long or short latency. But with longer-than-necessary latency, you have to wait awhile before hearing playback begin, and there is a noticeable delay if you adjust DX plug-in settings during playback.



To edit DX plug-ins, click the **[Edit Plugin Settings...]** button.



☐ The **Edit** radio buttons let you choose which of the four in-line effects to edit.

☐ The **Bypass** checkboxes let you bypass any of the four effects in a group.

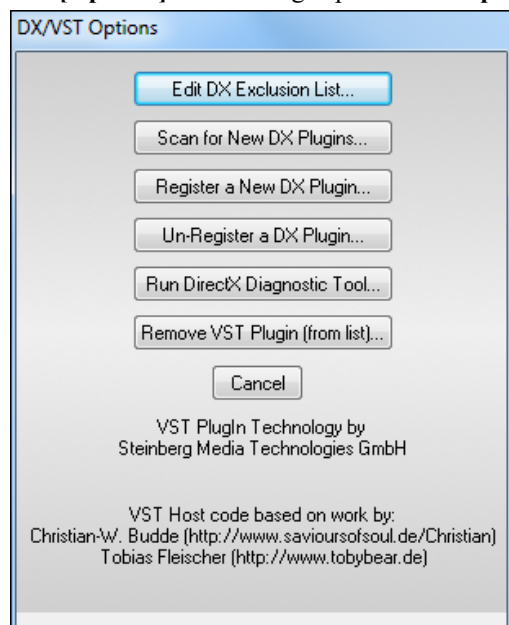
In the above picture, four DX plug-ins are applied to the Audio track. First, **PG Dynamics** to balance input levels, **PG Ten Band EQ** for tone polishing, **PG Reverb** to add ambiance, and **PG Peak Limit** to boost and level the amplitude.

The [**Load Group**] and [**Save Group**] buttons let you load and save the effects settings for the currently selected track.

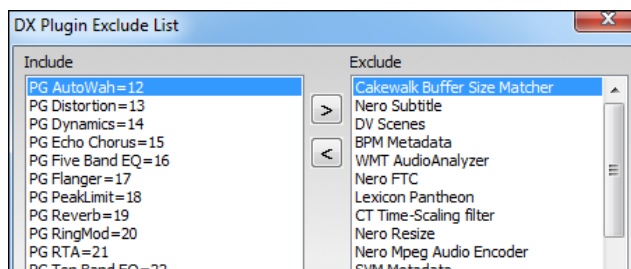
The [**Load Preset**] and [**Save Preset**] buttons let you save and load presets for the current effect (such as PG Reverb).

The [**Delete Preset**] button lets you remove a preset from the list of already saved presets.

The [**Options**] button brings up **DX/VST Options** (useful utility functions you may occasionally need).



The [**Edit DX Exclusion List**] button lets you edit the list of plug-ins to include or exclude in the DirectX editor. This is useful if you have plug-ins installed, which are not compatible with Band-in-a-Box. If you edit the exclusion list, you will see a dialog with the left side displaying the included plug-ins and the right side displaying the excluded plug-ins.



The [**<**] button lets you move a plug-in from the excluded list to the included list. The [**>**] button lets you move a plug-in from the included to the excluded list.

The [**Scan for New Plugins**] button will re-scan for newly installed plug-ins. Use this option if you have installed a new plug-in since starting Band-in-a-Box.

The [**Register a New Plugin**] button can register a plug-in with Windows®, so that audio applications such as Band-in-a-Box or PowerTracks can use the plug-in. Most DX plug-in installers register themselves, but this option is useful if you have a plug-in that doesn't automatically register itself.

The [**Un-Register a Plugin**] button removes a plug-in from Windows® so it will no longer be available. Many DX plug-ins have uninstallers that automatically unregister, but this option is useful to remove plug-ins that do not have uninstallers. This function does not delete a plug-in from your hard drive. It only removes it from the Windows® registry so that it can't be used.

The [**Run DirectX Diagnostic Tool**] button runs the Microsoft **Direct X Diagnostic Tool**. This is a Microsoft program, which checks for problems with DirectX.

[**Remove VST Plugin (from list)...**] opens a separate list where you can remove VST or VSTi plug-ins.

NOTE: The number of real time effects that you can expect to activate at a time without stressing the system depends on the speed of your computer. The more effects you chain together, the more CPU power will be required. For example, only an EQ plug-in will require less CPU power than a chain of four effects such as (Compressor – EQ – Chorus – Reverb). Today, computers are usually fast enough to support full chains of effects on both the Audio Track and the DXi Synthesizer.

VST/DX Plug-Ins for Individual Tracks

Plugins VST and DX effects can also be applied to individual RealTracks. The control of effects plug-ins can be managed from the Mixer, on the [**Plugins**] tab.



Reading the Audio and MIDI Tracks into Other Programs

If you have a Band-in-a-Box song that has an audio track as well, and want to export that song to a sequencer like PowerTracks Pro Audio, follow these steps:

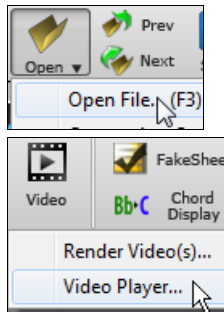
- For a song called MYSONG.MGU, the associated .WAV file (audio track) will be called MYSONG.WAV.
- You should make a MIDI file (by pressing the .MID button). Save the .MID in the same folder as the song. Then your sequencer can read the entire file by doing the following inside your sequencer:
- Open the MIDI file.
- Import the .WAV file track into the sequence.

Tip: PowerTracks Pro Audio recognizes that this is a Band-in-a-Box file with a wave file associated with it, and will offer to read them both in. In earlier versions of PowerTracks Pro and other sequencers you need to follow the steps above.

Chapter 12: Wizards, Tutors, and Fun

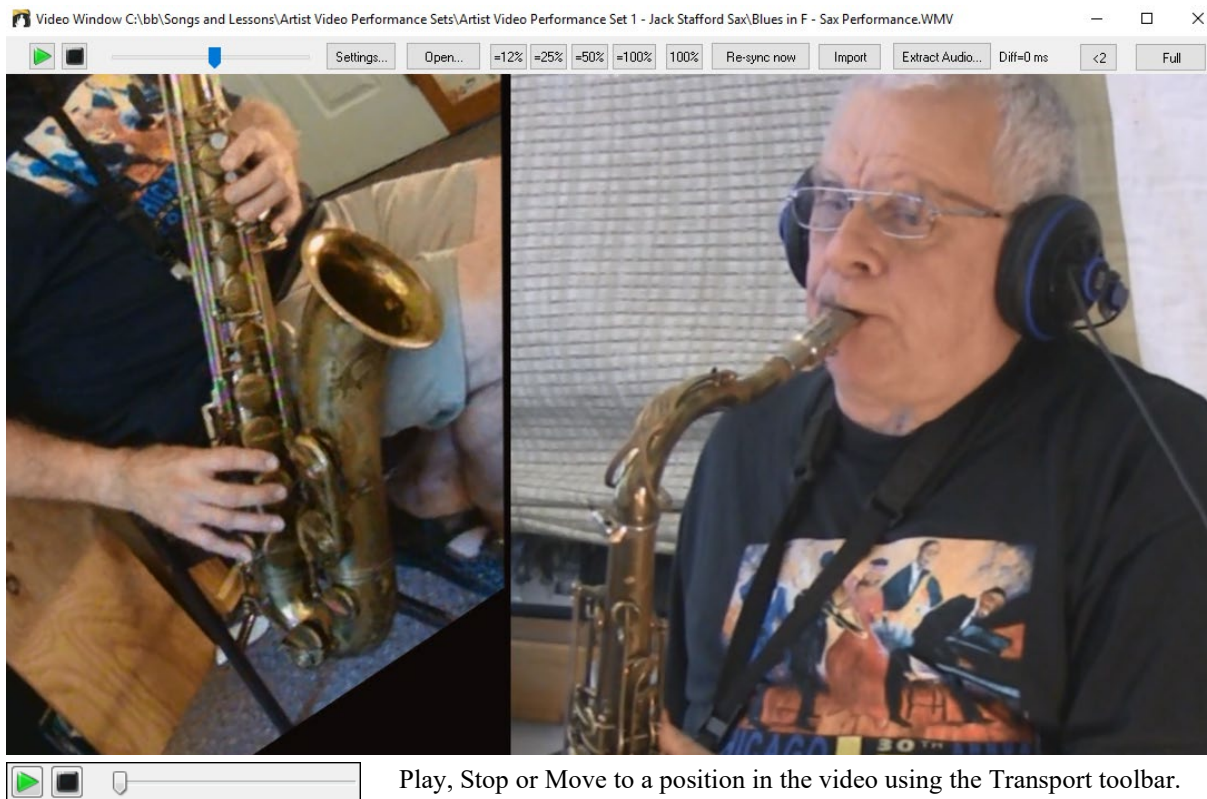
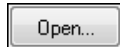
Video Window

You can load a video that you have already downloaded from YouTube or elsewhere into Band-in-a-Box **Video Window**. The audio is extracted from the video to the Audio track.

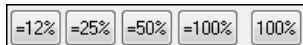


To load and play a video, select the *Open File* menu item from the **[Open]** button and choose a video file (mp4/wmv/avi).

Alternatively, click on the **[Video]** button and select *Video Player*. Then, when the **Video Window** opens, click on the **[Open]** button on its toolbar and select a video file.



Play, Stop or Move to a position in the video using the Transport toolbar.

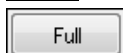


As the song plays, you can slow down the video, and the audio will slow down and stay in sync.

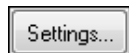
The quality of the audio at slower tempos is great - better than most video player programs. The video slowdown range is 50-100%. If you want slower than that, you can select values as low as 12%, which is an 8X slowdown (1 second would take 8 seconds), and still has good quality. Note: When set to values lower than 50%, the Video Window is disabled, but the audio continues at the extreme slow tempo. This is a great tool for transcription. You can select a range in the Chord Sheet window and use Transport - **[Loop]** button to loop a section of the video at a low tempo for example.



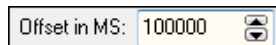
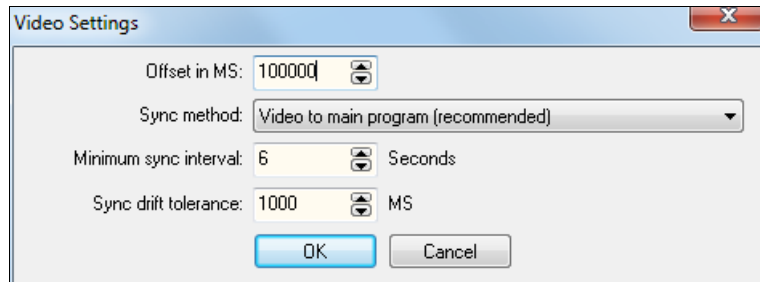
You can size the window by dragging the corner.



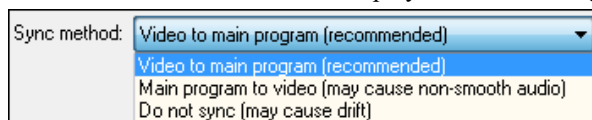
There is a **[Full]** button to make the video full screen, and the **[Esc]** key will go out of the full screen mode.



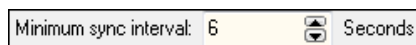
This will open the **Video Settings** dialog which allows you to adjust the audio and video playback time.



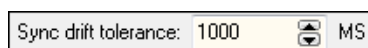
This will adjust the video playback in milliseconds. A positive value will make the video play later while a negative value will make it play earlier.



When the video and the audio are out of sync. “Video to main program” will change the video position. “Main program to video” will change the audio position which may cause a noise. “Do not sync” will never attempt to re-sync.



This allows you to set a minimum number of seconds between attempts to re-sync the video and the audio.



This allows you to set a maximum drift time in milliseconds between the video and the audio. If they are out of sync less than this value, then the program will not try to re-sync.

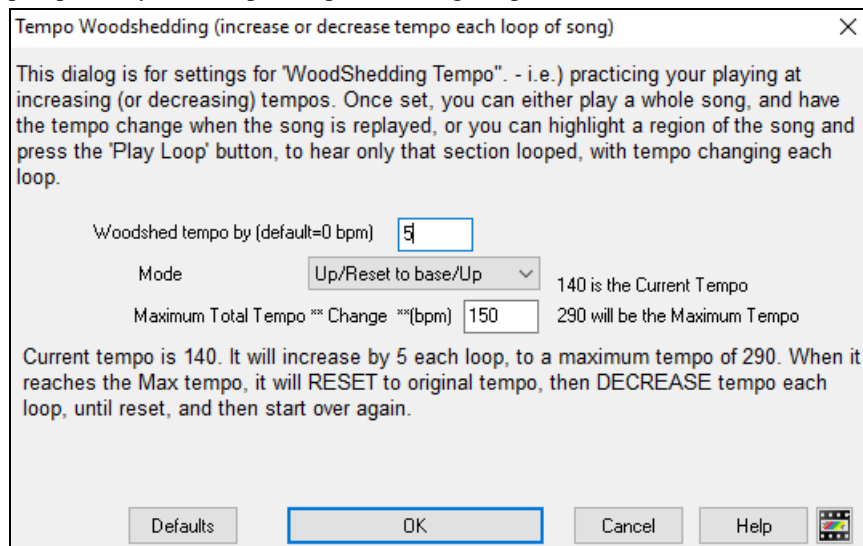
“Woodshed” Tempo Feature

When practicing (or “woodshedding”) a tune, it is useful for the tempo to speed up every time the section loops or the song restarts from the beginning.



Press the **[Practice]** toolbar button and select *Woodshed (increasing) Tempo...* from the pulldown menu. This will open the **Tempo Woodshedding** dialog.

For example, if you set the “Woodshed tempo” value to 5 in this dialog, the tempo will speed up by 5 each time the song (or a highlighted section) loops to the beginning. The idea is that you start off with a slow tempo, playing the part perfectly, and keep this up as the song tempo increases.



When you press Stop, the tempo reverts to the original tempo.

There are 4 modes to the woodshed tempo field.

1. “Up only,” which is getting faster each loop “forever,” well until tempo = 500, which is BB’s maximum tempo.
2. An “up then down” mode that goes up by [a settable increment] up to [a settable maximum] and then starts going down by the increment back to the original where it restarts. For example, a song with a tempo of 140, if you set the tempo to increase by 5, to a maximum increase of 100, the song will go from 140,145,150 etc. to 240, then go to 235,230... back to 140 and cycle again.
3. An “Up then Reset” mode, that goes up in increments up to the settable maximum, then resets to the original and starts again. For example, a song with a tempo of 140, if you set the tempo to increase by 5, to a maximum increase of 100, the song will go from 140,145,150 etc. to 240, then go to 140 and start again.
4. An “Up and stay at Max” mode that goes up until the settable maximum and stays there.

Modes 2 and 3 are analogous to a “treadmill workout,” with programmed changes in speed.

Audio Chord Wizard (Stand-alone)



This amazing wizard automatically figures out the chords from an audio file (MP3/MP4/WAV/WMA) and displays them in Band-in-a-Box. Just load an audio file and you will instantly see the chords.

Using the Audio Chord Wizard is a great way to learn and practice popular songs as you play along and see the chords.

Chord Sheet Overview

There’s a Chord Sheet window in the Audio Chord Wizard that shows the chords for the whole song on a single screen. This allows you to click on a bar on the Chord Sheet to jump to that area of the song.

You can mark sections of the song using part markers, and the sections will begin on a new line with a line space between so they are clearly seen. So, you can then also learn the form of the song, as you can see the various sections (intro/verse/chorus/break) at a glance, or quickly jump to the any section simply by double-clicking on that part of the Chord Sheet.

For this discussion, open *C:\bb\Documentation\Tutorials\Tutorial BB2007\Frontier.MP3*.

You will now see the song, and the Chord Sheet window in the Audio Chord Wizard is visible.

Play the song.

Tap Barline (F8) When a new bar starts, hit the **Enter** key (or **F8**). This is called “tapping in a bar line.”

The first time you do that, the program will consider that point to be “bar 1.” Tap in a few more bar lines.

Click on the Chord Sheet, and the music will jump to that location.

Now, let’s define some sections in the song.

If a bar begins a new section, click on the bar # on the Chord Sheet, or press the **P** key to put in a part marker. Pressing **P** again will change the part marker, and then turn it off.

The screenshot shows the Audio Chord Wizard interface for the file 'Frontier.MP3'. The top section displays a waveform with vertical lines indicating detected chord changes. Below the waveform is a timeline with bar numbers from -1.2 to 7. The main area is a chord sheet with 24 bars. The chords are as follows:

Bar	Chord
1	G
2	Em
3	C
4	C/G
5	Am
6	D
7	C
8	C
9	D
10	G
11	C
12	Bm7
13	Bm
14	Bm
15	A
16	A
17	Bm
18	Bm
19	A/C#
20	A
21	G
22	Em7
23	C/G
24	Am7

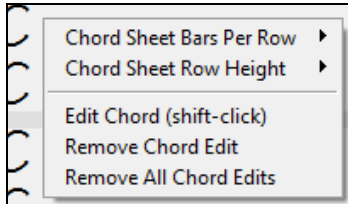
At the bottom, there are additional chords listed for bars 21a, 22, 23, and 24: G, Em7, C/G, Am7, and Bm7.

Now the song is divided into sections, with space between each section, and each section starting on a new line. If we want to renumber the bars, right-click on the waveform timeline at the place that you would like to be bar 1, and choose “Set Bar One.”

To change the # of bars per row, or rows per screen, right-click on the Chord Sheet.



The +/- buttons at the bottom right of the window also change the row height.



Chords may be edited in the **Audio Chord Wizard** with a right mouse click on the chord. When *Edit Chord* is selected, a highlight cell opens at the chord location. Type in the name of the new chord using standard Band-in-a-Box chord entry characters and press the **Enter** key to make the edit.



The edited chord name is blue in color.

Individual edits can be removed with the *Remove Chord Edit* command, or all edits in the song can be removed with the *Remove All Chord Edits* command. Part markers, chord symbols, key signature, and tuning setting are saved in Band-in-a-Box and are passed back and forth to the Chord Wizard.

The Audio Chord Wizard is a great way to learn the chords of songs. You can add section markers and divide the song logically into sections, so it is also a great way to learn the “form” of the song, an essential part of learning popular songs.

As well as the chords of the song, the **Audio Chord Wizard** also figures out,

- the tempo of the file,
- bar lines throughout the song,
- fine tuning detection (e.g. 5 cents sharp from A440),

Note: Audio Chord Wizard estimates the chord progression of an audio file. It is NOT an Audio-to-MIDI transcriber, which would be a much more elaborate program.

Opening Files



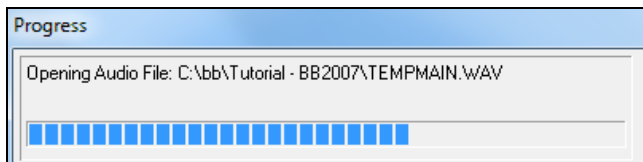
To open your audio file in the **Audio Chord Wizard** you can click on its toolbar button or use the *File* menu command to *Open Special | Open Audio w/ Chords*.

Use the *Launch Audio Chord Wizard* command if you already have a file with audio loaded in Band-in-a-Box.

Open Audio w/ Chords(WAV, WMA, MP3, WMV, CDA)...

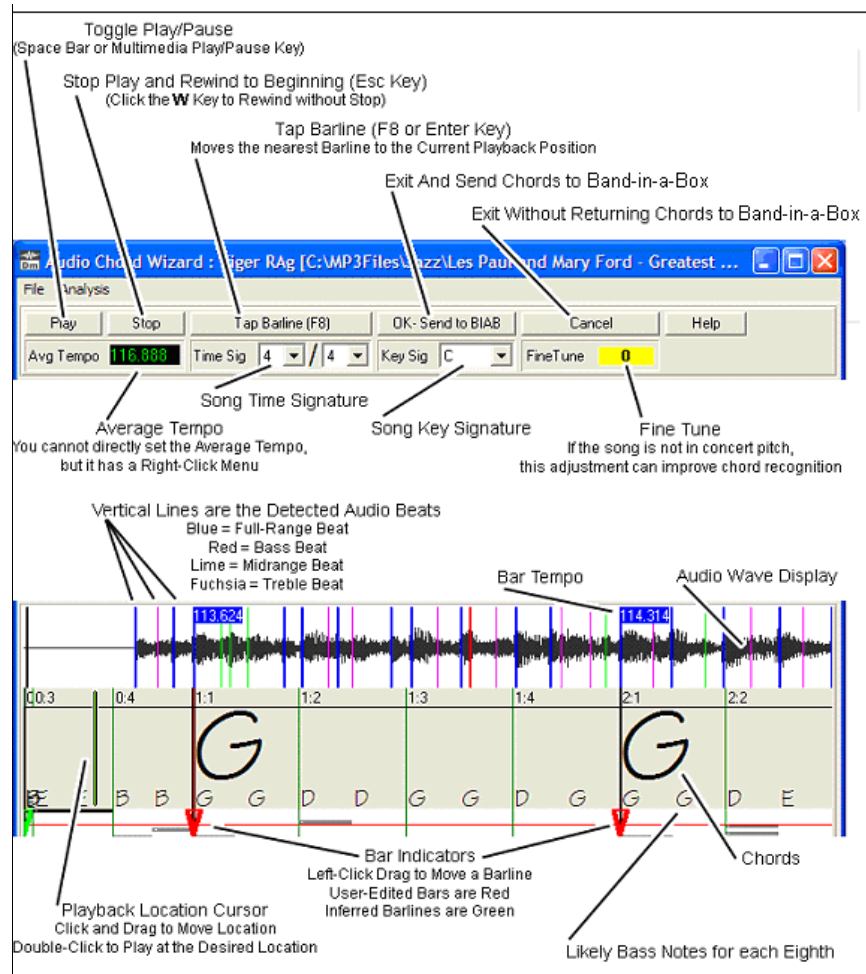
Launch Audio Chord Wizard...(WAV, WMA, MP3, WMV, CDA)...

When you select a file to open you will see a series of **Progress** messages.



The **Audio Chord Wizard** first opens the audio file and makes initial calculations, finding audio beats and estimating a tempo map, and then displays your audio file.

Audio Chord Wizard Window



Primary Program Controls

- Play** Toggle Play/Pause (Space bar or Play/Pause key).
- Stop** Stop play, rewind to start with **Esc** key.
- Set Bar One** Set the bar 1 location. **F6** key also sets the bar 1. Audio Chord Wizard works best if you set the bar 1 location before any other actions. During playback, press this button at the beginning of bar 1.
- Tap Barline (F8)** Moves nearest bar line to current play position. **F8** or **Enter** key also sets bar lines.
- Time Sig** 4 / 4 Song time signature, 2/4 to 12/8 supported.
- Avg Tempo** 121.042 Average tempo, right-click for options.
- Key Sig** C Song key signature.
- FineTune** 0 Use to correct pitch of song if necessary.
- OK- Send to BIAB** Exit and send chords to Band-in-a-Box.
- Cancel** Exit without sending chords to Band-in-a-Box.

Chord Detection

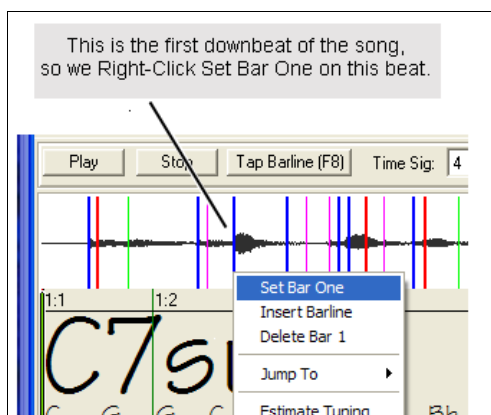
Chord Detection accuracy depends on the accuracy of the bar lines. If bar lines are not well-aligned then the Chord Detection can be expected to be rather poor. It is quick and easy to align the bar lines on most songs, once you get the hang of it.

The first task is to locate the beginning of Bar One. Since an audio file could have an arbitrary amount of silence at the beginning of the song, and many songs begin with a pickup partial bar, ACW cannot easily guess the first bar without a hint from you.

The shortcut keys and mouse playback controls make it easy to find Bar One. Tap the space bar to begin play, watch the Location Cursor, and listen for the downbeat. If the Location Cursor passes the downbeat and you were not completely certain of the location, you can tap the **W** key to rewind to the song beginning and replay the first part of the song, to audition the downbeat as many times as necessary to make sure of its location.

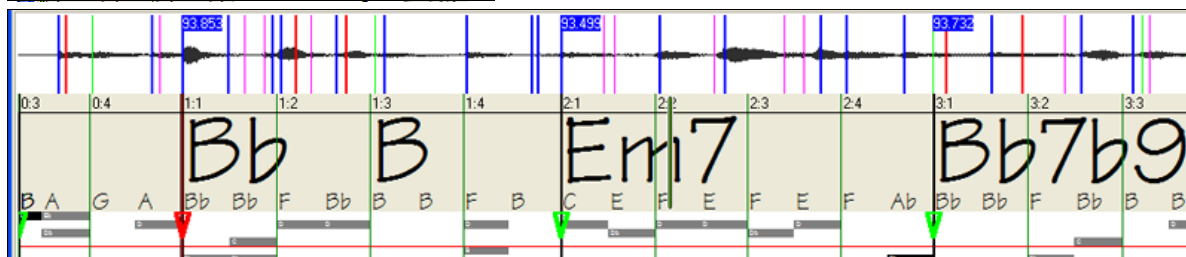
You can also single-click in the Chords panel to jump the playback position. If the rhythm is unusually complicated near the downbeat, you could repeatedly click just a little before the suspected Bar One location, to zero-in on the exact downbeat.

In the following example song, we have discovered the downbeat of Bar One, so we Right-click on that location to Set Bar One.



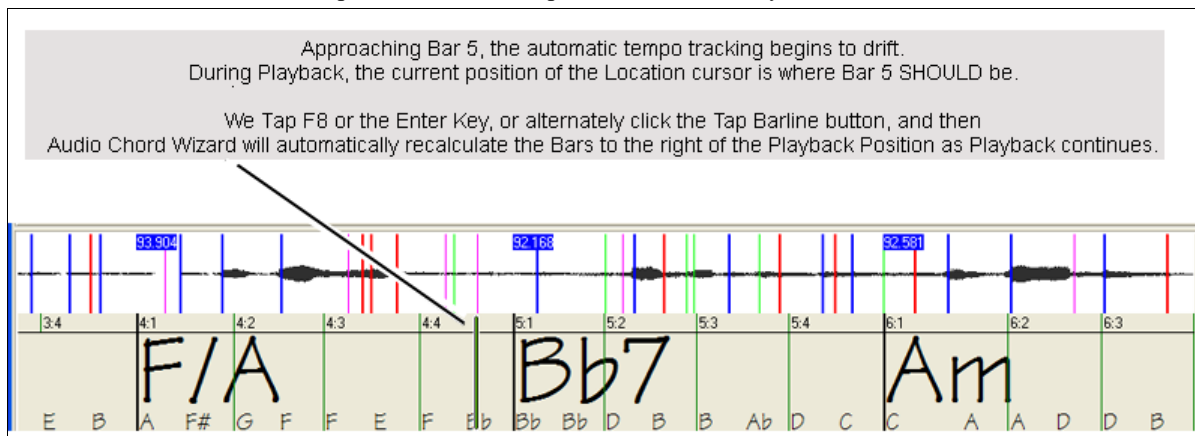
Now the Bar One bar line is red (shown below). The red Triangle bar indicator indicates that we have edited that bar line. The Red Triangles are called Good Bar Lines (GBL's). The green Triangle bar indicators are bar lines which ACW has automatically inferred from its automatic tempo detection PLUS your edited Good Bar Lines. We call the green automatic bar lines Inferred Bar Lines (IBL's).

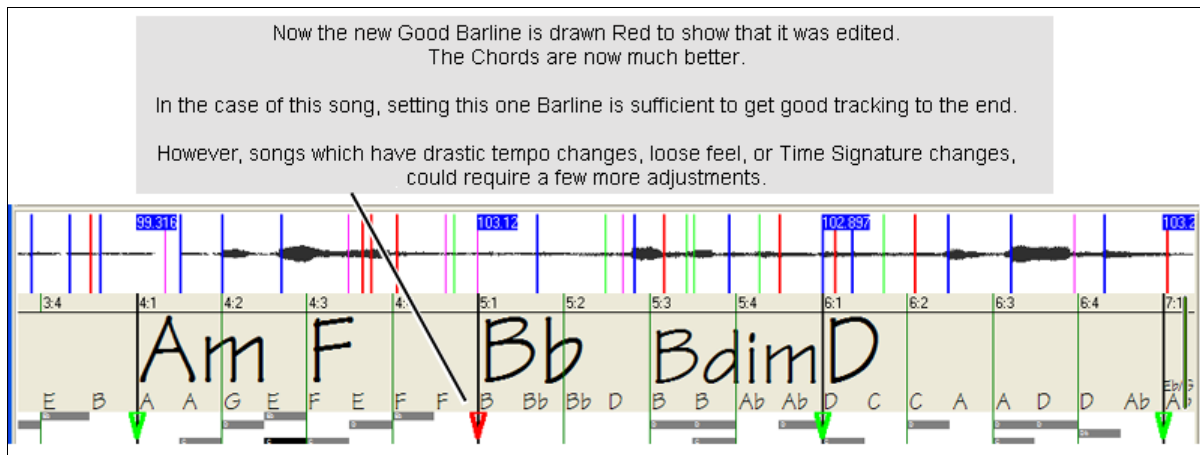
On this example song, the initial automatic tempo detection did a pretty good job. Simply setting Bar One has caused the first four bars to be properly aligned to the music. On some songs, Set Bar One is the only action necessary to get good bar alignment for the ENTIRE tune.



As playback continues in this example (below), we notice that ACW has made its first error approaching Bar 5. Audio Chord Wizard has estimated the tempo of Bar 4 too slow. But that is easy to fix. If you prefer real-time control, just tap **F8** or the **Enter** key where the downbeat should actually be.

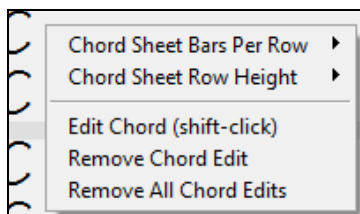
If you prefer stopped-time editing, you can either mouse-drag Bar 5 to its desired position or drag the Playback Location Cursor to the desired position and then tap **F8** or the **Enter** key.





When satisfied with the Bar lines and Chords, click the [OK] button to return the Chords and Tempo Map to Band-in-a-Box.

Chord Edits



Chords may be edited in the **Audio Chord Wizard** with a right mouse click on the chord. When *Edit Chord* is selected, a highlight cell opens at the chord location. Type in the name of the new chord using standard Band-in-a-Box chord entry characters and press the **Enter** key to make the edit.

Individual edits can be removed with the *Remove Chord Edit* command, or all edits in the song can be removed with the *Remove All Chord Edits* command.

Part markers, chord symbols, key signature, and tuning setting are saved in Band-in-a-Box and are passed back and forth to the Chord Wizard.

Keyboard Shortcuts

Keyboard shortcuts make it easier to navigate the song and tap in bar lines without having to work the mouse with start/stop/scroll actions.

Play/Pause- SPACE BAR, or Multimedia keyboard PLAY/PAUSE key or (certain keyboards) PLAY key

Stop- ESC key, or PAUSE key, or Multimedia keyboard STOP key

Tap Barline- F8, or ENTER key

Jump To Song Start- W key, or HOME key

Jump To Song End- END key

Jump Forward One Bar- RIGHT ARROW key

Jump Back One Bar- LEFT ARROW key

Jump Forward Four Bars- PAGE DOWN key, or DOWN ARROW key, or Multimedia keyboard NEXT TRACK key

Jump Back Four Bars- PAGE UP key, or UP ARROW key, or Multimedia keyboard PREVIOUS TRACK key

Special Cases

Time Signature:

If a song is not in the default 4/4 time signature, set the Time Signature very early before you do anything else.

Bad Initial Tempo Estimates

Double/Half Tempo:

Sometimes Audio Chord Wizard will guess double or half of the tempo you might prefer.

Slightly Wrong:

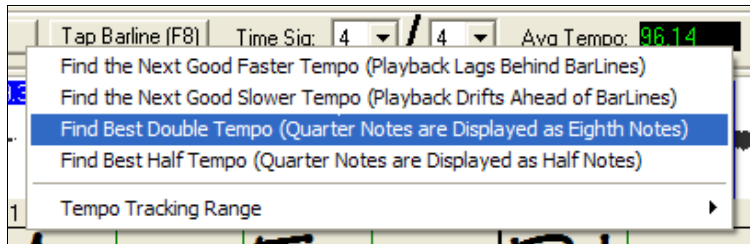
Sometimes syncopated songs can have musical anticipations which make ACW guess a tempo slightly too fast or slightly too slow.

Completely, Horribly Wrong:

Some songs have rhythms difficult for a computer to understand. Sometimes a song's rhythmic beats are spaced in such a way that a song with a perfect Tempo of 120, might mathematically BETTER fit the audio beats at some simple (but wrong) related ratio such as 80, 100, 160, or 180 BPM.

If the initial Tempo Estimate is pretty good, the Tap Bar line function will be the easiest way to fix such errors, requiring only a few keyboard taps during playback.

But if the initial tempo estimate happens to be horribly wrong, it helps to make the initial tempo “in the ballpark” BEFORE you tap a few F8's to make it completely right.



Right-click the Avg Tempo control for some easy automatic fixes.

Note: If you want to use the Avg Tempo Menu functions, use the menu very soon after you have opened a song, before you have done much bar editing. If you invoke the Avg Tempo Menu functions after you have laboriously edited a lot of bar lines, the automatic nature of these functions can ruin your previous editing.

In some cases, there is a good reason to initially set the tempo artificially slow by using the “Find Best Half Tempo” function.

For example, if the initial tempo estimate is considerably faster than the tempo that you want to tap in, the Tap Bar line function can mistakenly think that you want a very fast tempo, which fills the remainder of the song with unwanted fast-tempo bars. In that case, if you initially set the tempo very slow, ACW will be unlikely to misinterpret your Tap Bar Lines.

Set Key Signature

Once the chords look reasonable, for instance if your song looks like it is probably in the key of F, set the Key Signature control to F for better chord spelling. This only affects the cosmetic display of notes and chords (flats and sharps). The Key Signature control does not currently affect the basic accuracy of Chord Detection.

Adjust Fine-Tuning

If a song is significantly mis-tuned from concert pitch, the notes are “in the cracks,” which makes Chord Detection less accurate.

If your Chords look reasonable, there is no need to bother with Tuning. Most songs are recorded pretty close to Concert Pitch.

But if you see numerous Chord errors, it may help to adjust the Fine Tuning control.

If you are playing along with a song on your keyboard, you might decide to make an ear-estimate of how far out-of-tune is the song:

For instance, you could adjust the fine-tuning control on your keyboard until your keyboard matches the song's pitch (according to your ear). Then you could look at your keyboard's tuning readout and adjust ACW's Fine Tune Control to match. Either click-drag ACW's Fine Tune control (like a slider control), or right-click the Fine Tune control then type in a number.

The Fine Tune Control currently does not change the pitch of playback (though that would be an excellent future feature). Currently ACW's Fine Tune control only improves Chord Detection on mis-tuned songs.

The Fine Tune control is calibrated in cents, 1/100th of a semitone. Therefore, if a song is perfectly in the key of C, but if you set Fine Tune to +100 Cents, ACW would display chords in the key of B. Similarly, if you set Fine Tune to -100 Cents, it would display that song's chords in the key of C#.

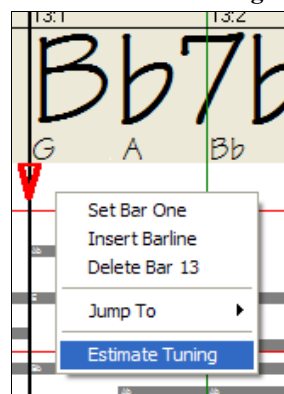
That simple use of the Fine Tune control is just a backwards way to transpose the Chords. But if you set Fine-Tune somewhere in the middle, ACW looks for notes that are somewhere “in the cracks” between the piano keys. For instance, if your song SHOULD be in the key of C, but it was unfortunately recorded 50 Cents sharp--

There could be many reasons that a song was recorded off Concert Pitch. Maybe the recording studio had a broken

tape recorder, or the singer couldn't quite hit the highest note. Perhaps the vinyl record cutter was off-speed, or some Record Executive decided that the song was 10 seconds too long for airplay and instructed the Mastering Engineer to speed it up a little bit. In such cases ACW can get confused, mis-identifying some pitches too high and other pitches too low, detecting nonsense Chords.

So, if your favorite song was unfortunately recorded 50 Cents sharp, you can set the Fine-Tune control to +50 Cents so that ACW will properly display in the "original" key.

Auto Estimate Tuning



ACW can automatically estimate the tuning, which helps in some cases. Since the estimation is math-intensive, ACW only analyzes one bar of music at a time.

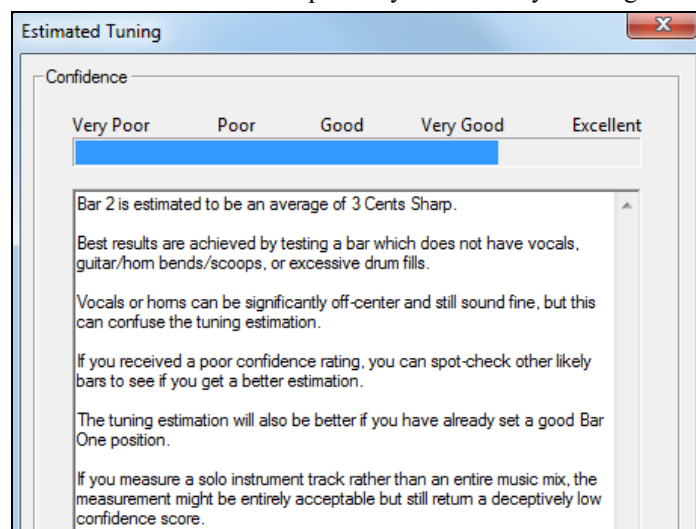
Right-click somewhere inside a bar and pick the Estimate Tuning function.

After the process is finished, up pops the results dialog.

As advised in the dialog, results can be improved by carefully picking the bar. Bars with relatively long notes are easier to analyze, compared to bars containing flashy fast melodies.

It can be useful to spot-check a few bars. If several spot-checks give similar answers (within a few cents), you have good confidence that the results are actually meaningful, not being randomly affected by out-of-tune melodies or loud drums.

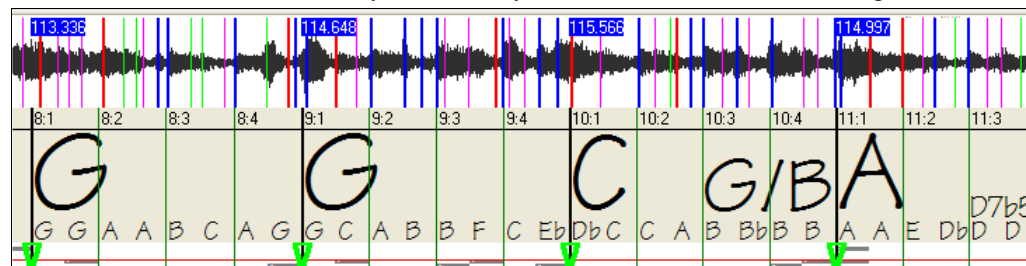
However, if the first estimate reads +43 and the next measurement reads -12, then it probably means that your song is not a good candidate for automatic Tuning Estimation.



Odd Length Bars and Drastic Tempo Changes

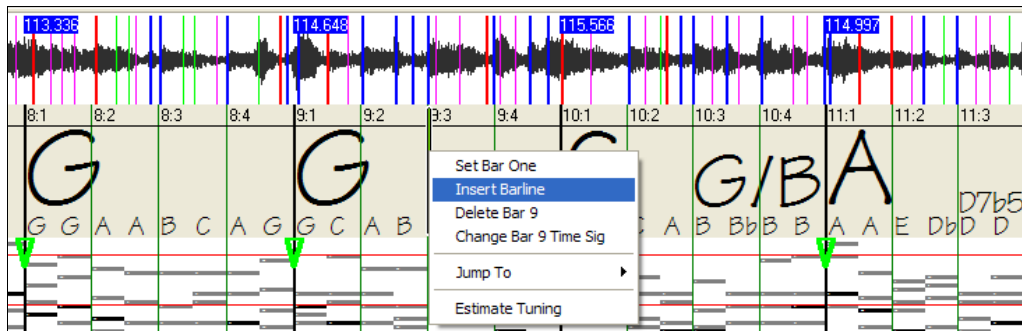
If a 4/4 song contains occasional bars of 3/4, 5/4, or whatever, or if there are sections where the music has an extreme ritard or accelerando, sometimes you can just Tap Bar Lines to adjust it.

But it is sometimes more convenient to manually add or delete bar lines. The following example song has an overall Time Signature of 4/4, but Bar 9 should have a time signature of 2/4. If you simply Tap Bar Line on 9:3 to shorten the bar, then ACW will mistakenly decide that you wish to make all the following bar lines double-tempo 4/4.

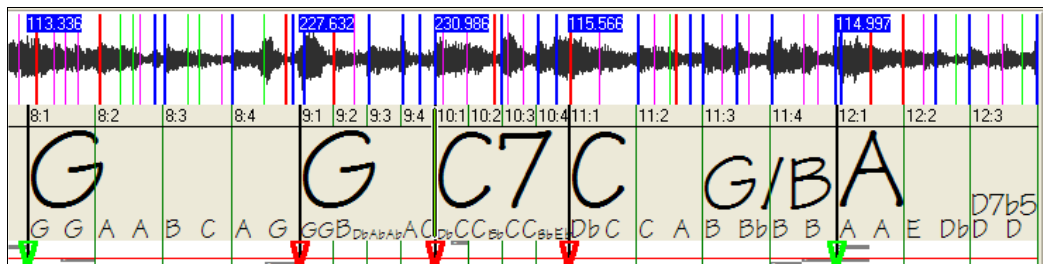


Solution

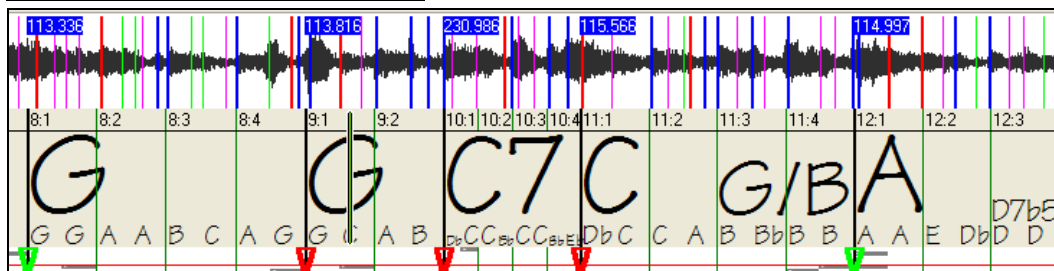
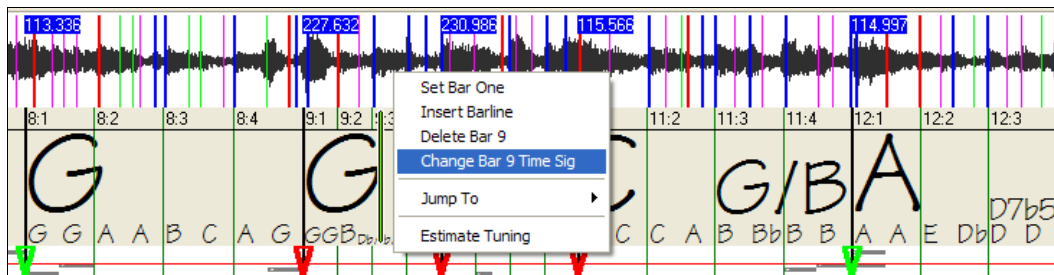
First, Right-Click on the beat 9:3, and Insert a bar line.



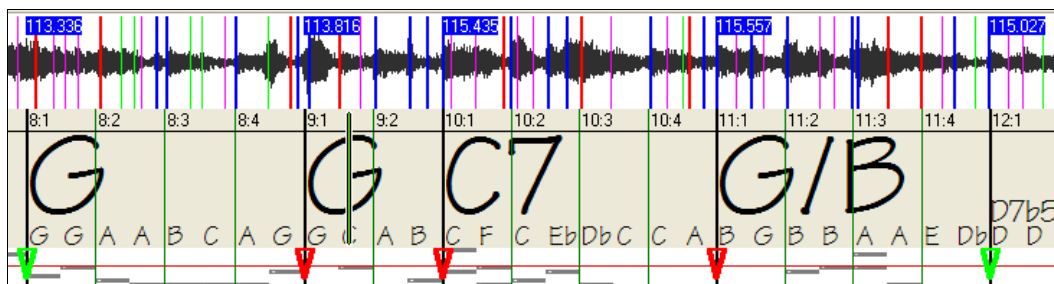
Now a new bar line is added, and three new GBL bar lines are flagged red.



Right-Click on the new shortened Bar 9 and set the Time Signature to 2/4.



Change Bar 10 to its desired duration. Hover the mouse over the red triangle marker at Bar 11, and the mouse cursor becomes a drag cursor. Click and drag the bar line to the location marked 11:3



Now we have edited bar 9 to have its proper 2/4 Time Signature and preserved the song tempo on both sides of the 2/4 bar.

Notes Display

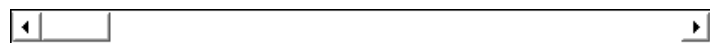
The Notes Display looks like a MIDI Piano Roll, but it is not exactly the same as a MIDI Piano Roll. Audio Chord wizard detects the strongest frequencies found in each eighth-note time slot and displays them in the Notes Display.

Sometimes the displayed frequencies REALLY ARE instrument notes played in the audio file. But they could be spurious information, such as the accidental loudest frequency of a drum beat. A midrange frequency note-bar might be showing the sum of harmonics from several instruments, each instrument's harmonics contributing to the strength of that frequency.

The Notes Display information is real and useful but try not to assume that every displayed note-bar is a real note in the audio.

Display Controls

Horizontal Scroll Bar



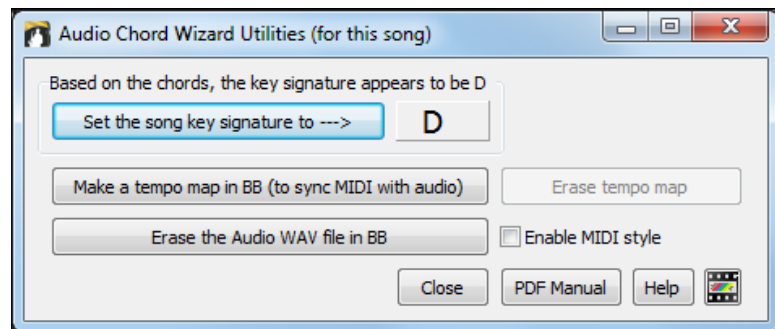
Scroll forward/back in the wave file.

Plus/Minus Zoom Buttons



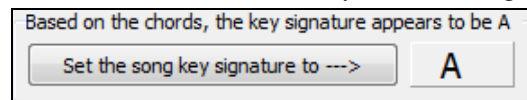
Zoom the display to show more or less detail.

Audio Chord Wizard Utilities Dialog

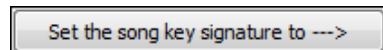


The **Audio Chord Wizard Utilities** dialog can be launched at any time from the menu item (*File | Open Special | Audio Chord Wizard Utilities*, or *Audio | Audio Chord Wizard Utilities*).

It is also launched automatically after returning from the Audio Chord Wizard



Automatic detection of key signature based on the chords only. This is useful for a song from the Audio Chord Wizard, where you forgot to set the key signature or for any song without the key signature set.



If you agree with the analysis, you can accept the chord signature recommended for the song, by pressing the **[Set the song key signature to ->]** button.

Make a Tempo Map

Make a tempo map in BB (to sync MIDI with audio)

After an audio song (MP3/WAV/WMA) has been loaded into the AudioChordWizard, there will be bar lines assigned automatically by ACW, and perhaps modified by you. If you would like Band-in-a-Box song file to follow these bar lines, so that the BB file will play in sync with the audio file, press the **[Make a tempo map in BB]** button.

30	Fm7	31	Ab
34	Fm7	35	Ab

You will then see red boxes on the BB Chord Sheet, indicating tempo changes and the presence of a tempo map.

Erase tempo map

Press this button to remove the tempo map, and the “red boxes” will disappear around the bar lines.

Note: You can always get the tempo map back, by pressing “Make a tempo map” at any time.

Erase the Audio WAV file in BB

This erases the Audio track from Band-in-a-Box. If you have loaded in an MP3 file, the audio track isn’t the MP3 file, it is the WAV file copy that Band-in-a-Box has made of it. So, you wouldn’t be erasing your MP3 file! Note that you also have to SAVE the BB file to have the erasure be complete.

☒ Enable MIDI style

If you enable the style, you will hear the audio file as well as the Band-in-a-Box style. Otherwise, you can mute the Band-in-a-Box style by disabling it here.

Open Audio Chord Wizard...

You can revisit the Audio Chord Wizard by pressing this button (this can also be done from the Audio menu). Revisiting the AudioChordWizard is useful to refine the bar lines.

Tip: How to preserve chords if you revisit the Audio Chord Wizard

25	Eb	26	Db	27	Eb
29a	Ebsus	30	Fm7	31	Ab

If you do revisit the Audio Chord Wizard and want to preserve the chords that you may have edited, first select all of the chords, choose Edit-Copy, and then, after the AudioChordWizard, choose Edit-Paste. Otherwise, the AudioChordWizard might re-interpret your chords!

Audio Chord Wizard (Built-in)

The built-in Audio Chord Wizard can be accessed from the **Audio Edit** window.

First, open an audio file with the *Open Audio* menu item in the **[Open]** button.



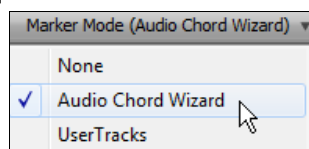
Open Audio (wav, wma, mp3, wmv, cda)

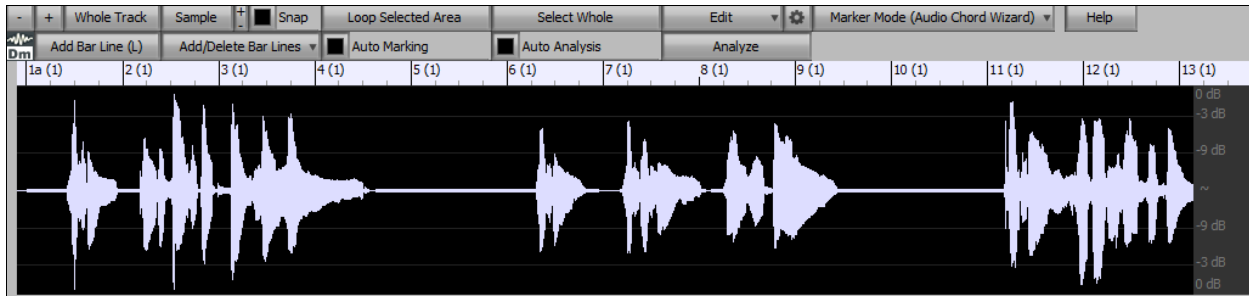
Next, go to the main menu *Audio* and select *Audio Chord Wizard (Audio Edit)*. This will open the **Audio Edit** window with the Audio Chord Wizard marker mode selected.

Audio

Audio Chord Wizard (Audio Edit)

Alternatively, you can press the **[Audio Edit]** button, and when the **Audio Edit** window opens, press the **[Marker Mode]** button on its toolbar and select *Audio Chord Wizard* from the menu.

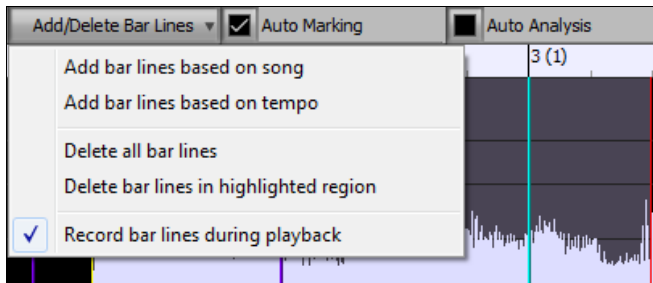




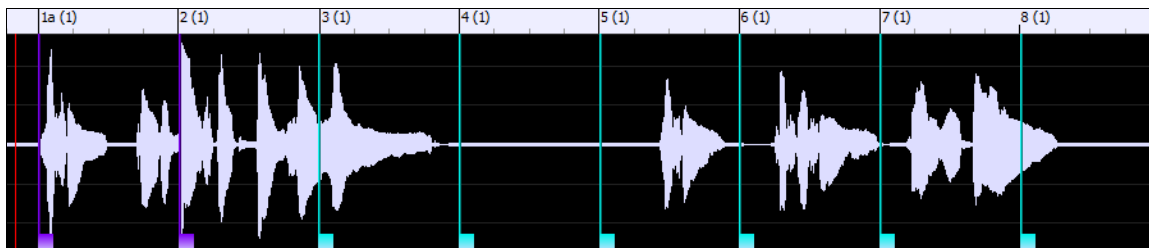
The first task is to locate bar lines in the audio so that the Audio Chord Wizard can detect chords accurately and the audio will play in sync with the Band-in-a-Box song.

Add Bar Line (L) You can add bar lines with the **[Add Bar Line]** button or with the **[L]** key on your keyboard. A bar line will be placed at the audio edit cursor or at the playback cursor if the song is currently playing.

Add/Delete Bar Lines The **[Add/Delete Bar Lines]** button menu has options to add bar lines based on your song structure or tempo. You can delete all the existing bar lines or only the ones within the highlighted region.

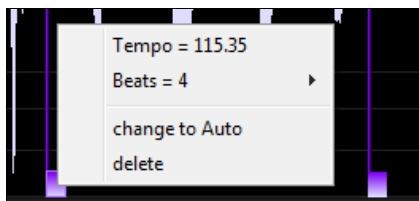


Auto Marking If “**Auto Marking**” is enabled, then Band-in-a-Box will automatically add and arrange bar lines based on the bar lines you have added manually. The “auto” bar lines will show in light blue, and the “user” bar lines will show in purple. You can change these colors in the **Audio Edit Settings** dialog if you want.



Auto Analysis If “**Auto Analysis**” is enabled, then Band-in-a-Box will re-analyze the chords in the audio whenever you add or move a bar line, or when you edit the audio data. Keep this setting disabled if you prefer to set all bar lines first (i.e. establishing tempo), and then analyze the chords when you are done.

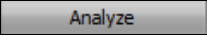
Bar lines can be moved with the mouse. Just click and drag the thumb control at the bottom. If you move an “auto” bar line, it will become a “user” bar line.



You can also right-click on the thumb control to get a context menu with options to switch a marker type (“user” or “auto”), delete the bar line, or set the time signature for the bar. The menu also shows you the tempo of the bar, based on the time signature of the bar and the position of the next bar line.

When you add or move bar lines, Band-in-a-Box will automatically make a tempo map, so your song will play in sync with the audio.

Any changes you make in the Audio Chord Wizard mode are undo-able. This was previously not possible with the stand-alone Audio Chord Wizard.

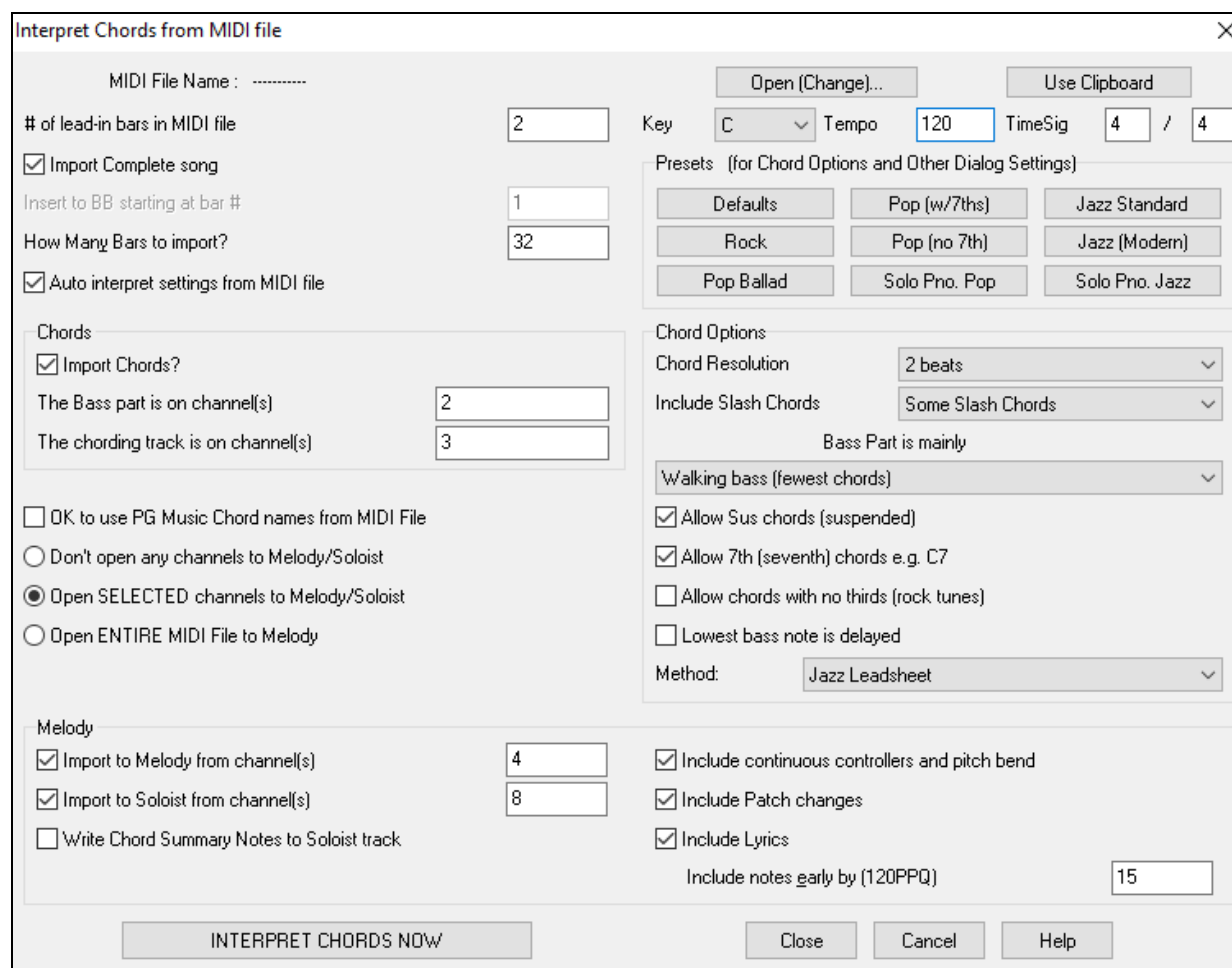
 Use the **[Analyze]** button to analyze the chords in the audio. The chords detected in the audio will be written into the Chord Sheet. You don't need to do this if you have "Auto Analysis" enabled, but you might want to if you have erased or made changes to the chords in the Chord Sheet.

When you open the Chord Sheet, you will see that the Audio Chord Wizard has entered the chords and the tempo map.

1a <u>F#</u>	2 <u>F#</u>	3 <u>A</u>	4 <u>F#</u>
5 <u>D</u>	6 <u>D</u>	7 <u>C#</u>	8 <u>F#</u>
9 <u>D/F#</u>	10 <u>F#</u>	11 <u>B/D#</u>	12 <u>F#</u>
13 <u>C</u>	14 <u>B7</u>	15 <u>D</u>	16 <u>F#</u>
17 <u>F#</u>	18 <u>F#</u>	19 <u>D</u> <u>Eb</u>	20 <u>F#7</u>

MIDI File Chord Interpretation Wizard

Many MIDI files lack chord symbols, making them difficult to play along with by ear. Now you can open any MIDI file in Band-in-a-Box, and Band-in-a-Box will *automatically* figure out the chords of the song for you. The chords are written onto the Band-in-a-Box Chord Sheet like any other song. You can also read tracks into the Melody and Soloist tracks.



The dialog box "Interpret Chords from MIDI file" contains the following sections:

- MIDI File Name:** A text field with a dotted line.
- Buttons:** "Open (Change)..." and "Use Clipboard".
- Key:** A dropdown menu showing "C".
- Tempo:** A text field showing "120".
- TimeSig:** A text field showing "4 / 4".
- Presets:** A group of buttons: "Defaults", "Pop (w/7ths)", "Jazz Standard", "Rock", "Pop (no 7th)", "Jazz (Modern)", "Pop Ballad", "Solo Pno. Pop", "Solo Pno. Jazz".
- Chord Options:**
 - Chord Resolution:** A dropdown menu showing "2 beats".
 - Include Slash Chords:** A dropdown menu showing "Some Slash Chords".
 - Bass Part is mainly:** A dropdown menu showing "Walking bass (fewest chords)".
 - ☒ Allow Sus chords (suspended)
 - ☒ Allow 7th (seventh) chords e.g. C7
 - ☐ Allow chords with no thirds (rock tunes)
 - ☐ Lowest bass note is delayed
 - Method:** A dropdown menu showing "Jazz Leadsheet".
- Chords:**
 - ☒ Import Chords?
 - The Bass part is on channel(s):** A text field showing "2".
 - The chording track is on channel(s):** A text field showing "3".
- Melody:**
 - ☐ OK to use PG Music Chord names from MIDI File
 - ☐ Don't open any channels to Melody/Soloist
 - ☒ Open SELECTED channels to Melody/Soloist
 - ☐ Open ENTIRE MIDI File to Melody
 - Import to Melody from channel(s):** A text field showing "4".
 - Import to Soloist from channel(s):** A text field showing "8".
 - ☐ Write Chord Summary Notes to Soloist track
 - ☒ Include continuous controllers and pitch bend
 - ☒ Include Patch changes
 - ☒ Include Lyrics
 - Include notes early by (120PPQ):** A text field showing "15".
- Buttons:** "INTERPRET CHORDS NOW", "Close", "Cancel", "Help".

Importing Chords

You can import the chords from a MIDI file. To do this, first blank the Chord Sheet by choosing *File | New*. Then select the menu item *File | Import | Import Chords from MIDI file* to launch the **Interpret Chords from MIDI file** dialog.

 Press the **[Open (Change)...]** Button to select the MIDI file that you'd like to import.

INTERPRET CHORDS NOW

Once you've selected the file, you can press the **[INTERPRET CHORDS NOW]** button. When you do that, the chords will be interpreted from the MIDI file, and written onto the Chord Sheet. Prior to pressing the **[INTERPRET CHORDS NOW]** button, you might want to make some custom settings.

☒ Auto interpret settings from MIDI file

When you load in the MIDI file, Band-in-a-Box interprets many things from the MIDI file for you automatically. Normally you'd want this to happen, but if you'd prefer to make the settings yourself, you can set the Auto Interpret settings from MIDI file to false.

Once you have loaded in the MIDI file, and assuming that you have the "Auto Interpret" set to true, you will see that the dialog displays the settings that the Chord Wizard has found for the key signature, and channels used for the song.

Let's work with an example song called violet.MID. This should be included in the *C:\bb\Documentation\Tutorials* folder.

- Start with a blank worksheet by choosing *File | New*.
- Choose the MIDI File chord Wizard dialog by choosing *File | Import | Import Chords from MIDI file*.

Open (Change)...

Press the **[Open (Change)...]** button to select the MIDI file, and then choose the file that you'd like to import. In this case, it is *C:\bb\Documentation\Tutorials\violet.MID*.

Once you load in the MIDI file, you will see that the Chord Wizard has analyzed it and made these determinations.

Interpret Chords from MIDI file

MIDI File Name : ..on\Tutorials\violet.MID

of lead-in bars in MIDI file: 2

☒ Import Complete song

Insert to BB starting at bar #: 1

How Many Bars to import?: 103

☒ Auto interpret settings from MIDI file

Chords

☒ Import Chords?

The Bass part is on channel(s): 2

The chording track is on channel(s): 3,6,7

☐ OK to use PG Music Chord names from MIDI File

☐ Don't open any channels to Melody/Soloist

☒ Open SELECTED channels to Melody/Soloist

☐ Open ENTIRE MIDI File to Melody

Melody

☒ Import to Melody from channel(s): 4

☒ Import to Soloist from channel(s): 0

☐ Write Chord Summary Notes to Soloist track

Presets (for Chord Options and Other Dialog Settings)

Defaults, Pop (w/7ths), Jazz Standard, Rock, Pop (no 7th), Jazz (Modern), Pop Ballad, Solo Pno. Pop, Solo Pno. Jazz

Chord Options

Chord Resolution: 2 beats

Include Slash Chords: Some Slash Chords

Bass Part is mainly: Walking bass (fewest chords)

☒ Allow Sus chords (suspended)

☒ Allow 7th (seventh) chords e.g. C7

☐ Allow chords with no thirds (rock tunes)

☐ Lowest bass note is delayed

Method: Jazz Leadsheet

☒ Include continuous controllers and pitch bend

☒ Include Patch changes

☒ Include Lyrics



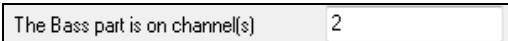

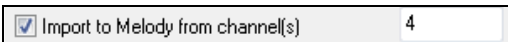
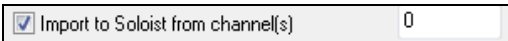
Include notes early by (120PPQ): 15

INTERPRET CHORDS NOW Close Cancel Help

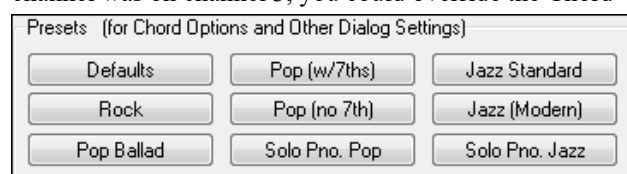
It has automatically determined that the violet.MID file

- has 2 bars of lead-in.

of lead-in bars in MIDI file: 2

- has 103 bars of chords. 
- is in the key of F with a 4/4 time signature, and a tempo of 120. 
- has the Bass Part on channel 2. 
- has the chording (comping) parts on Channels 3, 6 and 7. 
- has the Melody on Channel 4. 
- has no other parts like the Melody to put on the Soloist track. 

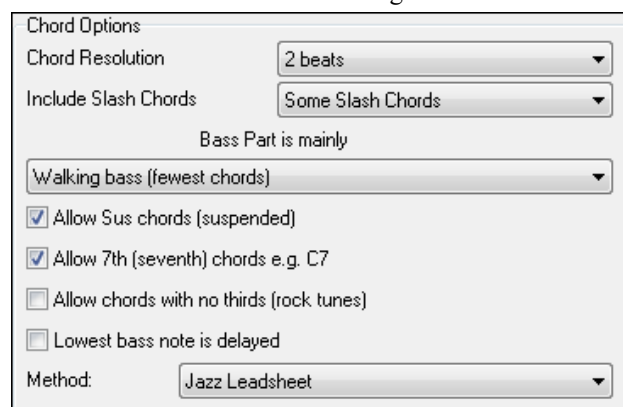
Now, after loading in the MIDI files, you'd normally have a look at these settings above, to see if they seem reasonable for your MIDI file. If not, you can change the settings. For example, if you knew that the Melody channel was on channel 3, you could override the Chord Wizard settings.



Once you have done that, you should choose one of the Presets, to quickly put the settings to the type of song that we are trying to interpret.

Chord Options

When you choose one of these presets, it makes a number of settings in the Chord Options section of the dialog. You can override them in this dialog.



Chord Resolution

This is the minimum number of beats for a chord. For example, if you set it to “2 beats” then the Chord Wizard will never attempt to come up with different chords that are only a beat apart. If you have a song that has a short section that does include chords every beat, you can redo that section of the song with a “1 beat” resolution. (Default = 2 beats)

Include Slash Chords

If set, the Chord Wizard will include “slash chords” like F7/A or Cm/G.

Bass Part Type

You can set this to “Root,” “Root-3-5,” or “Walking Bass.” If you choose “Root,” the chord Wizard will assume that any bass note is the root of the chord. Choosing “Root-3-5” will cause the Chord Wizard to assume that the bass pattern is mainly on the root, 3rd and 5th of the chord. If you choose “Walking bass,” it will assume that the bass notes can be changing and can include many notes beside the root. Setting the Walking bass line will likely result in fewer chords overall than setting the “Root only” option.

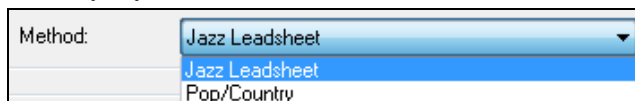
Allow Suspended (Sus) Chords

The setting for “Allow Sus chords” determines if chords like Csus or Bbsus7 will be included. The “Allow 7th chords” specifies if 7th chords like C7 or Bbm7 would be allowed. Simple Rock songs might not have 7th chords or Sus chords. Allowing chords with no thirds should be set in a hard rock song, or similar song with “power chords” that might not contain the 3rd of the chords.

Delay Lowest Bass Note

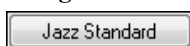
Usually a bass player plays the root of the chord at or near the time when the chord changes. But in solo piano playing or some bass styles, the bass doesn’t state the root until later on, and this setting should be set to “delayed” in a solo piano style of this type.

Primary Style




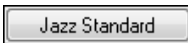

Set the primary style of the song to Jazz or Pop/Country from the **Method** combo box.

Using the Chord Options Presets to quickly make settings



For the song violet.MID,” we know that this is a Jazz Swing type of song, so we press the Preset Called “Jazz Standard.” By doing this, we see that the chord options have then been set to Chord Resolution of 2 beats, no slash chords, walking bass, sus chords, 7th chords, and Jazz lead sheet. These settings look OK for our Jazz song, if we wanted to customize it (e.g., to allow slash chords) we could do it at this point.

So, to recap, using the Chord Wizard is a 3-step process.

1.  We’ve loaded in the song violet.MID.
2.  Pressing the preset button called [Jazz Standard], we then looked at the Chord Options settings for the various channels and they looked OK, so we didn’t make any changes.
3.  We then press [INTERPRET CHORDS NOW] – this gets the Chord Wizard to interpret the chords and write them onto the Chord Sheet.

Once we’ve pressed the [INTERPRET CHORDS NOW] button, we can see the results, by looking at the Chord Sheet. Here are the chords that were interpreted.

1a	F ^b		2	G ⁷	C ⁷		3	FMA ⁷	D ⁷		4	Gm ⁷	C ⁷
5a	F ^b		6				7	G ⁷			8		
9	C ⁷		10	Gm ⁷	C ⁷		11	F ^b			12		
13a	FMA ⁷		14				15	G ⁷			16		
17	C ⁷		18	Gm ⁷	C ⁷		19	F ^b			20		
21a	B ^{bb}	B ^{dim}	22	F ^b			23	B ^b MA ⁷			24		
25	Dm ⁷	G ⁷	26	Dm ⁷	G ⁷		27	Gm ⁷	D ⁷		28	Gm ⁷	C ⁷
29a	FMA ⁷		30				31	G ⁷			32		
33	C ⁷		34	Gm ⁷	C ⁷		35	F ^b			36		

So that we can see how well the Chord Wizard did, we can compare it to the “correct chords” of the song, input by a musician listening to the song.

1a	F ^b	2	G ⁹	C ¹³	3	FMA ₂ ⁷	D ⁷⁺	4	Gm ⁷	C ^{13b9}
5a	F ^b	6			7	G ⁷		8		
9	C ⁷	10	Gm ⁷	C ⁷	11	F ^b		12		
13a	FMA ₂ ⁷	14			15	G ⁷		16		
17	C ⁷	18	Gm ⁷	C ⁷	19	F ^b		20		
21b	B ^{b6}	22	F ^b		23	B ^b MA ₂ ⁷		24		
25	Dm ⁷	26	Dm ⁷	G ⁷	27	Gm ⁷	D ⁷	28	Gm ⁷	C ⁷
29a	FMA ₂ ⁷	30			31	G ⁷		32		
33	C ⁷	34	Gm ⁷	C ⁷	35	F ^b		36		

As you can see, by comparing the two sets of chords, the Chord Wizard got almost all of the chords correct in this example. The Chord Wizard purposely avoids chords like “C13.” It will put a simpler “C7” instead, since this is more like a typical lead sheet.

If you’ve read in the entire MIDI file, you have 103 bars of chords on the Chord Sheet. This actually contains 3 choruses of the song. You might want to reduce that to a single chorus by setting the chorus end of the song to bar 36 and then erasing the excess bars (after bar 36) by choosing Edit | Erase.

Examining the song that has been interpreted by the Chord Wizard.

You will notice that the title (Violet Song), key (F), and tempo (120) have been set to the values found in the file. Part markers are not set; the Chord Wizard doesn’t try to guess where part markers might be occurring. You need to put the part markers in yourself. You also need to choose the style to use (a Jazz Swing style in this case). If you examine the Melody track (by opening the Notation window and right-clicking on some notes or pressing the Event List (#) button), you will notice that the Melody track contains notes from Channel 4, which is what we specified in the Chord Wizard dialog.

Importing Part of a MIDI file or re-doing a section of the Chord Sheet)

☒ Import Complete song

Insert to BB starting at bar #

How Many Bars to import?

Normally, we’d want to import an entire MIDI file worth of chords. But if you want to import some bars, then deselect the “Import Complete song” checkbox, and specify where to start in the MIDI file (i.e. the number of lead-in bars in MIDI file), what bar to start at in Band-in-a-Box (Insert to BB starting at bar #), and the number of bars to import (How Many Bars to import?).

Using the violet.MID file, we could redo a section of the song using different settings. (For example, a chord resolution of 1 beat instead of 2 beats.) If we were unhappy with the results at bar 7 and 8, we could redo this by making the settings as follows:

☐ Import Complete song

Insert to BB starting at bar #

How Many Bars to import?

Other Settings for the Chord Wizard

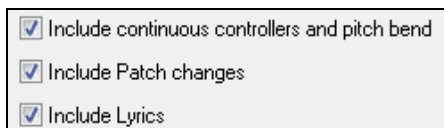
☐ OK to use PG Music Chord names from MIDI File

Band-in-a-Box and PowerTracks Pro Audio songs contain special events that write the exact chord names into the MIDI file. So if the Chord Wizard sees these events, it will use them instead of interpreting the chords, since they are likely to be completely accurate. If you prefer to ignore these chord events, set the “OK to use PG Music Chord names from MIDI File” to false.

☐ Write Chord Summary Notes to Soloist track

The setting for “Write Chord Summary Notes to Soloist Track” is only used for diagnostic or special purposes. When set, the Soloist track will contain a special track that has a chord written every 2 beats (or whatever the setting for chord resolution is) that contains every note found for the chord. This shows you the type of logic that the Chord Wizard is basing its decisions on. If you encounter a song that gives incorrect results for the chords, you can try this setting and then examine the Soloist track to see the actual notes of

the chords. Chord-stepping through the track (using [Ins] and [Del] on the Numpad) allows you to quickly hear the chords.



You can optionally include controllers, pitch bend, patch changes, and lyrics from the MIDI file.

Practice Window

The **Practice Window** allows convenient “1-click” access to many Band-in-a-Box features that help you with practicing.

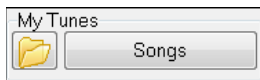
These include the Ear Training dialog, games (Pitch Invasion etc.), Metronome, CopyMe, Sight Reading, 101 Riffs series, and more.



To launch the **Practice Window**, press the **[Practice]** button on the toolbar and choose *Practice Central* from the pull-down menu. You can also go to menu *Window | Practice Window* or use hot keys **Alt+Shift+L**.



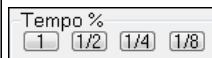
There are several purposes for the Practice Window.



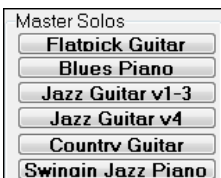
Quick access to your favorite/preferred “practice” folders, so that you can setup load in songs without having to navigate dialogs.



One-click access to many of the education-related features of Band-in-a-Box (play along soloing, Ear Training, games).



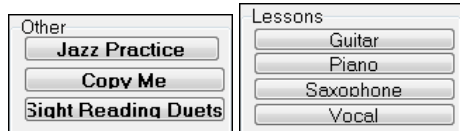
Handy buttons for on-screen transposition for non-concert instruments and for playing at fractions of the original tempo.



One button access to many of the Band-in-a-Box add-ons “101 Riffs” series and “Master Solos.”

N/A indicates other Band-in-a-Box add-ons that are available, but not installed on your computer.

One button access to many other PG Music educational programs and lessons.



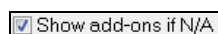
Most of these items are “add-on” products, available separately, and are not included in the Band-in-a-Box program. If you have these items installed to your hard drive, the Practice Window will find them if they are installed them to the default directories, and if not, you will be able to point the program to the location of the program, which will be remembered in future sessions.



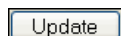
This button opens a page with more information about each of the stand-alone programs and add-ons referred to in this dialog. Internet access is required.



PowerTracks Pro Audio is PG Music’s multitrack digital audio and MIDI sequencer. Many people import their Band-in-a-Box songs into PowerTracks and work on them further in that program.



For items that you don’t have, you can choose to display or not display them on-screen using the “Show add-ons if N/A (not available)” setting.



Press this button if you have just installed an add-on or a program. This will allow you to access it from the Practice Window.

More information about all of the add-on programs can be found at www.pgmusic.com/practice.htm

Making and Using Practice Folders

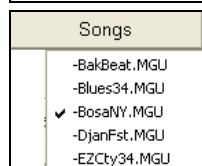
If you are preparing for a performance or a jam session with friends, you likely have a list of songs that you are working on. Let’s say they are in a folder called *C:\Bob’s Tunes*.



Click on the Folder icon. You will then see a menu that lists a *Manage Folders* submenu, allowing you to create/remove Practice Folders.



This is list of all Practice Folders defined (there likely won’t be any to start with, so you can add them using the *Manage Folders* menu command). Add a folder that you use frequently to this list.



After the list of Practice Folders, you see a list of “Favorite Folders” – these are the folders that you have visited recently.

Once you have selected a folder, you then press the **[Songs]** button, and you will see a pop-up menu of the file names for that folder, with the current song having a check mark. Load in a song by choosing the menu item.

Ear Training Tutor

Ear training is an important exercise for all musicians. Now you can practice your ear training with help from Band-in-a-Box. In addition to the common interval exercises (perfect 4th, minor 2nd, etc.), learning to “play-by-ear” for Jazz and Pop music is further enhanced by ear training exercises to recognize common chord types (e.g., Major, Minor, Dominant, etc.).

For example, Band-in-a-Box will play a chord and you will have to identify the correct root and chord type. Your score can be tracked, allowing you to monitor your progress. Clicking on the various chord types lets you instantly hear the differences between various chords. Other options include “types of roots and chords to use,” and “voicing types” (open, closed, etc.) – allowing you to customize the ear training exercises for beginner through to advanced. Interval recognition is also customizable from beginner to advanced, with such options as instrument type, octave range, up/down intervals and more.




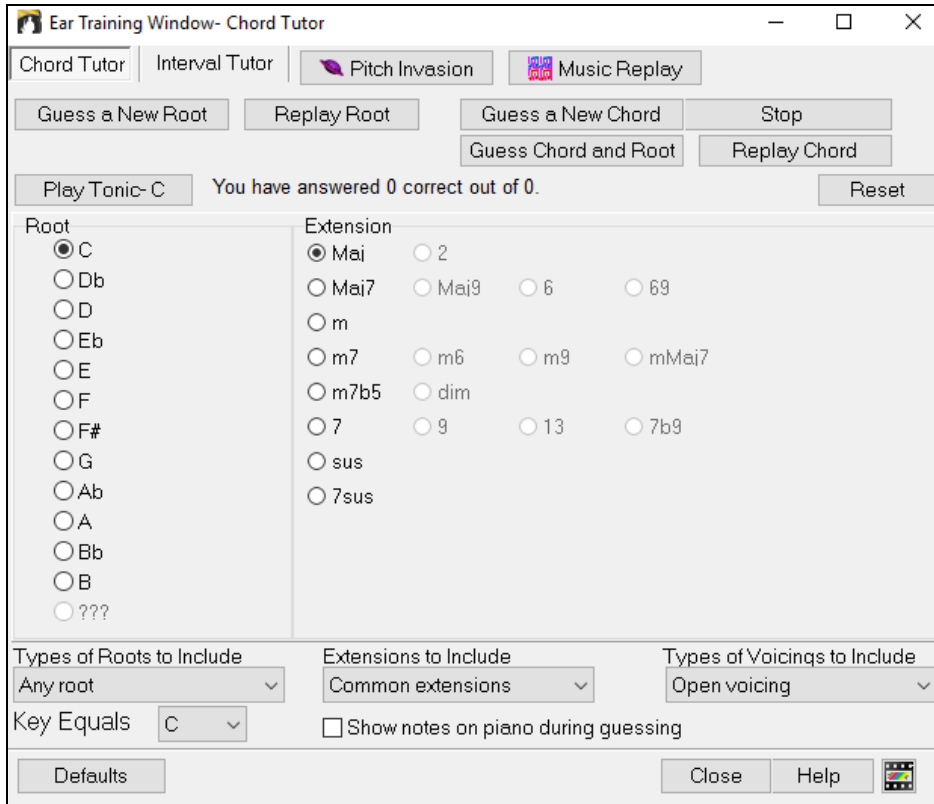
Press the **[Practice]** toolbar button and select *Ear Training* from the pulldown menu to launch the **Ear Training Window**. Alternatively, press **Ctrl+Shift+J** or go to menu *Window | Ear Training*.

There are 2 modules in the Ear Training Window.

1. The Interval Tutor plays note intervals for you to identify.
2. The Chord Tutor plays chords (root + extension) for you to identify.

Interval Tutor

 Click on the **[Interval Tutor]** button to launch the Interval Tutor module.




The interface for the Ear Training Window- Chord Tutor. It features a top navigation bar with tabs for Chord Tutor, Interval Tutor, Pitch Invasion, and Music Replay. Below the tabs are buttons for 'Guess a New Root', 'Replay Root', 'Guess a New Chord', 'Stop', 'Guess Chord and Root', and 'Replay Chord'. A status bar shows 'Play Tonic- C' and 'You have answered 0 correct out of 0.' with a 'Reset' button. The main area is divided into two columns: 'Root' and 'Extension'. The 'Root' column lists notes from C to B and a '???' option. The 'Extension' column lists various chord extensions like Maj, Maj7, m, m7, m7b5, 7, 9, 13, 7b9, sus, and 7sus. Below these columns are three dropdown menus: 'Types of Roots to Include' (Any root), 'Extensions to Include' (Common extensions), and 'Types of Voicings to Include' (Open voicing). There is also a 'Key Equals' dropdown set to 'C' and a checkbox for 'Show notes on piano during guessing'. At the bottom are 'Defaults', 'Close', and 'Help' buttons.

Click on the intervals to hear them. For example, click on “Minor 3” to hear a minor 3rd interval.

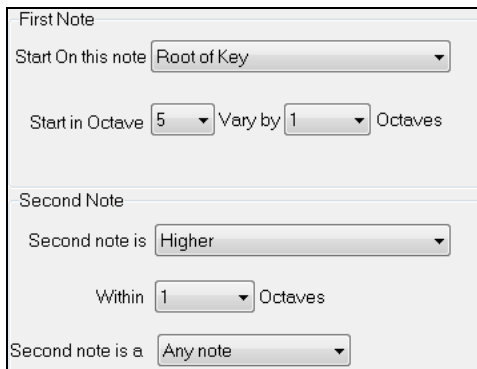
Set the interval types to guess. Pressing the **[Easy]** button will set it to the easiest (within one octave, second note is always higher, etc.).



Three buttons for setting interval difficulty: 'Easy', 'Hardest', and 'Defaults'.

 Start the game by pressing the **[Guess Interval]** button.

You can control the starting note and the second note in the dialog.



A dialog box for selecting interval parameters. It has two main sections: 'First Note' and 'Second Note'. The 'First Note' section includes a 'Start On this note' dropdown (Root of Key), a 'Start in Octave' dropdown (5), a 'Vary by' dropdown (1), and an 'Octaves' label. The 'Second Note' section includes a 'Second note is' dropdown (Higher), a 'Within' dropdown (1), an 'Octaves' label, and a 'Second note is a' dropdown (Any note).

Once the game starts, click on the interval that you think is being played.

Up Intervals	Down Intervals
<input checked="" type="radio"/> Unison	<input type="radio"/> Unison
<input type="radio"/> Minor 2	<input type="radio"/> Minor 2
<input type="radio"/> Major 2	<input type="radio"/> Major 2
<input type="radio"/> Minor 3	<input type="radio"/> Minor 3
<input type="radio"/> Major 3	<input type="radio"/> Major 3
<input type="radio"/> Perfect 4	<input type="radio"/> Perfect 4
<input type="radio"/> Flat 5	<input type="radio"/> Flat 5
<input type="radio"/> Perfect 5	<input type="radio"/> Perfect 5
<input type="radio"/> Minor 6	<input type="radio"/> Minor 6
<input type="radio"/> Major 6	<input type="radio"/> Major 6
<input type="radio"/> Minor 7	<input type="radio"/> Minor 7
<input type="radio"/> Major 7	<input type="radio"/> Major 7
<input type="radio"/> Octave Up	<input type="radio"/> Octave Down

Chord Tutor

Chord Tutor Click on the **[Chord Tutor]** button to enter the Chord Tutor module.

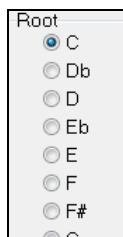
Play Tonic - C Press the **[Play Tonic]** button to familiarize yourself with the root note of the scale as a reference point.

- Click on any of the other note names to hear that root.
- Click on any of the chord extensions to hear that sound.

Guessing the root

Guess a New Root You can test yourself on roots only or root AND extension. Press “Guess a New Root” and you will hear a root played.

Replay Root Press this button to hear the root-to-guess replayed. If you need help, press **[Play Tonic – C]** to hear the root again.



When you think you know the root, press the root name on the list of note names at the left.

If you guess incorrectly, you will see a message that says, “Wrong Root.” You will then hear the note that you guessed playing, followed by the root-to-guess note again.

If you guess correctly, you will see a confirmation of that, and can play again.



Press the **[Stop]** button to stop the game.

Guessing the Root and the Extensions



The Guess a New Chord game works in the same way as the Root game, except that here you are guessing chord extensions. The root is always whatever the setting is at the left. Click on the extension to guess, and **[Replay Chord]** button to hear the chord again.



In this mode, you need to guess both the Root and the Extension. You can guess them in any order.

Click on the root, and when you get it correct you can move on to the extension.

Types of Roots to Include

For the Roots, you can choose which types of roots to include. This can be any of the 12 semitones, or just the scale tones, or just the 1-4-5 of the scale.

Extension to Include

For the extensions, you can include all of the extensions listed in the dialog, or just the subset that are common extensions.

Types of Voicings to Include

The chord extension will be played using the voicing type that you specify in the voicing types combo box. These can be open, closed, or root position voicings. This setting also applies to the voicing used when you are previewing a chord.

Show notes on piano during guessing

If you were an advanced musician, seeing the notes on the piano during the guessing game would be “cheating,” since you’d probably quickly recognize the chord. However, a beginner might benefit from seeing the notes played on the piano screen. If this “show notes on piano during guessing” option is selected, these chords will play on the small piano located on the main program screen.

You have answered 5 correct out of 6.



The score is displayed on the window. You can reset these results to zero by pressing the **[Reset]** button.

Ear Training Games


Learning is best when it’s fun, so we’ve included these exciting games in the Band-in-a-Box Ear Training module for fun times in “the woodshed.”



Chord Tutor

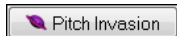
Interval Tutor

 Pitch Invasion

 Music Replay

The programs are available via buttons in the ear training dialog, or by dedicated buttons on the toolbar.

Pitch Invasion



Pitch Invasion helps to develop perfect pitch as you shoot down “alien” notes invading from above. You hear the note sound and click on the on-screen piano/MIDI or QWERTY keyboard to shoot it down.



GAME 4 notes **LEVEL** 4 ▼ For Pitch Invasion, choose a level that will specify the # of note types that will be invading. The LEVEL determines the speed of the notes.

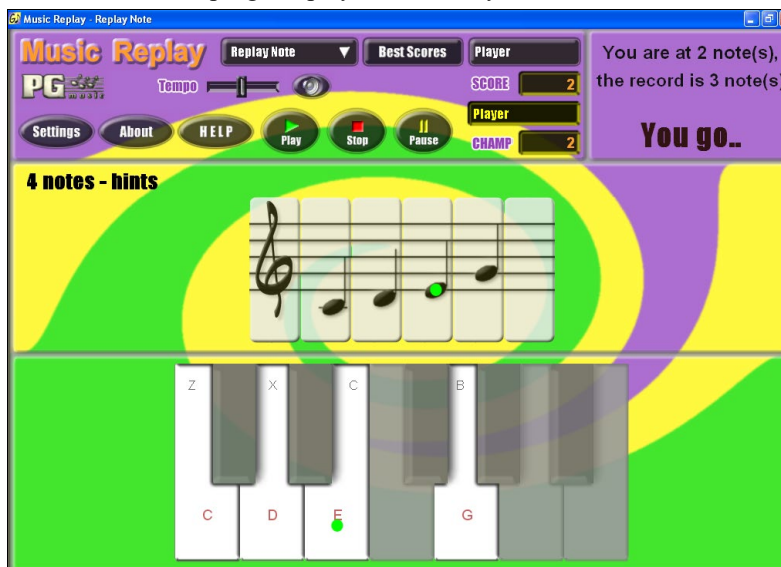
To shoot the aliens, click on the on-screen keyboard, MIDI keyboard or QWERTY keys.

Settings The program settings allow you to customize the game.

? Press the [?] button for more information.

Music Replay

Music Replay develops your pitch, rhythm, and melody recognition by replaying what the program plays, in note, rhythm, or melodic modes.



For Music Replay, choose the MODE of the game.

There are three modes:

1. Note Replay
2. Rhythm Replay
3. Melody Replay



Set the Level to make the game harder.



Press the [HELP] button for more information.

Vocal Wizard

The “Vocal Wizard” displays the best song keys for your vocal range!

This feature helps you choose the best song key for your vocal range. Open the Vocal Wizard, enter your vocal type (baritone, tenor, etc.), or choose a custom range. Then the wizard analyzes the song and recommends the best keys for that song. Options available to “include/exclude falsetto range,” “restrict choices to these keys [...],” and “transpose now.”

Before we enter the **Vocal Wizard**, we’re going to load in the song Old Folks at Home.MGU (present in the C:\bb\Documentation\Tutorials\Tutorial - BB 2005 Demos folder). This song is in the key of F, so we will use the Vocal Wizard to find the best key for a baritone.

To enter the **Vocal Wizard**, choose the menu item *Window | Lyrics | Vocal Wizard*.

Vocal Wizard

Enter your Vocal Range (lowest and highest note you can sing, with and without falsetto)

My Vocal range is from 43 (G3) to 64 (E5) Highest Falsetto note 68 (Ab5) Preset Baritone (Male)

(middle C is note 60) Maximum Falsetto % 5% Save & Name User Preset...

Range

☒ Whole Song ☐ Part of Song Set Range...

This melody has a range of 34 semitones, from note 45 (A 3) to note 79 (G 6)
 Your vocal range is 21 semitones, from note 43 (G 3) to note 64 (E 5)
 With falsetto, your vocal range is 25 semitones from note 43 (G 3) to note 68 (Ab 5)

Best Keys for current song, with your Vocal Range (lower score is better)

<input type="radio"/> C	Score = 111	(octave=-1, too low=1
<input type="radio"/> Db	Score = 110	(octave=-1, too low=1
<input checked="" type="radio"/> D	Score = 109	(octave=-1, too low=1 <*** BEST KEY ***>
<input type="radio"/> Eb	Score = 408	(octave=-1, too low=1, ++falsetto=3
<input type="radio"/> E	Score = 407	(octave=-1, too low=1, ++falsetto=3
<input type="radio"/> F	Score = 3006	(octave=-1, too low=1, ++falsetto=29 <Current Song Key>
<input type="radio"/> Gb	Score = 3306	(octave=-1, too low=1, ++falsetto=32
<input type="radio"/> G	Score = 116	(octave=-2, too low=1
<input type="radio"/> Ab	Score = 115	(octave=-2, too low=1
<input type="radio"/> A	Score = 114	(octave=-2, too low=1
<input type="radio"/> Bb	Score = 113	(octave=-2, too low=1
<input type="radio"/> B	Score = 112	(octave=-2, too low=1

Allowable Keys

☒ Db ☒ Eb ☒ Gb ☒ Ab ☒ Bb

☒ C ☒ D ☒ E ☒ F ☒ G ☒ A ☒ B

Preset All Keys Defaults

☐ Auto-transpose to best key when a song is loaded.

Vocal track is on Melody

Analyze Help

Transpose NOW to D Close

For they key of D , you would transpose the melody down 15 semitones.
 The melody range would then be from note 30 (Gb 2) to note 64 (E 5).181 total melody notes, 180 in your range, 0 in falsetto, 0 too-many falsetto, 1 too-low, 0 too-high.

You can see from the screenshot that the Vocal Wizard has picked the key of D (colored green) as the best key for the song, using the baritone vocal range. Other recommended keys are colored yellow. Un-recommended keys are colored grey and include the current key of the song (F).

Let’s explore the areas of the **Vocal Wizard** screen.

There are 4 areas that require your input.

1. Entering your Vocal Range.

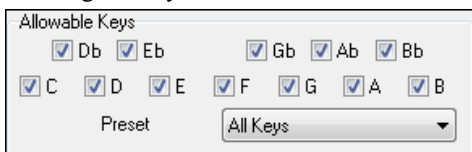
Enter your Vocal Range (lowest and highest note you can sing, with and without falsetto)

My Vocal range is from 43 (G3) to 64 (E5) Highest Falsetto note 68 (Ab5) Preset Baritone (Male)

(middle C is note 60) Maximum Falsetto % 5% Save & Name User Preset...

Here you enter your “comfortable” vocal range, from lowest note to highest note. If you can sing falsetto, you can also enter the highest falsetto note, and the % of falsetto notes that would be acceptable as falsetto notes. You can also select a preset (like Baritone Male or Contralto Female). Or you can select one of 8 “User Preset slots” to enter and save a custom range (if you press the [Save & Name User Preset] button)

2. Selecting the keys that would be “allowable.”



Allowable Keys

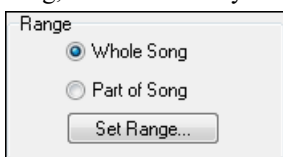
☒ Db ☒ Eb ☒ Gb ☒ Ab ☒ Bb

☒ C ☒ D ☒ E ☒ F ☒ G ☒ A ☒ B

Preset: All Keys

Most musicians have favorite keys, so this area allows selection of keys that would be acceptable for the Vocal Wizard to choose. For example, if we choose “Jazz” keys, we will see that the Vocal Wizard now recommends the key of C instead of D.

3. Setting the range of the song to analyze (usually the whole song). Normally you’d want to analyze the whole song, but this allows you to select a partial range.



Range

☒ Whole Song

☐ Part of Song

Set Range...

4. Selecting the track to analyze. You’d usually pick the Melody track but can also choose the Soloist track.



Vocal track is on

Melody

Melody

Soloist

You can then analyze the Melody by pressing the [Analyze] button.



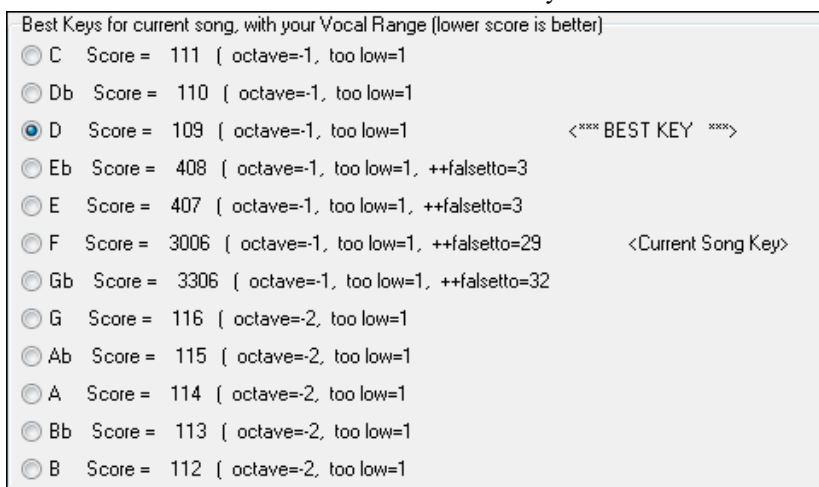
Analyze

Most functions automatically re-analyze the song but pressing the [Analyze] button forces a re-analysis of the song. This displays the analysis of the song.

1. A purple area describes the current range of the song, low note to high note, and compares it to your vocal range.

This melody has a range of 14 semitones, from note 65 (F 5) to note 79 (G 6)
 Your vocal range is 21 semitones, from note 43 (G 3) to note 64 (E 5)
 With falsetto, your vocal range is 25 semitones from note 43 (G 3) to note 68 (Ab 5)

2. The radio buttons show each of the 12 semitone keys and show a score for each key. The lowest score is the best.



Best Keys for current song, with your Vocal Range (lower score is better)

☐ C Score = 111 (octave=-1, too low=1

☐ Db Score = 110 (octave=-1, too low=1

☒ D Score = 109 (octave=-1, too low=1 <*** BEST KEY ***>

☐ Eb Score = 408 (octave=-1, too low=1, ++falsetto=3

☐ E Score = 407 (octave=-1, too low=1, ++falsetto=3

☐ F Score = 3006 (octave=-1, too low=1, ++falsetto=29 <Current Song Key>

☐ Gb Score = 3306 (octave=-1, too low=1, ++falsetto=32

☐ G Score = 116 (octave=-2, too low=1

☐ Ab Score = 115 (octave=-2, too low=1

☐ A Score = 114 (octave=-2, too low=1

☐ Bb Score = 113 (octave=-2, too low=1

☐ B Score = 112 (octave=-2, too low=1

In the example *Old Folks at Home*, you can see that D is the best key, but any of the keys from G to Db are also good keys in the selected vocal range.

3. The area in black at the bottom gives an analysis of the vocal range if the song was transposed to the chosen key.

For they key of D , you would transpose the melody down 15 semitones.
The melody range would then be from note 50 (D -4) to note 64 (E -5).
180 total melody notes, 180 in your range, 0 in falsetto, 0 too-many falsetto, 0 too-low, 0 too-high.

Transpose NOW to D

Transpose NOW to D Now that the Vocal Wizard has told us the best key for this song, we can either close the dialog, or transpose it now to the recommended key (or any other key that we have selected with the radio buttons).

☐ Auto-transpose to best key when a song is loaded.

The Vocal Wizard can also work in an automatic mode, transposing a song to the best key as soon as it is loaded, without having to visit the **Vocal Wizard** dialog. This is done by checking the “Auto-transpose” checkbox. By doing this, you can ensure that any song you load will be in the best key for your vocalist! And if the key isn’t deemed to be ideal, just visit the Vocal Wizard to see an analysis of the ranges to pick an alternate key.

Reharmonist (Chords for a Melody)

Generate Chords for a Melody

Generate chords for a melody, or an improved chord progression for a melody, with the “Reharmonist” feature. This feature generates a chord progression in the chosen genre, based only on the melody.

The idea of the Reharmonist is to generate a completely new chord progression for a melody, in a genre that you choose (Jazz, Country, etc.). This ignores any existing chords in the song.

There are 2 separate windows for the Reharmonist feature.

1. Reharmonize entire song with a new chord progression.
- or -
2. See a list of possible reharmonizations for a given area of a song.

Generate a New Progression

To generate an entirely new chord progression for a complete song or a portion of a song, go to menu *Edit | Chords | Auto-Generate Chord Reharmonization*). You will then see the **Select Re-Harmonist** dialog.

Select Re-Harmonist (new chords for an existing melody)

☐ Show All Genre EZ listening (Pop)

☒ OK to load style

Style variations 77 *Easy Listening Whitaker Fav

Style P_WHITKR.STY

Track with melody Melody

Mix Chords from Major and Minor Keys (%) 0

Number of variations (range 1 to 100) 15

Key C

<--- Analysis shows the correct key is likely Dm ...

☐ Part of Song
☒ Whole Song

Set Range

Bar	1
Chorus	1
# bars	36

Defaults **OK -Reharmonize** Cancel Help

The first thing you should do is set the “Genre” for the reharmonization. For example, if you want “Jazz Swing” genre, choose that in the genre drop down.

You will then get typical Jazz chords.

Genre Jazz swing (Jazz)
Jazz swing (Jazz)
Jazz Waltz (Jazz)
Bouncy (Jazz)
Bebop (Jazz)

Verify that the key is correct. Band-in-a-Box analyzes the melody and gives its best guess as to the best key for the song. If it is different from the current key, Band-in-a-Box will suggest the new key, and you can press the button to set the key to the new key.

Key: F <--- Analysis shows the correct key is likely D ...

☐ Part of Song
☒ Whole Song

Set Range

Bar

Chorus

bars

Set the region of the song that you want reharmonized. Usually this will be the “Whole Song.”

OK-Reharmonize

Press **[OK-Reharmonize]**. You will now get a brand-new chord progression for the melody.

See a List of Possible Reharmonizations

Use the feature interactively by displaying a menu of possible chord progressions for a portion of the melody and audition them to choose the best one using the “Bar Reharmonist.” This allows you to hear some new chord progressions for existing melodies, or brand-new progressions for tunes without chords.

To do this, choose *Edit | Chords | Chord Reharmonist Dialog (choose your own)*. This shows you the current bar in the song (for example, bar 7). It shows a list of suggested chord progressions for the current melody, based on the melody and genre that you choose.

Reharmonize melody - new chords for 2 bars of the melody

For this 2 bar chord progression Bar # -2 +2 Restore All

Genre ☐ Load style w/genre change

| C |

Here are possible reharmonizations of the chords, based on the Melody

CMaj7	Em7	FMaj7	Dm7
C2		F2	G7sus
C2		Dm7	G7
CMaj9	Am9	E7sus	E7b9
Dm7	G7	Dm7	G7
C2		Bm7	E7
Dm7		G7sus	
CMaj9		G7sus	G7
C2		Dm7	G7sus
C2			

☒ Preview on double-click
☒ Sort from best to worst

Recompile... Play Stop Reharmonize entire song...

Do Re-Harmonize NOW Close Cancel Help Defaults

Do Re-Harmonize NOW

Choose a chord progression, and press **[Do-Reharmonize NOW]** and the program will insert that progression.

☒ Sort from best to worst

The progressions are sorted in alphabetical order, or from “best to worst” depending on this setting.

Chord Substitution Wizard

Reharmonizing a song with the Chord Substitution Wizard is a fun and educational way to perform or practice a familiar song in a brand-new way. For example, if you had chords such as “Dm7 G7 Cmaj7,” a list of substitutions including the tritone substitution “Dm7 Db7b5 Cmaj7” would be offered to you for use in your song.

There are 2 ways to get chord substitutions

- ## Chord Substitution Dialog

This dialog depends on what chords were present at the bar that was currently highlighted. This bar number is shown in the dialog and may be changed.

In the example shown, the chord was an F7 chord, so the substitutions shown are for an F7 chord. The substitutions shown may work for up to 4 bars, depending on the substitution. In the examples above, the substitutions work for 2 bars.

Jazz Substitutions / Pop/ Country

You can control what types of substitutions to see by using these checkboxes. Some substitutions include more chords than the original, and some simplify the progression, and these can be viewed using the checkboxes. You can elect to exclude substitutions that have a chord on each beat.

Types of Subs. to include

This combo box will filter the substitutions to include only the best substitutions or all of them.

Recompile

The **[Recompile]** button is only used if you have edited the CHORDSUB.TXT file to add your own substitutions. This recompiles the file and takes about 1 to 2 minutes.

Do Substitution NOW

Press this button once you see a substitution that you like so that you can enter it onto the worksheet directly. Double-clicking on the substitution line will also accomplish the same. You can then move the current bar to the next part of the song that you need a substitution for and repeat the process.

Restore / Restore ALL

You can UNDO the substitution by pressing the **[Restore]** button, or the **[All]** button to UNDO all substitutions.

Auto Chord Substitutions

You can quickly auto-generate substitutions for an entire song, or portion of a song using the auto-substitution dialog, which is accessed with the menu command *Edit | Chords | Auto Generate Chord Substitutions*.

For example, we can generate substitutions for the !Freddie.MGU song. Here is the original chord progression.

1a	F6	2	Dm7	3	G9	4	C13
5	F6	6	Cm7	F9	7	BbMaj7	8
9b	Bbm7	10	Eb9	11	Em7b5	A7#9	Dm9
13	G7sus	14	G9	15	Gm7		C13
17a	F6	18	Dm7	19	G9		C13
21	F6	22	Cm7	F9	23	BbMaj7	24
25b	Bbm7	26	Eb9	27	Am7		Dm7
29	G9	30	Gm7	C13	31	F69	32
33a	F69	34		35			36

By using the auto-substitution dialog, we can generate substitutions for the whole song, and we get this result:

1a	F6	2	Dm7	3	Db9	4	C7 Gm7/DEbdimC7/E
5	F6 Gm7 AbdimF6/A	6	Cm9 F13	7	BbMaj7 Cm7	8	Dbdim Bb6/D
9b	Bbm BbmMaj7Bbm7 Bbm6	10	Em9 A13	11	Em7b5 A7#9	12	Dm9
13	Dm7	14	G9	15	Gm9	16	F#9
17a	FMaj7Gm7 AbdimAm7	18	Dm Dm#5Dm6 Dm#5	19	Db13	20	Am7 D7+ Gm7 C7
21	F6	22	Cm7 F9	23	BbMaj7Cm7 DbdimDm7	24	Dm7
25b	Eb7	26	A9	27	Am7	28	Dm7
29	G9	30	Gm7 C13	31	F69	32	
33a	F69	34		35		36	

You can see that Band-in-a-Box chose the substitutions for about 70% of the chords in the song (that's what we told it to do in the dialog). It began by replacing the F6 chord with an Fmaj7 Gm7 Abdim Am7 progression. Some of the substitutions chosen are even more advanced than that (replacing two bars of Bbmaj7 with Bb6 Ebmaj7 Dm7 Gm7 | Bbmaj7 Cm7 Dbdim Dm7 for example).

Here are the settings in the auto-substitution dialog that produced this result:

Chord Substitutions for whole song or range of song

Style

☒ Jazz
 ☐ Pop
 ☐ Jazz or Pop

Choose substitutions with ...

☐ More chords
 ☐ Less Chords
 ☒ More or Less Chords

% to substitute

70

Types of Subs. to include

All

☐ Only choose substitution if Melody is Compatible
 ☒ Include subs with Chords each beat

Range

☒ Whole Song
 ☐ Part of Song

Set Range for part of song

Bar

1

Tip: Bar -1 (negative 1) is the very beginning of the song

bars

36

Defaults

OK - Do Substitutions now

Cancel

Help

If you'd like Band-in-a-Box to only generate chords for a certain range of bars, you should highlight that range of bars in the Chord Sheet first, and then launch the dialog. The Range will then be set to "Part of Song" and the "Bar" and "# bars" settings will also be set. You can override these settings with manual settings, if necessary.

Chord Builder

You can right-click on any chord to instantly hear how it sounds or use the **Chord Builder** feature to audition different chords until you find the one that sounds best to you. In other words, you can enter chords "by ear" - without having to know the actual chord names or any music theory. This feature also illustrates the differences between various chord types.

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Chapter 12: Wizards, Tutors, and Fun



Launch the **Chord Builder** by pressing the **[Chord Builder]** button, or right-clicking on the **Chord Sheet** and selecting the menu option *Chord Builder*, or by choosing the *Window | Chord Builder* menu option.

The **Chord Builder** is designed so it fits entirely above the **Chord Sheet**. This means that it can be left open as you work entering chords into Band-in-a-Box. Remember that you can also play chords in from the MIDI keyboard by pressing **Ctrl+Enter** after you've played a chord.

Chord Builder

Root

☒ C ☐ F#
☐ Db ☐ G
☐ D ☐ Ab
☐ Eb ☐ A
☐ E ☐ Bb
☐ F ☐ B

Bass Note (Slash Root)
none

Extension

☒ Maj ☐ 2
☐ Maj7 ☐ Maj9 ☐ 6 ☐ 69
☐ m ☐ m7 ☐ m6 ☐ m9 ☐ mMaj7
☐ m7b5 ☐ dim ☐ 7 ☐ 9 ☐ 13 ☐ 7b9
☐ sus ☐ Other-> Maj
☐ 7Sus

Play

Types of Voicings

Open voicing

At Bar 23 Beat 3

Clear Chord < >

Enter Chord CMaj

☒ Enter chord when clicked

Help

Show Less Close

Chord Theory (CommonChords)

	1	b2	2	b3	3	4	#4	5	#5	6	b7	7
Diatonic	C		Dm		Em	F		G		Am		Bm7b5
Dominant 7	C7		D7		E7	F7		G7		A7		B7
Slash Chords	C/G		D/F#		E/G#	F/A		G/B		Am/E		
Parallel Minor Cm =Eb	Cm			Eb		Fm		Gm	Ab		Bb	
Diminished/Half Dim.	Cdim	C#dim		Ebdim			F#m7b5					Bm7b5
All (Common)	C	C#	D	Eb	E	F	F#	G	Ab	A	Bb	B

Key of C ☐ Jazz

You can click on the root of the chord in the “Root” group, and the “Extension” (Maj7 etc.), and also an alternate “Slash-Note” root. For example, to make the chord F9/A, you would click on the “F” root, the “9” extension, and the Slash Root of /A. As you click on them, you will hear the bass note played on the Bass part, and the extension played on the Piano track.

Chord Theory Section

This section displays and suggests chords that are most popular in the current key.

Chord Theory (CommonChords)

	1	b2	2	b3	3	4	#4	5	#5	6	b7	7
Diatonic	C		Dm		Em	F		G		Am		Bm7b5
Dominant 7	C7		D7		E7	F7		G7		A7		B7
Slash Chords	C/G		D/F#		E/G#	F/A		G/B		Am/E		
Parallel Minor Cm =Eb	Cm			Eb		Fm		Gm	Ab		Bb	
Diminished/Half Dim.	Cdim	C#dim		Ebdim			F#m7b5					Bm7b5
All (Common)	C	C#	D	Eb	E	F	F#	G	Ab	A	Bb	B

Key of C ☐ Jazz

The top row is diatonic chords. Other rows add additional chords that are part of the key, such as dominant 7th approach, slash chords, parallel minor, diminished, and more. This allows you to quickly enter chords by clicking on the most common chords in the key. For example, if you stick to the top row (diatonic), the chord progression you enter will be a typical song progression. Choosing from other rows will add variation and color to the progression. This is a fun, interactive way to enter and explore chord progressions, and learn music chord theory at the same time.

You can enable the “**Jazz**” checkbox to show jazz chords (e.g. sevenths like Maj7) instead of pop chords (e.g. triads like C). The top row has the most common chords in the key of F, which are the diatonic chords.

F	Gm	Am	Bb	C	Dm	Em7b5	(in pop mode)
FMaj7	Gm7	Am7	BbMaj7	C7	Dm7	Em7b5	(in jazz mode)

So, you can just click on chords on this row to enter your chord progression using the most popular chords. Lower rows have additional chords in the key of F, like G7, A7, etc.

Diatonic: These are the diatonic chords, made up only of notes in the key. They are the most common chords used in the key, with the 1, 4, and 5 chords being the most common.

Dominant 7: These chords are considered to be in the key when they resolve up a 4th to a scale tone. For example, A7 resolves to D, which is a scale tone in the key of C.

Slash Chords: The diatonic chords are also commonly used with different chord tones as the bass note. They are called slash chords, like C/E.

Parallel Minor: For a major key like C, the chords from the Cm key are also used commonly.

Diminished/Half Dim.: The most common diminished chord used is the 1 diminished family [Cdim7, Ebdim7, F#dim7] in the key of C. Half-diminished chords (e.g. #4m7b5 [F#m7b5] and 7m7b5 [Bm7b5]) are used as 2-5-1 leading to minor diatonic chords.

All (Common): This row lists all commonly used chords with the root in the key.

Clicking on the small button on each row will list more suggestions.

If you are happy with the sound of the chord, you can press the **[Enter Chord]** button to enter the chord at the bar and beat specified. If you would like the chord to be inserted automatically when you click on the note/extension names, select the “Enter chord when clicked” option. This will advance the Bar/Beat position. You can change the Bar/Beat settings to move to a different bar. The [] & [>] buttons move 1 beat on a right-click, and 2 beats on a left-click.

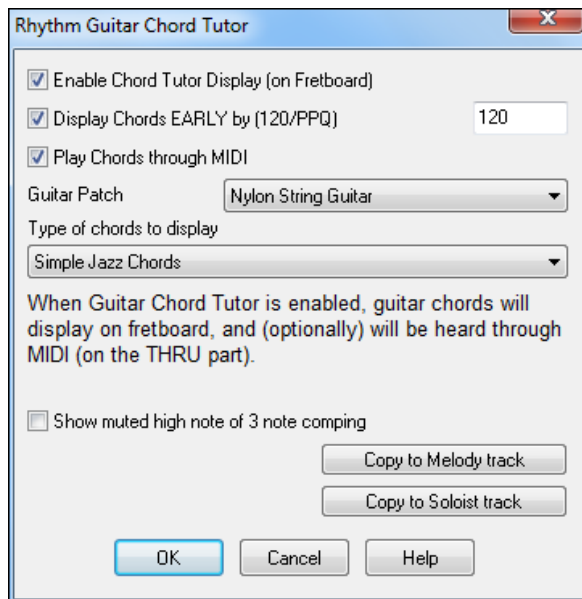
Rhythm Guitar Chord Tutor

Use the **Guitar Tutor** to analyze any song. This feature will show the chords that are playing on the virtual guitar fretboard, in your choice of a Jazz, Pop, or Folk perspective. The Guitar Tutor is a fun way to learn about new guitar chords while playing along with your favorite Band-in-a-Box tune.

The Rhythm Guitar Chord Tutor is most useful on styles that aren’t guitar styles, because the guitar styles already have a guitar part that you can learn from. Using the tutor, you can see (and optionally hear) guitar chords played on the guitar fretboard. This teaches you how to play the chords on guitar.



To turn the Rhythm Guitar Chord Tutor on, launch the **Guitar Window** and press the **[Tutor]** button.



Enable Chord Tutor Display

This setting silently displays the chords on the guitar fretboard.

The **Display Chords EARLY by (120/PPQ)** is an “anticipate” mode that plays the next chord X beats in advance, allowing time for the user to prepare. If set to 120, the tutor chords will appear a full beat early.

Play Chords through MIDI

To hear the chords, select the “Play Chords through MIDI” checkbox.

Tip: The Tutor uses the MIDI THRU part to playback on. You can control volume, panning, etc. by using the THRU settings on the main Band-in-a-Box screen.

Guitar Patch

You can select the patch to use directly from the Tutor dialog.

Type of chords to display

- Simple Jazz Chords
- Advanced Jazz Chords
- Walking Jazz - 4 note chords
- Walking Jazz - 3 note chords
- Pop Guitar - Simple
- Pop Guitar - Advanced
- Pop Guitar - Really Advanced
- Folk Guitar - Simple
- Folk Guitar - Advanced
- Folk Guitar - Really Advanced
- Half Note (sax)
- Ukulele
- Mandolin
- 5-string Banjo
- Guitar - Drop D
- Guitar - DADGAD
- Guitar - Open G
- Guitar - Double Drop D
- Guitar - Guitar - EBEG#BE
- Guitar Freddie(High Strung)
- Guitar Pop (High Strung)
- Guitar Folk (High Strung)
- Guitar - Drop D (High Strung)
- Guitar - DADGAD (High Strung)
- Guitar - Open G (High Strung)
- Guitar - Double Drop D (High Strung)
- Guitar - EBEG#BE (High Strung)

The tutor will display Jazz, Pop, and Folk voicings in easy, medium, and advanced forms. The advanced forms use inversions, and changing patterns of chords, while the easier ones just stick to the common “campfire” chords.

Half Note (sax) chords use the advanced Jazz Guitar “highest-4-strings-comping mode.” This usually plays on the 4 highest strings, and it plays several chords over a single chord. For example, for 2 bars of Cmaj7 it might play Cmaj7-Dm7-Ebdim-Em7 all played as half notes.

There are also tutors for the alternate tunings like DADGAD, Open G, etc. They can be selected from this drop-down list.

Show muted high note of 3 note comping

One of the tutors uses 3 note Jazz voicings to simulate the famous Big Band chord guitar comping styles. If you use this, you will only see 3 notes in the chords of course. Since it sometimes helps to see the entire 4 chord voicing in this case, there is the option to show the muted note as well.

Note: This applies to the guitar tutor. There is also the option to show this for the guitar styles. This option is present in the **Guitar Options** dialog.

Copy to melody track / Copy to Soloist track

Pressing either one of these buttons will send the chord to the appropriate track.


The Guitar Tutor stays enabled until you change the Guitar track to another track (for example, to change it to the Bass track). You can easily re-enable it by clicking on the **[Tutor]** button again.



Chord “Breaks”

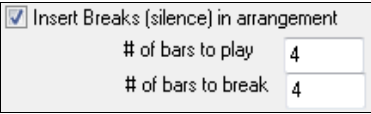
This feature is great for practicing tempo control.

Select the # of bars, and Band-in-a-Box will play for, say 4 bars (selectable), and then will rest all instruments for the next 4 bars. During the silence, you keep playing (comping, drums, melody, etc.), trying to stay in tempo. Drummers can mute the drum part. When the band comes back in after the 4 bars, you will get instant feedback on how well you have maintained the tempo, as indicated by whether the band comes back in time with you or not.

Once set, this feature works automatically with all songs until you turn it off.

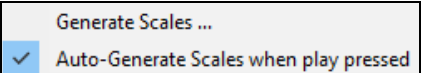
 To access the Chord Breaks feature, press the **[Chord Breaks]** button from the **Practice Window** and then select “Insert Breaks.”

  It can also be launched from **[Prefs]** **[Arrange]**.

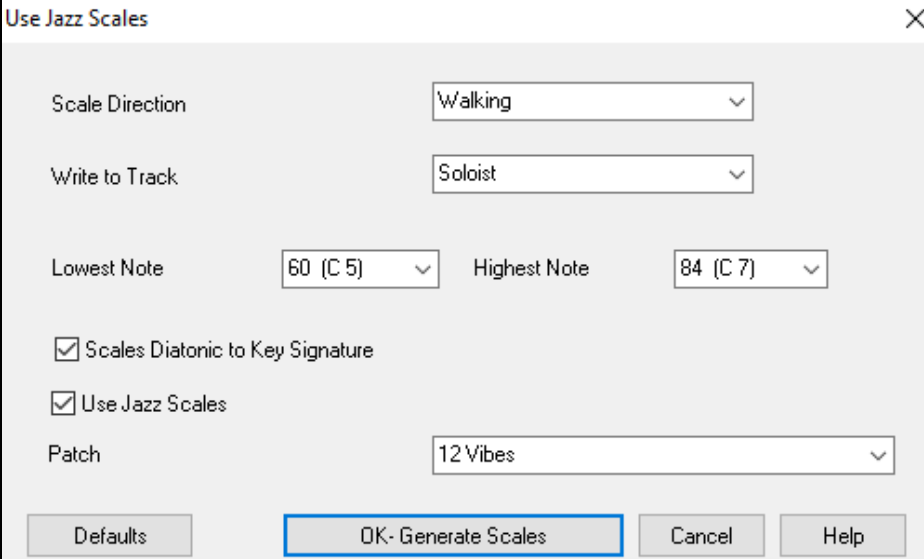
 You then choose how many bars the program should play, and how many bars the program should not play. This setting remains in effect for all songs. Turn it off if you want to resume normal playing of songs.

Scale Wizard The **Scale Wizard** allows you to easily generate scales, which appear as notation on the Soloist track. Options include Instrument Range, Patch Selection, Jazzy Mode (will use Lydian dominant scales for some 7th chords), and Diatonic Mode (keeps scales relative to the song key).

You can access this feature from the *Soloists* | *Scale* submenu.

 **Generate Scales ...**
☒ **Auto-Generate Scales when play pressed**

The menu item *Generate Scales* opens the dialog, which allows you to set options for scales that will be generated. If *Auto-Generate Scales when play pressed* is checked, scales will be automatically generated when a song is played. You can view the scales in the notation and the on-screen guitar and piano.



The dialog box titled "Use Jazz Scales" contains the following controls:

- Scale Direction: Walking (dropdown)
- Write to Track: Soloist (dropdown)
- Lowest Note: 60 (C 5) (dropdown)
- Highest Note: 84 (C 7) (dropdown)
- ☒ Scales Diatonic to Key Signature
- ☒ Use Jazz Scales
- Patch: 12 Vibes (dropdown)
- Buttons: Defaults, OK- Generate Scales, Cancel, Help

Scale Direction - When playing a new scale, either start on the root of the scale (going up) or start with the closest scale tone (moving up or down). The two modes are:

1. Ascending. The scales will always start on the root that is in the octave above the Lowest Note that is set and will play in ascending order.
2. Walking. The scales will start on the nearest scale tone to the previous tone that was played. The notes will ascend to the Highest Note setting, and then descend (by scale tones) down to the Lowest Note.

Write to Track - Choose Melody or Soloist track to write the scales to

Lowest Note is the lowest note to play for any scale. C5 (note 60) is middle C.

Highest Note is the highest note to play, used when the scale direction is up and down (Walking).

Scale Tones Diatonic to Key Signature - If diatonic, minor scales will be according to the key (VI minor is Aeolian etc.). Otherwise all minors will be Dorian.

Use Jazz Scales - If set, will use Lydian b7 chords. Chords like Bb7 in the key of C will have Lydian b7 scales (i.e. A#4 in the scale).

Patch - Send this MIDI patch (instrument) when playing the scale.

[Defaults] sets to default values.

[OK- Generate Scales] writes the scales to the notation of the selected track, Soloist or Melody.

MIDI File to Style Wizard

Making styles with the **Style Wizard** is a process involving:

- Loading a MIDI file into the Style Wizard.
- Listening to the MIDI file by muting channels to identify parts.
- Picking the channels to use for the BB Parts.
- Picking the snapshot bars for the “a” and “b” substyle.
- Pressing the [Generate NEW style...] button.

This section will discuss the various items in the **Style Wizard** dialog and the **Style Wizard Additional Settings**.

The **Style Wizard** is used to generate a Band-in-a-Box Style from a MIDI file. The **Style Wizard** does this by analyzing the file and creating patterns emulating the notes and rhythms for the style. First off, you need to get a MIDI file to use.

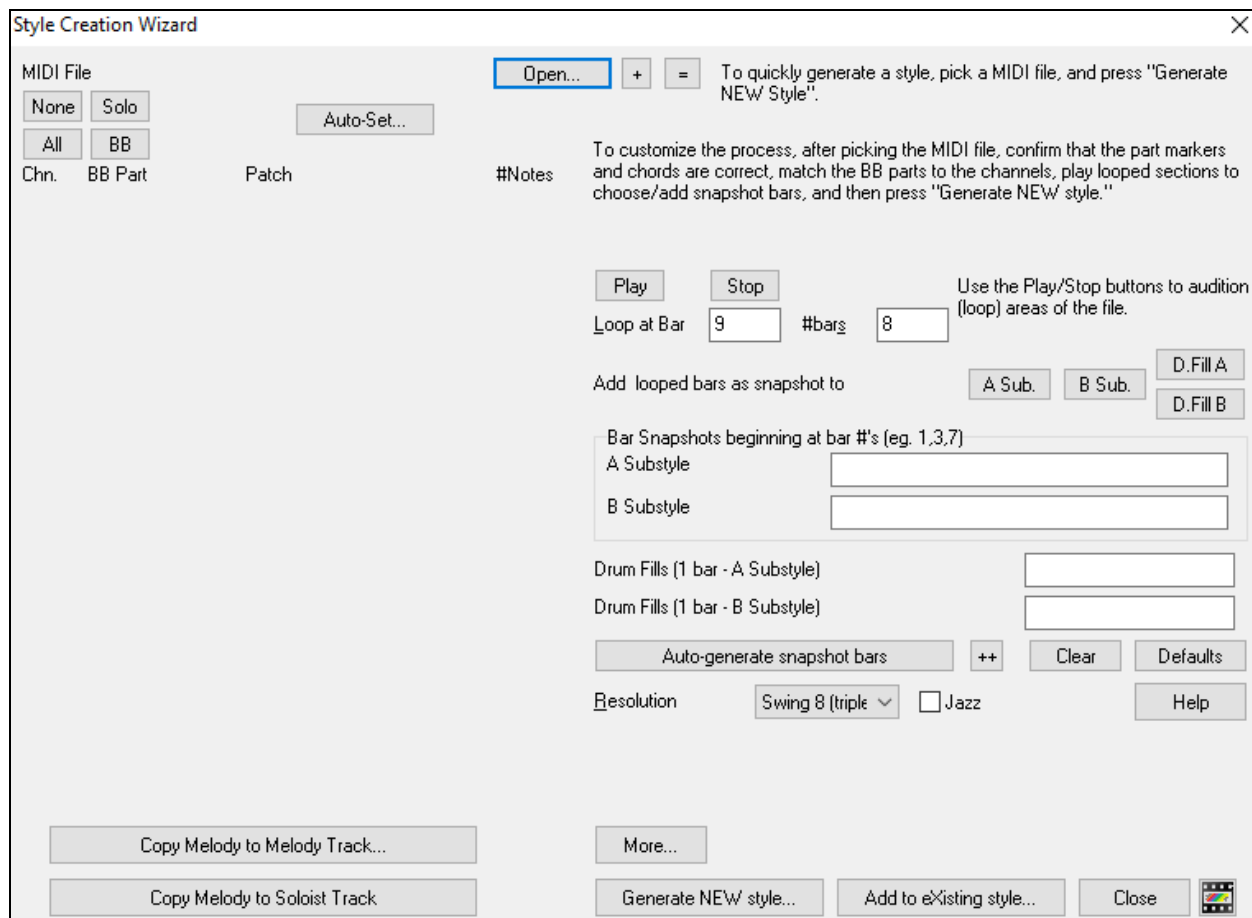
Important: You should use a MIDI file that you have composed and arranged – if not, you need to first get permission of the composer and arranger before making a style from the MIDI file.
--

Using the MIDI File to Style Wizard

The **Style Wizard** converts any MIDI file to a Band-in-a-Box style. In this tutorial, we’re going to load in the violet.MID found in the *C:\bb\Documentation\Tutorials* folder and convert it to a style, which we will call Violet.STY.



Start with a new song and press the **[StyleMaker]** button and select *Style Wizard* from the pulldown menu to launch the **Style Wizard**. Or you can go to menu *File | StyleMaker | Style Wizard*.



The dialog is largely empty because we haven't chosen a MIDI file yet.

Press the **[Open]** button and load in the file *C:\bb\Documentation\Tutorials\violet.MID*. The Style Wizard then does the following automatically.

The chords for the MIDI file are interpreted and written on the Chord Sheet.

The "part markers" for the file are displayed on the Chord Sheet. For *violet.MID*, the Style Wizard has found the correct part markers – by looking for drum fills and other signs of a part change – and has assigned substyle "a" to all of them. We will change some of them to "b" later.

The channels used in the MIDI file are displayed in the dialog, with the patches used and # of notes played on each channel. (For *violet.MID* you can see that channels 2, 3, 4, 6, 7, and 10 are used.)

The Style Wizard analyzes the parts and guesses at which Band-in-a-Box part - Bass, Piano, Drums, Guitar, or Strings to use for each track. Band-in-a-Box has correctly assigned 5 instruments – not assigning a part to the Melody.

Chn.	BB Part	Patch	#Notes
<input checked="" type="checkbox"/> 2	Bass	33 Acoustic String Bass	312
<input checked="" type="checkbox"/> 3	Piano	1 Acoustic Piano	842
<input checked="" type="checkbox"/> 4	-----	57 Trumpet	333
<input checked="" type="checkbox"/> 6	Strings	12 Vibes	220
<input checked="" type="checkbox"/> 7	Guitar	25 Nylon String Guitar	1630
<input checked="" type="checkbox"/> 10	Drums	1 Standard Drum Kit	860

The Style Wizard suggests which bars (“snapshots”) to include in the style. The suggested bars are bars with all of the “BB Part” instruments.

Bar Snapshots beginning at bar #'s (eg. 1,3,7)	
A Substyle	9-101
B Substyle	
Drum Fills (1 bar - A Substyle)	12,20,28,36,44,52,60,68,
Drum Fills (1 bar - B Substyle)	

Usually, you’d want to customize these snapshot bars to control which bars get included in the “a” or “b” substyle. In the violet.MID style, the Style Wizard has offered to include Bars 9-101 (inclusive) and wants to put them all on the “a” substyle. Continuing on, we want to make a *great* sounding style, so it is important that we have the following two items correct.

BB Part
Bass

The “BB Parts” have to be correct. We can audition the MIDI file by playing a loop and listening to the MIDI file and muting channels by clicking on the “Channel” checkboxes. From that, we can hear the individual parts and assign them correctly, as we would like them in the style. By playing the MIDI file inside the Style Wizard we can tell which bars to use for the “a” and “b” substyles.

Note: The Style Wizard has entered some of these settings automatically – but you have to type in the data as shown.

The Snapshot Bars should be correct for the “a” and “b” substyle. You need to tell the program what bars to use for the “a” substyle and for the “b” substyle. The program makes an attempt to guess at this, but since MIDI files can contain many different substyles (and a Band-in-a-Box style allows only 2), you would likely want control over these snapshots yourself.

Tip to help you choosing which bars to use:

Play	Stop
Loop at Bar	#bars
9	8

To listen to the MIDI file, you can either exit the **Style Wizard** dialog and just play the song like any other Band-in-a-Box file or play a looped section inside the Style Wizard using the **[Play]**, **[Stop]**, and “Loop at Bar” settings.

OK, the Style Wizard has already made the correct settings for the “BB Parts” for us, so we don’t need to make any changes there. Let’s move to the Snapshots section and enter the bar numbers that correspond to the substyles that we’d like for the Jazz tune. After listening to the tune, we notice that there is a “2-feel” Jazz section, and a “4-in-the-bar” section. We want those as “a” and “b” substyles, so we enter the bar #s that correspond to these settings.

Bar Snapshots beginning at bar #'s (eg. 1,3,7)	
A Substyle	1-20
B Substyle	21-28,37-68
Drum Fills (1 bar - A Substyle)	12,20
Drum Fills (1 bar - B Substyle)	28,36,44,52,60,68

In the **Snapshots** area of the Style Wizard:

- Enter “1-20” for the bars for the “A” Substyle.
- Enter “21-28, 37-68” for the “B” Substyle.
- Enter “12, 20” for the “A” Drum Fills.
- Enter “28, 36, 44, 52, 60, and 68” for the “B” Drum Fills.

Note: Of course, you don’t need to enter this much detail. You could just enter a single range like 1-20 for the “a” substyle and make a quickie style. We’re illustrating “advanced” style-generation here.

Generate NEW style...

Press **[Generate NEW style...]**, choose a name for your style, and the style will be made.

Let’s call it Violet.STY. Now to hear your style! You could play the style with any song of course, by loading in a song and then loading in the Violet.STY. It is easily available from the **Favorite Styles** dialog (**Shift+F9**).

For this tutorial, load in the song V_TEST.MGU that we made for you. That’s a Jazz Swing song using different chords than Violet, and it uses the Violet.STY (So you need to have made that style before you try to play the song or you will get a “Violet.STY not found” message.)

Save the existing song before loading in the new song. When Band-in-a-Box saves a song that has an entire MIDI file on the Melody or Soloist tracks it gives it a special MGX extension. So, you will be saving the file as Violet.MGX.

Alternatively, if you'd prefer to play the Violet.STY style without loading in another song, you can do it as follows. Since the Violet.MGX file currently has the entire MIDI file on the Melody track the first thing we need to do is Mute the Melody (**Alt+8** or right-click on the Melody part at the top of the screen). The next thing is the Enable the Style, by choosing *File | Load Style Special | Style is Enabled* so that this item has a checkbox.

Auto Endings for Styles without Endings

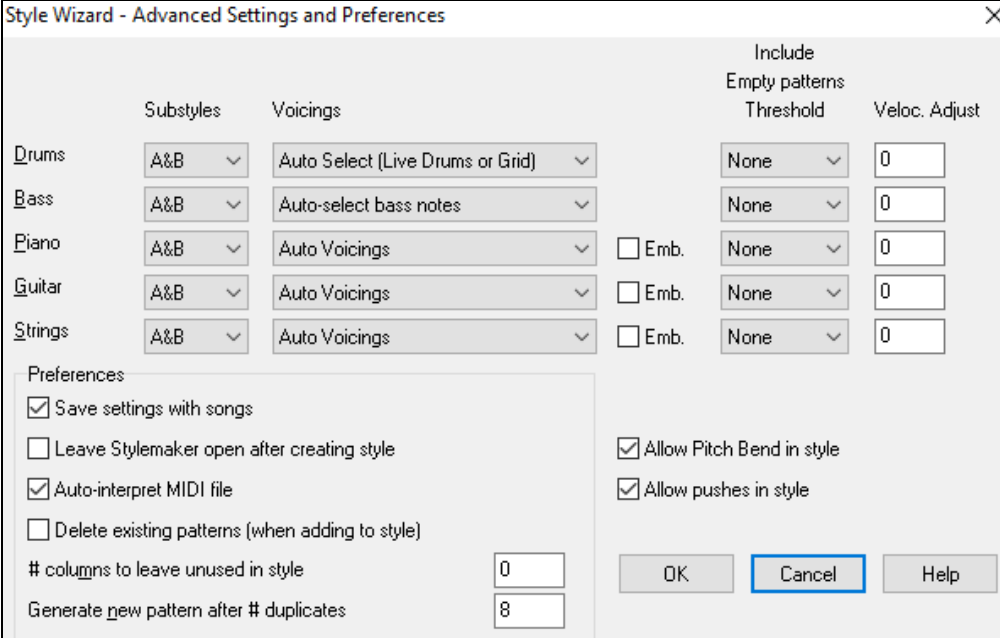
If you've made a style, and haven't included an ending, a 2-bar ending can be generated automatically, based on the style. This makes it easier to make complete styles using the Style Wizard. To hear an example, load in the song *C:\bb\Documentation\Tutorials\Tutorial - BB 2005 Demos\No Ending.MGU*. This song uses NOENDING.STY, a style that doesn't have an ending. An ending will be generated automatically for this style.

So, we've made our first style! In summary, making styles with the Style Wizard is a process involving:

1. Loading a MIDI file into the Style Wizard.
2. Listening to the MIDI file by muting channels to identify parts.
3. Picking the channels to use for the BB Parts.
4. Picking the snapshot bars for the "a" and "b" substyle.
5. Pressing the [Generate NEW style...] button.

Advanced Settings and Preferences

 Click on the **[More]** button to open the **Style Wizard Advanced Settings and Preferences**.



The dialog box is titled "Style Wizard - Advanced Settings and Preferences". It contains several sections:

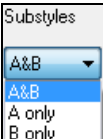
- Substyles:** A table with columns for Substyles, Voicings, Include Empty patterns, Threshold, and Veloc. Adjust.

	Substyles	Voicings	Include Empty patterns	Threshold	Veloc. Adjust
Drums	A&B	Auto Select (Live Drums or Grid)		None	0
Bass	A&B	Auto-select bass notes		None	0
Piano	A&B	Auto Voicings	<input type="checkbox"/> Emb.	None	0
Guitar	A&B	Auto Voicings	<input type="checkbox"/> Emb.	None	0
Strings	A&B	Auto Voicings	<input type="checkbox"/> Emb.	None	0
- Preferences:**
 - ☒ Save settings with songs
 - ☐ Leave Stylemaker open after creating style
 - ☒ Auto-interpret MIDI file
 - ☐ Delete existing patterns (when adding to style)
 - # columns to leave unused in style:
 - Generate new pattern after # duplicates:
 - ☒ Allow Pitch Bend in style
 - ☒ Allow pushes in style
- Buttons:** OK, Cancel (highlighted with a blue border), Help.

There are 2 sections to this dialog, Advanced Instrument Settings and Preferences.

Advanced Instrument Settings

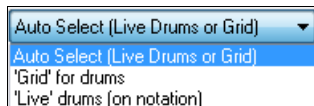
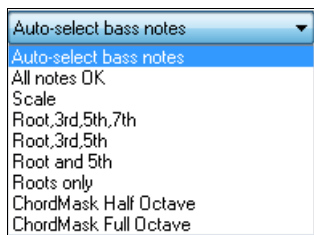
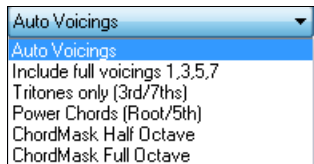
The advanced instrument settings allow settings for the instruments (drums / bass / piano / guitar / strings) to be included in the style. The settings are:



The dropdown menu shows the following options: A&B (selected), A&B, A only, B only.

The **Substyles** determines whether the instrument is included in the "A," "B," or both "A&B" substyles. For example, if you want to make a style that only uses the strings on the "B" substyle, set the strings instrument part to "B" only.

The **Voicings** settings determine, for the various instruments:

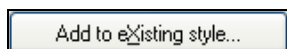
Drums (“voicings”): Whether the patterns will use live or grid style patterns. Default mode is “auto,” which normally uses live patterns, but you can force it to use live or grid style patterns. Live patterns have higher resolution and can use more instruments, so in general are the better choice.

Bass (“voicings”) determine if the bass part will use All notes / Scale tones only / Root 3rd, 5th, 7th / Root, 3rd, 5th / Root and 5th / or just the Root. The default is “Auto-select” which usually allows all 12 semitones.

Piano, Guitar, and Strings Voicings determine how the Piano patterns will be voiced. The choices are “Auto,” “Include Full Voicings,” “Tritones only (3rd/7ths),” “Power Chords (Root/5th),” “Chord Mask Half Octave,” and “Chord Mask Full Octave.”

The auto-setting usually uses the “Include full voicings.” If the part uses 2-note chords, you should over-ride this setting to “use tritones” so that the most important notes of the chord (the tritone) will get included.

You can also use chord masks so that specific patterns over chords will get added to your style, and they will play exactly as in your MIDI file (just transposed). Set the voicings to use “Chord Mask Full Octave” or “Chord Mask Half Octave.”

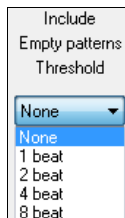


You wouldn’t make a Style Wizard style from scratch using chord masks, because there need to be generic patterns in the style. Therefore, you do it as a 2-stage process.

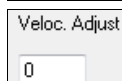
First, make the style using generic patterns (e.g. Voicing type “Auto”) and then change voicings to Chord Mask, and add those to the style. As with other Style Wizard features, it is important that the chords and part markers on the Chord Sheet be very accurate. If they aren’t, you should fix them before generating a style.



The **Emb.** (Embellish) checkbox determines if the patterns for Piano, Guitar, and Strings will be embellished. If embellish is selected on a chord like D7 (in the key of C) 13ths, 9ths, and #11 notes might be added to embellish the chord. A Jazz piano style would likely use this.



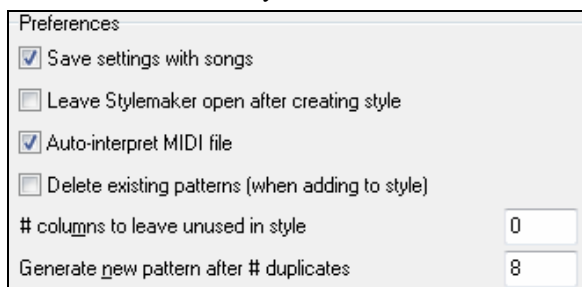
The **Include Empty Patterns Threshold** setting defaults to None. Possible settings are None / 2 beat / 1 bar / 2 bars. If set to “None,” the instrument will always play in the style, and if set to “1 bar,” there will be “spaces of silence” up to 1 bar long (perhaps longer if chained together) in the style for that instrument. If an instrument is used sparsely in a style, set this setting to something higher than none.



The **Velocity Adjust** will make an instrument louder or softer in the style.

Preferences

Preferences affect the style itself.



Save settings with songs

The song will be saved as an MGX file, since the Melody track type is Multichannel and contains the MIDI file. If you select this, the Style Wizard settings are all saved with the MGX file.

Leave StyleMaker open after creating style

If set, after generating the style, the StyleMaker is left open for you to examine/edit the style directly.

Auto-interpret MIDI file (Default = Yes)

When set, the Style Creation Wizard will set the channels, BB Parts, and snapshots for you. Normally this setting should be left on.

Delete existing patterns (when adding to the style) (Default = No)

If this option is set when you create style patterns to add to an existing style, the entire instrument will first be erased in the style for any instrument used in the new style. When you generate a style by adding to an existing style, the StyleMaker is then opened up, allowing you to pick a new name for the style (so you don't overwrite the existing style).

columns to leave unused in the style (Default = 0)

If set to zero (the default), the Style Creation Wizard can create the biggest style possible – filling up the rows completely with patterns. But if you set this to a non-zero value it will limit the # of patterns that can be made. Since there are 30 rows in the StyleMaker, you can set this setting from 0 to 29.

Generate new pattern after # duplicates

The Style Creation Wizard won't insert patterns unless they are unique compared to the ones already entered. But (with this setting at the default of 8), after 8 duplicates of the same pattern, a 2nd pattern will get entered that is a duplicate of another pattern. Setting this to zero would mean that every pattern would get entered (regardless of whether it was unique); setting it to a high number like 200 would mean that only truly unique patterns are entered. To maintain the correct balance in the style, since the maximum weight of a pattern in the StyleMaker is 8, this setting should be left at 8 in most situations. If your style is "filling up" all of the available columns, then set this to a higher number.

<input checked="" type="checkbox"/> Allow Pitch Bend in style
<input checked="" type="checkbox"/> Allow pushes in style

Allow Pitch Bend in style

If set, pitch bend present on the MIDI file will be included in the style. Make sure that the MIDI file pitch bend range = two semitones.

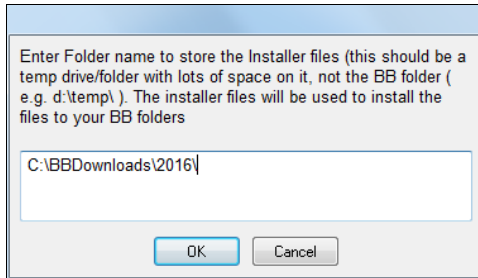
Allow pushes in style

If set, the style will allow pushes (playing instruments before the beat). This is done by setting the push values in the individual pattern's options.

Chapter 13: Tools, Utilities, and Apps

Download Manager

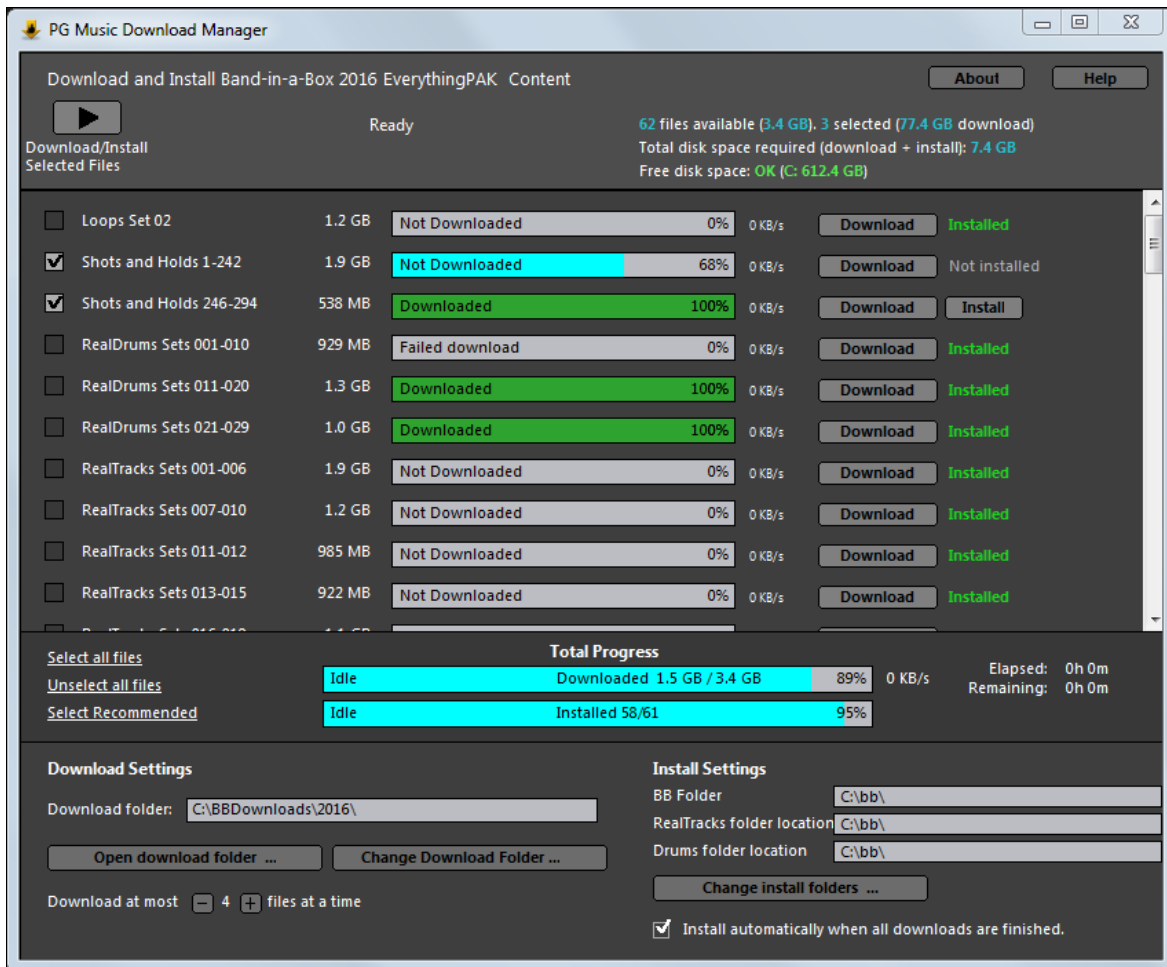
The **Download Manager** automatically downloads and installs all of the Band-in-a-Box content (mainly RealTracks files) in background. It is located in the *C:\bb\Data\DownloadManager* folder and can be launched from inside the program by selecting the *Help | Utilities | Run Download/Install Manager now* menu command.



You will first see a message that asks you where you want to store the downloaded installer files. Choose the location and press OK.

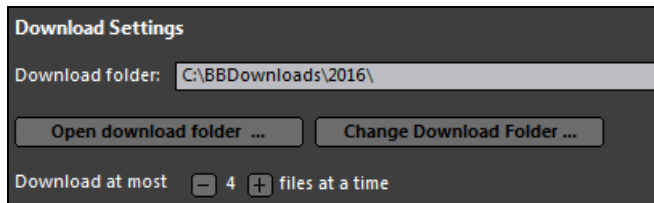
If you get a User Account Control prompt, answer Yes to allow DownloadManager.EXE to make changes to your computer.

You will then see the **PG Music Download Manager** window. It will show you a list of files available for download based on the package that you own (e.g. Pro, MegaPAK, EverythingPAK). It determines what files need to be downloaded to complete your installation and selects those files for download.



Download Settings

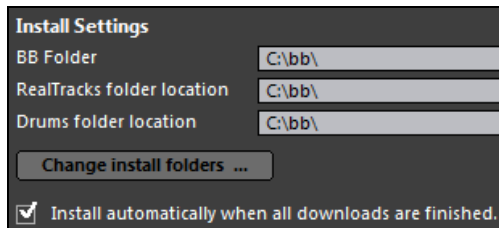
Before you start the download, check your download folder location where the installers will be downloaded to. If you want to change the location, click on the **[Change Download Folders]** button.



The “Download at most X files at a time” setting allows you to choose the number of files to download simultaneously. Default is 4. Increasing this number will usually reduce the total download time if you have a reliable internet connection but will degrade internet performance for other programs.

Install Settings

You should also check the folder locations. If you are installing an upgrade, the locations should match your existing installation.



There are three install locations, since you are allowed to have the larger RealTracks and Drums audio content in a different location than the rest of the Band-in-a-Box files. The default Band-in-a-Box folder is *C:\bb*. Typically, RealTracks and Drums folder locations are also *C:\bb*. If you want to change these locations, click on the **[Change install folders]** button.

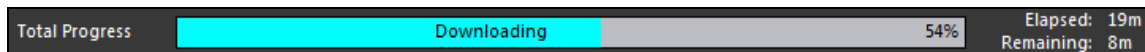
If “Install automatically when all downloads are finished” is checked, the files will be automatically installed when they are downloaded.

Download/Install



You can start the download by pressing the **[Download/Install Selected Files]** button. The Download Manager will then begin downloading all the selected files in sequence, and also installing them if you have the “Install automatically” option checked.

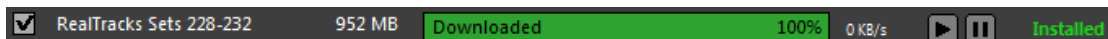
Once the download starts, you will see the status in the progress bar and the estimated elapsed/remaining time in the install status indicator.



Downloads can be paused at any time and continued later. To pause individual download, click on the small pause button to the right, and to pause all downloads, click on the large pause button at top-left of the window.



If you close the program while it’s doing work, it will minimize to your system tray and continue running in the background.



When all selected files have been downloaded and installed, you can check the status of each file download. They should all say “Downloaded 100%” in the progress bar, and “Installed” in the install status indicator to the right. However, some might show a “Failed Download” or “Failed Install” if there was a problem with them. You can retry the files by using the small individual download buttons, or by selecting all problem files and pressing the big **[Download/Install Selected Files]** button again.

BB Remote

Remote control for desktop Band-in-a-Box for Windows®

BB Remote is an app for your iPhone. It is used as a remote control to control your existing desktop version of Band-in-a-Box 2011.5 or higher. The sounds will come out of the desktop program, not the iPhone. You must have the desktop version of Band-in-a-Box 2011.5 to use the program at all.

Note: There is another application for iPhone that we make, called **Band-in-a-Box for iPhone** that lets you generate new songs – with the sound coming from the iPhone - and it isn’t a remote control like this one. More about Band-in-a-Box for iPhone at pgmusic.com/help100.

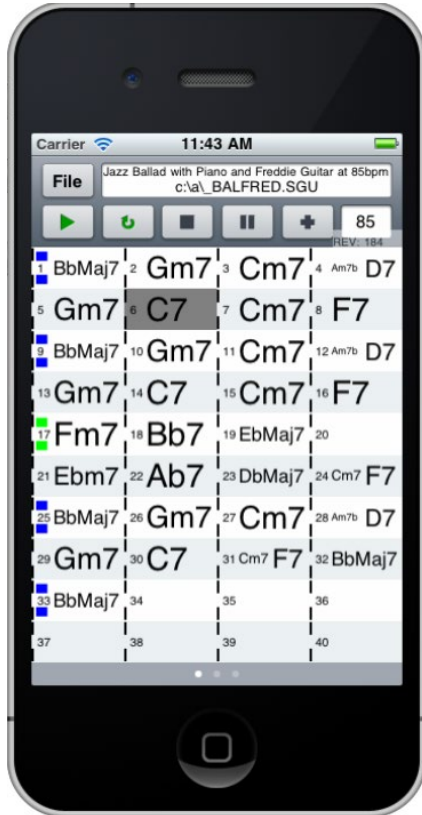
If you use Band-in-a-Box for Windows®, you may want to be somewhere else other than sitting at your PC as you play songs. For example, you might want to sit at the piano, or at your music stand, or be sitting on the couch with your guitar in hand.

The BB Remote app installs to your iPhone (via the iPhone app store), and then connects to the desktop version of Band-in-a-Box 2011.5.

Note: To allow BB Remote to connect, make sure that Band-in-a-Box Server is running on your desktop Windows® PC. You need to have a program called `C:\bb\bbhelper\BandInABoxServer.exe` running. If it is running, you will see a musical note icon on your Windows® system tray in the right lower corner of the Windows® taskbar. You can run or install the server from the main Band-in-a-Box Windows® program, using the menu item *Windows | BB2Go*. You need to have BandInABoxServer.exe running in the system tray- see pgmusic.com/help102 for details.

The BB Remote app has different screens, accessible by “swiping” the screen to the left/right.

BB Remote Main Screen- Chords View



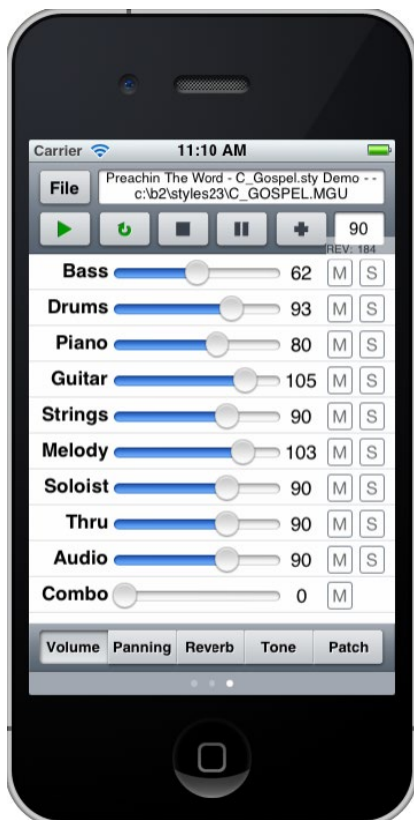
The Chords view lets you see the chords of the song, and the current bar of the song highlights during playback. For example, you could be seated at your piano, far from the desktop PC, and be loading in and playing songs, with the sound coming from your desktop PC, but you see the chords and current bar on the iPhone.

BB Remote Conductor Window



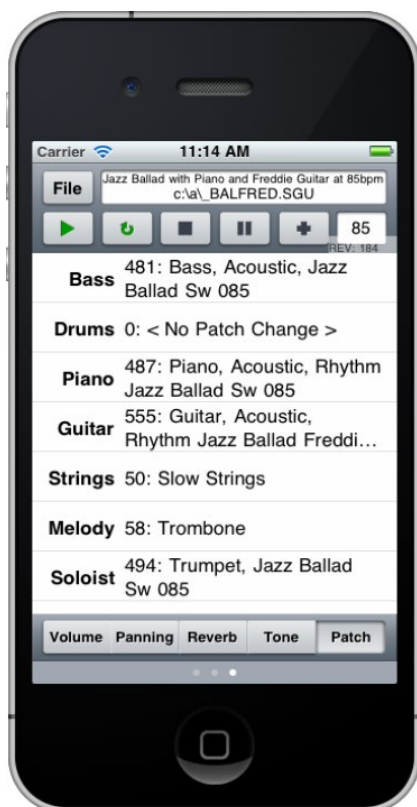
This allows fine control of playback, including jumping to sections, choruses, # bars etc. and looping.

Mixer Window – BB Remote



The Mixer window of BB Remote for iPhone allows you to mute/solo or adjust volumes, panning, reverb, tone, or patches of the desktop program in real time.

Patch Selection – BB Remote



The patch selection window of BB Remote for iPhone allows you to view or select patches. If you press play again, the changed patches will sound in the song.

File Menu – BB Remote



Server Connect Window – BB Remote



DAW Plug-In Mode

Band-in-a-Box has a “**plug-in**” mode for your favorite sequencer (RealBand, Sonar, Reaper, ProTools, FL-Studio, Nuendo and more). With the plug-in mode, Band-in-a-Box is open as a small always-on-top window, and acts as a plug-in for your favorite DAW/sequencer, so that you can drag-and-drop MIDI and audio (WAV) tracks from Band-in-a-Box to your favorite sequencer. Work in your favorite sequencer, type a progression in Band-in-a-Box, and then simply drag the track from Band-in-a-Box to your sequencer’s track at the desired track and bar location.

The DAW Plug-in mode is a mode within the regular Band-in-a-Box program. This mode allows you to transfer tracks, or parts of tracks, to other DAW Sequencers easily, by simply dragging the track icons from Band-in-a-Box (BB) to the tracks window of your DAW.

For the Drag and Drop to work, you need to have your MIDI driver set to use a DXi or VSTi synth (like Coyote WaveTable DXi).

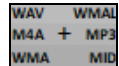


You can enter and exit the plug-in mode easily by pressing the small **[DAW]** button on the main toolbar.

When you select the DAW mode...

1. The window size of Band-in-a-Box changes to a small size (you can resize it to the size/position that you want, and it will remember that).
2. Band-in-a-Box becomes an always-on-top window, if the option is set in the **Plugin settings** dialog.

Drag and Drop Tracks



This is the Drop Station where you drop a track after dragging it to get an audio or MIDI version of the track. It shows six different file types: audio files (WAV/WMA/M4A/MWAL/MP3) or MIDI file (MID).

The Drop Station makes it faster and easier to make different file types. It also allows you to make MIDI versions of the RealTracks (RealCharts), by simply dragging a RealTrack to the “MIDI” area of the Drop Station.



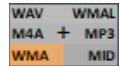
If you want the entire performance dragged to the DAW, drag the Master button to the Drop Station. By default, a single file is dropped with the entire arrangement. But if you want all tracks transferred as separate files, uncheck the “Drag Master as separate tracks” option in the **Plug-in Setting** dialog.



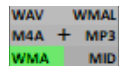
If you want a single track transferred, drag that track name. For example, drag the Bass icon to transfer the bass track. If the track is a RealTrack with RealCharts, you can drop it to the “MIDI” area.



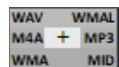
If you want to transfer only a portion of the performance, you can do this by selecting the region in Band-in-a-Box, and then dragging the track button to the Drop Station. (Don’t drag the selected region.)



When you drop the track onto the Drop Station, you will see an orange color, indicating that the track is accepted and the file is being prepared.



When the file is ready, the Drop Station turns green. You can now drag it to your favorite DAW (Sonar, Pro Tools etc.) or Windows® Explorer.



When you drop the track to the [+], you are presented with a dialog, where you can choose a file format and other render options.

Prepare options for rendering

☐ WAV

☐ WMA

☐ WMA (lossless)

☐ M4A

☐ MP3

☐ MID

☐ Separate files for each track

☐ Normalize audio files

☐ Acidize WAV files

OK Cancel

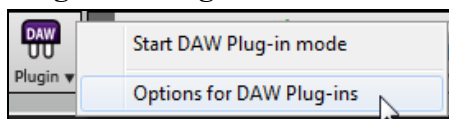
You can choose a format (WAV, WMA, WMA lossless, M4A, MP3, or MID) of the file.

When you have dragged the Master radio button, you can select the “Separate files for each track” option.

If “Normalize audio files” is selected, the file will be normalized. Normalizing boosts the volume to a maximum level without distortion. Most professional music tracks are normalized.

If you want to add ACID information (tempo, key, and time signature) to the WAV file, check the “Acidize WAV files” option.

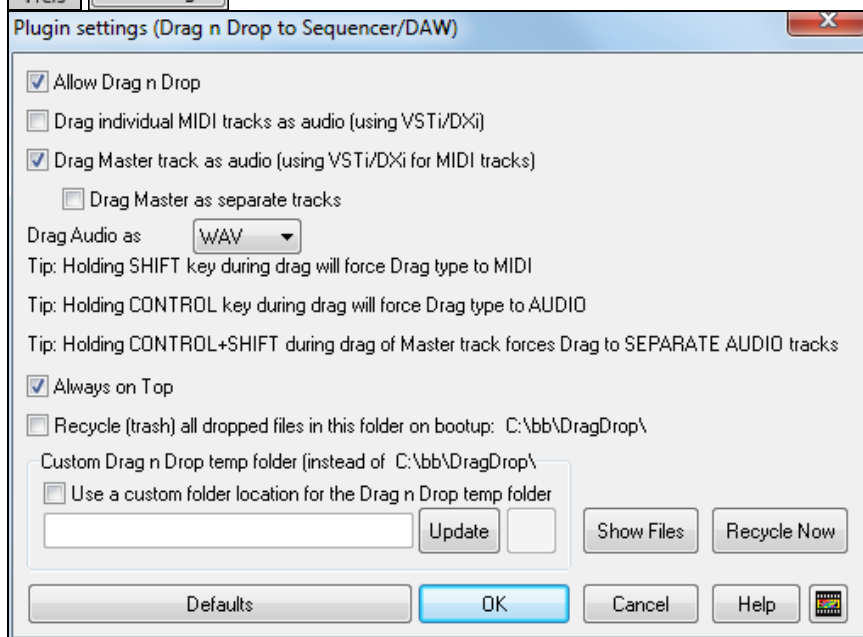
Plug-In Settings



To get to the DAW **Plugin settings** dialog, press the **[Plugin]** button and choose the menu item *Options for DAW Plug-in*.



Alternatively, go to the **Preferences** dialog and click on the **[DAW Plugin]** tab.



You will then see the plug-in options.

Allow Drag n Drop (default=true) If disabled, the Drag Drop feature will not work. There shouldn't be a reason to disable this.

Drag Individual MIDI tracks as audio (using VST/DXi) (default=false) This option applies when you drag a track directly to a DAW. When enabled, the chosen MIDI tracks get converted to audio, using your currently selected VST/DXi (e.g. Coyote WT or Forte).

Drag Master track as audio (using VST/DXi for MIDI tracks) (default=true) This option applies when you drag a Master track directly to a DAW. When enabled, each track will get converted to audio using your currently selected VST/DXi (e.g. Coyote WT or Forte). If not selected, the MIDI tracks in the arrangement get transferred as MIDI, in a single file.

Drag Master as separate tracks (default=false) If set to true, when dragging the Master radio button, the drop will result in multiple files, one for each track.

Drag Audio as WAV/WMA If set to WAV, the audio gets dropped as WAV. If set to WMA, the audio gets dropped as WMA. Note that most sequencers will want WAV files.

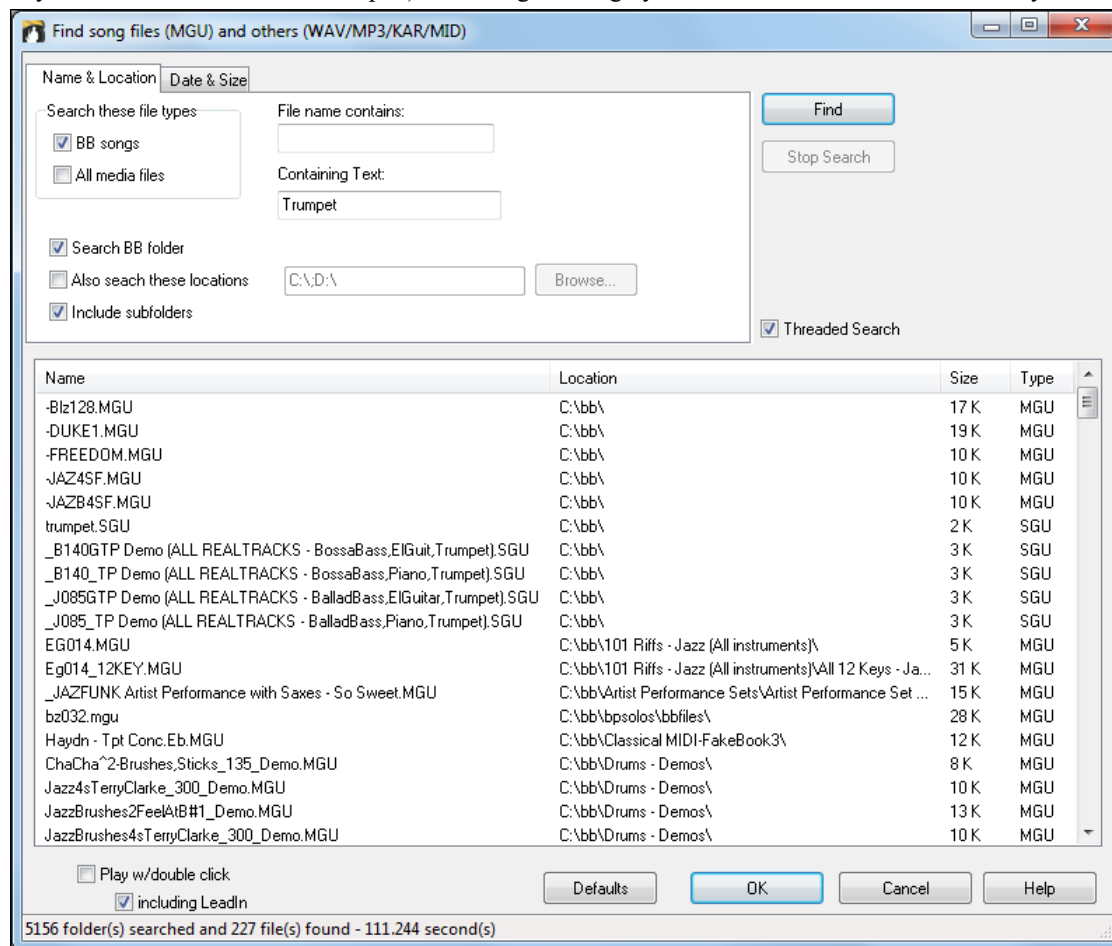
Always on Top If set, the Plug-in window will be always-on-top. Note that if you change this in the dialog, it won't take effect until you exit the dialog.

Preserve dragged files permanently in folder (default=false) When you drag a file, Band-in-a-Box makes a copy of it and puts it in the *C:\bb\DragDrop* folder. This is a temp folder. Most DAWs (and Windows® Explorer) take the dropped file and make their own copy of it to incorporate into their file structure, but some don't (e.g. "pure" wav editors like SoundForge). So, if you are dropping the files to a DAW that works with dropped files and doesn't make a local copy of them (like CoolEdit or SoundForge), then you should set the "Preserve dragged files permanently in folder *C:\bb\DragDrop*" to true. Otherwise, Band-in-a-Box will recycle (trash) the files in the DragDrop folder on boot up. You can retrieve these files from the trash if needed.

You can use a **Custom Drag n Drop Folder** for the temp files if you prefer, inside your DAW's folder for example. Then the dragged files will also be in Explorer in a folder near your DAW's audio project.

Find File

So many files, so little time? This feature is a “Swiss Army Knife” that allows you to find a Band-in-a-Box song (or any file that Band-in-a-Box can open), including filtering by words found in the file name or any text in the file.



You can define your search by the name and location of the file, or by the date and size.

Name & Location

This includes filtering by words found in the file name or any text in the file. For example, you can

- get a listing of all Band-in-a-Box songs on your PC with the word “Blues” in the title.
- get a listing of all Band-in-a-Box songs in the BB folder with the word “Reggae” in them.

Date & Size

Use this window to search in a particular range of dates or times. This can be useful if you have multiple versions of a file from different dates and sessions.

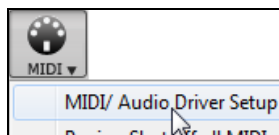
The listing stays between sessions, so you can then take your time to explore all the songs that Band-in-a-Box offers that match your find term.

CoyoteWT

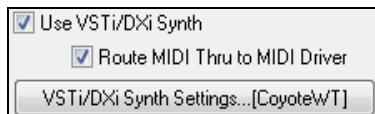
The **Coyote Wavetable DXi synth** is included with Band-in-a-Box. This works with Band-in-a-Box and other DXi compatible host programs to produce realistic instrument sounds and is compatible with all the latest Windows® operating systems, including the 64-bit version of Windows® 7, 8, or 10.

The CoyoteWT can be installed automatically when you install Band-in-a-Box, or you can install it at a later date by running the file SetupCoyoteWT.exe from the *C:\bb\Data\Installers* folder.

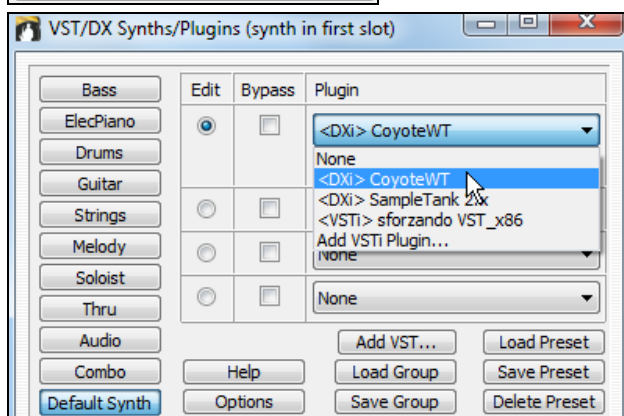
Selecting the CoyoteWT



To use the Coyote Wavetable as your driver, press the **[MIDI]** toolbar button and select *MIDI/Audio Driver Setup* from the dropdown menu. This will open the **MIDI/Audio Drivers Setup** dialog.

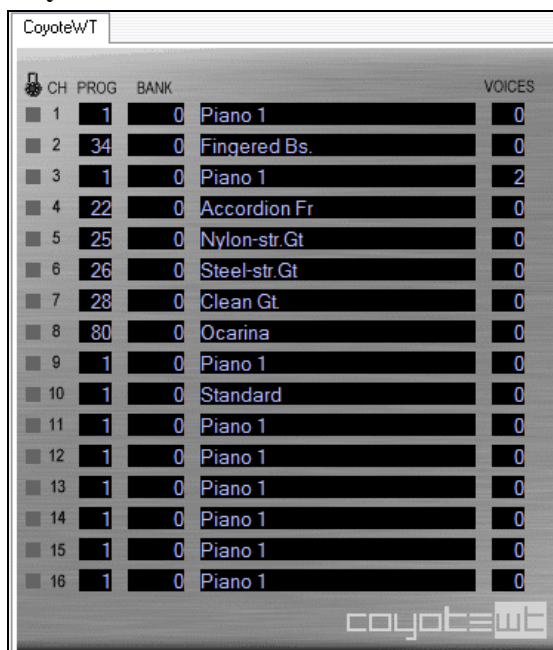


Enable the “Use VST/DXi Synth” option and press the **[VST/DXi Synth Settings]** button.



When the **VST/DX Synths/Plugin** window opens, select Coyote WT in the top Plugin slot.

Coyote WT Overview



The main display panel lists the sixteen available MIDI channels down the left side with the program, bank number, and name of each instrument patch assignment. During playback the number of voices (notes) being used by each instrument is displayed.

What does CoyoteWT do?

CoyoteWT (WaveTable) works in conjunction with Band-in-a-Box or other DXi-compatible host programs, to produce realistic audio output. It plays “samples” of actual instruments in response to commands from the DXi host. For instance, when Band-in-a-Box says to play a loud middle C using an acoustic steel-string guitar, CoyoteWT looks up that note of that instrument in its sample-bank database and then outputs that note to the sound card, at the requested volume, for the requested duration.

System Requirements

Generating a realistic emulation of dozens of instruments at a time requires a fairly powerful computer. The following requirements should be considered as absolute minimums:

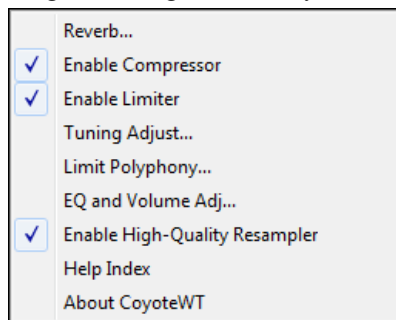
- Pentium III CPU at 500 MHz.
- 128 MB RAM.
- 20 GB disk, 7200 rpm.
- a 16-bit sound card.
- Windows® 2000, XP, Vista, 7, 8, 8.1, or 10.

For best performance, the following specifications are recommended:

- Pentium-4 or Athlon XP CPU at 1.7 GHz.
- 256 MB RAM.
- 40 GB disk, 7200 rpm, 30 MB/s read rate.
- a 20-bit or 24-bit sound card.
- Windows® 2000, XP, Vista, 7, 8, 8.1, or 10.

Coyote Settings

Program settings for the CoyoteWT are made in its context menu.



The context menu can be accessed by right-clicking on the CoyoteWT property page (that is, its main display).

Click on the features in the list to enable or disable them. Several of the features open dialog boxes with additional controls.

For help, click on the *Help Index* item.

Reverb

Clicking on this menu item brings up a dialog in which you can control the reverb parameters. The available controls are:

- Room Size: select one of:
 - Club (the smallest simulated room)
 - Stage
 - Hall (the largest simulated room)
- Damping: Setting the slider to the leftmost position simulates a room with hard, reflective walls. Setting the slider to the rightmost position simulates a room with absorbent walls. The effects of this control are fairly subtle.

Click on OK to apply the changes.

Enable Compressor

Clicking on this menu item turns the compressor on or off. When it is on you will see a check mark beside the menu item.

When the compressor is enabled, the overall dynamic range will be slightly compressed (mostly by boosting the quieter signals), and the sound will have a little more “presence.”

Enable Limiter

Clicking on this menu item turns the limiter on or off. When it is on you will see a check mark beside the menu item.

When the limiter is enabled, the overall volume level is increased, and in order to keep momentary peaks from clipping or distorting, CoyoteWT briefly reduces the volume just before the peak occurs and then increases it again after the peak is over. The volume changes are performed smoothly and are usually inaudible. The increased volume is desirable because it increases the overall signal-to-noise ratio.

Tuning Adjust

Clicking on this menu item brings up a dialog in which you can enter an adjustment to be applied to all samples in the sample-set. The adjustment is specified in terms of cents, where one cent is 1/100 of a semitone.

Limit Polyphony

Clicking on this menu item brings up a dialog in which you can specify the maximum polyphony (number of simultaneous notes that can be played). If your CPU is not powerful enough to handle 100 notes at once (some are not) you may be able to reduce audio clicks by choosing a number lower than 100. This is usually preferable to the artifacts produced when you run out of CPU power.

EQ

Clicking on this brings up a dialog in which you can specify the amount of boost or cut to be applied to the low or high frequencies. You can use this to compensate for the frequency response of your speakers, your sample file, or just to accommodate your preference.

The bass (low frequencies) and treble (high frequencies) can each be boosted or cut by up to 12 dB. Positive numbers produce a boost; negative numbers produce a cut.

You can also specify an overall volume adjustment. The allowable range is limited to plus or minus 3 dB.

Enable High-Quality Resampler

CoyoteWT modifies the pitch of a note by resampling. Normally you should leave the default, high-quality, enabled. However, if you are using a slow PC (say, 500 MHz or less) you may get better results by disabling high-quality mode.

Fretlight® support



Major new feature for Band-in-a-Box! The Fretlight® is a cool electric hardware guitar that has LED lights on the frets. Now, if you have a Fretlight, you can mirror the output of the Band-in-a-Box on-screen guitar to the Fretlight fretboard.

So you can just look at the Fretlight as you play along to any of the great guitar RealTracks or Guitar Artist Performances as you hear the playing, and see the fret positions on your Fretlight Guitar.



Set...

☒ Fretlight Guitar Support

For the Fretlight Support to be enabled, you need to set “Fretlight Guitar Support” in the Guitar Window.

Plug in the Fretlight, and Band-in-a-Box will find it. Then, any output that happens on the Band-in-a-Box Guitar Window will automatically get mirrored to the Fretlight so that you see the guitar played on your Fretlight. Now you can, using your Fretlight:

- See the Artist Performance Tracks played by Nashville Legend Brent Mason show up on your Fretlight guitar as you hear the tracks.
- Set the Guitar Tutor in Band-in-a-Box to play strumming chord shapes, which works for any song in Band-in-a-Box (choose your chord types jazz/pop/folk etc.)
- See RealTracks played on your Fretlight guitar, as you hear them played by the Masters in audio.

TranzPort® Support - Wireless Remote Control



The Frontier Design TranzPort® is a wireless remote control hardware unit (*Electronic Musician* Editors' Choice 2006) that allows you to control Band-in-a-Box through walls from 30 feet away!

Note: The TranzPort is not currently in production. It's still a great product if you can find one.

The backlit LCD provides a two-line readout, and buttons and a wheel allow control of many Band-in-a-Box features. Select songs and play/stop/pause/loop. Select/mute/solo tracks and volume/tempo changes are all supported. And best of all, when the song is playing, the chords of the song are displayed in time on the backlit LCD screen.

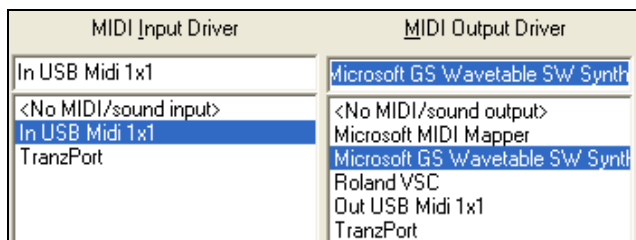
You can, for example, put the TranzPort unit on your piano at home (or your music stand on a gig) and load/play/control and view chords for songs, all while far away from your computer – all wirelessly up to 30 feet – even through walls! Selectable transpose lets the TranzPort show chords in a non-concert key (e.g. Eb Alto) while the computer shows concert -great for jam sessions! Or display the scrolling lyrics of the song on the TranzPort for a wireless Karaoke session! The TranzPort also works “right-out-of-the-box” with other popular music software, including Sonar™, Logic®, and many others.

Using TranzPort with Band-in-a-Box

First, you need to purchase a TranzPort unit, and install it.

Now, make sure that the TranzPort is installed and working. You can determine that it is installed and working by running Band-in-a-Box and looking at the list of MIDI Drivers (*Options | Audio/MIDI Driver Setup*). If “TranzPort” appears on the list of MIDI-IN and MIDI-OUT drivers, then the TranzPort is installed correctly.

Important: DO NOT SELECT the TranzPort drivers, since it is not a sound module. Band-in-a-Box will automatically find the TranzPort unit to send/ receive data.



To start using the TranzPort

- While Band-in-a-Box is running, “wake up” the TranzPort by pressing a key on the TranzPort (STOP key for example).
- The TranzPort display will show
“Title of BB song” <tempo> <Current Track> <track volume> <patch #/name>

For example, the screen might say

- “My Tune”
- 120 Mel v 122 p1 Acoustic Piano
- Track < and Track> buttons change the current track Bass/Drums/Piano/Guitar/Strings/Melody/Soloist/Thru

Controlling Patches/Tempo/Volume

- The WHEEL changes the tempo.
- Shift-WHEEL changes the volume of the ALL TRACKS.
- [Prev] [WHEEL] changes the volume of the current track.
- [ADD] [WHEEL] changes the patch of the current track using Favorite Patches.
- [NEXT] [WHEEL] changes the patch of the current track, cycling through all patches.
- MUTE AND SOLO mutes or solos the current track.
- [SHIFT] MUTE, will mute/un-mute ALL tracks.

Loading Songs

- [IN] button opens the “Favorite Songs” dialog. The LCD screen of the TranzPort displays the current song, and the WHEEL cycles through the various songs. When you’ve found the song that you want, press PLAY to load and play the song (or “Solo” to function like the OK button in the Favorite Songs dialog, note if “Play song when chosen” is set or not in that dialog). Press UNDO to cancel the dialog.
- [OUT] button functions in a similar manner, except it uses the Song List dialog.
- [Shift]- [IN] loads the previous song in alphabetical order, by filename, in the same folder.
- [Shift]- [OUT] loads the next song in alphabetical order, by filename, in the same folder.

Playing Songs

- PLAY button plays the song.
- [RED button beside play] pauses the song.
- STOP button stops the song.
- [<<] and [>>] buttons jump to the previous or next section of the song. You can define custom sections of the song (using the Conductor in Band-in-a-Box), but if you haven’t, the sections default to lead-in, intro, first chorus, middle chorus, last chorus, ending.
- LOOP button will loop the current section
- SHIFT LOOP button loops 4 bars
- UNDO is panic button (turn MIDI notes off)

Playback Display

During playback, you will see the chords (and/or lyrics) to the song, scrolling along in time to the music. For example, you might see this...

```
*5| D      | D7      |
```

7| G | Gm

The * marks the current bar (bar 5), which is a D chord. The screen always scrolls to show you 2 bars ahead of the current time.

TranzPort Dialog

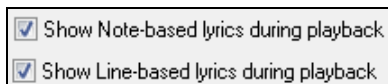


There is a **TranzPort Settings** dialog inside Band-in-a-Box with additional settings.



If you are a non-concert instrument player, you can set the transpose display in Pref | TranzPort. For example, an Alto sax player would press the “Eb Alto” button, and then the TranzPort display would show chords transposed to his key. This feature is useful if you have a friend over for a jam session. One of you can look at the PC screen, and the other can look at the TranzPort, and they can be in different keys for non-concert instruments!

If you want lyrics to display on the TranzPort during playback, set these options in Pref | TranzPort.



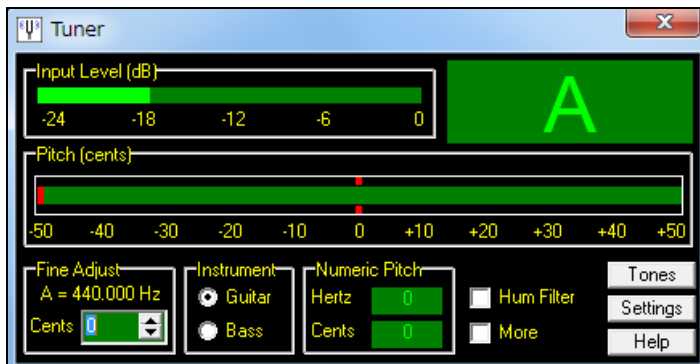
- [REC] has no action.
- [PUNCH] has no action.
- [Footswitch] has no action.

Guitar/Bass Tuner

The Tuner is optimized for guitar and bass, though it may be useful with other instruments. Connect an electric guitar or bass to your computer’s sound card Line-In, or tune an acoustic instrument using a microphone connected to the sound card Mic input. Play a pitch and the tuner will auto-range to determine the nearest note and display the intonation of your instrument.



Press the on-screen **[Tuner]** button or select the *Window | Guitar Tuner* menu item to launch the **Tuner Window**.



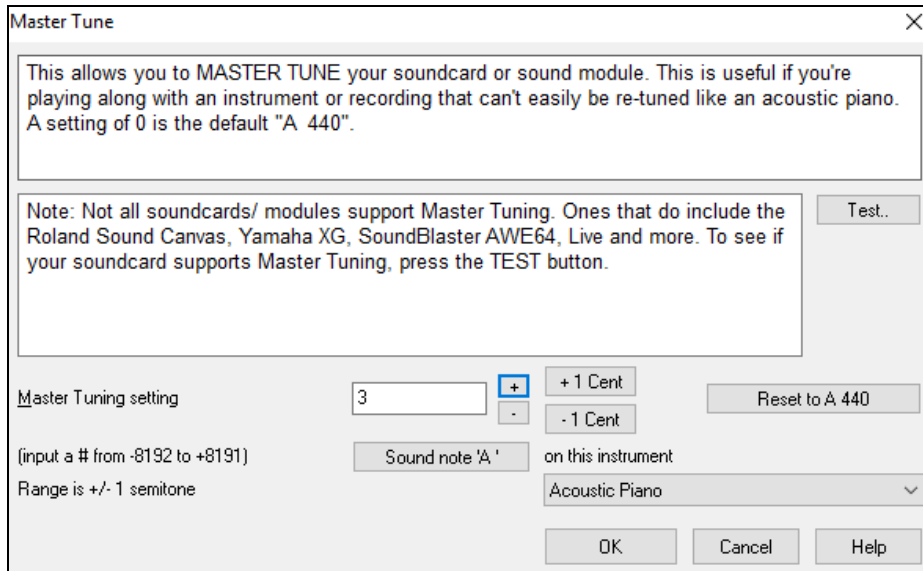
Tip: There are detailed Guitar Tuner instructions in the online Help topic *connecting an Instrument*.

The Tuner must be able to receive audio from your instrument via the line-in or microphone input of your sound card. Please make sure that either the *Microphone In* or *Line-In* is enabled in the Recording Properties of the Windows® Mixer (or the appropriate Mixer application for your sound card).

Master Tuning

This function allows you to tune your sound card or module to another instrument, as well as adding a testing function to see if your sound card supports Master Tuning. This is useful if you’re playing along with an instrument or recording that can’t easily be re-tuned like an acoustic piano. A setting of 0 is the default A = 440.

Select the *Options | GM Settings, etc. | Master Tuning* menu item to launch the **Master Tune** dialog.



Tip: Not all sound cards/modules support the Master Tuning feature. To see if your sound card supports Master Tuning, press the [TEST] button in the dialog shown above.

Dynamic 3D Drum Kit Window

This sizeable drum window is an animated 3D display of a complete MIDI drum kit with all 61 drum sounds displayed on their respective instruments. Watch the drums being played or play-along/record by using QWERTY keys or a mouse.



To launch the **Drums Window**, click on the **[Drums]** button in the View Panel.

You can do several things with the **Drums Window**.

- Watch the Drum part being played on the Drums window in real time.
- Play along with the drums in real time by mouse clicking on the drum instruments or using the QWERTY keys. The computer keyboard, the piano key number, and sound names can all (optionally) be made visible on the hint line by moving your mouse cursor over a given instrument.
- Record a drum part into Band-in-a-Box.

Drum Display

All the **General MIDI** percussion instruments are shown. Some percussion instruments are triggered by multiple MIDI notes. When a sound is controlled by more than one MIDI note, a percussion instrument will show different behavior in response to the different notes. For instance, the Hi-Hat responds differently to Close Hat, Pedal Hat, and Open Hat MIDI notes.

The **Drum Kit** window can be resized to tile or fit with other windows of interest, or the drums can be moved off-screen. The window looks best if your computer display is in High Color (16 bit) or True Color (32 bit) video mode.



The onscreen instruments may be played by mouse clicking or by pressing the appropriate computer keys. There is an option to display all the QWERTY names on the drums at the same time, so that you can see what keys to hit without having to mouse over the instrument. When playing by mouse click or computer keys, the **Shift** key can be used to switch the velocity between two user-specified levels (i.e. loud=100 and soft=50).

The drums that you play show up in green; the computer played drums are red.

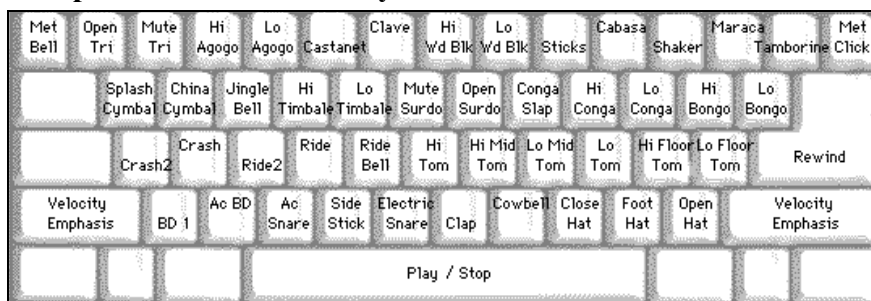
The multi-note instruments send different MIDI notes to your sound source, depending on where you “click” on the instrument. For instance, the Kick Drum can send three different notes: Ac. Bass Drum (MIDI note 35), Bass Drum 1 (MIDI note 36), and Square Kick (MIDI Note 32).

Tip: The hint line at the top of the window describes the current control under the mouse cursor. Use the hint line to learn the mouse-responsive areas of each drum instrument.

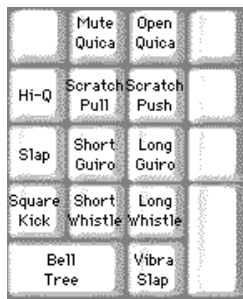
Control Buttons

- **Record:** Puts Band-in-a-Box in Record mode so drums can be recorded.
- **Play:** Starts song playback.
- **Rewind:** Stop and return to song start.
- **Stop:** Stops song playback.
- **Size Buttons 1/1 - 1/2 - 1/4:** Clicking on these buttons changes the size of the drums window to full size, half size, or quarter-size. (You can also resize the drums window to any size by dragging a window border.)
- **Settings:** Adjusts program behavior. See settings window section below.
- **Help:** To launch the drum Help File, press **F1**.

Computer “QWERTY” Keys



Numeric keypad



Press computer keys to play drums.

Drums are grouped on the computer keyboard by category. The kick, snare, and hi-hat sounds are on the lowest keyboard row. The lower-middle row contains toms and cymbals. The upper-middle row contains Latin drums, and the top row contains Latin hand percussion. The Numpad keys contain the rest of the Latin hand percussion plus the electronic tones.

Multi - Note Instruments

Kick Drum - Ac. Bass Drum, Bass Drum 1, Square Kick

Snare - Acoustic Snare, Side Stick

Hi-Hat - Closed, Pedal, Open

Floor Tom - Low, High

Electronic Pad - Multi-zoned for Hi-Q, Slap, Electric Snare

High Conga - Mute, Open

Surdo - Mute, Open

Cuica - Mute, Open

Metronome - Bell, Click

Whistle - Long, Short

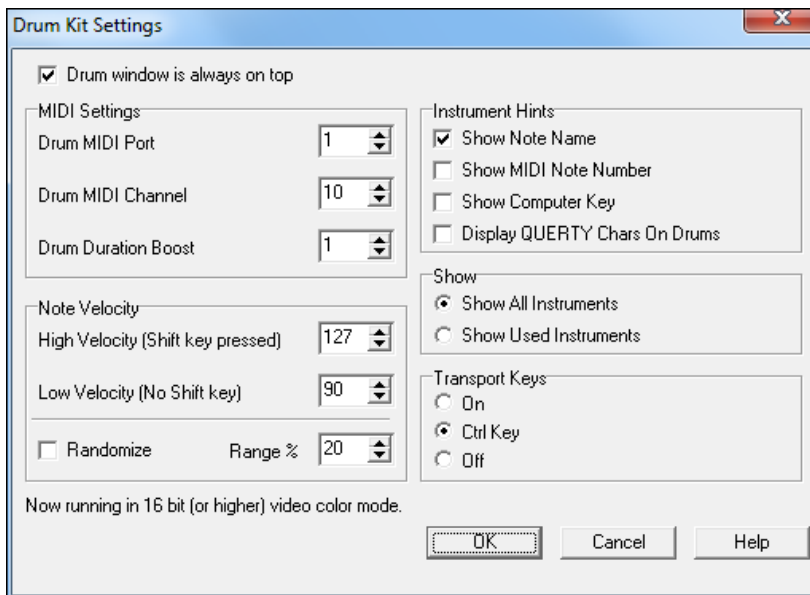
Triangle - Mute, Open

Guiro - Long, Short

Scratch - Push, Pull

Settings Dialog

Press the **Settings** button (to the left of **Rewind** button), to adjust the various **Drum Kit Settings**.



Drum window is always on top

Use this checkbox to keep the Drums window on top of other program windows.

Note Velocity

When playing drums with a mouse or computer keys, the shift key toggles between two levels of note velocity. The two velocity levels can be set any way desired. For instance, if you want the shift key to send quieter notes you can set the shift velocity lower than the non-shift velocity.

Randomize

Use this checkbox to enable the program to send random velocity levels when playing the drums. This is handy when using non-velocity sensitive devices. “Range” controls the amount of velocity randomization. Usually a small range works best, around 10% to 30%. For example, if velocity is set to 127, and the random range is set to 20%, notes would randomly vary between a maximum velocity of 127 and a minimum velocity of 102.

Instrument Hints

Customize the appearance of the Hint line.

- Show Note Name
- Show MIDI Note Number
- Show Computer Key

Show

- “Show All Instruments” shows all instruments in the drum window.
- “Show Used Instruments” displays the basic trap kit but does not display any extra instruments unless they are used in a song.

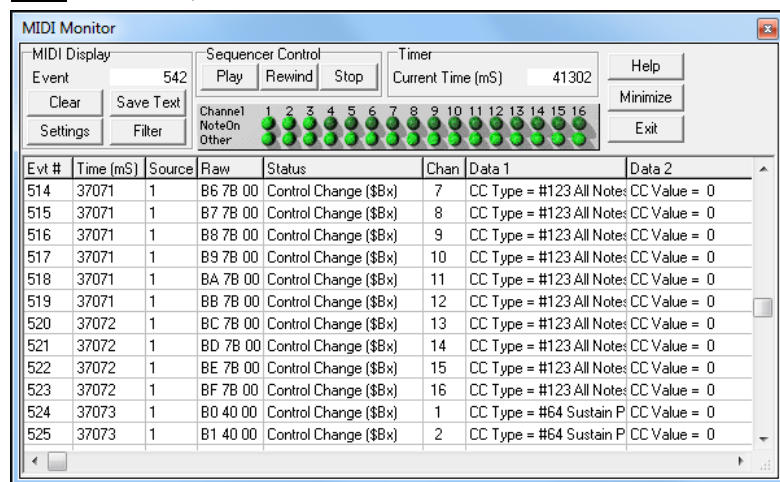
The drum window is cleared each time **Play** or **Stop** is pressed.

MIDI Monitor

MIDI Monitor displays a listing of data received from computer MIDI Input and/or Band-in-a-Box output, useful for educational or diagnostic purposes.



The **MIDI Monitor** opens with the **[MIDI]** button on the main screen toolbar, or with the menu command **Window | MIDI Monitor**.



Tip: To display the data received from the computer MIDI Input, the MIDI THRU option must be enabled in Band-in-a-Box.

The MIDI Monitor has options for 1-based patch numbering and patch name display. Quick View Filter presets (such as “Notes Only,” “Controllers Only,” “Program Changes Only,” “Programs including Bank Changes”).

MIDI Monitor- Main Window

MIDI Display Controls

Event: The current event number since the display was last cleared.

Clear: Clears MIDI Display, Event counter, and Channel Activity panel.

Save Text: Save a tab-delimited text file of the data in the MIDI display. The file can be opened with a word processor or spreadsheet program, for printing or further study. Various Save Text options can be adjusted in the Settings window.

Settings: Open the Settings dialog, to adjust display behavior. The display can be modified to suit the task at hand.

Filter: Open the Filter dialog, where receive settings can be adjusted.

Sequencer Control

The **[Play]**, **[Rewind]**, and **[Stop]** buttons control song playback without the need to return to the main Band-in-a-Box screen.

Timer

A millisecond timer is useful for viewing timing relationships between messages. To use Band-in-a-Box to measure in milliseconds, set Band-in-a-Box PPQN to 480, and Band-in-a-Box tempo to 125 BPM. With this special resolution and tempo, tick values in the Event List window will correspond to milliseconds.

Current Time - The millisecond count since the timer was last started. Click anywhere in the Timer area to clear the Current time, setting it to zero.

Channel Activity Panel

This panel has an array of “LEDs” to show which channels are active.

MIDI Display Area

The MIDI Display area at the bottom of the main window, displays the data generated by Band-in-a-Box and/or data received at the computer MIDI input. Each row is a single MIDI event.

Evt #: Event number, starting from when the display was last cleared.

Time (mS): The time in milliseconds of the event, from when the timer was last cleared.

Source: Int means the event was generated by Band-in-a-Box, and Ext means the event was generated by an external MIDI Device attached to the computer MIDI In port.

Raw: The raw bytes representing each MIDI message. Most MIDI Message types contain three bytes, but some messages contain one or two bytes. SysEx messages can contain an arbitrary number of bytes. This field is blank in the case of SysEx messages. With SysEx messages, up to 16 “Raw” bytes are displayed in the Data fields. Long SysEx messages are displayed on multiple lines, 16 bytes per line.

Status: Text name of the Event type.


Chan: MIDI channel of the Event. This field is blank for System messages (values from \$F0 to \$FF). System messages do not have an associated channel.

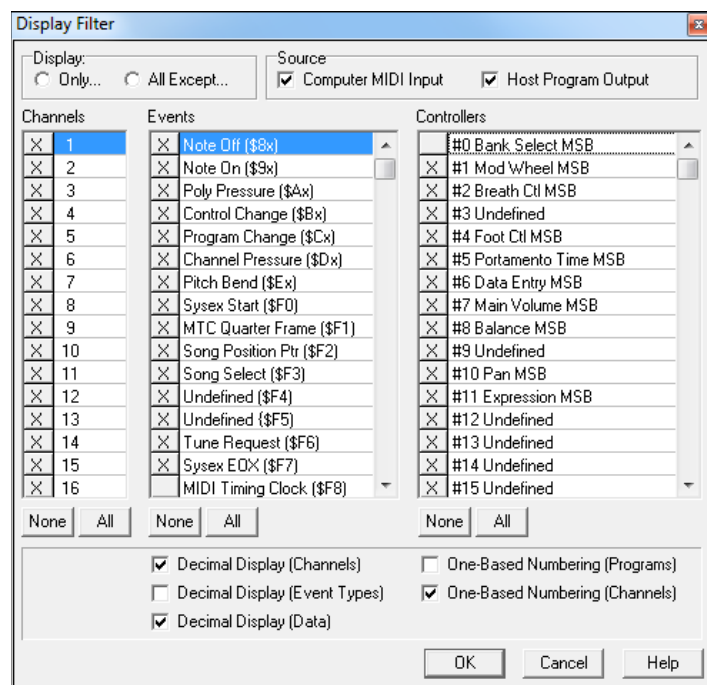
Data 1: Text name for the meaning of the first data byte of the MIDI message. For some messages such as Pitch Bend or Song Position Pointer, the value of both bytes 1 and 2 are displayed in Data 1.

Data 2: Text name for the second data byte of a MIDI Message.

Note: Some MIDI messages, such as Program Change or Channel Pressure, have only a single Data byte, and the Data 2 field will be blank. Also, some MIDI Messages have no data bytes, in which case both Data fields will be blank.

Display Filter

 The **Display Filter** dialog allows you to select what MIDI events will be recognized by the **MIDI Monitor** program.

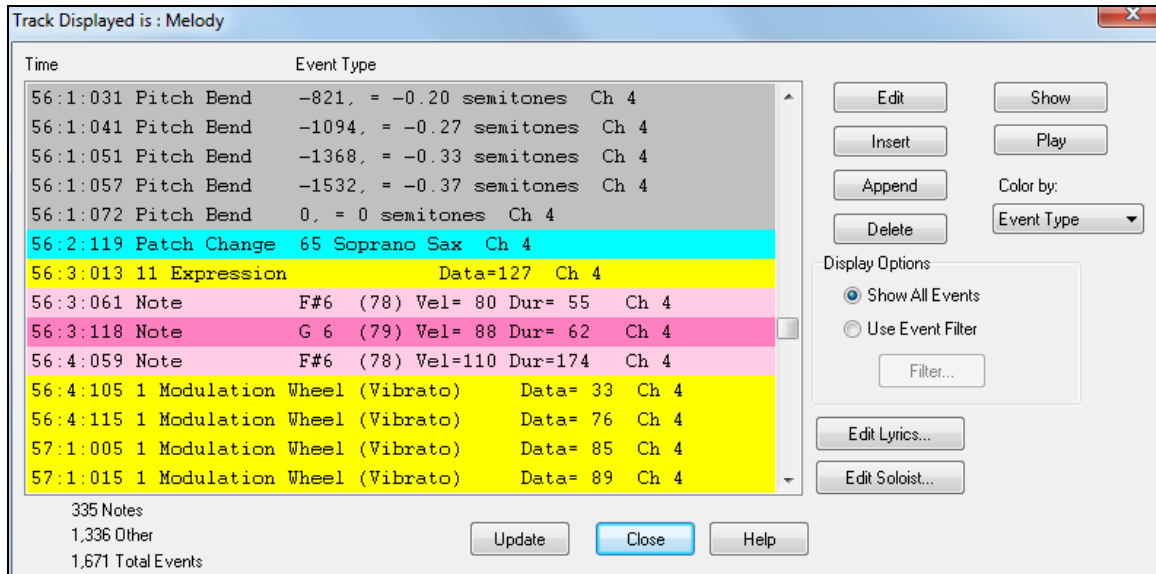


Tip: Virtually any combination of display events can be selected in the filter. It is therefore possible to select combinations that do not display any MIDI events at all. The MIDI Monitor will warn you about the more obvious “nil” combinations, but if you find that you are not receiving what you expected, carefully re-examine these filter settings.

Event List Editor

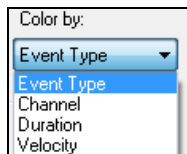
You can edit events including all MIDI events and lyric events using the **Event List Editor**. It can be launched in several ways.

- In the *Melody* menu, choose *Edit Melody Track | Step Edit Melody*.
- In the *Soloist* menu, choose *Edit Soloist Track | Step Edit Soloist Part*.
- In the *Window* menu, choose *Notation | Event List Editor...*
- In the Notation window by pressing the event list button (#).



Different colors are used for different event types in the event list, to visually distinguish notes, patch changes, etc. The Event list for the notation colors the events differently as follows:

The list uses a color coding based on Event Type, Channel, Duration, or Velocity.



If the color coding is based on Event Type, the list shows the event as follows:

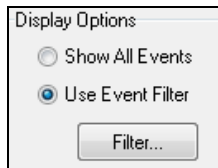
- Notes starting near the beat boundary are dark pink.
- Notes starting on the off-beat are light pink.
- Patch changes are cyan.
- Controller changes are yellow.
- Pitch Bends are grey.

The **Event List Editor** allows you to modify, insert, and delete notes:

- Double-click on an event to edit it (or press the **[Edit]** button.)
- **[Insert]** puts an event before the current event.
- **[Append]** puts an event at the end of the track.
- **[Delete]** removes an event.
- **[Show]** exits the dialog and highlight the note in the Notation window.
- **[Play]** plays the current event moves the next event.
- **[Update]** redraws the notation screen.
- **[Edit Lyrics]** – **[Edit Soloist]** – **[Edit Melody]** selects which track to edit.

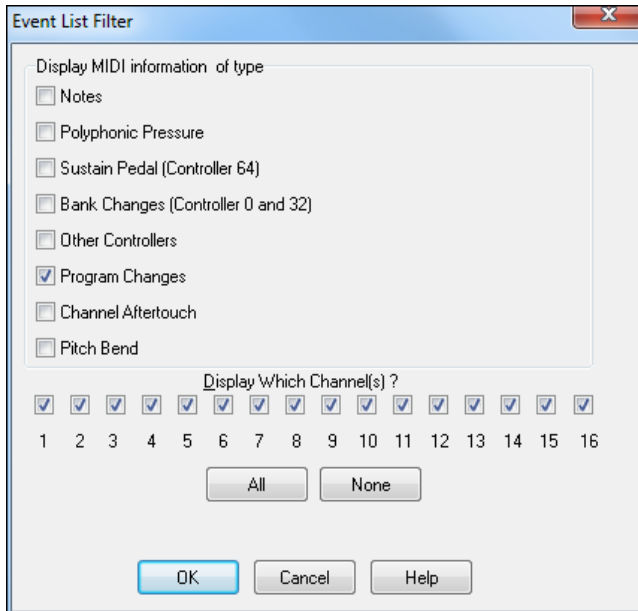
Event List Filter

There is a filter for the **Event List Editor**, allowing you to, for example, quickly spot all patch changes.

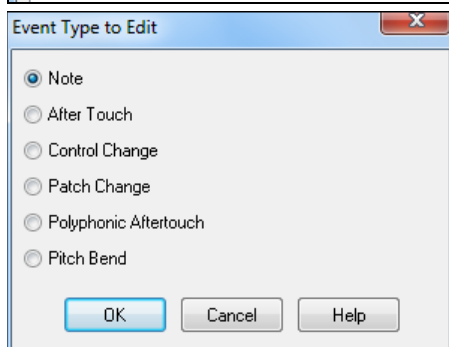
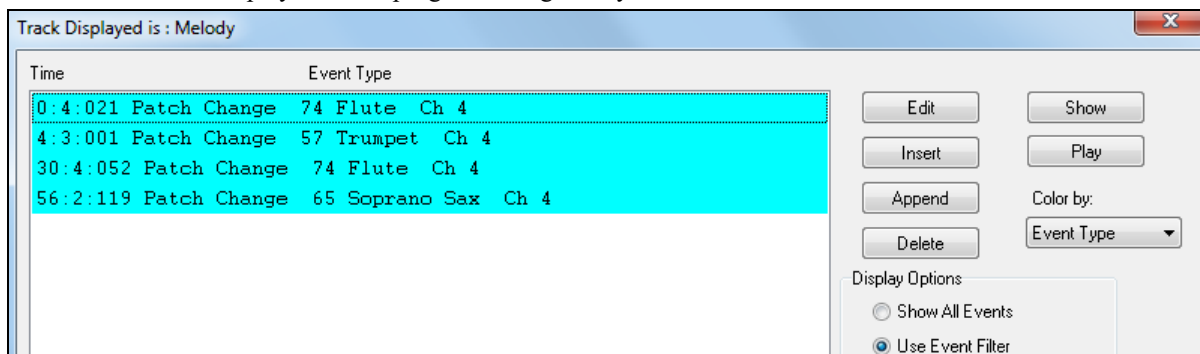


For example, to examine all of the patch changes on the Melody track, choose “Use Event Filter,” and then press the **[Filter...]** button.

In the **Event List Filter**, select the type of information you want to display. In this case, it is program changes (patches) only.



The track will then display with the program changes only.



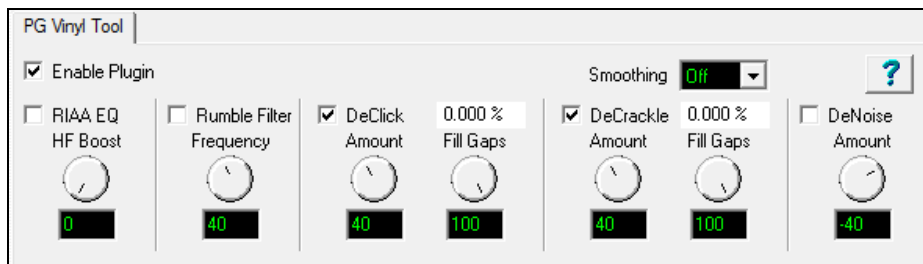
The **Event Type to Edit** dialog opens when either the **[Insert]** or **[Append]** buttons are pressed in the **Event List Editor**.

This dialog allows you to select which type of event to insert or append - note, controller, pitch bend, etc. – and then opens the selected edit dialog.

PG Vinyl DirectX Plug-In

Remove clicks and pops from your old vinyl record collection with the new PG Vinyl plug-in. If you no longer have a phono preamp, just attach your turntable to your mixer console. PG Vinyl can provide RIAA equalization for better tone. PG Vinyl can reduce broadband noise and remove clicks on digital audio tracks.

Though PG Vinyl was not designed as a distortion remover, in some cases it can reduce clipping distortion on digital audio tracks which were recorded too loud.



PG Vinyl Tool Features

Enable Plug-in Checkbox

Toggle the checkbox to compare the original recording to the plug-in output. This helps avoid excessive settings. PG Vinyl Tool uses look-ahead buffering, so if you bypass the plug-in, the output will “jump in time.” This is expected, because there is some added delay when PG Vinyl Tool is enabled.

RIAA EQ Checkbox

If you recorded from a stereo tuner or other gadget with a phono input jack, DO NOT enable the RIAA EQ section. The RIAA EQ option is for folks who do not have a turntable preamp, having recorded with an ordinary mixer.

RIAA EQ was designed to overcome the shortcomings of vinyl. RIAA pre-emphasis is applied when vinyl discs are mastered. High frequencies get boosted, and low frequencies get cut. This makes high frequencies compete better against the inevitable vinyl pops, clicks, and surface noise. Pre-emphasis also prevents low frequency signals from bouncing the stylus out of the groove.

When you play a record, the preamp’s RIAA de-emphasis will reverse the EQ. High frequencies are cut, and low frequencies are boosted. If you do not apply RIAA de-emphasis, either with a phono preamp or in the software, vinyl will sound too bright and shallow.

HF Boost

If you recorded the disc with a mixer which has high-impedance inputs (preferably 1 MegOhm or better), set HF Boost to zero, for “pure” RIAA de-emphasis.

Most audio mixer instrument/line inputs have impedance in the 10 KOhm to 100 KOhm range. A turntable’s magnetic cartridge will be “loaded” by the lower-than-expected mixer impedance. This won’t damage the turntable but will affect the frequency balance. A 10 KOhm mixer input could cut the highs quite a bit, and even a 100 KOhm mixer input could cut the highs a perceptible amount.

There is no way to predict the characteristics of your turntable cartridge and the input impedance of your mixer. Adjust HF Boost by ear until the frequency balance sounds right. You may not get the frequency response as precisely as the mastering engineer intended, but if you are happy with the result, who cares?

Some PG Vinyl Tool options can cut highs. If a record is damaged so much that subsequent PG Vinyl Tools cut high frequencies along with the noise, you could increase the HF Boost by ear, to make up the loss.

Rumble Filter Checkbox

Cheap or worn-out turntable platters can make subsonic vibrations. Slightly warped records can also make undesirable low-frequency noise. Use the Rumble Filter to block unwanted low frequencies.

The Rumble Filter is a 24 dB per Octave Butterworth High Pass filter, which attenuates undesirable low frequencies. In most situations, it will do no harm to always enable the Rumble Filter.

Rumble Filter Frequency

At the default of 40 Hz, signals below 40 Hz are attenuated, and signals above 40 Hz are unaffected.

Vinyl mastering engineers typically avoided frequencies lower than 40 Hz. It is difficult to make vinyl cleanly reproduce very low frequencies. Also, most consumers, even audiophiles with expensive stereos, did not have speakers capable of reproducing lower than 40 Hz.

Unless you are dubbing classical organ records, it is doubtful that there is anything of interest below 30 or 40 Hz. While adjusting PG Vinyl Tool, you can experimentally toggle the Rumble Filter on/off to make sure the filter is not removing important audio features.

DeCrackle Checkbox

Enable the DeCrackle section. PG Vinyl Tool defines crackle as high frequency defects in the range of 2000 Hz to 20,000 Hz.

A single microscopic speck of dust, or a tiny static discharge, can cause an isolated “tick” which is too short to be considered a “click.” The DeCrackle section removes these isolated ticks. Crackle is a cluster of high-frequency ticks. If there are multiple close-spaced ticks, the ticks are perceived as a crackling sound.

First disable the DeClick checkbox and adjust DeCrackle. On a clean record in good condition, DeCrackle may be the only necessary section. Normally you would only enable the DeClick section if DeCrackle can’t adequately clean up the mess.

DeCrackle Amount

This adjusts the sensitivity of what PG Vinyl Tool considers to be a tick/crackle. At zero, nothing is removed. As the DeCrackle Amount is increased, PG Vinyl Tool will mute additional “tick suspects.” If the control is set too extreme, PG Vinyl Tool will partially mute musical features, such as hand percussion or high-hat notes. Only set the control high enough to remove ticks and crackles. If longer clicks remain, enable the DeClick section for additional cleaning.

DeCrackle Activity

This displays the percentage of audio which is muted. Except for very worn records, adjust the DeCrackle Amount so that the DeCrackle Activity reads no higher than a few percent. On very good discs, one might get “perfect” results with less than one percent of DeCrackle Activity. Strive to mute only the minimum necessary to clean your record.

NOTE: If DeCrackle is set outrageously high, the DeCrackle Activity reading can exceed 100 percent. This is not a bug. The DeCrackle section does three processing passes in progressively lower frequency bands. It might happen that the first pass will “heal” a click, but subsequent bands will “heal” the left-over residue of that click.

Sometimes a bad click might be repaired in multiple processing stages, until the defect can no longer be detected. With absurdly high DeCrackle settings, the DeCrackle Activity can exceed 100 percent, because several stages incrementally repair the same bad clicks.

DeCrackle Fill Gaps

When a tick is detected, it is smoothly “snipped out” of the high-frequencies, without affecting the lower frequencies. High-frequency ticks last less than one millisecond. Each muted section is very short, only a few samples.

If Fill Gaps is set to zero, this tiny high-frequency-muted region is replaced by nothing. It behaves like a very brief high-frequency dropout. On a clean record, occasional muted ticks are never noticed. But on a dirty scratched disc, if many snips are made, it will sound like a reduction in high frequencies.

As you increase the Fill Gaps knob, PG Vinyl Tool will extrapolate the signal in the vicinity of the click, synthesizing a “guess” at what the signal might have been in the tiny muted region. If you set Fill Gaps to 100, it will insert this extrapolated guess at the same level as the original signal. This allows many ticks to be snipped from a dirty record, without reducing the high frequency content.

One might encounter a badly damaged record where the audio is so damaged that the guesses are not good enough. In these problem cases, try setting Fill Gaps to 70, or 50, filling the gaps with lower-amplitude guesses, which may sound less obnoxious.

Set Fill Gaps to 100, unless it sounds bad.

DeClick Checkbox

Enable the DeClick section. PG Vinyl Tool defines clicks as midrange frequency defects, in the range of 500 Hz to 2000 Hz.

DeClick Amount

Adjust the sensitivity of what PG Vinyl Tool considers to be a click. At zero, nothing is removed. As the DeClick Amount is increased, PG Vinyl Tool will mute more “click suspects.” If the control is set too high, it can partially mute musical features, like snare drum hits. Adjust this control only high enough to remove clicks.

Note: A long-duration defect (longer than a couple of milliseconds) might sound like a click or pop until the high and mid frequency defects have been fixed. On long-duration defects, the left-over defect might sound like a “thump.”

DeClick Activity

This displays the percentage of audio which is being muted. Except for very worn records, it is advisable to adjust the DeClick Amount so that the DeClick Activity reads no higher than a few percent. On very good discs, one might get “perfect” results with much less than one percent of DeClick Activity. Strive to mute only the minimum necessary to clean your record.

NOTE: If DeClick is set outrageously high, the DeClick Activity reading can exceed 100 percent. This is not a bug. The DeClick section makes two processing passes, in different frequency bands. It can happen that the first pass will “heal” a bad click, but the next pass will “heal” the left-over residue of the click.

Sometimes a bad click will be repaired in multiple processing stages, until the defect can no longer be detected as a tick or click. With absurdly high DeClick settings, the DeClick Activity can exceed 100 percent, because both stages incrementally repair the same bad clicks.

DeClick Fill Gaps

When a click is detected, it is smoothly “snipped out” of the midrange spectrum, without affecting the lower-frequencies at that point. A typical click might last 0.5 to 2 milliseconds. Each muted section is very short.

If Fill Gaps is set to zero, this small muted region is replaced by nothing. It behaves like a very brief mid-frequency dropout. On a clean record, occasional muted clicks are never noticed. But on a dirty scratched disc, if many snips are made, it can sound like a reduction in high and mid frequencies.

As you increase the Fill Gaps knob, PG Vinyl Tool extrapolates the midrange signal in the vicinity of the click, synthesizing a guess of what the signal might have been in the tiny muted region. If you set Fill Gaps to 100, it will insert this extrapolated guess at the same level as the original signal. This allows many clicks to be snipped from a dirty record, without reducing the mid-frequency content.

On many recordings, the extrapolated guesses are quite good. Frequent clicks can often be removed without audible side-effects.

One might encounter a badly damaged record where the audio is so damaged that the guesses are not good enough to be completely transparent.

In these problem cases, you could try setting Fill Gaps to 70, or 50, filling the gaps with lower-amplitude guesses, which may sound less obnoxious.

Set Fill Gaps to 100, unless it sounds bad.

Smoothing

Some badly damaged records (particularly worn-out 45’s and 78’s) have high frequency noise approaching “crackle on steroids.” The surface noise sounds like bacon frying. Crackle atop crackle, atop even more crackle.

The Smoothing section could be useful with severe surface noise. The Smoothing section is a very gentle Gaussian low pass filter with 6 selectable intensities.

Gaussian low pass filters are “about as good as it gets” for attenuating random noise while having minimal effect on music transients.

However, a Gaussian filter is still a low pass filter. All low pass filters reduce high frequencies along with surface noise. You should only enable the Smoothing section if it is necessary for a badly damaged record. Experiment with the Smoothing Level to find an acceptable tradeoff between reduction in surface noise versus reduction of musical high frequencies.

DeNoise Checkbox

PG Vinyl Tool DeNoise is a “hiss gate.” It gradually attenuates quiet High Frequencies below the Denoise Threshold. Think of it as a sliding high frequency dynamics expander.

Many vinyl discs were made from reel-to-reel tape masters. The best quality reel-to-reel tape recorders of yesteryear had more hiss than modern digital recorders. A vinyl disc in excellent condition could contain an accurate copy of the original tape hiss. In some cases, carefully adjusted DeNoise may give a perceived improvement over the original noise level.

DeNoising may also be beneficial on low level disc surface noise (slightly worn discs). If you have low level “frying bacon” surface noise, DeNoise might work better than Smoothing.

With loud “frying bacon” surface noise, you could try a judicious combination of Smoothing and DeNoise.

DeNoise Amount

This control sets the DeNoise threshold, in dB.

For instance, if you set it to -40 dB, high frequencies louder than -40 dB are passed unaltered. High frequencies quieter than -46 dB are completely silenced. Levels between -40 and -46 dB are gradually faded down to complete silence.

If the audio level at 8000 Hz happens to be below threshold, but the audio level at 4000 Hz happens to be above threshold, the 8000 Hz signal would be muted but the 4000 Hz signal would pass un-altered. This is “Multi Band Single-Ended Noise Reduction.”

The DeNoise section can slide the filter all the way down to 500 Hz; so on “silent” sections of a record, the DeNoise silence can be pretty silent.

Carefully adjust the Denoise Amount so that desirable high frequencies in the music are minimally affected, but hiss in the quiet sections of the music is removed. Even a 1 dB difference can be easy to hear when tweaking the Denoise Amount. Many high fidelity vinyl records didn’t have much information higher than 10 KHz (another common mastering decision in the good old days). On many records, frequencies above 10 KHz can be squelched most of the time without noticeably affecting the sound.

A suggestion for tweaking the DeNoise Amount; first increase the setting until the music is obviously losing high frequencies. Then gradually reduce the level until the music is unaffected. This can ensure that any noise below the minimum music level is exterminated. Be sure to check the DeNoise Amount against the quietest parts of the recording, because the quiet locations are most likely to be affected if the DeNoise Amount has been set too high.

Conclusion

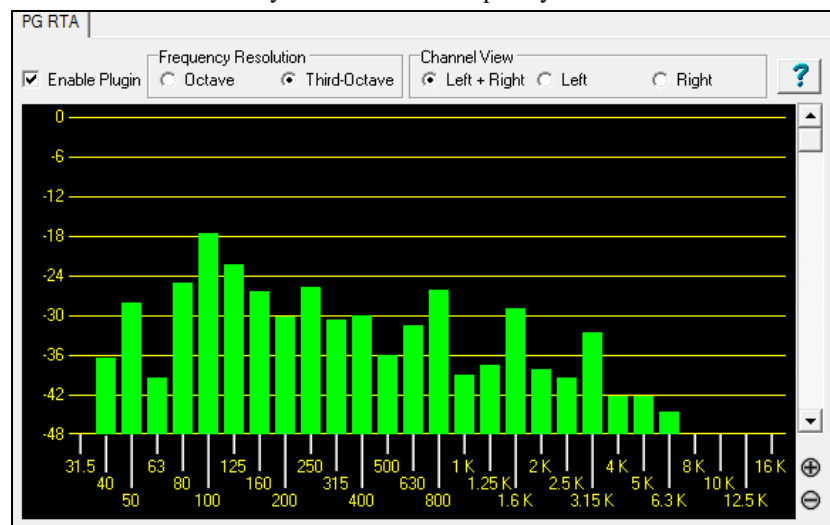
PG Vinyl Tool offers many tools which can clean vinyl records.

But there is a limit what can be done for severely damaged discs (without investing in very expensive tools). On very damaged records, you may be forced to decide between a “natural” sound which contains a few residual defects, versus a more heavily processed sound which has collected new annoying artifacts to replace the old annoying defects.

PG RTA DirectX Plug-In

The PG RTA Real Time Analyzer plug-in displays a third-octave frequency graph of a single track or the entire mix, to find proper equalization settings.

The PG Real Time Analyzer is ONLY a frequency measurement tool. PG RTA never modifies the audio.



Control Descriptions

Enable Plug-in Checkbox

Toggle the checkbox to turn the RTA ON or OFF.

PG RTA only does processing when:

1. The plug-in is enabled.
2. The plug-in is visible.

If PG RTA is not enabled or it is not visible, it does not add to the computer load during playback.

It does no harm to leave several instances of the plug-in assigned to various Tracks, Aux Returns, or Masters.

When you don't have the plug-in visible on-screen, it will not load down the computer.

Frequency Resolution

The Octave button displays ten bands, representing the level of each octave in the audio. The Third-Octave button displays 28 bands, representing the level of each third of an octave in the audio.

There may be situations where it is more useful to have a “general” overview at octave resolution, but the main reason you might prefer Octave resolution is to reduce the CPU load. Compared to third-octave resolution, Octave resolution only presents one third of the computer load.

Channel View

Channel View is only meaningful when metering a stereo track, or Aux/Master inserts (which are almost always stereo). The Channel View setting has no effect on a mono track.

If metering a stereo insert, select the Left+Right button to view the summed frequency response of both the Left and Right channels. Select the Left or Right buttons to view only one of the channels.

Zoom In/Out (Adjust the vertical amplitude resolution in dB.)

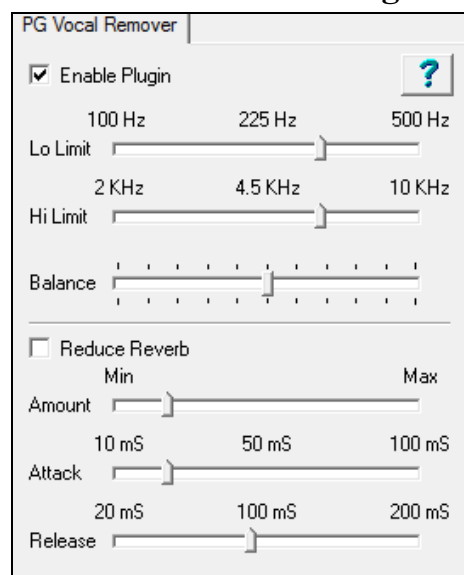
If a track has wide dynamics, zoom out to see all the bands without scrolling. If zoomed out too far, it can be difficult to visually judge frequency levels. All the bands may appear about the same level.

Zoom In to see the best amplitude resolution. For instance, in the screenshot above, the display was zoomed to 3 dB per ruler line, which emphasizes the differences between loud and quiet frequency bands.

View Range Scroll

Adjust the Scrollbar to center the display to taste. When zoomed-in on a quiet track (as in the screenshot above), you would scroll down to get a good view of the frequency distribution.

PG Vocal Remover Plug-In



The PG Vocal Remover plug-in can reduce the level of lead vocals on many recordings. You can fine-tune the vocal removal frequency range, and optionally reduce the level of residual vocal reverb.

PG Vocal Remover exploits a common mixing technique; the lead vocal is often center-panned (i.e., the left and right stereo channels have identical vocal loudness). Typically, the bass and kick drum is centered, and often snare drum is centered. However, most accompaniment instrumental tracks and backup harmony vocals are side-panned (louder on one side than the other).

On typical recordings, we can subtract one stereo channel from the other, which removes “common mode” lead vocal, but leaves side-panned accompaniment tracks relatively unaffected.

Operation

Enable Plug-in Checkbox

Toggle the checkbox to compare the sound with/without the Vocal Remover activated.

Balance Slider

Fine-tune with the Balance slider. The center position is typically as good as it gets, but some recordings have accidentally mismatched Left-Right balance. This is common with vinyl or cassette recordings, or CD-reissues of Oldies. You may get improved vocal cancellation by twiddling the Pan slider to find a “sweet spot.”

Lo Limit and Hi Limit Sliders

Adjust these sliders to fit the nature of the vocal. The default settings are fine for many tunes. Frequencies below the Lo Limit and above the Hi Limit are not processed, preserving fidelity except in the vocal midrange. Set the Lo Limit slider just low enough to attenuate low vocal notes. Set the Hi Limit slider just high enough to attenuate high vocal harmonics.

Obviously, the best settings are different for a Baritone, Tenor, Alto, or Soprano voice. They are best set by ear. Some sopranos have warm low tone, but some Baritones have very bright tone, so the mid-frequency vocal range may be wider than expected.

Reduce Reverb Checkbox

Toggle the checkbox to compare with/without Reverb Reduction.

Reduce Reverb Amount Slider

Reverb Reduction behaves like a dynamics compressor, but the loudness of the center channel affects the loudness of the side channels. Move the slider to the right to increase the effect. The effect compares the relative level between center and side channels, so no processing takes place unless there is a significant difference between the loudness of the center versus side channels.

Vocal is not the only sound which can trigger the compressor. Any loud midrange center instrument could trigger the compressor, so if you crank the Amount too high, snare drum or other loud center instruments may unpleasantly “pump” the side channels.

Reduce Reverb Attack Slider

Works like a compressor Attack control. Move the slider to the left for faster response to sudden increase in loudness (when the vocalist starts a phrase). Move to the right for a slower response to sudden increase in loudness.

Reduce Reverb Release Slider

Works like a compressor Release control. Move to the left for faster recovery after the loudness diminishes (when the vocalist ends a phrase). Move right for slower recovery.

Adjusting Reverb Reduction

Experiment to get a feel for what works. There may be some songs where the reverb can’t be improved, and in those cases just disable the Reduce Reverb Checkbox.

Some vocals have short pre-delay and reverb tails. Short attack and release would make sense.

Some songs (especially ballads) have loud “balloon” reverb tails with long pre-delay. Since the reverb comes in after the vocal phrase begins and lasts a long time after the vocal phrase ends, longer attack and release would make sense. Adjust the Attack so that the compression kicks in about the same time as the pre-delay reverb and adjust the release long enough to hold back the reverb after a vocal line is finished.

Don’t expect miracles. You can reduce the reverb level but will rarely completely eliminate vocal reverb. Judiciously use just enough compression to avoid ruining the overall fidelity.

Compare the dry sound against the processed sound. The maximum vocal reduction setting could be extreme enough to ruin the instrumental quality. Sometimes it is better to allow some vocal leakage to achieve the best-sounding instrumental quality. Is it better to allow some low voice leakage to improve the bass response? Is it better to allow some high voice leakage to improve the cymbals and acoustic guitar?

After the PG Vocal Remover is adjusted as good as it gets, try inserting an Equalizer plug-in downstream. Notch some frequencies to improve the effect.

If the output amplitude is inconsistent, try inserting a compressor or peak limiter plug-in downstream.

Band-in-a-Box for iPhone

Band-in-a-Box for iPhone (BB iPhone) is an app for iOS devices including iPhone®, iPad®, and iPod Touch®. The BB iPhone version is meant to function as a client to the regular Band-in-a-Box desktop version. If you don’t own a copy of the BB Desktop software, the usefulness of the BB iPhone version will be quite limited.

Band-in-a-Box for iPhone is available from the Apple® App Store, <http://www.apple.com/iphone/apps-for-iphone/>.

If you have a copy of Band-in-a-Box 2011 or higher, then with the Band-in-a-Box iPhone version you can:

- Quickly transfer your existing library of songs from BB Desktop to BB iPhone, including chord lead sheets and audio (M4A). See the chord lead sheets and play the songs anytime on your iPhone, without re-connecting to BB Desktop.
- Enter songs from scratch on your BB iPhone by typing in chord symbols to the song.
- Generate audio on your BB iPhone for the songs by pressing play. The songs play on the iPhone and are stored on the iPhone as M4A files. This connects across your home network or the internet to your desktop version of Band-in-a-Box
- Send songs from BB iPhone to BB Desktop.

Here are some typical uses for your BB iPhone version. This assumes that you have the BB Desktop version:

- Jim has entered lots of songs over the years into his BB Desktop version. He now wants to practice his guitar playing on these tunes using only his BB iPhone. As a one-time procedure, at home (over his home network WiFi) he first transfers his entire song library to BB iPhone, including lead sheets and audio. This takes about 10 seconds per song. Now he has his BB song library on his BB iPhone and doesn't need to connect to his BB Desktop again (unless he wants more songs, or to generate different chords for the songs). He plays the songs on his iPhone, either using the iPhone speakers, headphones, or plugging the iPhone line out into his stereo system. He will only ever need to connect to BB Desktop again if he wants to get more songs, or regenerate them in different styles etc.
- Joan is playing a solo vocal gig, using BB iPhone as her backup band. She connects the iPhone audio out to the PA system. A customer requests one of her compositions, a song that she knows, but doesn't have a backing band arrangement for. On her break, she types in the chords to the song, presses PLAY, and the audio file generates and is ready to play on her BB iPhone (by connecting to BB Desktop over the Internet). After the gig, she sends the song to her BB Desktop, so that is available there too as part of her song library.

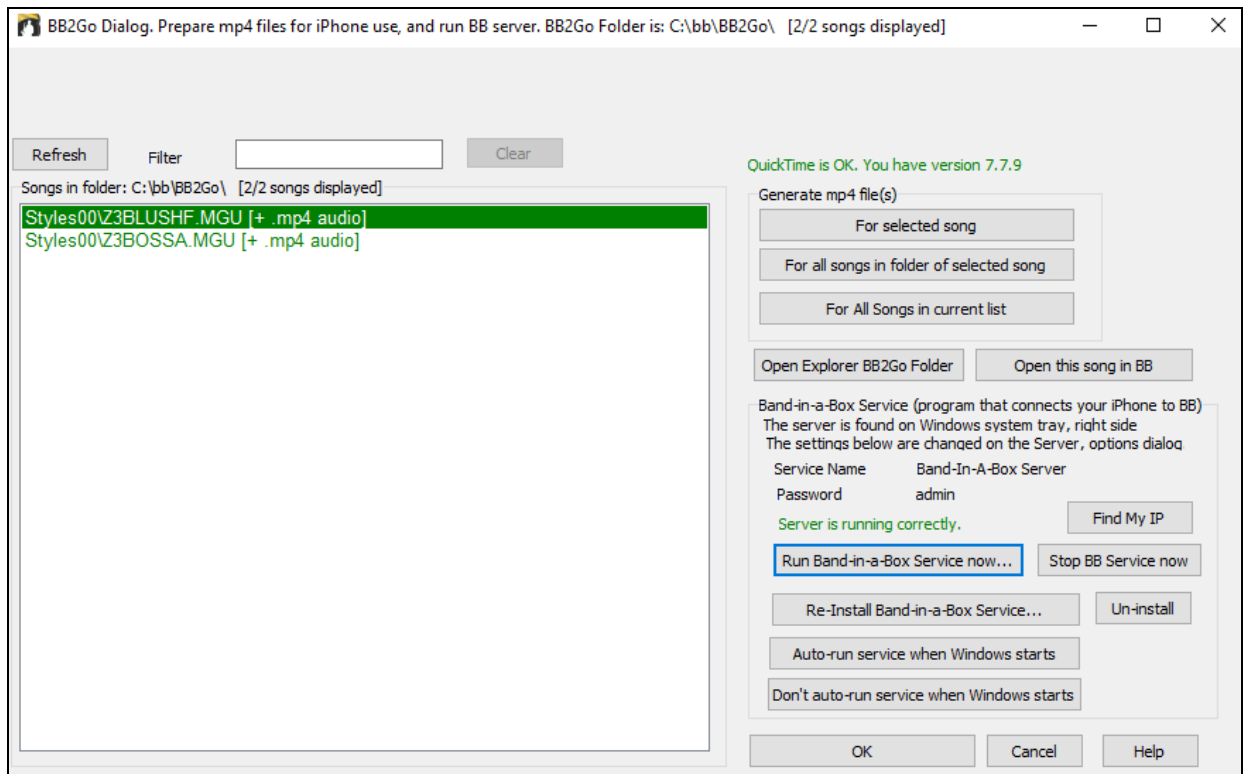
BB2Go Dialog


The iPhone version of Band-in-a-Box will see the *BB2Go* folder (*C:\bb\BB2Go*). Any Band-in-a-Box songs that you put in this folder are visible to the BB iPhone. You can send files back and forth from BB iPhone to Band-in-a-Box for Windows®, and the files go to the *BB2Go* folder.

You can add audio to the Band-in-a-Box files in the *BB2Go* folder from the Band-in-a-Box *Windows* menu with the *BB2Go* command and select the files that you want to have MP4/M4A audio added. You can also generate the audio from the iPhone version.

Note: If you are using Windows® XP or Vista, these features require Apple® QuickTime® Library for Windows® to be installed, which you can download from www.apple.com .

More documentation for the BB iPhone version is available at <http://www.pgmusic.com/help100/>.

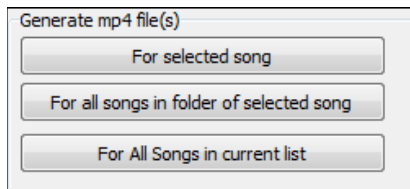


 Use this button to refresh the list when additional files have been added externally.

 Use the filter to search the songs for a particular word or term.

 The **[Clear]** button removes the search term.

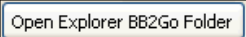
Generate mp4 file(s)

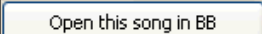


There are three options for generating mp4 files for the iPhone. “For selected song” generates an mp4 file for the selected song, you can then send the Band-in-a-Box song and the mp4 to iPhone BB using the Band-in-a-Box service.


“For all songs in folder of selected song” generates mp4 files for all songs in the same folder as the selected song. When generated, the files will be green in the list, indicating that mp4 audio is present.

“For All Song in current list” generates mp4 files for all songs in the BB2Go folder (*C:\bb\BB2Go*). It takes about 1 minute per song, then you can send the songs and the mp4 audio to the iPhone.

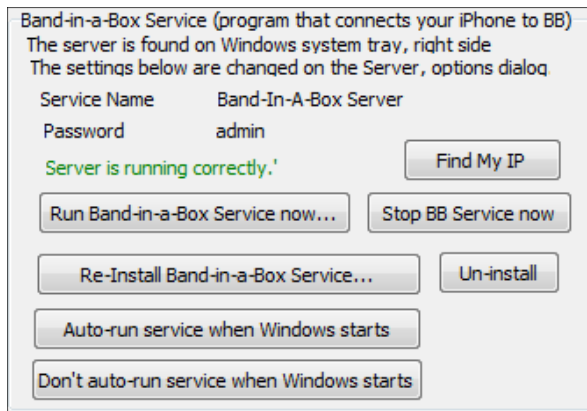
 This opens the *C:\bb\BB2Go* folder in Windows® Explorer. You can add files to the folder in Explorer and then press **[Refresh]** to see them in this dialog.

 This opens the currently highlighted song in Band-in-a-Box.

Band-in-a-Box Service is the program that connects your iPhone over the Internet to Band-in-a-Box. It is located in the *C:\bb\BBHelper* folder.

 When the server is running you will see this button in the Windows® system tray. Right-click on the button to open the menu of server commands and click *Show* to access the Options and set the password and server name.

Use the buttons to run, auto-run, and install the service.



Program Tutorial

Instructions for using Band-in-a-Box iPhone version

Run the BB iPhone program by clicking on the icon. You will then see the Band-in-a-Box screen. This consists of:

- Top Toolbar area (File Mixer Settings Play/Stop Chord Keyboard).
- Title display line.
- Chords area.

If you want to edit information in a song, press the Chord Keyboard icon. This will open the Chord Keyboard, and also a “Song Parameters” section at the top to choose style, tempo and song form.

Let’s open and play an existing song.

Press FILE and then OPEN. You will then see a list of the demo songs that are included with BB iPhone. You should see “Blues Shuffle Demo” and “Jazz Swing Demo.” You will notice that these file names are in green. The green indicates that audio (M4A) is available for these songs, and they are “ready-to-play” and don’t have to be re-generated.

Choose “Jazz Swing Demo.” This song was previously generated using BB iPhone, and the arrangement was made entirely from the chord progression. The arrangement sounds realistic because it is using the high quality RealTracks present in Band-in-a-Box.

Press the Green PLAY button. (Note: If the play button is Red, it indicates that the song will need to be generated, by connecting to BB Desktop).

Press STOP at any time.

Let’s enter our own song from scratch.

We will enter a simple blues progression, which is 12 bars long, in the key of C.

Press File and then NEW.

Open the Chord Keyboard, so that the song is editable.

Choose a style for the song. Press the Style button (at the left of the screen, below the title), then choose the genre Blues, and select the style _BLSHUFF (Blues Shuffle) which is the 3rd one on the list.

Leave the **tempo** at the default of 140 (or change it by clicking on it).

Leave the **key signature** at C (or change it by clicking on it).

The **song formula** will say something like [1] [16] [3]. That means the song form begins at bar 1, and ends at bar 16, and repeats 3 times. Since this is a 12-bar blues (not 16 bars), we click on the “16” and change it to 12. We can leave the number of repeats of the form at 3 (or change it by clicking on it).

Type in the chords. Click on bar 1 on the chord sheet. Then use the chord keyboard to type in a chord. To move to a new bar, click on the bar so that the highlight bar moves to that bar. Once you are in the bar, type the chord on the chord keyboard.

Type “C” in bar 1.

Type “F” in bar 5.

Type “C” in bar 7.

Type “G7” in bar 9 - do this by typing “G” and then “7.”

Type “F7” in bar 10.

Type “C” in bar 11.

Enter a title for your song. Call it “My Blues” and then save it by choosing File-Save.

That’s it! You’ve entered your first song.

Close the Chords Keyboard window.

Now to hear your song, you are going to need to be connected to your Band-in-a-Box Desktop version.

Connecting to the BB Desktop Version

Since the song has not been generated yet, the PLAY button will be RED, indicating that the song audio needs to be generated. Press the red Play button, and this will launch the **Server Connection** dialog. Here you will either enter the IP that is displayed from your home network (if BB Desktop is on the same home network as your iPhone), or your IP address of your BB Desktop version (or router). Details of router setup are available on the File-Help menu.

Once you have entered the Server IP, then press OK, and then enter the password (the default password is admin, so if you haven’t changed it, that will work).

You will then see “Loading styles” ... this only happens when it is a new connection, and BB desktop is telling BB iPhone what styles are available.

After that, you will see “Generating song” and then “Downloading file.” After a wait of 15-30 seconds, your song will start playing. Press STOP to stop the song. At this point, the song “My Blues” now has audio saved with it and will be ready to play next time without connecting to the BB Desktop version.

Let’s get an existing song from the BB Desktop version.

Press File and then Server, then “Get Song(s).” You will then see a list of the songs that are available on the BB Desktop program (i.e., the songs present in the BB2Go folder inside the BB folder).

Choose a song, and then press DOWNLOAD. This will download the song. Press PLAY to generate it and hear it.

That concludes the tutorial.

Chapter 14: User Programmable Functions

The StyleMaker

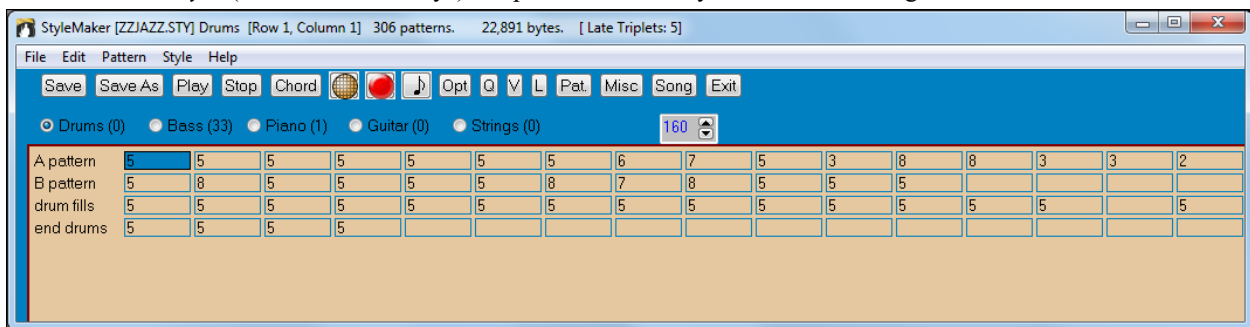
The **StyleMaker** is the section of the program that allows you to create brand-new styles or edit existing styles. This is done by recording patterns for each of the drums, bass, piano, guitar and strings parts, or by entering these parts in the **StyleMaker Pattern Editor** Notation window. If you don't want an instrument in a style you don't need to record any patterns for it.



The **StyleMaker** window is accessed by pressing the **[StyleMaker]** toolbar button on the main screen and selecting the *Edit current style in Stylemaker* menu command.

The window is also accessible from the *File | StyleMaker* menu by choosing any one of:

- *New – Make a New Style* to create an entirely new style from a blank template.
- *Edit a Style (Alt+F9 keys)* to open any style for editing.
- *Edit Current Style (Ctrl+Shift+F9 keys)* to open the current style in use for editing.



StyleMaker Pull-Down Menus

The **StyleMaker** has a separate pull-down menu to the main program. Many of the menu commands can be accessed directly with the on-screen buttons in the **StyleMaker** window.

File

- Save Style (F2)* Saves the style, using the current style name. This will overwrite a previous style!
- Save Style As (Alt+F2)* This saves the style, allowing you to rename the style if desired.
- Exit (Alt+F4)* Exits the **StyleMaker**, prompting you to Save the Style. If you don't save the style upon exit you will lose any changes that you've made.

Edit

- Cut Pattern* Cuts whichever pattern is highlighted in a row.
- Copy Pattern* Copies a pattern to the clipboard.
- Paste* Pastes a single pattern from the clipboard. Can paste between styles by opening and closing styles and copying and pasting.
- Delete Pattern (Delete)* Erases a Pattern. Can also delete a Pattern by typing a weight of 0.
- Cut from Notation* Highlight and cut notes from a pattern.
- Copy from Notation* Highlight and copy notes in a pattern.
- Paste from Notation* Paste notes into a pattern.

Pattern

- Play Pattern (F4)* Plays the pattern using the currently selected style. Loops after 2 bars. If you want to play the song while the **StyleMaker** is open, you need to press the PLAY button on the Main screen, as the F4 key will not play the song, it will play the **StyleMaker** pattern.
- Play Pattern on Chord (F8)* This plays back a pattern as it would sound in a song on a certain chord. This is useful to see the effects of smooth voice leading or macro notes in a pattern.
- Record Pattern (F3)* Records a pattern. For drums it enters the STEP EDIT Drum Editor. For the other instruments, it starts a real time record (2 bar lead in then record 2 bar pattern).

<i>Options (F10)</i>	Allows you to set or change options (masks) for a specific pattern. This same dialog also appears at the end of recording a pattern.
<i>Quantize Pattern (Alt+Q)</i>	Quantifies a pattern to a given resolution. You can apply a percentage setting to adjust the “strength” of the quantization.
<i>Slide Pattern</i>	This time shifts the pattern X ticks (120 ticks per beat).
<i>Volume adjust (this pattern) (Ctrl+Alt+W)</i>	The <i>Pattern Volume adjust (this pattern)</i> command displays the average velocity (volume) of the pattern and lets you set a new volume. Styles sound smoother if all patterns of one instrument are at similar volumes.
<i>Volume adjust (this row)(Alt+V)</i>	<i>Pattern Volume adjust (this row)</i> sets the volume of all patterns in the selected row.
<i>Volume Adjust (all patterns) (Alt+J)</i>	You can quickly set the volume for an entire instrument by using the <i>Pattern Volume Adjust (all patterns)</i> command. For example, if the strings are too loud, turn the [Strings] button “on,” select <i>Volume Adjust (all patterns)</i> , then type a number from 0 to 127 lower than the number that is currently displayed.
<i>Legato Adjust</i>	This adjusts the legato of each note. Units are 120 ticks/beat. Legato is the length of each note. Useful if you find a pattern that’s too percussive or too legato.
<i>Transpose Pattern</i>	This transposes the pattern X semitones. For example, +12 would transpose the pattern one octave up.
<i>Trim Pattern</i>	This deletes notes from the end of a Pattern.
<i>Velocity Adjust</i>	This function adds or reduces the velocity of a single pattern, row of patterns, or all patterns in an instrument. Choose the menu items for 1 pattern, 1 row, or the whole instrument and input the velocity change to make for the pattern(s). This will add or subtract a certain velocity value to the patterns, useful for reducing or increasing the volume of an entire instrument or fine-tuning the velocities in a style.
<i>When adjusting velocities, use a single note only</i>	When this menu item is selected, only the MIDI note number that is specified will have its velocity adjusted, unless a note number of 0 is entered. If the note number is entered as 0 then all notes in the pattern(s) will have their velocity adjusted.
<i>Import Pattern</i> - from MIDI File - from Clipboard - from Melody	This allows you to import pattern(s) from the Melody track, MIDI file, or MIDI data on the clipboard. The dialog that appears allows you to select the # of patterns you want to import. Normally this will be one. If it is more than one (say, 4), then 4 consecutive patterns would be imported on to the current row of the StyleMaker .
Style	
<i>Patch Assignments (Alt+F10)</i>	Assign patches to a style. See Patch Assignment dialog.
<i>Misc. Settings (Ctrl+F10)</i>	Assign miscellaneous settings to a style. See Misc. Settings dialog.
<i>Next Instrument (F6)</i> <i>Previous Instrument (Shift+F6)</i>	Changes the instrument setting between Drums/ Bass/ Piano/ Guitar/ Strings.
<i>Import Instr. from Style (Alt +F3)</i>	Import an instrument from one style into another. See Import Instrument dialog.
<i>Import Drums from .MID to Drum Kit</i>	Since you can define a custom drum kit for the grid editor, this function allows you to use the instruments that are found in a MIDI file. A quick way of building up a kit. For example, if you are making a Latin style called “mambo” you could load in a Mambo MIDI file that you made, and then the StyleMaker ’s “ <i>Style Import notes from .MID to Drum Grid...</i> ” menu command would extract the drum notes from the MIDI file and put them on the drum grid.
<i>Define a Custom Drum Kit</i>	Since the Drum Grid Editor uses 19 instruments, this allows you to define which instruments will be used and create a custom drum kit.

<i>Copy all “a” substyle patterns to “b”</i>	Copies all “a” substyle patterns to “b” slots. This feature is handy when only a volume increase tweaking is required for the “b” substyle.
<i>Copy Current Row to Row ____</i>	Copies an entire row of patterns to the new row specified.
<i>Delete all Patterns in this Row</i>	Deletes all of the patterns in the selected row.
<i>Delete Instrument (all patterns, all rows for this instrument)</i>	Completely removes the selected instrument from the style leaving rows of blank cells in the StyleMaker grid. This function is handy if you need to remove an instrument from a style.
<i>Style Checker</i>	Analogous to a “Spell Checker,” this function analyzes your style-in-progress and identifies possible problems.

The Style Checker results are output to a text window, allowing you to examine the patterns and fix them if required. It identifies patterns that might be “too busy” or incorrect macro notes etc. in a text report about the style, listing possible problems with the style. Here is a sample printout.

-----Start of style checking -----JAZQUINT.STY

Drums: Row 1, Column 1 First pattern of instrument shouldn’t contain masks in it. It should be generic.

Bass: Row 1, Column 1 First pattern of instrument shouldn’t contain masks in it. It should be generic.

Piano: Row 1, Column 3 Non Chord tones found (other than C, E, G, Bb) and pattern is not set to a chord mask, riff based or MACRO

...etc., etc.

-----end of style checking -----

<i>Style Summary</i>	This displays a text window summary of the style, including lots of information about the style such as # patterns, # patterns for each substyle, patches, pushes, volume changes, guitar patterns, and more.
<i>Add required 8 beat and blank patterns</i>	Styles must have some 8-beat patterns and at least one “a” substyle pattern if “b” substyle patterns are present. This will create them by duplicating lower rows.
<i>Flip current instrument</i>	Swaps the “a” substyle and “b” substyle patterns for the current instrument.
<i>Flip entire style</i>	Swaps the “a” substyle and “b” substyle patterns for the entire style.
<i>Set embellish ... current instrument</i>	Opens options for embellishing the currently selected instrument part. Embellish does not apply to bass and drums.
<i>Set embellish ...all Piano/Guitar/Strings</i>	Opens options for embellishing all Piano, Guitar, and Strings parts. Embellish does not apply to bass and drums.
<i>Reduce style (to 16th notes)</i>	For styles that you want to reduce from 8 th notes to 16 th notes, e.g., an 8 th note style at a tempo of 260 to a 16 th note style at a tempo of 130.
<i>Expand style (to 8th notes)</i>	To expand a 16 th note style to 8 th notes, e.g., a 16 th note style at a tempo of 130 into an 8 th note style at a tempo of 260.

Help

These menu items are quick links to the main Help and to StyleMaker topics in particular.

Index (F1)

Topic Search (Ctrl+F1)

StyleMaker Overview

Tutorial 5 Editing an Existing Style

Tutorial 6 Making a New Style

Drum Patterns

















Bass Patterns

Piano/Guitar/String Patterns

How To (Shift+F1)

StyleMaker Toolbar Buttons

These options are also available from the **StyleMaker** window pull-down menus.

	Saves and overwrites existing style using current name.
	Saves the style but allows you to rename it first.
	Plays the current pattern.
	Stops the playback of the current pattern.
	Plays the current pattern over a specific chord.
	(Drum Grid Editor) Allows creation or editing of a drum grid pattern.
	(Record) Begins live recording of a Bass/Piano/Guitar/Strings pattern after a 2-bar intro.
	(Notation) Displays current pattern in notation, allowing editing of pattern in notation.
	(Options) Change the volume of the selected pattern.
	(Quantize) Increases or decreases note durations for the pattern.
	(Volume) Assign instruments to the style.
	(Legato) Overall style settings including master volumes.
	(Patch) Assign instruments to the style.
	(Miscellaneous) Miscellaneous settings for the style.
	(Song) Plays the current song using the new style you're making.
	(Exit) Exits the StyleMaker and closes the window.

Options	F10
Play pattern sh-click or dbl-click	F4
Play Pattern on Chord F8	F8
Play pattern on Current chord (ctrl-Click)	
Make/Edit Drum Grid Pattern	F3
Edit Live Drums Pattern (notation)	Ctrl+W
Mute Pattern	

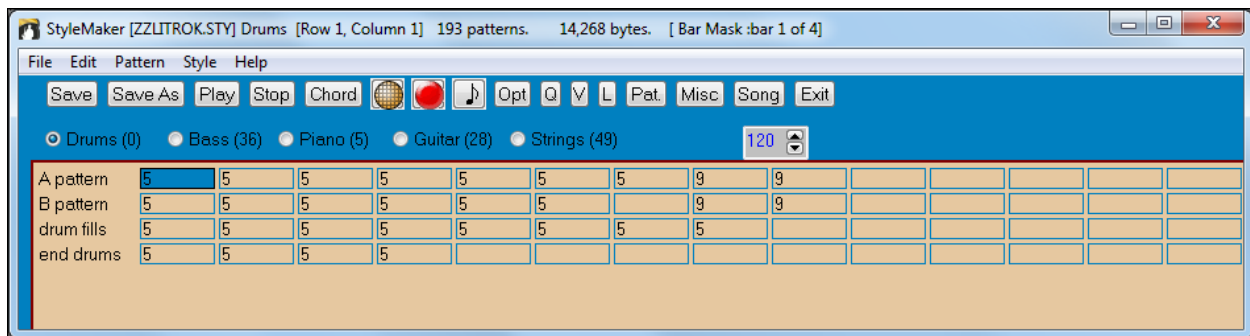
A right-mouse menu has options to *Play Pattern*, *Play Pattern on Chord*, or *Mute Pattern*.

Exploring the StyleMaker

To become familiar with the **StyleMaker**, it is easiest to begin with an existing style and examine its makeup. This example uses ZZLITROK.STY, a basic Light Rock style. Patterns are played back from the main **StyleMaker** screen.



The **StyleMaker** displays current patch numbers for the parts on the main window.



Band-in-a-Box StyleMaker window showing Drums patterns window.

The **StyleMaker** always opens to the **Drums** window, as indicated by the highlighted button to the left of Drums. Other parts are selected by clicking on their buttons, just as in the main Band-in-a-Box screen.

The rows of cells are for the musical patterns that have been recorded for the style. Each numbered cell is a pattern; the blank cells are for new patterns. The numbers are the weights assigned to the pattern, a higher number, or weight, means that a pattern will be played more often. The average weight is 5.

In the example above, you will notice that there are 4 rows of drum patterns.

- A pattern is the row to record drum patterns for the A substyle.
- B pattern is the row to record for the B substyle.
- Drum fills are recorded on the drum fills row.
- End drums are ending patterns (2 consecutive patterns of 1 bar).

This style shown has nine drum patterns for its “a” substyle, and eight more for the “b” substyle variation. It also has eight drum fills and four ending patterns.

What’s a pattern?

A pattern is one musical figure, a single element of a musical style. When Band-in-a-Box combines the various note patterns into arrangements we hear what the different instrumentalists would play for a song in that style.

Drum Patterns

In our example, the drum patterns are what the drummer plays for a Light Rock song.



You can view any drum pattern in the row if you click on the box and then on the drum grid button to open the Drum Pattern Editor.

The Drum Pattern Editor grid shows which drums in an 18-piece kit are being played on what beats and with what velocity (force) they are being hit. Each group of columns separated by a vertical line represents one beat in a four-beat bar, sub-divided into 16th notes. If there was a number in each cell across the row for any instrument, that instrument would play sixteenth notes for the whole bar.

In a swing style each beat would be sub-divided into eighth-note triplets, with three columns to a beat.

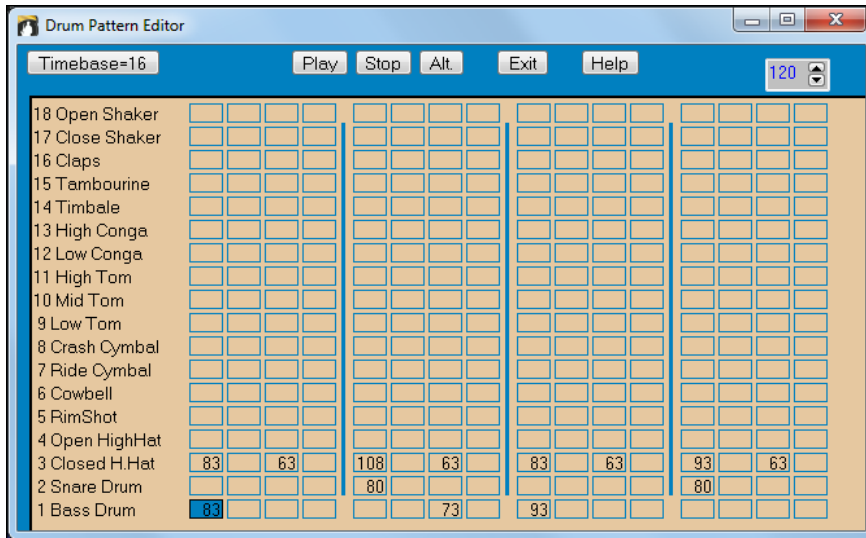
Let’s examine the pattern in detail.

The highlighted cell shows that the Bass Drum is being played on beat 1 at a velocity of 83. (The loudest possible note has a velocity of 127, while 0 is silent.) Moving to the right, you will see that the Bass Drum plays again on the second eighth note of beat 2 with a velocity of 73, and then on beat 3 with a velocity of 93, the familiar “boom-ba-boom” Pop/ Bossa Nova beat.

The Closed High Hat plays straight eighth notes at different velocities.

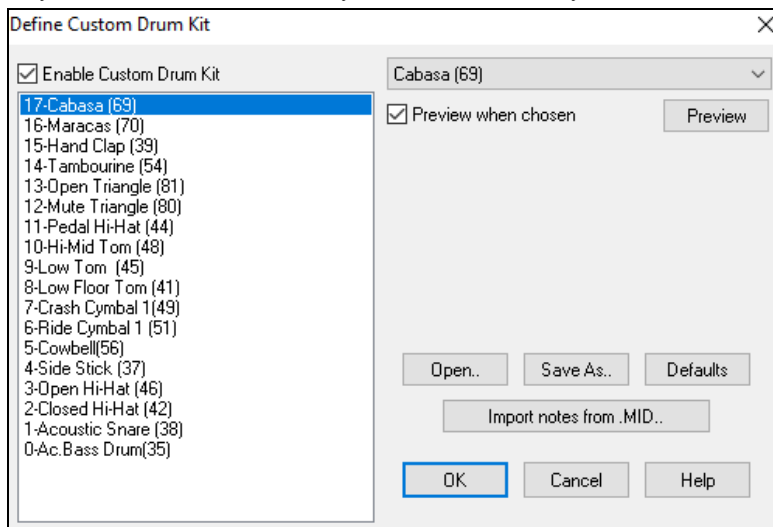
The Snare Drum plays on beats 2 and 4 in a typical Light Rock backbeat.

You can easily create new patterns of your own by selecting an empty box in a row of patterns and then clicking the **[Rec]** button to open a blank Drum Pattern Editor grid. To hear the pattern you have made, click on the **[Play]** button. Click on the **[Help]** button for more tips and details.



Defining a Custom Drum Kit

To set up a custom drum kit, select the menu item *Style | Define Custom Drum Kit* in the **StyleMaker** window to launch the **Define Custom Drum Kit** dialog. You can choose the 18 drum instruments to be used on the drum grid. Any of the GM instruments may be chosen. Kits may be saved and loaded to disk.



In defining a custom drum kit in the **StyleMaker**, you can use the drum notes found in a MIDI file.



For example, if you are making a Latin style called “mambo,” you could load in a Mambo MIDI file that you made, and then the **[Import notes from .MID...]** function would extract the drum notes from the MIDI file and put them on the drum grid.

Drum Screen Alternate Notes

What are alternate notes?

Alternate notes can be entered for any note. This tells Band-in-a-Box to randomly choose a different note to the one specified. For example:

- You might want a note to be a closed high hat 80% of the time, and an open high hat 20% of the time.
- You might want a note to be high conga 60% and low conga 40% of the time.
- Or high tom 30% of the time and NO note the other 70%

This allows one drum pattern to sound like many, because it will be played different ways depending on which of the notes are picked.

How To Put In An Alternate Note

Click on the cell in the **Drum Pattern Editor** where you want to add an alternate note. Then press the **[Alt.]** button or press the **F5** key to open the **Alternate Drum Note** dialog.

Type in the #s as you see here.

- The Alternate will play 50% of the time.
- The Alternate note #4 is Open High Hat (you will see the list of note #s at the side of the screen).
- The Alternate note will play at a velocity of 90.

Check the “Double note (32nd note)” checkbox to have the alternate note play as a doubled 32nd note.

“Omit first note” works together with the Double note feature to play only the second 32nd note.

3 Closed H.Hat **83** When you exit the dialog, you will see that the note cell now has a red border indicating that an alternate note is located there.

Tip: All Band-in-a-Box styles must have at least one drum pattern, even if there are no drums in the style. In that case, open the Drum Grid Editor and enter a value of 0 on beat 1 of the pattern for any drum and then save the pattern.

Click on the **[Exit]** button to return to the Drum window.

The **Drum Pattern Options** dialog will open, click on **[OK]** and it will close.

These options determine how and when an individual drum pattern gets played.

Relative Weight (Usual Setting =5)

Relative Weight is the number that you assign to the pattern from 1-9. Numbers from 1-8 indicate how often you want the pattern to be played in relation to the other patterns on the same row. A weight of 9 is a special setting that ensures that the pattern will ALWAYS be played. Patterns assigned a weight of 9 usually have other options set which instruct the pattern to only be played at certain times (bar after a drum fill for example).

Playback Bar Mask (Usual Setting =0)

Playback Bar Mask determines on what bars of the song the pattern will play. The bar numbers are counted relative to the last part marker. Bar 1 is the first bar after a part marker for example. A bar mask setting of 0 is the default. This lets the pattern be played at any time.

Other bar mask settings:

- Bar 1 of 4
- Bar 2 of 4
- Bar 3 of 4
- Bar 4 of 4
- Bar 5 of 8
- Bar 6 of 8
- Bar 7 of 8
- Bar 8 of 8
- pre-fill - refers to the bar before a fill
- fill - refers to the bar of a fill. This is not applicable to drums because there is a special row for drum fills.
- post-fill - refers to the bar after a fill, which is the same as the first bar after a part marker.

Drum Fill On Substyle (Usual Setting =0)

This setting is only relevant on the Drum Fills line. It lets you specify if you want the drum fill to be used on the “a” substyle, the “b” substyle, or either. The default setting is “either.”


Late Triplets (Usual Setting =0)

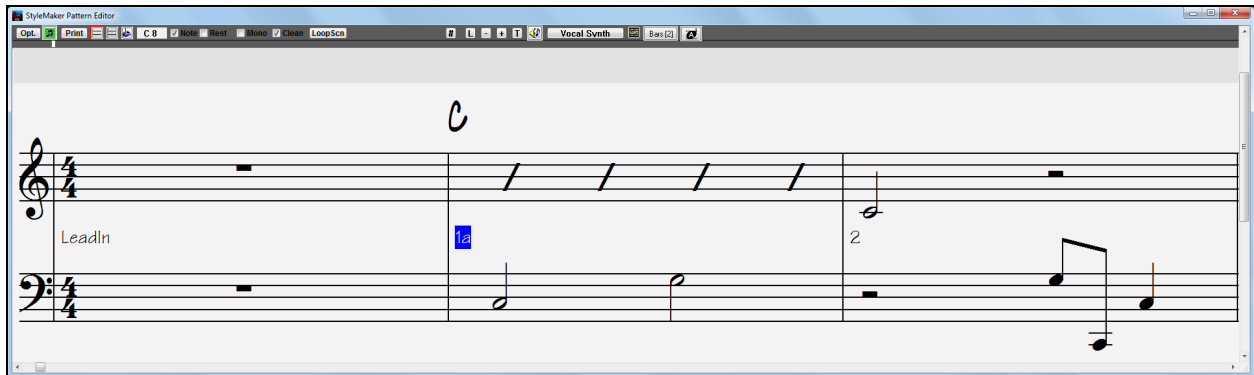
This is only relevant in drum patterns with time base =12 (triplet feel). If you want the 3rd triplet to be played late, as is usually done in slow Jazz styles, then set a number from 0-10. The default is 0 = not late at all. A typical setting for a slow triplet style is triplets late =5 where one unit is 120/beat.

This type of pattern is found in earlier Band-in-a-Box styles. Later styles use live MIDI drums, which are edited as notation. The same options are used.

Editing Live Drums Patterns (or patterns imported from a MIDI file)


Live drum patterns are recorded in real time from a MIDI controller - either MIDI drum pads or a velocity sensitive MIDI keyboard. You can also import MIDI patterns from any standard MIDI file with the **StyleMaker's** *Pattern | Import Pattern from MIDI file* command.

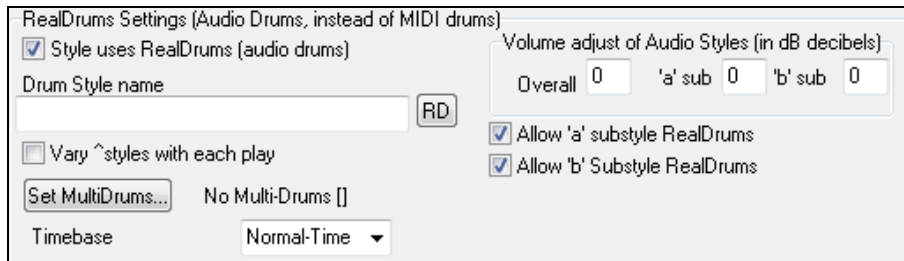
 To edit these patterns, press the notation button in the **StyleMaker** toolbar to open the **Pattern Editor Notation** window. Edit the drum notes in the Editable Notation or Staff Roll view, just as you would edit regular notation.



RealDrums Styles

RealDrums are actual recordings of studio drummers, pieced together by Band-in-a-Box to create a unique “real” drum track that is played along with the MIDI tracks created by Band-in-a-Box styles.

 It is possible to assign RealDrums (audio drums) to a particular Band-in-a-Box style in the **Misc. Style Settings** dialog.



RealDrums Settings (Audio Drums, instead of MIDI drums)

Enable “Style uses RealDrums (audio drums)” in order to designate a RealDrums style, and then press the **[RD]** button to select your RealDrums style. Whenever the current style is played, it will use your RealDrums style provided that RealDrums are enabled in the **RealDrums Settings** dialog. There are also additional volume controls here.

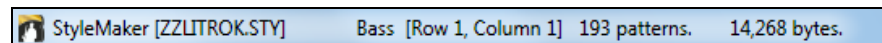
To make your overall dB setting a bit higher or lower for this particular Band-in-a-Box style you can enter a setting here. There are also fields for adjusting the “a” or “b” subsection volumes only.

If you remove the check mark from either “Allow “a” substyle RealDrums” or “Allow “b” substyle RealDrums” the one with the checkmark remaining will be used for the entire song, regardless of what substyle is currently called for in the song.

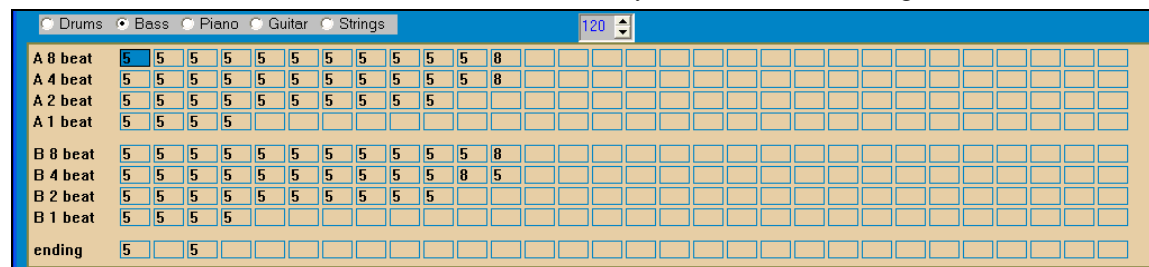
See the following tutorial on **Making RealDrums Styles**.

Bass Patterns

Click on the button to the left of Bass to open the bass pattern window. Notice that the status bar gives the Row and Column number for the current pattern.

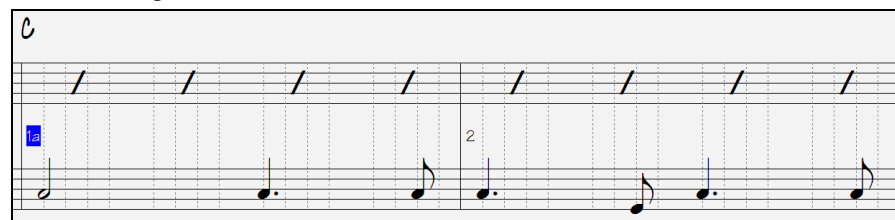


You will see that this window is different from the Drums window, it has rows for different lengths of patterns – 8 beat, 4 beat, 2 beat and 1 beat – for both the A and B substyles, and a row for endings.



To see a bass pattern, select any numbered box and click on the notation button. The **StyleMaker Pattern Editor** will open, showing the selected pattern as notation.

Click on this button to enter the Editable Notation mode. In this mode notes can be edited, added, or deleted as in the regular notation



A new pattern can be created by selecting an empty cell in the StyleMaker grid and then opening the StyleMaker Pattern Editor window to enter notes with your mouse. A quicker way to make a new pattern is to record it live from a MIDI keyboard or any other MIDI controller that is connected to your computer.

Recording a New Pattern

New patterns are recorded by playing them live in real time as the StyleMaker plays an accompaniment on the drums and other instrument parts for the style. If you don't want to hear other parts - say you just want to play along to the drums – any part can be muted with a right mouse click on the instrument name in the Band-in-a-Box main screen.

Go to the correct row for the length of the pattern you want to record (8 beat, 4 beat, etc.) and click on an empty cell. Recording is started with the [Rec] button. When it is clicked, the drums and any other parts that are present will start to play but recording has not begun.

The StyleMaker gives you a 2-bar intro to get ready to record the new pattern, so you can play along with the intro for a “flying start” or just use the 2 bars to count yourself in. Recording then begins and continues for another 2 bars, no matter what length of pattern you are recording. If you are just recording a 4-beat pattern you will still hear the 2-bar intro and then another 2 bars of accompaniment while the pattern records. You would just play your 4-beat pattern and then wait until recording stops.

Tip: Remember that patterns can be edited in the StyleMaker Pattern Editor, so you don't have to redo an otherwise good take because of a small mistake.

When recording stops, the Bass Pattern Options dialog opens. The options determine how and when each individual Bass pattern gets played. They can always be changed after the style has been saved.

Click OK to save the pattern with the default options. Click Cancel to erase the take and record the pattern again.

To hear the pattern you have just recorded, click on the [Play] button or, better yet, click on the [Chord] button in the **StyleMaker** toolbar to hear how it sounds playing different chords.

The screenshot shows the 'Bass Pattern Options' dialog box with the following settings:

- Relative Weight: 5
- Playback Bar Mask: *0
- Playback Beat Mask: *0
- Roman Numeral Mask: *0
- Chord Type: *any
- Interval To Next: *any interval
- Half Octave range: *full
- Play Pattern Pushed how often: 0 %
- # Ticks to push pattern: 0
- ☐ OK to use Macro Notes
- Buttons: OK, Cancel, Help

Bass Pattern Options

Relative Weight (Usual Setting = 5)

Set this # higher/lower if you want the pattern to be played more/less often than the other patterns on the same row. This number is also displayed on the main StyleMaker screen. A setting of 9 (always) is a special setting that instructs the pattern to always be played instead of the other patterns on the same row. These patterns always have other options set which specify the times that this pattern would be eligible to be played.

Playback Bar Mask (Usual Setting = 0)

Playback Bar Mask determines on what bars of the song the pattern will play. The bar numbers are counted relative to the last part marker and range from 1-8. Bar 1 is the first bar after a part marker for example.

Other bar mask settings:

- Bar 1 of 4
- Bar 2 of 4
- Bar 3 of 4
- Bar 4 of 4
- Bar 5 of 8
- Bar 6 of 8
- Bar 7 of 8
- Bar 8 of 8

Special Bar Masks:

- pre-fill - refers to the bar before a fill
- fill - refers to the bar of a fill (this allows you to put in "bass fills" for example)
- post-fill - refers to the bar after a fill, which is the same as the first bar after a part marker.

Playback Beat Mask (Usual Setting = 0)

Set the beat mask to a beat from 1-4 if you want the pattern to only be played on certain beat #s. 1= Beat 1, 2= Beat 2, 3= Beat 3, 4= Beat 4.

Roman Numeral Mask (Usual Setting = 0)

If you have a pattern that should only be played on the I chord or the IV chord (of the key), you can use these Roman Numeral Masks. This setting is rarely used.

Chord Type (Usual Setting = Any)

This setting is very useful. This allows you to record patterns that will only work on certain types of chords. For example, you can record a specific riff that will only work on a minor 7th chord. You then play the pattern on a Cmin 7 (not a C7). There are chord types for most types of chords.

Interval To Next (Usual Setting = Any Interval)

This setting allows you to restrict the pattern to be played only if the next chord is a certain interval away. For example, you can record a bass pattern that is walking up a fourth and then assign an Interval of Up 4th so that the pattern would only be played if you're going up a 4th.

Half Octave range (Usual Setting = Full Octave)

This is a new setting in the StyleMaker. Usually a pattern will be picked on any of the 12 roots. You can select a smaller range, either A to D, or Eb to Ab. In this case the pattern would only be picked if the chord in the song is in that range.

Play Pattern Pushed how often (Usual Setting = 0 %)

Ticks to Push Pattern (Usual Setting = 0)

Pushed patterns are patterns that are played before the chord begins. Jazz styles typically use pushed patterns for the piano. Patterns are recorded in the normal way (non-pushed) and then you assign the % of time and amount (in ticks, 120 ticks = 1 beat) to push the pattern. The pattern only plays pushed in the song, not when played in the StyleMaker window.

OK to use Macro Notes (Bass Usual Setting = No)

Bass macros are special notes that you record. When they are played back they are replaced by a function.

List of Bass Macro Notes

- Note# 72 (C): Pop Walking Note(s). Playback with the [F8] key and note #72 will be replaced by up to 4 intelligent notes per pattern walking in a Pop/Country mode to the next chord.
- Note# 76 (E): Note a semitone below root of next chord.
- Note# 77 (F): Root of next chord.
- Note # 78 (F#): Note a semitone ABOVE root of next chord.
- Note # 79 (G): Best fifth (a fifth above or below the root depending on how high the root is. Stays on the root if in a slash chord (C7 /E).

Remember that to get Bass Macros working you must:

- Hit the right note # (you may be out by an octave).
- Set "OK to use macros" to "Yes."
- Playback the Pattern with [F8] key or [CHORD] button. The [F4] playback key gives you a literal playback with strange sounding high macro notes.

Chord Selection Dialog

Chord This section is accessed by the **[Chord]** button, the **F8** key or by choosing *Pattern | Play Pattern on Chord* from the pull-down menu.

This plays back a pattern on a specific chord that you choose in either the key of C or the key of F. You can hear what patterns will sound like in a style by "trying them out" on certain songs. Macro notes recorded in a pattern will play their corresponding chords; smooth voice leading is demonstrated etc.

Just choose a chord and press OK.

Note: Does not apply to drum patterns, since drum patterns don't play any differently on different chords.

[Key of C]	[Key of F]
<input checked="" type="radio"/> C	<input type="radio"/> F
<input type="radio"/> Dm	<input type="radio"/> Gm
<input type="radio"/> Em	<input type="radio"/> Am
<input type="radio"/> F	<input type="radio"/> Bb
<input type="radio"/> G	<input type="radio"/> C7
<input type="radio"/> Am	<input type="radio"/> Dm
<input type="radio"/> Bdim	<input type="radio"/> Edim
<input type="radio"/> CMAJ7	<input type="radio"/> FMAJ7
<input type="radio"/> Dm7	<input type="radio"/> Gm7
<input type="radio"/> Em7	<input type="radio"/> Am7
<input type="radio"/> F6	<input type="radio"/> Bb
<input type="radio"/> G7b9b13	<input type="radio"/> C13
<input type="radio"/> Am7	<input type="radio"/> C7sus
<input type="radio"/> Bm7b5	<input type="radio"/> Em7b5

[OK] [Cancel] [Help]

Piano, Guitar, and String Patterns

Piano, Guitar and String patterns are recorded in the same way as live Drums or Bass patterns, but with added features and options. Guitar styles can be created with authentic strumming and rhythm patterns using correct fret positions.

Piano/Guitar String Pattern Options dialog

The StyleMaker shows summary information about non-default

[Guitar Macros, VoiceLeading=smooth]

settings in a pattern at the top title bar, so they are easy to spot.

Piano/Guitar String Pattern Options

Relative Weight	5	Embellish Pattern	*none
Playback Bar Mask	*0	Transpose Down Limit	*6
Playback Beat Mask	*0	Voice Leading	smooth
Roman Numeral Mask	*0		
Chord Type	*any		
Interval To Next Chord	*any interval		
Half Octave range	*full		
Play Pattern Pushed- how often	0	%	
# Ticks to push pattern	0		
<input type="checkbox"/> OK to use Macro Notes			
<input type="checkbox"/> Use Guitar Macros		Guitar Options..	
<input type="checkbox"/> Transpose Root Pattern			

OK Cancel Help

Relative Weight (Usual Setting = 5)

Set this # higher/lower if you want the pattern to be played more/less often than the other patterns on the same row. This number is also displayed on the main StyleMaker screen. A setting of 9 (always) is a special setting that instructs the pattern to always be played instead of the other patterns on the same row. These patterns always have other options set which specify the times that this pattern would be eligible to be played.

Playback Bar Mask (Usual Setting =0)

Playback Bar Mask determines on what bars of the song the pattern will play. The bar #s are counted relative to the last part marker, and range from 1-8. Bar 1 is the first bar after a part marker for example.

Other bar mask settings:

- Bar 1 of 4
- Bar 2 of 4
- Bar 3 of 4
- Bar 4 of 4
- Bar 5 of 8
- Bar 6 of 8
- Bar 7 of 8
- Bar 8 of 8

Special Bar Masks:

- pre-fill - refers to the bar before a fill
- fill - refers to the bar of a fill (this allows you to put in "bass fills" for example)
- post-fill - refers to the bar after a fill, which is the same as the first bar after a part marker.

Playback Beat Mask (Usual Setting=0)

Set the beat mask to a beat from 1-4 if you want the pattern to only be played on certain beat #s. 1= Beat 1, 2= Beat 2, 3= Beat 3, 4= Beat 4.

Roman Numeral Mask (Usual Setting = 0)

If you have a pattern that should only be played on the I chord or the IV chord (of the key), you can use these Roman Numeral Masks. This setting is rarely used.

Chord Type (Usual Setting = Any)

This setting is very useful because it allows you to record patterns that will only work on certain types of chords. For example, you can record a specific riff that will only work on a minor 7th chord. You then play the pattern on a Cmin 7, not a C7. There are chord types for most types of chords.

Interval To Next Chord (Usual Setting = Any Interval)

This setting allows you to restrict the pattern to be played only if the next chord is a certain interval away. For example, you can record a bass pattern that is walking up a fourth and then assign an Interval of Up 4th so that the pattern would only be played if you're going up a 4th.

Half Octave Range (Usual Setting = Full Octave)

Usually a pattern will be picked on any of the 12 roots. You can select a smaller range, either A to D or Eb to Ab. In this case the pattern would only be picked if the chord in the song is in that range.

Play Pattern Pushed – how often (Usual Setting = 0 %)**# Ticks to push pattern (Usual Setting = 0)**

Pushed patterns are patterns that are played before the chord begins. Jazz styles typically use pushed patterns for the piano. Patterns are recorded in the normal way (non-pushed) and then you assign the % of time and amount (in ticks, 120 ticks = 1 beat) to push the pattern. The pattern only plays pushed in the song, not when played in the StyleMaker window.

OK to use Macro Notes (Usual Setting = No)

Piano Macros are special notes that you record. When they are played back they are replaced by a function, as listed below.

List of Piano Macro Notes (same as Guitar/String macro notes)

MIDI Note # 83 B: Pop Chord Diatonic Below

MIDI Note # 84 C: Pop Chord

MIDI Note # 85 C#: Pop Chord Diatonic Above

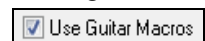
MIDI Note # 88 E: Jazz Chord Chromatic Below

MIDI Note # 89 F: Jazz Chord

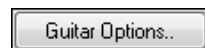
MIDI Note # 90 F#: Jazz Chord Chromatic Above

Remember that to get macro notes working you must:

- Hit the right note # (you may be out by an octave).
- Set OK to use macros to Yes.
- Playback the pattern with [F8] key or [CHORD] button. The [F4] playback key gives you a literal playback with strange sounding high macro notes.



Check “Use Guitar Macros” to enable guitar macro notes for this pattern.



Click the [Guitar Options..] button to specify guitar macro note parameters.

Transpose Root Pattern (Usual Setting = No)

This is a rarely used setting. It only is relevant when voice leading is set to smooth. It determines where the center of the pattern is considered to be. If set to “Yes,” the center of the pattern will be moved to the key of the song.

Embellish Pattern (Usual Setting = None)

If set to “embellish 1” the pattern will be embellished. This is useful in Jazz styles. “Embellish 1” embellishes the chord once in the pattern, whereas “embellish 2” changes the embellishment during the pattern.

Transpose Down Limit (Usual Setting = 6)

This setting is quite useful. It controls the range that the pattern will be played over. For example, if the transpose down range is set to =2 the pattern (recorded in C) will be transposed a maximum of 2 semitones down, and therefore up to 10 semitones up to play all 12 possible roots of the chords.

Voice Leading (Usual Setting=Transpose)

The easiest type of voice leading is transpose only. If the notes C-E-G-Bb were played as a C7 pattern, then Band-in-a-Box would transpose that voicing to an F7 chord as F-A-C-Eb, which is fine but not very smooth.

A more pleasant setting would be “smooth” voice leading. Then the F7 would be voiced automatically as C-Eb-F-A.

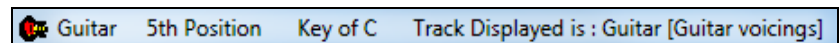
“Riff based” voicing is used when you have recorded a pattern with a melodic riff in it. This setting ensures that Band-in-a-Box will not try to transform any of the notes into chord tones.

Guitar Styles with the StyleMaker

Guitar Styles with incredible authenticity are possible in the StyleMaker. You can use new macro notes to be played back as a Jazz, Folk, or Pop guitar chord using correct fret positions for accurate guitar-friendly chords.

Playing back Guitar Styles

Guitar Styles are identified by the exclamation point (!) in the style name. This is not a requirement but is usually present in the style name. For the typical user who is just using the styles for playback and isn't making their own styles there's not much that you need to know about the styles, since they play normally like other Band-in-a-Box styles.



You can see which tracks have intelligent guitar parts by looking at the title window of the Guitar fretboard, when the track is highlighted. If it is a Guitar Style track, it will say [Guitar Voicings] after the name of the track. The usual track that has the intelligent guitar styles is of course the Guitar Part. Some of the styles have more than 1 guitar, so the piano and/or strings part might also have an intelligent guitar part. In these cases, you can also view the guitar on those tracks.

The styles can be set to use different types of voicings for guitar. For example, there are Jazz, Pop, and Folk (open position) voicings. Also, some of the styles allow the guitar to play advanced chords and inversions. Some of the styles play chord patterns, so the chord in the song might be F7, but the guitar plays a "walking-chord" pattern of F7, Cm7/G, Abdim, F7/A on each beat. There can be fingerpicking styles that have a lowest note alternate between root and 5th.

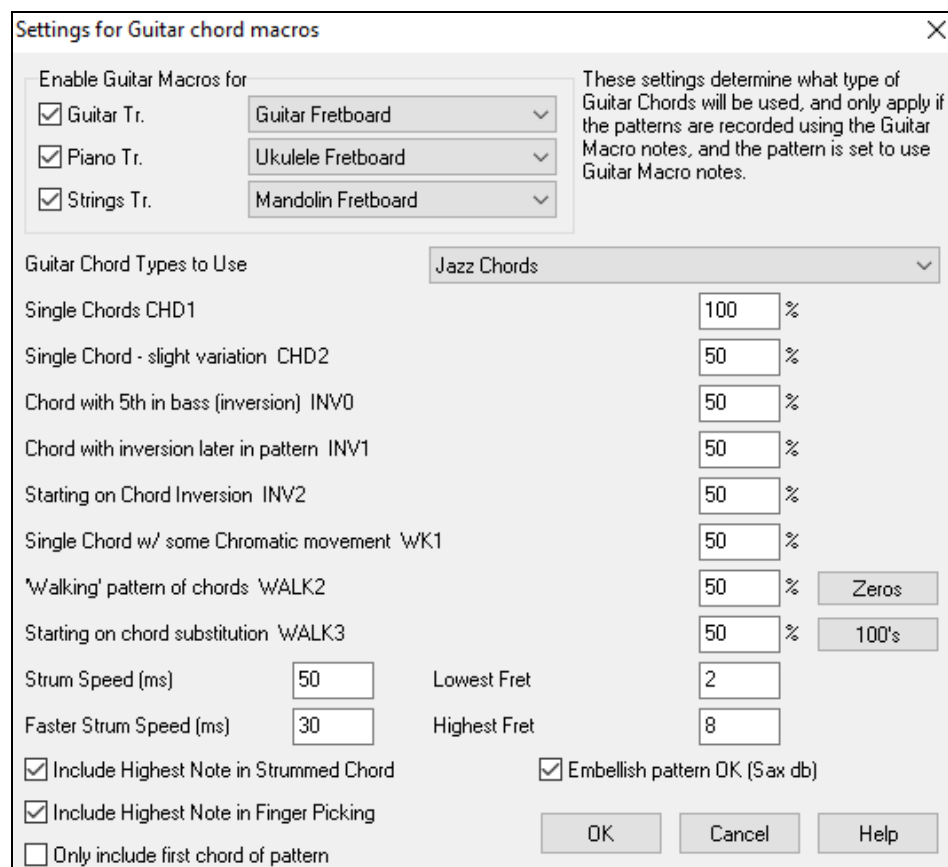
Guitar Parts use channels 11 to 16 for the notes, corresponding to strings 1 to 6 of the guitar. When you make a MIDI file, the notes will all get written on a single guitar channel. Sequencers like PowerTracks Pro Audio will recognize guitar parts on all 6 channels, so if you want to write the MIDI file from an intelligent guitar style, you can set Band-in-a-Box to do this from the *Options | Preferences... | Write Guitar part on 6 channels* option.

To make a Guitar Style:



Press the **[Misc]** button to enter the **Misc. Style Settings** window, and then press the **[Guitar Macros]** button to launch the **Settings for Guitar chord macros** dialog.

Note: A macro is a single note that triggers a preset chord pattern.



The dialog box is titled "Settings for Guitar chord macros" and contains the following settings:

- Enable Guitar Macros for:**
 - ☒ Guitar Tr. **Guitar Fretboard**
 - ☒ Piano Tr. **Ukulele Fretboard**
 - ☒ Strings Tr. **Mandolin Fretboard**
- These settings determine what type of Guitar Chords will be used, and only apply if the patterns are recorded using the Guitar Macro notes, and the pattern is set to use Guitar Macro notes.**
- Guitar Chord Types to Use:** **Jazz Chords**
- Single Chords CHD1:** 100 %
- Single Chord - slight variation CHD2:** 50 %
- Chord with 5th in bass (inversion) INV0:** 50 %
- Chord with inversion later in pattern INV1:** 50 %
- Starting on Chord Inversion INV2:** 50 %
- Single Chord w/ some Chromatic movement 'WK1:** 50 %
- 'Walking' pattern of chords 'WALK2:** 50 % **Zeros**
- Starting on chord substitution 'WALK3:** 50 % **100's**
- Strum Speed (ms):** 50 **Lowest Fret:** 2
- Faster Strum Speed (ms):** 30 **Highest Fret:** 8
- ☒ **Include Highest Note in Strummed Chord**
- ☒ **Embellish pattern OK (Sax db)**
- ☒ **Include Highest Note in Finger Picking**
- ☐ **Only include first chord of pattern**

Buttons: **OK**, **Cancel**, **Help**

Enable Guitar Macros for

<input checked="" type="checkbox"/> Guitar Tr.	Guitar Fretboard
<input checked="" type="checkbox"/> Piano Tr.	Guitar Fretboard
<input checked="" type="checkbox"/> Strings Tr.	Guitar Fretboard

In the **Settings for Guitar chord macros** dialog choose the tracks that you want to put guitar parts on. Use the Piano and Strings to layer multiple guitar parts.

Jazz Chords

- Half Note (sax)
- Ukulele
- Mandolin
- 5-string Banjo
- Guitar - Drop D
- Guitar - DADGAD
- Guitar - Open G
- Guitar - Double Drop D

In the dropdown “Guitar Chord Types to Use” combo box, set the type of chords to use: Jazz, Pop, Folk, Half Note (sax), Ukulele, Mandolin, 5-string Banjo or alternate guitar tunings.

Set the complexity of the chords to use. These can be single chords, chords with variations, inversions, and chord “walking” patterns. If you want a simple guitar style, set the first one to 100%, and the rest to 0%.

Single Chords CHD1	100	%
Single Chord - slight variation CHD2	0	%
Chord with 5th in bass (inversion) INV0	10	%
Chord with inversion later in pattern INV1	10	%
Starting on Chord Inversion INV2	0	%
Single Chord w/ some Chromatic movement WK1	0	%
'Walking' pattern of chords WALK2	0	%
Starting on chord substitution WALK3	0	%

Strum Speed (ms)	10	Lowest Fret	5
Faster Strum Speed (ms)	9	Highest Fret	12

Set the strum speed and fret range that should be played on the guitar.

☒ Only include first chord of pattern

The Guitar styles have an option to keep the same chord for the whole pattern when using databases that have changing chords within the pattern. If set, databases that have changing chords like the “Half Note (sax)” chords will only use the first chord in the pattern.

Exit the dialog and record a guitar pattern using Guitar Macro notes.

☒ OK to use Macro Notes

☒ Use Guitar Macros

When the recording of the pattern finishes, set “OK to use Macro Notes” and “Use Guitar Macros” to Yes.

Save the style, using the convention of putting an exclamation (!) somewhere in the name (e.g., as the first character in the filename) to indicate that it is an intelligent guitar style.

Guitar Macro Notes

	<u>THE MACRO NOTES BELOW PLAY A GUITAR CHORD</u>
<-	A6= full chord, back strum- half step above
<-	G6= full chord, back strum
<-	F6= full chord, back strum- half step below
<-	E6= Plays a full chord (like note C6), but omits the root
<-	D6=Full chord, faster strum
<-	C6=Full chord, slower strum
	<u>THE MACRO NOTES BELOW PLAY A SINGLE STRING</u>
<-	G5=high E string.
<-	F5=play G string if no available high E
<-	E5=B string
<-	C5=G string
<-	G4=D string
<-	E4= Plays the 5th or 3rd above the root for fingerpicking
<-	D4= This plays the root of the Chord for the NEXT BEAT of the pattern.
<-	C#4= plays a note a chromatic above the root
<-	C4= root
<-	B4= plays a note a chromatic below the root
<-	G3=5th of chord

Tip: Middle C is C5 or note number 60

The main Guitar Macro notes to use are:

Strummed Chords

C6 note Plays a guitar chord, with a slow strum.

D6 Plays a guitar chord, with a faster strum.

For example, if you want a simple 4-in-the-bar pattern that plays a slow-fast-slow-fast strumming pattern, play the notes C6 D6 C6 D6 for the pattern.

Additional strumming macros are:

F#6 Back strum, chromatic below.

G6 Back strum.

G#6 Back strum, chromatic above.

A6 Back strum, chromatic above, fast strum.

Single Strings in chord

C4 Plays a single string that is the low root of the chord.

G4, C5, E5 Plays single string (D string, G string, B string).

G5 Plays high E string.

F5 Plays high E string, but if none available will play G string.

Additional notes for fingerpicking, not part of chord

G3 Fifth below the low root of the chord for fingerpicking.

E4 Fifth or 3rd above the low root for fingerpicking.

Override Guitar Style Options for this pattern only

You don't need to set any Guitar Style Options, unless you want to override the settings already made in the **Misc. Style Settings** dialog, for this pattern only. In the StyleMaker window, press the **[Opt]** button and then the **[Guitar Options..]** button to see the options for the current pattern.

Check the “Over-ride Guitar Settings for this pattern only” checkbox to set new parameters for this pattern only.

Guitar Chord Types to Use

Use this feature to set the type of guitar chords to use for this pattern from the list, which includes alternate tunings.

Single Chords CHD1

The Single Chords feature will play the chord as intended in the pattern for the percentage value entered.

Single Chord - slight variation CHD2

This will play a slight variation of the specified chord for the percentage value entered.

Chord with 5th in bass (inversion) INV0

This feature will play your chord with a 5th in the bass.

Chord with inversion later in pattern INV1

This feature will play your chord with inversion later in the pattern.

Starting on Chord Inversion INV2

This feature will play your pattern starting on chord inversion.

Single Chord w/ some Chromatic movement WK1

This feature will play single chord with some chromatic movement.

‘Walking’ pattern of chords WALK 2

Walking pattern of chords.

Starting on chord substitution WALK 3

Walking pattern starting on chord substitution.

Strum Speed (ms)

This setting in milliseconds (ms) affects the rate in which the guitar chord is strummed.

Faster Strum Speed (ms)

The Faster Strum Speed setting affects the rate in which the guitar chord is strummed. Note that a lower setting in ms equals a faster strum.

Include Highest Note in Strummed Chord

Check to include the highest note (for Strummed Macros) when played as a macro.

Include Highest Note in Finger Picking

Check to include the highest note (for Single String Macros) when played as a macro.

Only include first chord of pattern

Check to play the first chord only.

Lowest Fret

The Lowest Fret feature will limit the notes not to be played beneath the fret specified.

Highest Fret

The Highest Fret feature will limit the notes not to be played above the fret specified.

Embellish pattern OK (Sax db)

This allows embellishment of the pattern from the Sax patterns database.

[Zeros]

Click this button to reset all percentage fields to zero.

[100s]

Click this button to set all percentage fields to 100.

Miscellaneous Style Settings

Misc. Style Settings

LongName (32 chars)

☐ Waltz ? ☒ Jazz Style ? Tempo

Resolution ☐ Use Latin Drum Kit

Velocity Boost of pushes ☐ Allow Volume Changes with Style

ticks to push

Substyle Pushes A B

Bass % Bass Volume

Drums % Drum Volume

Piano % Piano Volume

Guitar % Guitar Volume

Strings % Soloist Volume

Strings Volume

Melody Volume

Thru Volume

☒ 'Riff' voicing type uses chord tones

RealDrums Settings (Audio Drums, instead of MIDI drums)

☐ Style uses RealDrums (audio drums)

Drum Style name RD

☐ Vary ^styles with each play

Set MultiDrums... No Multi-Drums []

Timebase

Volume adjust of Audio Styles (in dB decibels)

Overall 'a' sub 'b' sub

☒ Allow 'a' substyle RealDrums

☒ Allow 'b' Substyle RealDrums

Guitar Macros

Allow Late notes

Style Memos etc

More.. OK Cancel Help

This dialog allows you to set some miscellaneous settings for the style. They are:

Long Name (32 chars)

A long style name can be stored in the style (up to 32 characters), and this will appear on screen and in **StylePicker**.

Waltz?

If you want to make a waltz with the StyleMaker, check the “Waltz?” checkbox in the **Misc. Style Settings** dialog. Then the StyleMaker will record and play patterns in 3/4 time. The “8 beat row” will record “6 beat” (2 bar patterns); the “4 beat” will record 3 beat (1 bar) patterns. The “2 beat” and “1 beat” still record 2 and 1 beat patterns. The new style is made as a waltz, and will play with a 3/4 lead in. There is no need to put a 3/4 time signature change in bar 1.

Jazz Style?

This lets Band-in-a-Box know if the style you’ve made is a Jazz style or not. If it’s a Jazz style it will use the Jazz Snare/Bass Drum instead of the Pop Snare/Bass Drum, and also makes some other decisions based on this setting.

Tempo

This allows you to set the default tempo for the Style. This is stored with the style. You can also change this tempo by the tempo button on the StyleMaker main screen. Tempos can also be changed by the [and] keys. When creating a new song, the tempo will be set to the default tempo for the style/

Resolution

Styles can either have Triplet (swing eighth notes) Straight (even eighth or sixteenth notes) resolution.

Use Latin Drum Kit

Check to use a Latin drum kit in this style with instruments like maracas, cabasa, and agogo.

Velocity Boost of pushes

Pushes can get a velocity boost, so that they are played louder than other patterns. A usual setting would be 10.

ticks to push

Styles can be pushed with the StyleMaker. This will cause the patterns to be played a little ahead of the beat, a certain % of time, which gives your arrangement a more human (musical) feel.

Band-in-a-Box uses a resolution of 120 PPQ, i.e., 120 ticks to a quarter note.

- 30 ticks = sixteenth note
- 40 ticks = triplet eighth note (Swing)
- 60 ticks = eighth note

Choose the number of ticks for each push to use.

Substyle Pushes

The % of notes that are pushed can be set separately for each instrument part and for the “a” and “b” substyles.

In this example, the Bass part patterns will get pushed (randomly) 10% of the time in the “a” substyle and 20% of the time in the “b” substyle.

Substyle Pushes	A	B
Bass	10	20 %

Allow Volume Changes with Style (Usually = No)

Usually you don’t want specific volume changes in a style. But if you decide to change the volume of instruments, you can do it by setting this to YES and then entering the Volumes you want in the settings below. (A better way to change the volume of a part is to use *Pattern | Volume Adjust (Alt+W)* to set the volume of each pattern individually.)

MultiStyles

Styles can now have names stored for the substyles. This is especially useful for Multistyles to describe the various substyles.

Multistyle Part Names
a: Drums: Side Stick, sparse piano
b: Drums" Ride, busier piano
c: Strings added
d: Drums: Sname, with Strings

When MultiStyle names are set, they are visible when right-clicking on a bar number.

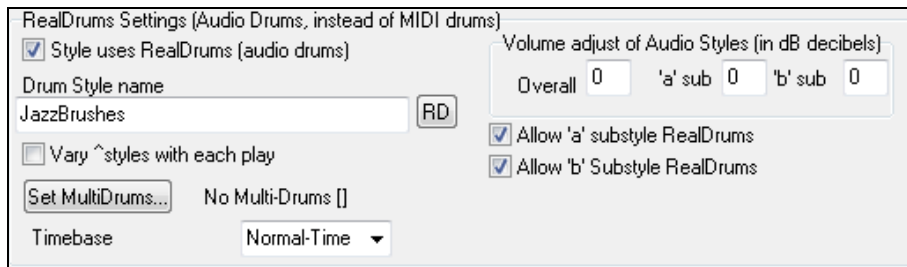
✓	----Substyle Change --
	<No change of substyle>
	a Drums: Side Stick, sparse piano [HIND+] (Slow Mid-Tempo Rock-Country +)
	b Drums" Ride, busier piano [HIND+] (Slow Mid-Tempo Rock-Country +)
	c Strings added [HIND2] (set in the style)
	d Drums: Sname, with Strings [HIND2] (set in the style)

‘Riff’ voicing type uses chord tones

This is an option for piano, guitar, and string patterns. If selected, voicing modifies to match the chord and scale. Deselect for a simple transpose ignoring chord type.

RealDrums Settings (Audio Drums, instead of MIDI drums)

It is also possible to assign RealDrums (audio drums) to a particular Band-in-a-Box style.



Enable “Style uses RealDrums (audio drums)” in order to designate a RealDrums style, and then press the **[RD]** button to select your RealDrums style. Whenever the current style is played, it will use your RealDrums style provided that RealDrums are enabled in the **RealDrums Settings** dialog. There are also additional volume controls here.

Note: There is a hot key combination to turn RealDrums on/off (**Ctrl+Shift+F6**). This also works while the song is playing.

To make your overall dB setting a bit higher or lower for this particular Band-in-a-Box style you can enter a setting here. There are also fields for adjusting the “a” or “b” subsection volumes only.

If you remove the check mark from either “Allow “a” substyle RealDrums” or “Allow “b” substyle RealDrums” the one with the checkmark remaining will be used for the entire song, regardless of what substyle is currently called for in the song.

Choose “Vary ^ styles with each play” to hear a different variation each time **[Play]** is pressed, so the song sounds fresh each time. One time you will hear it with brushes, the next time with sticks and ride cymbals, etc.

The **[Set MultiDrums]** button will open the **Create Multi-Drums** dialog, which allows you to create the Drums track with multiple drum/percussion parts, drum loops, UserTracks drums, and even RealTracks.

You can select a timebase (normal-time, double-time, half-time, or triple-time) for the Drums track with the “**Timebase**” option.

Guitar Macros

Guitar Macros

These settings determine what type of guitar chords will be used, and only apply if the patterns are recorded using the guitar macro notes, and if the pattern is set to use guitar macro notes.

Allow Late Notes

Allow Late notes

This opens the **Settings for Making Late notes quieter** dialog. Notes played near the end of a pattern will usually conflict with the next chord. So, it’s best to prevent notes near the end of a pattern from playing. In the **Arrangement Options** dialog under *Options | Preference | [Arrange]* button there a global setting for “Allow late notes in pattern, just before chord change” and a percentage setting for how often they will be allowed.

Style Memos etc

Style Memos etc

This opens the **Extra Style Settings** dialog, which allows you to enter a memo, examples, and other parameters that will display in the **StylePicker**.

More Settings (for Rests, Pushes, RealTracks)

More..

Press the **[More..]** button for the **More Settings (for Rests, Pushes, RealTracks)** dialog.

More Settings (for Rests, Pushes, RealTracks)

Drum Rest Instrument: 2 Snare Drum

Drum Rest Velocity (shots/ held chords): 100

Drum Push Instrument: 7 Ride Cymbal

Drum Push Velocity: 110

Lowest Bass Note (E2=default): E 2

Assign Soloist (MIDI) or RealTracks (audio) to style

Instrument: Bass [0 < no Soloist >] [Panning=0]

Soloist/RealTracks to use: 0 < no Soloist >

dB or Volume offset: 0 ☐ MIDI Velocity Changes supported
note: +6 dB change is about a +32 change of MIDI volume

Timing offset (RealTracks or MIDI) in ticks (120 per beat): 0

Timebase: Normal-Time

☒ Custom Panning: Panning (-64 to +63): 0

☐ Custom Reverb: Reverb (0 to 127): 0

☐ Custom Tone: Tone (-18 to +18): 0

☐ Use Simple version

☐ Held notes only

☐ Use Direct Input

Plugin:

Loop/UserTracks/RealDrums:

Since rests can be “shots” that play a chord on beat 1, the style can define what instrument to use for this, and at what volume.

Similarly, each push is accompanied by a drum stab, and the style can define what instrument to use and at what volume.

The **Lowest Bass Note** setting defaults to the low E on the bass guitar or acoustic bass. It can be changed to match the range of other bass instruments, such as a tuba, or to extend the range of the bass for keyboards or 5-string and 6-string basses.

Assign Soloist (MIDI) or RealTracks (audio) to style

Styles can contain RealTracks and RealDrums or MIDI soloists.

To assign RealTracks to a style set the “Instrument” to use, and the RealTracks #. In the following example, we are using RealGuitar for the Guitar track.

Assign Soloist (MIDI) or RealTracks (audio) to style

Instrument: Guitar [362 Guitar, Acoustic, Strumming Ev 085]

Soloist/RealTracks to use: 362 Guitar, Acoustic, Strumming Ev 085

Styles can have multiple RealTracks. For example, you could have a Real Guitar and Real Bass - and also RealDrums for the drum track.

Styles can also use MIDI soloists. For example, make a style with a banjo part that has the same quality as the Band-in-a-Box Banjo Soloist. Here we are assigning an Earl Scruggs Bluegrass solo to the Strings part.

Assign Soloist (MIDI) or RealTracks (audio) to style

Instrument Strings [197 BlueGrass:Earl Scruggs Band]

Soloist/RealTracks to use 197 BlueGrass:Earl Scruggs Band

Use the **dB offset** to match the level of your RealTracks audio or MIDI soloist to the rest of the style.

dB offset (RealTracks) or Volume offset (MIDI tracks) 0

note: +6 dB change is about a +32 change of MIDI volume

The **Timing offset** can be used to offset the selected track by a certain number of ticks, either plus or minus. A minus number will give the style a laid-back feel, a plus number will “push” the part.

Timing offset (RealTracks or MIDI) in ticks (120 per beat) 0

Timebase allows styles to use Half-Time and Double-Time RealTracks. We include some of these styles.

TimeBase Normal Time

Normal Time

Half Time

Double Time

Triple Time

For example, you can make a Jazz Ballad style (tempo 65) that uses a Sax Soloist at tempo 140 (playing double time).

Custom Settings

Styles can have settings such as custom panning, reverb, and tone, plus plug-ins and loops. Simple versions of RealTracks, ‘held’ notes only versions of RealTracks, and Direct Input (DI) instruments can be used.

☒ Custom Panning Panning (-64 to +63) 0 Current Stereo Mono

☒ Custom Reverb Reverb (0 to 127) 0

☒ Custom Tone Tone (-18 to +18) 0

☒ Use Simple version

☒ Held notes only

☐ Use Direct Input

Plugin Choose Plugin Clear

Loop/UserTracks/RealDrums Choose Loop Choose UserTracks... Clear

Add Custom MIDI track from another style... Choose Drums

Note: For styles that store extra information (such as panning, reverb, tone, substyle names, plug-in names etc.), an extra file with a .stx extension is saved. STX files are not needed for most styles, just ones that need to store this extra information.

Plugin

If you want to save a style with specific plug-ins (MIDI synths or audio plug-ins like AmpliTube) you can set them here. Plug-ins use .tgs files, which must be in the *C:\bb\DX Settings* folder.

Loop/UserTracks/RealDrums

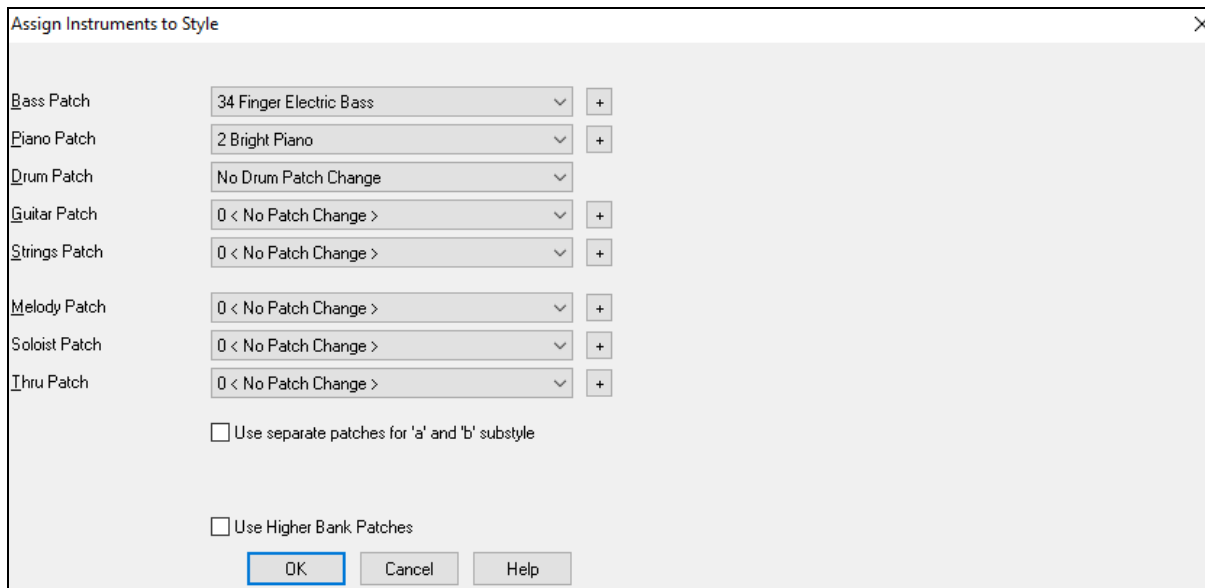
You can assign a loop, UserTracks, or RealDrums for any track.

[Add Custom MIDI track from another style]

You can add a custom track from another MIDI style by using the main menu of the StyleMaker, *Style | Import Instrument from Style*.

Assign Instruments to Style Dialog

Pat. Select the **[Pat.]** button in the StyleMaker tool bar to open the **Assign Instruments to Style** dialog.



This dialog allows you to assign instruments to a style. When the song is played back using the style, these patch changes will be sent to your synthesizer. Remember, these are General MIDI Instrument numbers, not the patch numbers of your synth (unless you have a General MIDI synth).

If you don't require a specific instrument for the style, leave the setting at **0 < No Patch Change >**.

Styles can have different instruments (patches) for the “a” and “b” substyle. For example, you can have drum brushes on the “a” substyle, and sticks on the “b” substyle, or acoustic piano for the “a” and electric piano for the bridge.



The patch changes take effect immediately in the style, so that when you are recording Bass parts for example, you will hear the bass patch that you have selected.

Melody Patch/Soloist Patch

If set to other than **0 < No Patch Change >**, all Melodies/Soloists will be played on the specified instrument. If you're making a “Grover Washington” style for example, you might want any melodies to be automatically set to saxophone.

Thru Patch

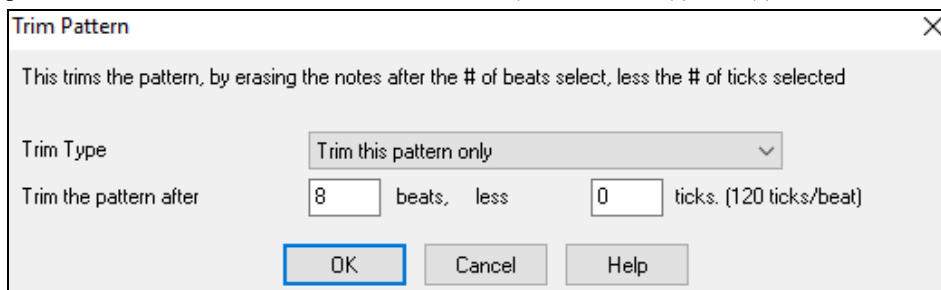
If you set the Thru patch to other than **0 < No Patch Change >**, the instrument that the user plays along to your style will be the patch that you set. If you're making a “Heavy Rock” style, you might want to set the Thru patch to be Rock Guitar if you expected that the user would want to always play along on Rock Guitar.

Advanced Editing Of Patterns

Patterns can be “tweaked” with the other advanced features in the StyleMaker - Trim Pattern, Late Notes, and the Event List Editor.

Trim Pattern

The Trim Pattern routine deletes notes past the end of a pattern, or (optionally) a specified distance from the end of a pattern. This can be accessed from the *Pattern | Trim Pattern(s), row(s)* command.



In the dialog displayed, we are trimming 50 ticks from an 8 beat pattern. This means that all of the information past 8 beats (less 50 ticks) will be deleted. This feature is useful to erase “busy playing” that is present near the end of a pattern, and also delete notes that are just taking up space in the style.

Pattern Velocity Adjust

This function adds or reduces the velocity of a single pattern, row of patterns, or all patterns in an instrument. It is useful for reducing or increasing the volume of an entire instrument or fine-tuning the velocities in a style. Choose the StyleMaker menu item *Pattern | Velocity Adjust* for 1 pattern, 1 row or all patterns, and input the velocity change to make for the pattern(s). This adds or subtracts a certain velocity value to the patterns.

Tip: There is another velocity command, “Volume adjust,” but it works differently. It will change the velocities to a certain value, useful for “smoothing out” velocities.

Late Notes

The **[Late Note]** button is found inside the StyleMaker’s **Misc. Style Settings** dialog. It opens a dialog with “Settings for Making Late notes quieter.” There are settings for allowing or not allowing late notes, and for how late the notes can be.

Settings for Making Late notes quieter

"Notes played near the end of a pattern will usually conflict with the next chord. So its best to reduce velocity of notes near the end of a pattern. Note: There is a global setting for this in Option -Prefs 2"

☒ Enable the settings below

Play this note at half velocity if close to end of pattern

Bass	45	ticks	Set to Allow Late Notes
Piano	65	ticks	Set to No Late 16ths
Guitar	65	ticks	Set to No Late 8ths
Strings	65	ticks	

Use these settings how often? 100 %

OK Cancel Help

The global setting for late notes in *Options | Preferences* [Arrange] will reduce the volume of the late notes for a smoother transition from one chord to another.

Event List Editor

The **[#]** button in the **StyleMaker Pattern Editor** notation window opens an event list for editing, inserting, or deleting notes in the patterns.

Track Displayed is :StyleMaker

Time	Event Type
1:1:001 Note	C 4 (48) Vel= 55 Dur=426 Ch 1
1:1:085 Note	F 7 (89) Vel= 67 Dur= 59 Ch 1
1:3:000 Note	F 7 (89) Vel= 52 Dur= 51 Ch 1
2:1:000 Note	F 7 (89) Vel= 63 Dur=182 Ch 1
2:2:085 Note	F 7 (89) Vel= 57 Dur= 29 Ch 1
2:3:085 Note	G 4 (55) Vel= 53 Dur= 29 Ch 1

Edit Show

Insert Play

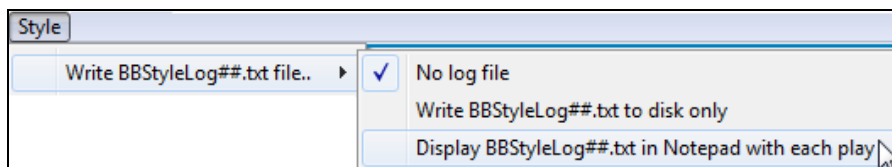
Append Color by:

Delete Event Type

Style Log Options

For people making styles, the Style Log text file shows exactly which pattern was used in the song generation for every instrument and bar/beat. This is useful in fixing errant patterns.

To set a style log, choose the StyleMaker *Style | Write BBStyleLog##.txt file* menu option *Display BB StyleLog##.txt* in Notepad with each play.



Then, a file called BBStyleLog##.txt will be displayed. Here is a sample:

```
Bass: Bar 1 Beat=1, Row= 1, Col=12, Location=13, Chord= C
Piano, Bar 1 Beat=1, Row= 1, Col=17, Location=140, Chord= C
Guitar, Bar 1 Beat=1, Row= 5, Col=8, Location=287, Chord= C
Strings, Bar 1 Beat=1, Row= 5, Col=23, Location=274, Chord= C
```

This tells you that when the song was generated, for the bass track, at bar 1 the pattern found in row 1, column 12 of the StyleMaker was chosen.

Alternatives to Recording Patterns

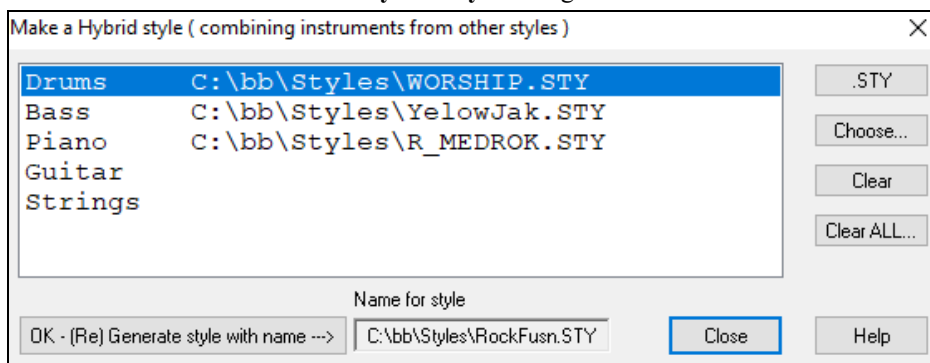
It's not always necessary to record every pattern for a style, or any patterns, for that matter. The import features in the StyleMaker make it possible to assemble an entirely new style from existing styles, or to import patterns from favorite MIDI files.

Hybrid Styles

The "Hybrid Styles" feature allows you to play and create a style that has instruments from up to five different styles! You can, for example, play a song with a Reggae bass, Rock drums, Salsa piano, or any combination of up to five styles that you want. Create a name for your hybrid style and you can save it with the song so that it will play that way in the future.



To use the Hybrid Styles feature, choose *File | StyleMaker | Make a Hybrid style*, or click on the **[StyleMaker]** button in the toolbar and select *Make a hybrid style* from the pulldown menu. You will then see the **Make a Hybrid style** dialog.



Your hybrid style can be up to five instruments, each from a different style. For example, you can have a Latin drum part, with a Zydeco bass, and Jazz guitar part, and strings from a Classical style!



Select the instrument (e.g. Bass), and then select a style by pressing the **[.STY]** button. Repeat for up to five instruments.



When you're ready to generate the Style, press **[OK- (re) Generate style with name ---]** and choose a name for your style.

Remember that style names in Band-in-a-Box can be a maximum of eight characters, with no spaces! (This is to ensure compatibility with Macintosh® and previous versions of Band-in-a-Box.)

Press **[Play]** in Band-in-a-Box and you can hear the results. You can revisit the **Make a Hybrid style** dialog to make any changes.

Editing a Hybrid Style

You can edit a hybrid style just like any other style. Open the StyleMaker to view the patterns.

Importing Instruments from Other Styles

This is a great way to have fun with the StyleMaker, and to create great new styles in no time. The dialog is accessed from the *Style | Import Instrument* menu item.

Choose the instrument you want to import and select the desired options. Click on [OK] and a standard Windows® Open dialog will be launched so you can select any style on your computer as the source for the instrument. Mix and match instruments from different styles to create fresh new arrangements.

Notice the selector box to choose an instrument to import and the destination instrument in “Import to this instrument.”

For example, to add a second guitar to your style, you could import it to the Strings part if it is empty (or if you want to replace the strings with another guitar).

Note that Piano/Guitar/Strings can be interchanged here, but Bass can only be imported from Bass, and Drums from Drums.

Try some instruments from dissimilar styles for fun and surprises! You can also add parts that were not present in the original style this way.

Importing Patterns from a MIDI file

You can use any MIDI file as a source for new StyleMaker patterns by accessing *Pattern | Import Pattern from MIDI file* menu item.

Use the options to specify the channels and the exact bars to import, and also to include or exclude controllers.

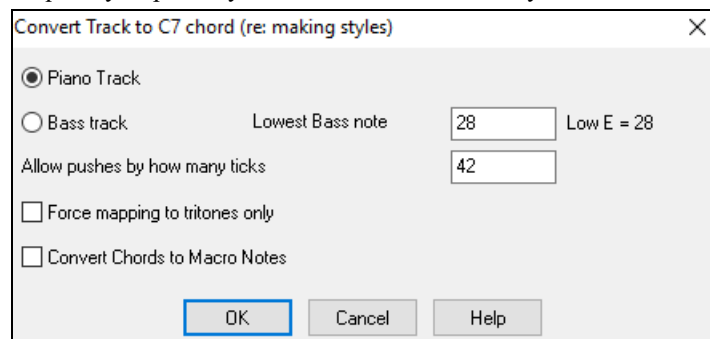
The import # patterns option allows you to import more than one at a time.

In the StyleMaker, when you choose *Pattern | Import from a MIDI File* (or *clipboard* or *Melody track*) the dialog shows a further option at the bottom.

For example, if you import 8 patterns, the 8 patterns will be inserted in the first available 8 positions on the current row. They will be offset by the # of beats present on the current row. For example, if you are on the “4 beat” row, the patterns will get inserted offset by 4 beats, so you’d get patterns for each bar in the 8 bars imported.

Convert Track to C7 chord

Choose *Melody | Edit Melody Track | Map Melody track to C7 chord*. The purpose of this function is to allow you to quickly import any MIDI file track into the StyleMaker and make a style from it.



Once you choose the option, you select whether it is a bass track to import, or a piano track (actually any part other than bass or drums). A bass track uses notes below C4 (MIDI note #48) and above the lowest note you select in the dialog.

If you select piano track the notes will all be mapped to a C7 chord, it is not important that the chords on the spreadsheet are correct. However, if you are importing a bass track, it is important that the chords are correct. You can select options to allow patterns that are anticipations, and also convert chords to “macro notes.” Force mapping to “tritones” is useful for guitar or string parts that you might only want 2 notes for.

Once you have mapped the track to the notes, you can examine the Melody track to make sure the results are what you want, and then use the *Pattern | Import From Melody track* command, and set the # of patterns to import, etc. This function allows you to read in any track of music from a MIDI file that you’ve created, and quickly convert it to patterns in the StyleMaker. Since the StyleMaker requires all patterns based on a C7 chord, this function automatically maps the entire track to notes on a C7 chord. You can then import any # of patterns (using the function to choose the number of patterns to import).

Editing Patterns

Slide Pattern X ticks

This is another option available on the StyleMaker menu. This allows a pattern to be time shifted any number of ticks, based on a PPQ setting of 120.

The StyleMaker screen displays the number of patterns, which combined with the map to C7 function, allows you to quickly import any MIDI file track into the StyleMaker and make a style from it.

There are other additional StyleMaker features such as definable instruments on the drum grid, 32nd notes on the drum grid, “live” drums, the ability to load-in patterns from MIDI file to the drum grid or live drums, etc. to facilitate importing patterns from MIDI files.

Velocity Adjust

This function adds or reduces the velocity of a single pattern, row of patterns, or all patterns in an instrument. It is useful for reducing or increasing the volume of an entire instrument or fine-tuning the velocities in a style.

Choose the menu items *Pattern-Velocity Adjust* (for 1 pattern, 1 row, or whole instrument) and input the velocity change to make for the pattern(s). This will add or subtract a certain velocity value to the patterns.

Style Checker

Analogous to a “Spell Checker,” this function analyzes your style-in-progress and identifies possible problems. The results are output to a text window, allowing you to examine the patterns and fix them if required. It identifies patterns that might be “too busy” or incorrect macro notes etc.

To access the Style Checker, open the StyleMaker (**Ctrl+F9**), and choose *Style | Style Checker*. You will then get a text report about the style, listing possible problems with the style. Here is a sample printout:

-----Start of style checking -----JAZQUINT.STY

Drums: Row 1, Column 1 First pattern of instrument shouldn’t contain masks in it. It should be generic.

Piano: Row 1, Column 3 Non Chord tones found (other than C, E, G, Bb) and pattern is not set to a chord mask, riff based, or MACRO.

Style Summary

This displays a text window summary of the style, including lots of information about the style such as # patterns, # patterns for each substyle, patches, pushes, volume changes, guitar patterns, and more. To access the style summary, from the StyleMaker, choose *Style | Style Summary*. You will then see a detailed text summary of the Style.

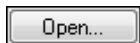
Using the MIDI File to Style Wizard

The **Style Wizard** converts any MIDI file to a Band-in-a-Box style. In this tutorial, we're going to load in the violet.MID found in the *C:\bb\Documentation\Tutorials* folder and convert it to a style, which we will call Violet.STY.



Start with a new song and press the **[StyleMaker]** button and select *Style Wizard* from the pulldown menu to launch the **Style Wizard**. Or choose *File | StyleMaker | Style Wizard*.

The dialog is largely empty because we haven't chosen a MIDI file yet.



Press the **[Open]** button and load in the file *C:\bb\Documentation\Tutorials\violet.MID*. The Style Wizard then does the following automatically.

The chords for the MIDI file are interpreted and written on the Chord Sheet.

The “part markers” for the file are displayed on the Chord Sheet. For violet.MID, the Style Wizard has found the correct part markers – by looking for drum fills and other signs of a part change – and has assigned substyle “a” to all of them. We will change some of them to “b” later.

The channels used in the MIDI file are displayed in the dialog, with the patches used and # of notes played on each channel. (For violet.MID you can see that channels 2, 3, 4, 6, 7, and 10 are used.)

The Style Wizard analyzes the parts and guesses at which Band-in-a-Box part - Bass, Piano, Drums, Guitar, or Strings to use for each track. Band-in-a-Box has correctly assigned 5 instruments – not assigning a part to the Melody.

Chn.	BB Part	Patch	#Notes
<input checked="" type="checkbox"/> 2	Bass	33 Acoustic String Bass	312
<input checked="" type="checkbox"/> 3	Piano	1 Acoustic Piano	842
<input checked="" type="checkbox"/> 4	57 Trumpet	333
<input checked="" type="checkbox"/> 6	Strings	12 Vibes	220
<input checked="" type="checkbox"/> 7	Guitar	25 Nylon String Guitar	1630
<input checked="" type="checkbox"/> 10	Drums	1 Standard Drum Kit	860

The Style Wizard suggests which bars (“snapshots”) to include in the style. The suggested bars are bars with all of the “BB Part” instruments.

Bar Snapshots beginning at bar #'s (eg. 1,3,7)	
A Substyle	9-101
B Substyle	
Drum Fills (1 bar - A Substyle)	12,20,28,36,44,52,60,68
Drum Fills (1 bar - B Substyle)	

Usually you’d want to customize these snapshot bars to control which bars get included in the “a” or “b” substyle. In the violet.MID style, the Style Wizard has offered to include Bars 9-101 (inclusive) and wants to put them all on the “a” substyle. Continuing on, we want to make a great sounding style, so it is important that we have the following two items correct:

BB Part

Bass

The “BB Parts” have to be correct. We can audition the MIDI file by playing a loop and listening to the MIDI file and muting channels by clicking on the “Channel” checkboxes. From that, we can hear the individual parts and assign them correctly, as we would like them in the style. By playing the MIDI file inside the Style Wizard we can tell which bars to use for the “a” and “b” substyles.

Note: The Style Wizard has entered some of these settings automatically – but you have to type in the data as shown.

The Snapshot Bars should be correct for the “a” and “b” substyle. You need to tell the program what bars to use for the “a” substyle and for the “b” substyle. The program makes an attempt to guess at this, but since MIDI files can contain many different substyles (and a Band-in-a-Box style allows only 2), you’d likely want control over these snapshots yourself.

Tip to help you choosing which bars to use:

Play	Stop
Loop at Bar	#bars
9	8

To listen to the MIDI file, you can either exit the **Style Wizard** dialog and just play the song like any other Band-in-a-Box file or play a looped section inside the Style Wizard using the **[Play]**, **[Stop]**, and “Loop at Bar” settings.

OK, the Style Wizard has already made the correct settings for the “BB Parts” for us, so we don’t need to make any changes there. Let’s move to the Snapshots section and enter the bar numbers that correspond to the substyles that we’d like for the Jazz tune. After listening to the tune, we notice that there is a “2-feel” Jazz section, and a “4-in-the-bar” section. We want those as “a” and “b” substyles, so we enter the bar #s that correspond to these settings.

Bar Snapshots beginning at bar #'s (eg. 1,3,7)	
A Substyle	1-20
B Substyle	21-28,37-68
Drum Fills (1 bar - A Substyle)	12,20
Drum Fills (1 bar - B Substyle)	28,36,44,52,60,68

In the **Snapshots** area of the Style Wizard:

- Enter “1-20” for the bars for the “A” Substyle.
- Enter “21-28, 37-68” for the “B” Substyle.

- Enter “12, 20” for the “A” Drum Fills.
- Enter “28, 36, 44, 52, 60, and 68” for the “B” Drum Fills.

Note: Of course, you don't need to enter this much detail. You could just enter a single range like 1-20 for the “a” substyle and make a quickie style. We're illustrating “advanced” style-generation here.



Press [**Generate NEW style...**] and choose a name for your style.

Let's call it Violet.STY. Now to hear your style! You could play the style with any song of course, by loading in a song and then loading in the Violet.STY. It is easily available from the **Favorite Styles** dialog (**Shift+F9**).

For this tutorial, load in the song V_TEST.MGU that we made for you. That's a Jazz Swing song using different chords than Violet, and it uses the Violet.STY (So you need to have made that style before you try to play the song or you will get a “Violet.STY not found” message.)

Save the existing song before loading in the new song. When Band-in-a-Box saves a song that has an entire MIDI file on the Melody or Soloist tracks it gives it a special MGX extension. So, you will be saving the file as Violet.MGX.

Alternatively, if you'd prefer to play the Violet.STY style without loading in another song, you can do it as follows. Since the Violet.MGX file currently has the entire MIDI file on the Melody track, the first thing we need to do is mute the Melody (**Alt+8** or right-click on the Melody part at the top of the screen). The next thing is enable the style, by choosing *File | Load Style Special | Style is Enabled* so that this item has a checkbox.

Auto Endings for Styles without Endings

If you've made a style, and haven't included an ending, a 2-bar ending can be generated automatically, based on the style. This makes it easier to make complete styles using the Style Wizard. To hear an example, load in the song *C:\bb\Documentation\Tutorials\Tutorial - BB 2005 Demos\No Ending.MGU*. This song uses NOENDING.STY, a style that doesn't have an ending. An ending will be generated automatically for this style.

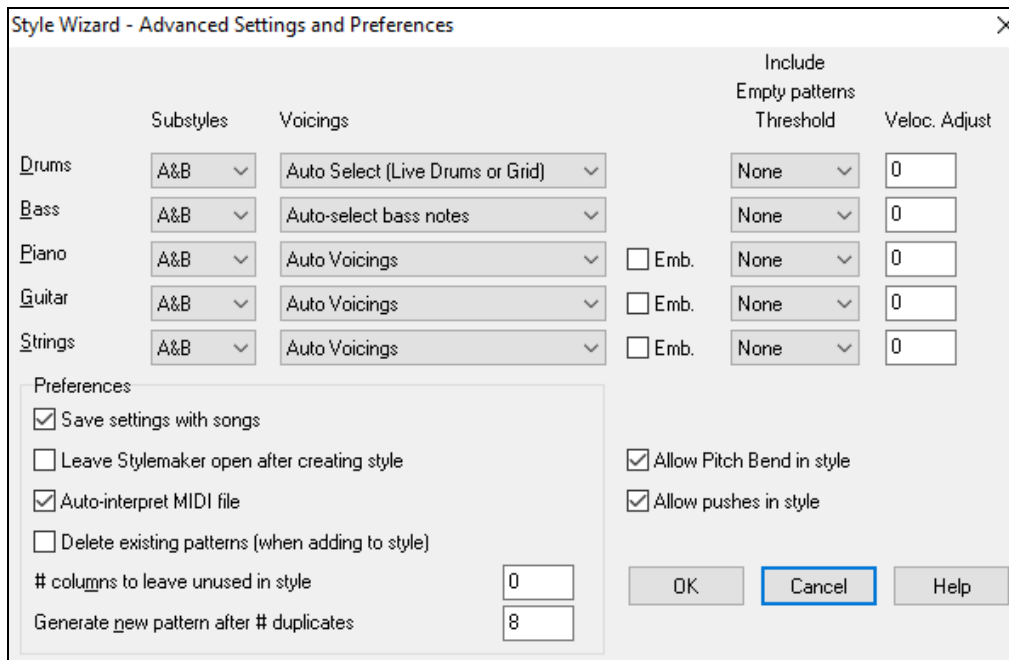
So, we've made our first style! In summary, making styles with the Style Wizard is a process involving:

1. Loading a MIDI file into the Style Wizard.
2. Listening to the MIDI file by muting channels to identify parts.
3. Picking the channels to use for the BB Parts.
4. Picking the snapshot bars for the “a” and “b” substyle.
5. Pressing the [Generate NEW style...] button.

Advanced Settings and Preferences



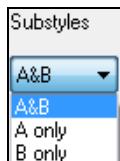
Click on the [**More**] button to open the **Style Wizard Advanced Settings and Preferences** dialog.



There are 2 sections to this dialog: Advanced Instrument Settings and Preferences.

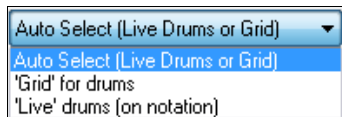
Advanced Instrument Settings

The advanced instrument settings allow settings for the instruments (drums / bass / piano / guitar / strings) to be included in the style. The settings are:

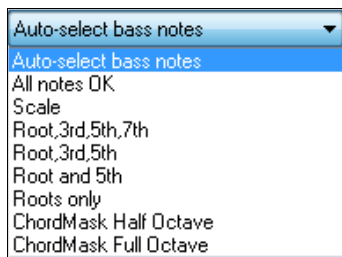


The **Substyles** determines whether the instrument is included in the “A,” “B,” or both “A&B” substyles. For example, if you want to make a style that only uses the strings on the “B” substyle, set the strings instrument part to “B” only.

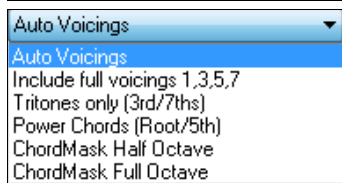
The **Voicings** settings determine, for the various instruments:



Drums (“voicings”): Whether the patterns will use live or grid style patterns. Default mode is “auto,” which normally uses live patterns, but you can force it to use live or grid style patterns. Live patterns have higher resolution and can use more instruments, so in general are the better choice.



Bass (“voicings”) determine if the bass part will use All notes / Scale tones only / Root 3rd, 5th, 7th / Root, 3rd, 5th / Root and 5th / or just the Root. The default is “Auto-select” which usually allows all 12 semitones.



Piano, Guitar, and Strings Voicings determine how the Piano patterns will be voiced. The choices are “Auto,” “Include Full Voicings,” “Tritones only (3rd/7ths),” “Power Chords (Root/5th),” “Chord Mask Half Octave,” and “Chord Mask Full Octave.”

The auto-setting usually uses the “Include full voicings.” If the part uses 2-note chords, you should over-ride this setting to “use tritones” so that the most important notes of the chord (the tritone) will get included.

You can also use chord masks so that specific patterns over chords will get added to your style, and they will play exactly as in your MIDI file (just transposed). Set the voicings to use “Chord Mask Full Octave” or “Chord Mask Half Octave.”

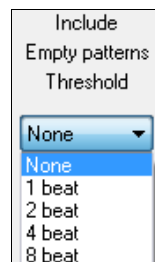


You wouldn’t make a Style Wizard style from scratch using chord masks because there need to be generic patterns in the style. Therefore, you do it as a 2-stage process.

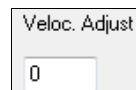
First, make the style using generic patterns (e.g. Voicing type “Auto”) and then change voicings to Chord Mask, and add those to the style. As with other Style Wizard features, it is important that the chords and part markers on the Chord Sheet be very accurate. If they aren’t, you should fix them before generating a style.



The **Emb.** (Embellish) checkbox determines if the patterns for Piano, Guitar, and Strings will be embellished. If embellish is selected on a chord like D7 (in the key of C) 13ths, 9ths, and #11 notes might be added to embellish the chord. A Jazz piano style would likely use this.



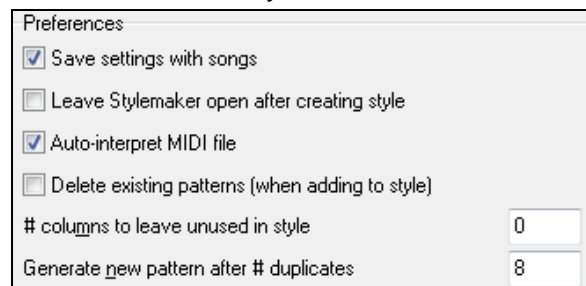
The **Include Empty Patterns Threshold** setting defaults to None. Possible settings are None / 2 beat / 1 bar / 2 bars. If set to “None,” the instrument will always play in the style, and if set to “1 bar,” there will be “spaces of silence” up to 1 bar long (perhaps longer if chained together) in the style for that instrument. If an instrument is used sparsely in a style, set this setting to something higher than none.



The **Velocity Adjust** will make an instrument louder or softer in the style.

Preferences

Preferences affect the style itself.



Save settings with songs

The song will be saved as an MGX file, since the Melody track type is Multichannel and contains the MIDI file. If you select this, the Style Wizard settings are all saved with the MGX file.

Leave StyleMaker open after creating style

If set, after generating the style, the StyleMaker is left open for you to examine/edit the style directly.

Auto-interpret MIDI file (Default = Yes)

When set, the Style Creation Wizard will set the channels, BB Parts, and snapshots for you. Normally this setting should be left on.

Delete existing patterns (when adding to the style) (Default = No)

If this option is set when you create style patterns to add to an existing style, the entire instrument will first be erased in the style for any instrument used in the new style. When you generate a style by adding to an existing style, the StyleMaker is then opened up, allowing you to pick a new name for the style (so you don’t overwrite the existing style).

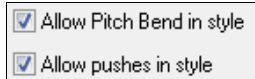
columns to leave unused in the style (Default = 0)

If set to zero (the default), the Style Creation Wizard can create the biggest style possible – filling up the rows completely with patterns. But if you set this to a non-zero value it will limit the # of patterns that can be made. Since there are 30 rows in the StyleMaker, you can set this setting from 0 to 29.

Generate new pattern after # duplicates

The Style Creation Wizard won’t insert patterns unless they are unique compared to the ones already entered. But (with this setting at the default of 8), after 8 duplicates of the same pattern, a 2nd pattern will get entered that is a duplicate of another pattern. Setting this to zero would mean that every pattern would get entered (regardless of whether it was unique); setting it to a high number like 200 would mean that only truly unique patterns are entered. To maintain the correct balance in the style, since the maximum weight of a pattern in the StyleMaker is 8, this

setting should be left at 8 in most situations. If your style is “filling up” all of the available columns, then set this to a higher number.



Allow Pitch Bend in style

If set, pitch bend present on the MIDI file will be included in the style. Make sure that the MIDI file pitch bend range = two semitones.

Allow pushes in style

If set, the style will allow pushes (playing instruments before the beat). This is done by setting the push values in the individual pattern’s options.

Making RealDrums Styles

Introduction to RealDrums™

RealDrums are actual recordings of studio drummers, pieced together by Band-in-a-Box to create a unique “real” drum track that is played along with the MIDI tracks created by Band-in-a-Box styles. You can combine any RealDrums style with any Band-in-a-Box style, so the potential combinations are endless!

A RealDrums style consists of a wave file containing various bars of drum patterns, and a text file with instructions on how Band-in-a-Box should interpret the wave file. In order for the style to work, the text file needs to be located in the main Band-in-a-Box directory in the “Drums” folder, and then in a sub-directory that is the name of the style group. The file-name needs to be the same as the style group, followed by an underscore (_) and a three-digit number representing the tempo. Additionally, “_Style” has to be in the filename after the tempo.

For example, for a “JazzBrushes” style that is 120 beats-per-minute, this text file needs to be present:

C:\bb\Drums\JazzBrushes\JazzBrushes_120_Style.txt

The wave file also needs to be in a subdirectory of the “Drums” folder. It is usually located in the same place as the text file:

C:\bb\Drums\JazzBrushes\JazzBrushes_120_Style.wav

However, it *can* be in a different directory, and there are some instances where this is necessary (see “Reduced Styles” below).

“RealDrums style groups” are multiple RealDrums styles that have the same basic feel but were recorded at different tempos. In the example above, “JazzBrushes” is the group, and “JazzBrushes_120_Style” is the style. In that particular example, the JazzBrushes group contains 10 RealDrums styles:

JazzBrushes_045_Style
JazzBrushes_060_Style
JazzBrushes_070_Style
JazzBrushes_100_Style
JazzBrushes_120_Style
JazzBrushes_145_Style
JazzBrushes_175_Style
JazzBrushes_210_Style
JazzBrushes_250_Style
JazzBrushes_300_Style

The easiest way to make a style is to use a text-file template.

Making a RealDrums Style Using an Existing Template

Templates are available for download from http://nn.pgmusic.com/pgfiles/realdrums_stylemaking_templates.zip.

The information given below is all you need to create a RealDrums style using any of several provided templates.

For a more in-depth look at the intricate details of creating styles, please read on to the following topics under **Elements of RealDrums Styles**.

Recording your wave file

For the wave file that will be used for your RealDrums style, you can either record a drummer, or you can piece together a wave file using drum loops. If you use drum loops, just make sure you have the necessary permission from the original artists and/or publishers of the loops.

Regardless of the method that you choose for creating your drum wave file, you need to have it conform to one of these descriptions in order to have it match the accompanying template:

1. 32_bars_of_drumming.txt
 2. 32_bars_of_drumming_with_shots.txt
 3. 32_bars_of_drumming_with_shots_two_endings.txt
 4. 64_bars_of_drumming.txt
 5. 64_bars_of_drumming_with_shots.txt
 6. 64_bars_of_drumming_with_shots_two_endings.txt
1. 32_bars_of_drumming.txt
 - Bars 1-2 – count-in for two bars (i.e., “one, two, one-two-three-four”)
 - Bars 3-18 will use the same basic groove:
 - 3 – PostFill (usually a bar of playing with a cymbal shot at the downbeat, or some kind of bar that would sound good after a fill)
 - 4-9 – normal playing
 - 10 – Fill
 - 11 – PostFill
 - 12-17 – normal playing
 - 18 – Fill
 - Bars 19-34 will use a slightly different groove (‘B’ section) than 3-18
 - 19 – PostFill
 - 20-25 – normal playing
 - 26 – Fill
 - 27 – PostFill
 - 28-33 – normal playing
 - 34 – Fill
 - 35-36 – ending, lasting two bars (usually the second bar ends on the downbeat, with a cymbal decaying)
2. 32_bars_of_drumming_with_shots.txt
 - This is exactly the same as 1, with these bars added:
 - 37 – single drum hit, which will be used for “shots” in Band-in-a-Box
 - 38 – single drum hit, which will be used for “pushes” in Band-in-a-Box
3. 32_bars_of_drumming_with_shots_two_endings.txt
 - Bars 1-2 – count-in for two bars (i.e., “one, two, one-two-three-four”)
 - Bars 3-20 will use the same basic groove:
 - 3 – PostFill (usually a bar of playing with a cymbal shot at the downbeat, or some kind of bar that would sound good after a fill)
 - 4-9 – normal playing
 - 10 – Fill
 - 11 – PostFill
 - 12-17 – normal playing
 - 18 – Fill
 - 19-20 – two bar ending
 - Bars 21-36 will use a slightly different groove (‘B’ section) than 3-20
 - 21 – PostFill
 - 22-27 – normal playing
 - 28 – Fill
 - 29 – PostFill

- 30-35 – normal playing
- 36 – Fill
- 37-38 – ending, lasting two bars (usually the second bar ends on the downbeat, with a cymbal decaying)
- 39 – single drum hit, which will be used for “shots” in Band-in-a-Box
- 40 – single drum hit, which will be used for “pushes” in Band-in-a-Box
- 4. 64_bars_of_drumming.txt
 - Bars 1-2 – count-in for two bars (i.e., “one, two, one-two-three-four”)
 - Bars 3-34 will use the same basic groove:
 - 3 – PostFill (usually a bar of playing with a cymbal shot at the downbeat, or some kind of bar that would sound good after a fill)
 - 4-9 – normal playing
 - 10 – Fill
 - 11 – PostFill
 - 12-17 – normal playing
 - 18 – Fill
 - 19 – PostFill
 - 20-25 – normal playing
 - 26 – Fill
 - 27 – PostFill
 - 28-33 – normal playing
 - 34 – Fill
 - Bars 35-66 will use a slightly different groove (‘B’ section) than 3-18
 - 35 – PostFill
 - 36-41 – normal playing
 - 42 – Fill
 - 43 – PostFill
 - 44-49 – normal playing
 - 50 – Fill
 - 51 – PostFill
 - 52-57 – normal playing
 - 58 – Fill
 - 59 – PostFill
 - 60-65 – normal playing
 - 66 – Fill
 - Bars 67-68 – ending, lasting two bars (usually the second bar ends on the downbeat, with a cymbal decaying)
- 5. 64_bars_of_drumming_with_shots.txt
 - This is exactly the same as 5, with these bars added:
 - 69 – single drum hit, which will be used for “shots” in Band-in-a-Box
 - 70 – single drum hit, which will be used for “pushes” in Band-in-a-Box
- 6. 64_bars_of_drumming_with_shots_two_endings.txt
 - Bars 1-2 – count-in for two bars (i.e., “one, two, one-two-three-four”)
 - Bars 3-36 will use the same basic groove:
 - 3 – PostFill (usually a bar of playing with a cymbal shot at the downbeat, or some kind of bar that would sound good after a fill)
 - 4-9 – normal playing
 - 10 – Fill
 - 11 – PostFill
 - 12-17 – normal playing
 - 18 – Fill
 - 19 – PostFill
 - 20-25 – normal playing

- 26 – Fill
- 27 – PostFill
- 28-33 – normal playing
- 34 – Fill
- 35-36 – 2 bar ending
- Bars 37-70 will use a slightly different groove ('B' section) than 3-18
 - 37 – PostFill
 - 38-43 – normal playing
 - 44 – Fill
 - 45 – PostFill
 - 46-51 – normal playing
 - 52 – Fill
 - 53 – PostFill
 - 54-59 – normal playing
 - 60 – Fill
 - 61 – PostFill
 - 62-67 – normal playing
 - 68 – Fill
 - 69-70 – 2 bar ending
- 71 – single drum hit, which will be used for “shots” in Band-in-a-Box
- 72 – single drum hit, which will be used for “pushes” in Band-in-a-Box

Editing the text file

For the most part, the text files are ready-to-go. There are, however, a few small essential changes that you need to make to the text file, and some other small changes you can make to improve your style.

Essential Changes

The first thing you need to do is change the filename of the wave-file and the text file to match the RealDrums style group to which you want your style to belong. For example, if you want your style group to be called “MyFunkyStyle,” and the style you recorded was at 70 beats per minute, your wave file would have to be called “MyFunkyStyle_070_Style.wav” and your text file would have to be called “MyFunkyStyle_070_Style.txt.” Both files would have to be placed in your main Band-in-a-Box directory (usually *C:\bb*) in the “Drums” folder, and from there in a folder that is named for the style group. In this case, it would be *C:\bb\Drums\MyFunkyStyle*.

The second thing you have to do is to change the first line of the text file so that it has the same name as the wave file. In this case, you would change “wavename=mystyle.wav” to “wavename=MyFunkyStyle_070_Style.wav”

The last thing you would need to do would be that if your style were a waltz (3:4) style, you would need to change “TimeSig=4” to “TimeSig=3”. If, however, you are making a 4:4 style, your style is ready to be used!

Additional Changes

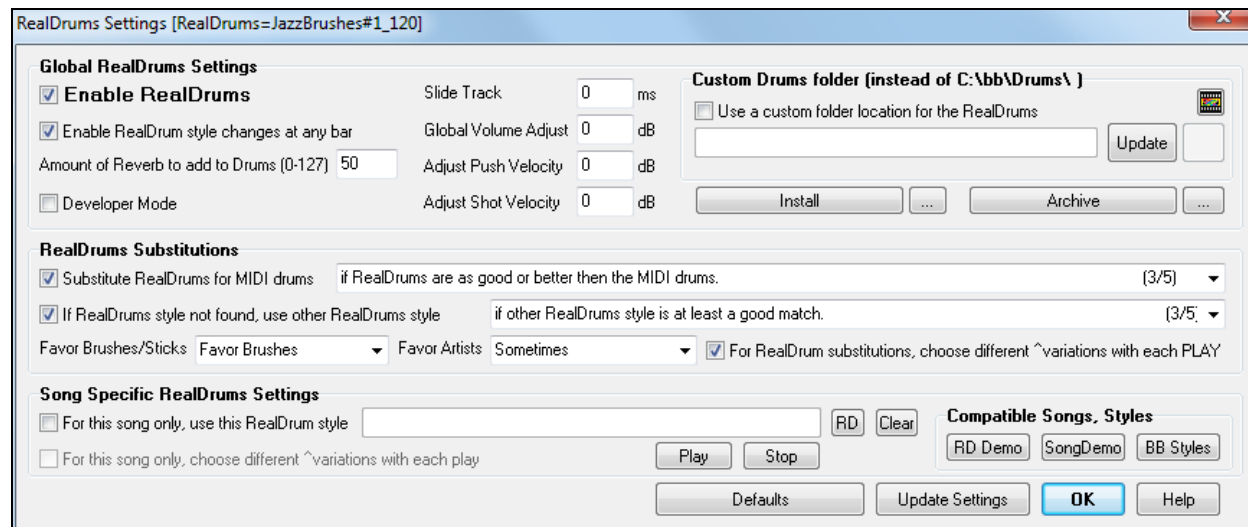
There are a few additional changes that could be made to fine-tune your style. The first is to enter a different value in the “Offset=” line. Drummers often hit a drum a few milliseconds before the beat, because the actual sound of the drum tends to peak a few milliseconds after it is hit. Because of this, you want Band-in-a-Box to “grab” a bar of drums a few ticks (1 beat = 120 ticks) early to compensate for this. The amount entered in the template is -5 (ticks), but if you are finding that the drum hits at the beginning of bars are not starting properly, you can experiment by setting a different offset value. -6 or lower (since it’s a negative number “lower” means -7, -8, -9, etc.) will mean the bar is “grabbed” earlier, and a higher number (-4, -3, -2, -1, 0, etc.) means that it will be “grabbed” closer to the bar line.

Another thing you can change is the volume. If you are finding your style is too loud in Band-in-a-Box, you can reduce this by entering lower numbers in the “dbAdjust=” line. The default is 0, but if you enter -1, -2, -3, etc., the drum volume will be lowered.

For the patterns and the shots, all of the patterns that are entered in the templates will match your wave file, provided that the wave file was recorded to the specifications listed above. You can make changes to the patterns and shots, but it is a good idea to read further into the specific meaning of all of the elements of these lines. This can be done in the complete RealDrums style making documentation.

Testing your RealDrums style

Once you have made your RealDrums style, you can test it in Band-in-a-Box by loading a song and setting the tempo near to the tempo of the style you just created. You would then go into the **RealDrums Settings** dialog (either by selecting *Options | Preferences | RealDrums* or by pressing the [RealDrums] toolbar button) and make sure RealDrums are enabled. Put a checkmark beside “For this song only, use this RealDrum style,” and then select your style from the “RD” button. When you close the dialog and play your song, your RealDrums style should be playing as well. To make sure that it is playing, you can look at the Band-in-a-Box title bar. If your style is “MyFunkyStyle_070_Style,” you should see [RealDrums=MyFunkyStyle_070].



Elements of RealDrums Styles

For an in-depth explanation of all elements of creating a RealDrums style, please read below.

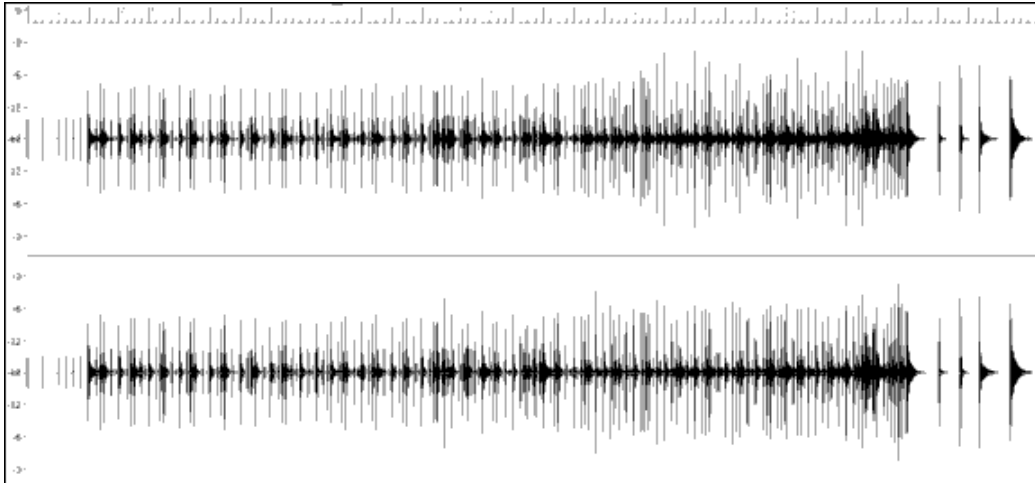
Elements of the Wave File

The wave file must contain a 2-bar count-in. This can be a metronome sound, a drummer actually counting in, or even a two-bar drum fill. These two bars will always be played at the beginning of a Band-in-a-Box song, unless the count-in is disabled in the preferences. It is important to note that the beginning of the wave file should not contain a bar of drum playing that is intended to be used in the middle of a song. If this bar were to be chosen, there would likely be an audible gap of silence at the beginning of the bar when playing in Band-in-a-Box (this is due to the “ms offset” which will be discussed later)

The majority of the wave file can then contain any number of bars of drumming, keeping in mind that there are two “substyles” available in Band-in-a-Box. This means that the basic groove should be the same throughout the first half of the drum bars, and then the groove can change and should remain basically the same through to the end. Keep in mind also when you either record or piece together your wave file, that in each “substyle”, there need to be examples of fill, normal bars, and post-fills (bars specifically designed to come after fills, often containing a crash cymbal which completes a fill). You also need at least one 2-bar ending.

After the bars of drumming should be a short section of single drum hits. These will be used to mix in with the bars of drumming to emulate pushes and shots.

Example 1 shows an entire RealDrums style wave file. You can see that the first two bars contain the count-in, then the majority of the file is taken up by regular drumming (you can see that halfway through the pattern is different – this represents the “B” subsection), then at the end there are 4 “shots” (single drum hits).



Example 1: Wave form of an entire RealDrums style wave file

Elements of the Text File

The text file contains three main portions, **global settings**, **pattern definition**, and **shots definition**. We will examine each one separately.

Global Settings

Wavename=x.wav

The first line of the text file must be “wavename=x.wav”, where “x” is the name of the filename. For example, the first line of the JazzBrushes_120 text file is “wavename=JazzBrushes_120_Style.wav”. This file usually is in the same directory as the text file but does not have to be. For example, you could make an alternate style that used JazzBrushes_120_Style.wav called JazzBrushesAlternate. The text file would have to reside in C:\bb\Drums\JazzBrushesAlternate\JazzBrushesAlternate_120_Style.txt, but the first line would still be “wavename=JazzBrushes_120_Style.wav”.

ForceWavTempo=x

This is only used if the tempo of the style in question is different from the tempo that is in the filename of the wave file being used. These are called “reduced” or “expanded” styles and will be discussed further below.

TimeSig=3

This would be used if you are making a waltz style. The line can simply be omitted when making 4:4 styles.

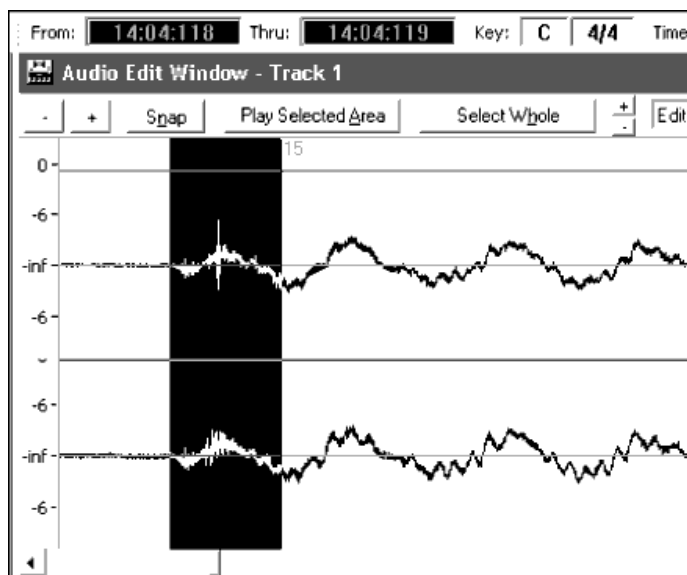
OFFSET=x

Often a drummer will hit a drum or cymbal slightly before a beat so that the actual peak of the sound occurs on the beat itself. The offset determines how many ticks (1 beat = 120 ticks) before the downbeat a bar of drums will be taken from the style wave file, which is intended to compensate for any occurrence of this early playing on the drum track. It is important to note that if a bar is taken 10 ticks early from the style wave file, it is also placed 10 ticks early on the Band-in-a-Box drum track, so there will be no shifting of the actual groove.

If no offset amount is entered, the program defaults to an offset of 0.

To determine a good offset amount for a particular wave file, you can use an audio editor (such as PowerTracks Pro Audio) to zoom in on the downbeats of all (or a sampling) of the bars. You can then measure the number of ticks between the start of the drum hits and the actual bar line. The highest example would be entered as the offset amount.

In example 2, the beginning of the drum hit at bar 15 occurs at 14:04:118, or 2 ticks before the downbeat of bar 15. If all other bars were similar, you would enter an offset of -2.



Example 2: The left edge of the highlighted area represents the beginning of the drum hit that occurs at bar 15, and the right edge of the highlighted area represents the actual downbeat of bar 15.

dbadjust=x

If a value is entered here, when the RealDrums track is played in Band-in-a-Box, the volume will be raised (or lowered if a negative value is entered) by the amount entered. This is used to balance the RealDrums against the other DXi instruments. This amount can be fine-tuned once the style is completed and it is possible to test it in Band-in-a-Box.

If no dbadjust amount is entered, the program defaults to an adjust of 0.

dbadjustA=x

dbadjustB=y

You can adjust the volume of the A section and B section patterns separately in the same manner as “dbadjust” using “dbadjustA=” and “dbadjustB=.” The final volume of the parts will be based on the “dbadjust” amount added to the adjust for the substyle in question. For example, let’s assume these values were entered:

Dbadjust=-5

DbadjustA=-2

DbadjustB=3

The total volume adjust for the A section would be $(-5) + (-2) = -7$. The total volume adjust for the B section would be $(-5) + 3 = -2$.

MultibarPatternPercent=x

When Band-in-a-Box is choosing a RealDrums pattern (see “patterns” below) for a particular bar in a song, it randomly selects from all possible patterns that fit based on their relative weight. If, however, a percentage is entered here, then before this step it determines whether the current bar will be use a multi-bar pattern based on the percentage. If this occurs, Band-in-a-Box eliminates all 1-bar patterns as possibilities for the current bar of music. For example, if “MultibarPatternPercent=20” is entered, then every time Band-in-a-Box searches for a pattern, there is a 20% chance that it will eliminate 1-bar patterns as possibilities. If “MultibarPatternPercent=80” is entered, then every time there will be an 80% chance that 1-bar patterns will be eliminated as possibilities. If such an instance occurs, but no multi-bar patterns will fit in the Band-in-a-Box bar in question, a 1-bar pattern will be allowed.

If no amount is entered here, then Band-in-a-Box simply always picks between all possible patterns based on their relative weights.

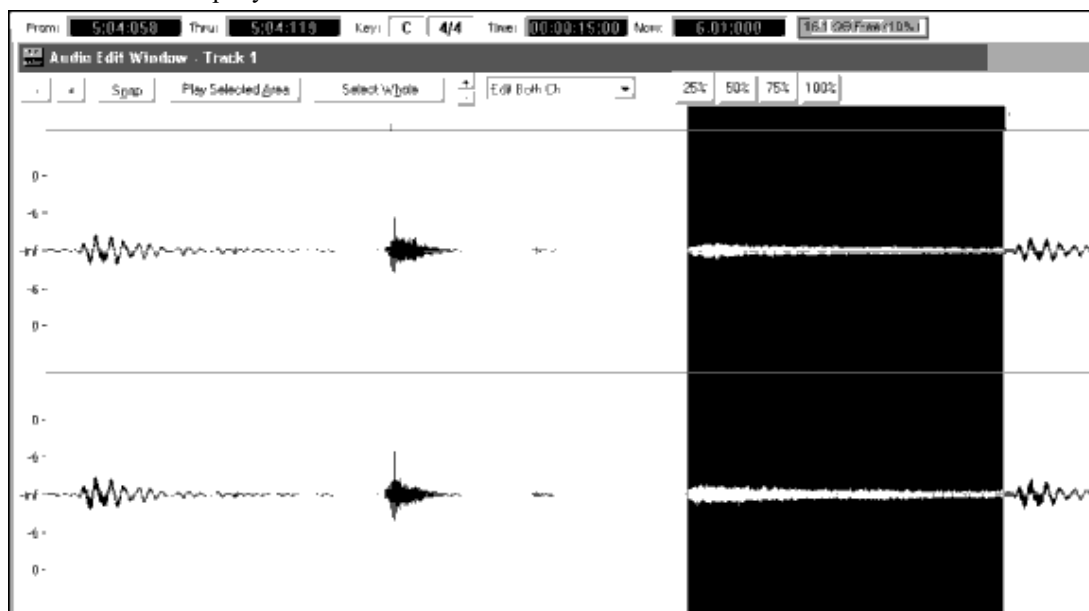
PushAmount8=x

PushAmount16=x

When pushes are entered in Band-in-a-Box (with either “^” for an 8th note push or “^^” for a 16th note push, entered before a chord”), the RealDrums mix single drum hits with the bars of regular playing to emphasize the push. These settings determine how many ticks prior to a beat the pushes are played.

Mathematically, since 1 quarter-note is 120 ticks, in a straight 8th style the 8th-note will be 60 ticks and the 16th-note will be 30 ticks, and in a swing 8th style the 8th-note will be 40 ticks. However, since drummers (thankfully!) do not play mathematically, these numbers will vary based on their individual style, and the amount of “swing” in their playing. A good amount to enter for these values can be determined by closely examining the drummers playing in an audio editor and measuring the number of ticks between a few 8th-notes prior to beats.

In this straight-8ths style (example 3), this eighth note played prior to the downbeat of bar 6 is played at 5:04:058, or 62 ticks before the downbeat. The rest of the file could be examined in a similar fashion (or random samplings), but based on this example you would enter PushAmount8=62.



Example 3: The left edge of the highlighted area represents the eighth note before the downbeat of bar 6, and the right edge of the highlighted area represents the downbeat of bar 6.

If no amount is entered for these values, Band-in-a-Box determines the amount based on whether or not the Band-in-a-Box style being used is a swing or straight 8th style.

ASubstyleAllowed=NO

BSubstyleAllowed=NO

Using either one of these lines blocks all patterns for the specified substyle, and then uses the patterns of the remaining substyle for the entire song, regardless of the substyle selected in Band-in-a-Box.

This can be useful for altering an existing style. For example, if you have a style made that uses brushes at the A section and sticks at the B section, but you want to change it so that it only uses sticks, you can enter the line “ASubstyleAllowed=NO” into the text file. All of the B section patterns will be used for both A section parts and B section parts in Band-in-a-Box. This is also a useful tool in making “Alternate” styles (see “Alternate Styles and Expanded/Reduced Styles” below).

It is important, however, to not enter *both* of these lines. If you do this, Band-in-a-Box will not be able to find any patterns at all, and you will get an error message.

Pattern Definition

All patterns are defined in the text file using lines of text containing seven elements, with each of the seven elements separated by a comma. The seven elements are: 1) the text “pattern”, 2) type of pattern, 3) section definition (A, B or all), 4) weight (how often the pattern will be played), 5) Mask (restrictions on where the pattern can be played), 6) duration of the pattern in bars, 7) the location of the pattern in the style wave file.

Here are some examples of defined patterns:

pattern,Normal,A,2,1,2,75

```
pattern,Fill,A,1,0,1,58
pattern,PostFill,B,8,0,8,3
pattern,Ending,0,6,0,2,114
pattern,Count-in,0,5,0,2,-1
```

As you can see, each example here starts with the text “pattern.” This simply lets Band-in-a-Box know that the line contains information regarding drum parts that will be inserted into the RealDrums track. The next element is the type of pattern, and here we have examples of “normal,” “fill,” “PostFill,” “Ending” and “Count-in” types of patterns. The next element is the section definition, and we have examples of “A” section patterns, “B” section patterns and “0” patterns, for which sections are not applicable. The next element is the weight. In these examples we have weights of 2, 1, 8, 6, and 5. The higher the weight, the more frequently the pattern will be chosen. The next element is the mask. There are examples here of “0” masks, which impose no additional restrictions on where the pattern can be played and a “1” mask, which does impose certain restrictions. The next element is the duration in bars, and we have examples here of patterns that last 1, 2 or 8 bars long. The final element is the location of the pattern in the style wave file. These numbers represent bars; however, you will notice that one of the examples has a location of -1. This is because Band-in-a-Box uses a -1 based numbering system for bars of music in a song, which will be explained in more detail below.

The six elements that come after the text “pattern” are explained here in further detail:

1. Type of pattern

There are 5 different types of patterns, “Fill,” “PostFill,” “PreFill,” “Normal,” “Ending” and “Count-in.”

Fills

Fills always occur in the bar immediately prior to part markers. In Band-in-a-Box songs, part markers (A or B) are used to delineate musical phrases. Since drum fills are also used to conclude musical phrases, drum fills always occur in the last bar before a part marker. Unlike other patterns, fills can only be 1 bar long.

Here are some examples of Fill patterns defined:

- pattern,**Fill**,A,1,0,1,8
- pattern,**Fill**,B,6,0,1,32
- pattern,**Fill**,B,5,0,1,58

PostFills

As the name implies, PostFills bars occur after Fills. That means that PostFill bars always occur in bars in which there are part markers. Typically, PostFill bars are generally bars that have a cymbal crash on the downbeat, which is intended as a completion to the fill that occurred in the previous bar. PostFills can be any number of bars long.

Here are some examples of PostFill patterns defined:

- pattern,**PostFill**,A,8,0,8,1
- pattern,**PostFill**,A,5,0,1,9
- pattern,**PostFill**,B,4,0,2,17

PreFills

PreFill bars occur immediately before Fills. PreFills are not essential for a style to work but can be useful in situations where a drummer begins an elaborate fill a bar early. When Band-in-a-Box picks patterns for bars that precede fills, it picks from among the pool of normal and prefill patterns. PreFills can either be 1 or 2 bars long. Prefills can be 1 or 2 bars long, with the 2-bar prefill containing the actual fill as well.

Here are some examples of PreFill patterns defined:

- pattern,**PreFill**,A,4,0,2,7
- pattern,**PreFill**,B,7,0,1,57

Normal patterns

Normal patterns generally make up the bulk of a Band-in-a-Box song. Any bar that is not immediately before or after a part marker, and is not a count-in or ending, will be taken from the pool of normal patterns.



Example 4: All of the highlighted bars in this example are “normal” bars.

Here are some examples of Normal patterns defined:

- pattern,Normal,A,2,0,1,3
- pattern,Normal,A,5,3,2,11
- pattern,Normal,B,5,1,2,75
- pattern,Normal,B,2,5,2,64

Endings

Endings are always 2 bars long, and generally have characteristics of fills for the first bar, but then end with a drum hit on the 2nd bar, sometimes with a cymbal on the downbeat, but also often with a particular rhythmic figure. You should check the ending in the Band-in-a-Box style that you will be using the RealDrum style with to see what kind of rhythm should be used in the drums to match up. Endings can only be 2 bars long, and you need to have at least one ending defined for a style to work.



Example 5: The two highlighted bars show where an ending is played in Band-in-a-Box.

Count-ins

Count-ins are always 2 bars long, and always occur at the beginning of a song (unless the count-in is disabled in settings). Count-ins are usually sidestick tapping “one... two... one, two, three, four”, but you can put anything in these two bars. You can have a person actually counting in, or you can have 2 bars of drum fills as your count-in, etc.

2. Section Definition

Band-in-a-Box styles and RealDrums styles have two “subsections,” an “A” subsection and a “B” subsection. When defining patterns, you need to specify whether the pattern is intended to be played during “A” section or the “B” section. For patterns to which the section is not applicable, you can fill this space with a “0.” These include the count-in and the ending. You can make an exception for the ending, if you want to specifically designate an ending to occur only when the preceding bar is “A” or “B.” Instead of “0,” you would enter “Aending” or “Bending.” Just remember that if you do this, you need to cover both eventualities. If you enter a “0” ending, this on its own covers both cases.

Here are some examples of “A” patterns:

- pattern,Fill,A,1,0,1,8
- pattern,PostFill,A,8,0,8,1
- pattern,PostFill,A,5,0,1,9
- pattern,PreFill,A,4,0,2,7
- pattern,Normal,A,2,0,1,3
- pattern,Normal,A,5,3,2,11

Here are some examples of “B” patterns:

- pattern,Fill,B,6,0,1,32
- pattern,Fill,B,5,0,1,58
- pattern,PostFill,B,4,0,2,17
- pattern,PreFill,B,7,0,1,57
- pattern,Normal,B,5,1,2,75
- pattern,Normal,B,2,5,2,64

Here are some examples of “0” patterns:

- pattern,Count-in,0,5,0,2,-1
- pattern,ending,0,1,0,1,33

Here are some examples of special-case endings:

- pattern,ending,Aending,5,0,2,37

- pattern,ending,**Bending**,5,0,2,77

3. Weight

Every time that Band-in-a-Box needs to find a RealDrums pattern to insert into a Band-in-a-Box bar, it first finds all possible patterns that would fit (based on the type of pattern, the section definition, the mask and the length), and then it picks randomly from those patterns based on the weight assigned.

The weight is a number between 1 and 8 (there are special cases where you can use 0 or 9 which we will examine at the end of this section). When Band-in-a-Box has amassed the list of possible patterns, it then adds up the weights of all of these patterns, and then the chances that each pattern will be selected is based upon a percentage determined by the weight of the pattern divided by the total.

For example, if Band-in-a-Box is finding a “normal” pattern for bar 3 of the song, and it has determined that these four patterns are the only possibilities:

- pattern,Normal,A,**5**,1,4,11
- pattern,Normal,A,**1**,0,2,17
- pattern,Normal,A,**7**,3,2,13
- pattern,Normal,A,**2**,1,1,20

The first thing it would do would be to add up all of the weights. In this case, $5+1+7+2=15$. The chance that each pattern will be picked in this instance is determined by its own weight divided into the sum. Here then, are the chances for each pattern to be picked in this instance:

- pattern,Normal,A,**5**,1,4,11: $5/15=0.333$ or 33%
- pattern,Normal,A,**1**,0,2,17: $1/15=0.066$ or 7%
- pattern,Normal,A,**7**,3,2,13: $7/15=0.466$ or 47%
- pattern,Normal,A,**2**,1,1,20: $2/15=0.133$ or 13%

When 9 is entered as a weight, the program treats it slightly differently. A 9 weight means that any possible patterns that have a weight of 8 or less are completely eliminated as possibilities.

With the previous example, if you changed the weight of the first two patterns to 9, but left the last two as 7 & 2, then the last two would be eliminated as possibilities, and the percentages would change to:

- pattern,Normal,A,**9**,1,4,11: 50%
- pattern,Normal,A,**9**,0,2,17: 50%
- pattern,Normal,A,**7**,3,2,13: 0%
- pattern,Normal,A,**2**,1,1,20: 0%

It is therefore important that you are very careful when using a weight of 9. It is usually used in conjunction with a mask (masks will be explained in greater detail below). For example, if you had a mask that stated that a normal pattern could only be played 7 bars after a part marker, if you then gave it a weight of 9, any time Band-in-a-Box needed to find a pattern 7 bars after a part marker it would *always* use that pattern. However, it would not affect any other bars.

The other special case is a 0 weight. This is only used for fills. When Band-in-a-Box finds possible patterns, if a particular pattern is going to end where a fill is required due to the part-marker placement, then the pattern will *only* be included as a possibility if that bar in the style wave file has been designated as a fill at some point in the text file. Likewise, a pattern that ends with a fill will not be considered a possibility if the fill doesn’t match up in the Band-in-a-Box song.

For example, let’s say that Band-in-a-Box is searching for a pattern to place at bar 5, where bar 6 will need to be a fill:



Example 6: Pattern needed for bar 5.

It will be looking for a normal pattern, and it can use a normal pattern that is 1 or 2 bars long. However, if it picks a 2 bar pattern, it needs to make sure that in the style wave file, the second bar is designated as a fill.

Let's assume that this pattern is entered in the text file:

- Normal,A,5,0,2,15

This is a 2-bar normal pattern beginning on bar 15 of the style wave file. This pattern could only be picked in this instance if there was another line somewhere in the text file defining bar 16 of the style wave file as a fill:

- Fill,A,5,0,1,16

However, it may be that this fill would not work well as a stand-alone bar (perhaps there is a cymbal decay that crosses over bars 15 & 16 that you do not wish to break up – see “Duration” for more information on this). In this case, you would still want to define the bar as a Fill, so that multi-bar patterns ending in this fill would be used at the right place, but you would never want the fill to be picked on its own. In this case, you could give it a weight of 0:

- Fill,A,0,0,1,16

4. Mask

A Mask can be used to specify that a pattern should only be used a certain number of bars after a part marker. It *only* applies to Normal patterns, and all other patterns should be given a weight of 0 (0 means no mask).

Here is a list of the possible masks, and what effect they will have:

- 0 – No mask: This pattern can be used anywhere
- 1 – Odd bars only: 3, 5, 7, 9, 11, 13, etc. bars after a part marker
- 2 – Even bars only: 2, 4, 6, 8, 10, 12, etc. bars after a part marker
- 3 – 3, 7, 11, 15, etc. bars after a part marker
- 4 – 4, 8, 12, 16, etc. bars after a part marker
- 5 – 5, 13, 21, etc. bars after a part marker
- 6 – 6, 14, 22, etc. bars after a part marker
- 7 – 7, 15, 23, etc. bars after a part marker
- 8 – 8, 16, 24, etc. bars after a part marker
- etc.

Many drum beats use 2-bar rhythms that then repeat, so it's very common for the “1” and “2” masks to be used. If you have assigned a “1” mask to several Normal patterns, and a “2” mask to several others, you will always be sure that the 2-bar grouping remains consistent. Just remember that you have to make sure that there are enough patterns to cover all possibilities. If you have only patterns with “1” masks, and no patterns with “2” masks, then Band-in-a-Box will not be able to find any patterns for even bars. The safest thing to do is to use a mask of “0,” but this may not be the most musical approach. A mask of 4 is often used for more subtle fills that would highlight 4 bar phrases. Masks higher than 8 are not commonly used, as it would mean that the pattern would be played very rarely.



Example 7: Normal pattern needed for bar 13.

In example 7, if Band-in-a-Box is trying to find a normal pattern for bar 13, it will look for patterns with a mask of 0, 1 (because it is an even number of bars from the part marker) or 5. If it were trying to find a normal pattern for bar 14, it would look for patterns with a mask of 0, 2, or 6.

5. Duration

PostFill and Normal patterns can be any number of bars long, however there is a practical range that is commonly used. Other patterns are restricted to a certain number or range of bars. Here is a list of the pattern types, and the ranges of durations:

Fills – 1 bar long only

PostFills - 1 bar or higher, generally no higher than 8 bars

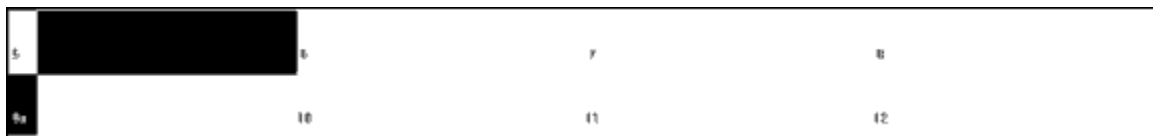
PreFills – 1 or 2 bars long only

Normal – 1 bar or higher, generally no higher than 8 bars

Endings – 2 bars long only

Count-ins – 2 bars long only

The difference between favoring short patterns and long patterns is a balance between consistency and variation. Long patterns may sound more consistent, because you will be hearing large portions of raw audio, exactly as the drummer played it. On the other hand, with short patterns, there will be more variety in the phrases, because there will be many more possible combinations when single bars are mixed and matched together. Many people will favor a combination of long and short patterns. Also, while it is possible to have very long patterns, it is important to remember that patterns will not cross part markers, so if you designate 16 bar patterns, but in your Band-in-a-Box songs you have part markers every 8 bars, those 16 bar patterns will never be played.



Example 8: Normal pattern needed for bar 5.

In example 8, if Band-in-a-Box is trying to find a Normal pattern for bar 5, it can pick a 1, 2, or 3 bar pattern, or a 4-bar pattern that ends with a fill. It cannot pick a pattern that is more than 4 bars long.

Another thing to keep in mind is that for any given bar in the style wave file, you can have as many different patterns defined as you like. So, for example, you can define a 1 bar pattern that starts at bar 5, you can then also define a 2-bar pattern that starts at bar 5, a 4 bar pattern, 8, etc.

In deciding what lengths of phrases will work well, an important thing to consider is whether or not certain bar lines make good cut-off points. For example, let's assume that in a style wave file, at the 4th beat of bar 15 there is a crash cymbal that decays into bar 16, but fades out before the end of bar 16. Bar 15 would likely not be very good as a 1 bar pattern, because you would have situations where bar 15 would be used and would then go directly to a different random bar that likely does not have a cymbal decay, so you would hear an abrupt cut-off which would greatly reduce the musicality of the drum part. In situations like these, you would then make sure that other patterns did not end with bar 15 as well. For example, a pattern at bar 14 would not be good as a 2-bar pattern, because it would cut off in the same place, but it would be good as a 3-bar pattern. Conversely, bar 16 would not likely make a good pattern at all, because it will start with a cymbal decay that had no start to it. This doesn't mean that bar 16 will never be used, it will just never be the start of a pattern.

A good rule to follow is to try and have at least one 1-bar PostFill, Normal, and Fill patterns for each subsection, just to make sure that all possible circumstances will be covered. Once you have that, you can determine what other patterns will work well based on the phrasing of the drummer.

6. Location

The final element in pattern definition is the location of the pattern in the style wave file. This number represents the bar number in the wave file, but it is important to remember that this is a -1 based numbering system. The first two bars of the wave file are reserved for the count-in, which are considered to be bars -1 and 0. The drumming starts at the third actual bar of the wave file but is referred to as bar 1. So, if you are viewing bars in an audio editor, remember that when you reference these bars in your text file, you need to subtract 2 before you enter them in the patterns.

If this is confusing to you, there are two ways you can simplify this. Some audio editors allow you to designate bar "1" at any point in a wave file. Simply go to bar 3 and designate that as bar 1. Then, any bar number you see will directly match what needs to be entered into the text file. The other thing you can do is that while you are actually working on the style, you can cut the 2 count-in bars, which will shift the rest of the track back by 2 bars, and any bars you see will be the same bar numbers you need to enter into the text file. Once you have finished the text file, you can then paste the count-in back in to the beginning of the file.

Shots Definition

In Band-in-a-Box, shots and holds are entered by putting either 2 or 3 periods after a chord (2 periods for a shot, 3 for a hold). With RealDrums, when a shot or hold is entered, the drums stop for the duration of the chord, and a single drum hit is played in place of the drum beat. Pushes are entered by typing either 1 or 2 caret symbols ("^") before the chord in question (1 caret for an 8th-note push, and 2 carets for a 16th-note push). With RealDrums, when a push is entered, the regular drum beat continues throughout, but a single drum hit is added to the mix to emphasize the push.



Example 9: Bar 1 shows a shot, bar 3 shows a hold, bar 4 shows an 8th-note push, and bar 7 shows a 16th-note push. The single drum hits are generally recorded at the end of the wave file, after the main drum groove, but they do not have to be.

Like patterns, shots are also defined in the text file using lines of text containing several elements: 1) the text “shot”, 2) type of shot (0 for shot or hold, 1 for pushes), 3) the bar number of the shot in the style wave file, 4) the number of ticks (1 beat = 120 ticks) before or after the bar number the shot occurs, 5) the duration of the shot in ticks, 6) weight, 7) volume of the shot

Here are some examples of defined shots:

Shot,1,82,-2,455,1,100

Shot,0,83,5,360,1,90

Shot,1,171,240,200,1,80

The six elements that come after the text “shot” are explained here in further detail:

1. Type of shot

The type of shot needs to be either 0 or 1. If 0 is entered, the shot will be used when chords are entered with two periods (shot) or three periods (hold). If 1 is entered, the shot will be used when chords are entered with two or three carets before them (8th & 16th note pushes).

2. Bar number in style wave file

Like with patterns, you need to remember that RealDrums styles use -1 based numbering, so you need to subtract 2 from the bar number as you see it in your audio editor. More than one shot can be played in a single bar, and you would use the tick adjust amount to distinguish between the two.

3. Tick adjust

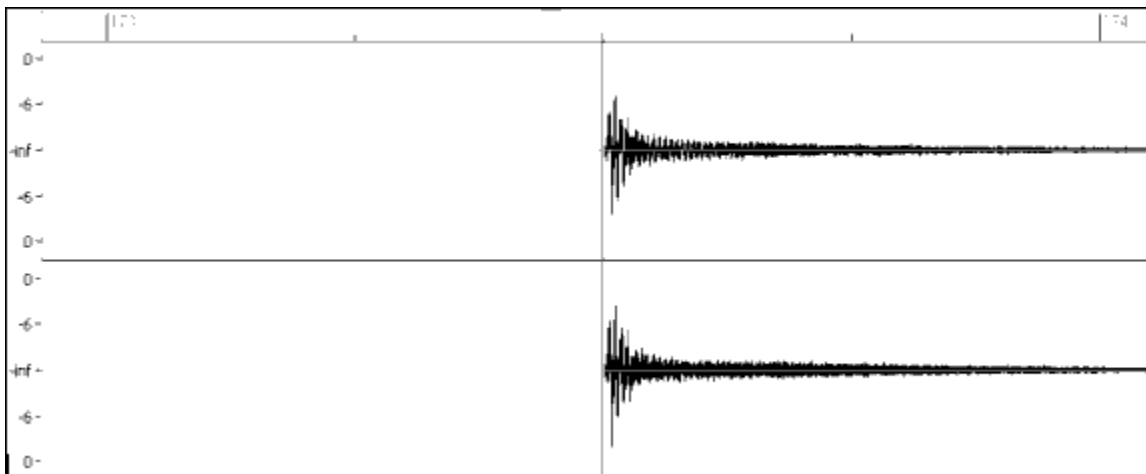
The shots do not necessarily have to occur at the bar lines, and the tick adjust can be used to tell Band-in-a-Box exactly where the shot starts. Simply measure the number of ticks from the downbeat of the bar number entered to the start of the shot, and that is the number that should be entered here. If the shot starts before the bar number that was entered, a negative number should be entered here.

For example, if a shot is recorded at bar 82, but on closer examination it appears that the shot was played two ticks early, it would be entered as such:

- Shot,1,**82**,-2,455,1,100

In another example (see example 10 below), a shot is played at the third beat of bar 171. In this case you need to use the tick adjust to indicate that it is a full two beats after bar 171. Since one beat is 120 ticks, two beats would be 240 ticks, and it would therefore be entered as such:

- Shot,1,**171**,240,200,1,80



Example 10: Here the shot begins at bar 171 (173-2), at the third beat, or 240 ticks into the bar.

4. Duration

Unlike patterns, which use numbers of bars for durations, the shots use ticks for durations. So, for example, if a shot lasts for three beats, you would enter 360 (3 beats * 120 ticks per beat).

Here is an example of a shot that lasts for three beats:

- Shot,0,83,5,**360**,1,90

For the best effect, the sound of the shots should decay naturally, and the entire length of the shot including the decay should be entered in the text file. This is especially important when all other instruments are silent, and all you hear is the decaying sound of the drum hit.

5. Weight

The weight for shots works exactly the same as the weight for patterns, except that there is no need for the use of 0 or 9 weights. This number should be between 1 and 8, with higher numbers representing a greater chance that the shot will be selected each time.

6. Volume

The volume of the shots is represented by a number between 1 and 127. If 90 is entered, the volume will not be adjusted at all. If a number between 1 and 89 is entered, the volume will be lowered accordingly, and if a number between 91 and 127 is entered, the volume will be raised accordingly. It is generally easiest to test the volume amounts once the style has been completed.

Additional Entries in the Text File

Bars Blocked

During the testing of your style, you may come across instances where a particular bar from the style wave file simply does not sound good going into another specific bar from the style wave file. When this happens, you can enter a “BarsBlocked” line into your text file to ensure that these bars are never played back-to-back.

When “BarsBlocked” is typed into the text file, followed by bar numbers separated by commas, Band-in-a-Box takes the first number, and all of the bar numbers that follow are “blocked” from ever following the initial number.

So, for example, if this line is entered:

- BarsBlocked,24,35,41

then bar 24 can *never* be followed by bars 35 or 41.

However, when using this feature, you need to be very careful that you are not creating situations where Band-in-a-Box will not be able to find a possible match for a bar. When you block a bar, you need to make sure that there are patterns defined starting on other bars that would also work.

Comments

When you create your style, you may want to add comments into the text file as reference points, or as reminders about certain aspects of the style. This can be done in two ways: 1) semicolon comments 2) Pascal-style comments.

If you type a semicolon into the text file, whether it’s at the beginning of a line, or at the end of a pattern definition, and text that is typed after the semicolon is ignored, which allows you to type comments. For example:

- ;this entire line will be ignored by Band-in-a-Box
- pattern,normal,A,5,0,4,15;this text will also be ignored by Band-in-a-Box

Pascal-style comments are comments that are enclosed by { and } characters. Any text enclosed by these characters will also be ignored by Band-in-a-Box. Unlike the semicolons, these comments can occur in the middle of a pattern definition, and the line can continue after the comment. For example:

- {this entire line will be ignored by Band-in-a-Box}
- pattern,normal,{this text will be ignored}A,5,0,4,15

Alternate Styles & Expanded/Reduced Styles

Alternate Styles

It is possible for a wave file to be used for more than one style. For example, you may want to duplicate a style, but omit certain fills, or assign different weights to certain patterns.

In this case, you still need to create a new RealDrums style group by creating a new sub-directory in the “Drums” folder, and the text file for the style needs to be present. The only difference is that in the text file you would have the name of the wave file you are using, and that name will be different from the text file name.

For example, if you have a “MyFunkyStyle” style at 90 bpm, these files would be present:

```
C:\bb\Drums\MyFunkyStyle\MyFunkyStyle_090_Style.txt
C:\bb\Drums\MyFunkyStyle\MyFunkyStyle_090_Style.wav
```

To make an alternate style, you could create this file:

```
C:\bb\Drums\MyFunkyStyleALT\MyFunkyStyleALT_090_Style.txt
```

The first line of this text file would be:

```
wavename=MyFunkyStyle_090_Style.wav
```

Expanded/Reduced Styles

Often you will find examples of drum grooves where the pulse can be treated as 8th notes or 16th notes. For example, different musicians may disagree on whether a groove is 90 bpm with a 16th note pulse, or 180 bpm with an 8th note pulse. In Band-in-a-Box, some styles are treated as 8th note styles and others are treated as 16th note styles, and you may find examples where a drum beat that is intended for 8th note styles may work equally well on 16th note styles at half the tempo. In these cases, you can create two separate styles that both point to the same wave file and treat it as two different tempos. The same method as described in “Alternate Styles” above could be used, with one addition. For the style in which the tempo is different in the text file then it is in the wave file filename, you would need to add the “ForceWavTempo=” line to the text file.

For example, if you have a “MyFunkyStyle_90” Style, the following files would be present:

```
C:\bb\Drums\MyFunkyStyle\MyFunkyStyle_090_Style.txt
C:\bb\Drums\MyFunkyStyle\MyFunkyStyle_090_Style.wav
```

For an expanded style, you could create this file:

```
C:\bb\Drums\MyFunkyStyleEXP\MyFunkyStyleEXP_180_Style.txt
```

The first line of this text file would be:

```
wavename=MyFunkyStyle_090_Style.wav
```

And an additional line would be needed:

```
ForceWavTempo=180
```

There are some additional points in making expanded and reduced styles. First of all there is the issue of bars correctly matching up. If the number of bars in a particular group of bars in the higher tempo version are an odd number, this can throw off the slower tempo version. For example, if your high tempo version has an A Postfill, an A Normal, and an A Fill, then a B Post, this will mean that in the slower tempo version, the A Postfill and A Normal will become a single PostFill bar, which is fine, but the A Fill and the B Post will also become a single bar, which will not work. This could then mess up everything that came after. It would have been better if the high tempo version had an A Postfill, an A Normal, *another* A normal, then the A Fill, and then the B Post. For this reason, if you know a drum part is going to be used at two tempos, it is quite a bit easier to record or piece together the drum part with the slow tempo version in mind first, and this can then be expanded.

The other things you need to take into account are the count-in and endings. The count-in will be different for the two tempos, so it's best to record two completely different count-ins. The alternate one can be pasted onto the end of the file if necessary. For endings, it's also good to simply record two versions of them, which also can be at the end of your file.

Testing Your RealDrums Style

Once you have made your RealDrums style (or, depending on the level of completion, even during the making of it) you can listen to it and test it in Band-in-a-Box. If your text file is named with the convention detailed in the introduction, and is located in the correct directory, it should automatically appear in Band-in-a-Box. The easiest way to select your RealDrums style is to enter the RealDrums Settings Dialog in Band-in-a-Box (*Options | Preferences | RealDrums*), or simply pressing the RealDrums toolbar button). Make sure RealDrums are enabled, and then put a checkmark beside “For this song only, use this RealDrums style.” If you then click on the RD button, a list of all available RealDrums should appear, and your style should be among them. When you exit this dialog and play your song, you should be hearing your RealDrums style.

You can make and save changes to the text file, and when you press play again in Band-in-a-Box, any changes in the text file will take effect. If, however, you make any changes to the wave file, the wave file needs to be reloaded for the changes to take effect. To do this, simply select a song that uses different RealDrums, press play. Then stop and reload the song you were working on.

Adjusting volume levels

If the balance between the RealDrums and the MIDI instruments needs to be adjusted, you can do this by simply adjusting the `dbadjust=` setting in your text file, saving it, and pressing play again in Band-in-a-Box. You can continue to do this until you have found a good balance.

For the volume levels of the shots and pushes, the best way to test this is by testing one at a time. If you have more than one shot or push, you can “comment-out” all but one, then you will always be hearing only that shot or push. For example, let’s assume you have three shots entered:

- Shot,0,82,120,547,1,110
- Shot,0,83,188,1151,1,90
- Shot,0,85,380,1058,3,90

To test the first one, add a semicolon to the beginning of the 2nd and 3rd lines:

- Shot,0,82,120,547,1,110
- ;Shot,0,83,188,1151,1,90
- ;Shot,0,85,380,1058,3,90

Band-in-a-Box will therefore ignore those lines, and you will only hear the first shot. You can then adjust the volume level until you have it right, then do the same with the second shot, etc.

Developer Mode

It is also extremely useful when testing RealDrums styles to use “Developer mode.” This is a checkbox in the RealDrums settings. When it is turned on, Band-in-a-Box does two things. First of all it spell-checks your text file when you play a song. If it finds an error, it reports the error to you before beginning the song. When Developer mode is off, if there are typos in the text file, the entire pattern definition is simply ignored. For example, if you misspell “pattern” as “patrn,” you will see an error message when you start that will tell you the typo as well as the line number where you can find it in the text file. When you press OK, the song resumes.

The other thing that developer mode does is generate a “DrumAudioResults.txt” text file every time you press play. This text file tells you exactly what patterns from your text file were picked for every Band-in-a-Box bar. The file also has other global and statistical information. This information can be extremely valuable as you fine-tune your style.

Developer mode for RealDrums enhanced. (Note: This feature is only for those people developing their own RealDrums files). If the file `C:\bb\NumberedDeveloperFiles.txt` exists, the DrumAudioResults.txt with information get numbered and written to `C:\bb\Results` folder (Note: you need to create a `C:\bb\Results` folder first).

DrumAudioResults.txt file

The first information that the DrumAudioResults.txt file gives you is global information about the style and song. It tells you the wave file that was used, the song tempo, the total number of bars, and the total number of times you’ve played the song in the current session.

The next information it displays is a separate line for every bar of the song. The first item for every bar is the actual bar number in the song, but the type of information that is displayed after that depends on whether the bar represents the start of a pattern, or a subsequent bar in a multi-bar pattern.

If the file `C:\bb\NumberedDeveloperFiles.txt` exists, the DrumAudioResults.txt file with information gets numbered and written to `C:\bb\Results` folder

Note: You need to create a <code>C:\bb\Results</code> folder first.
--

Here is an example of a bar where a pattern begins:

- Bar# 12,relbar=4, MaxBars=5, Chose pat#21, line #26
Normal,a sub.,mask=2,dur#bars=2, wrote 2,WavBar=14, Candidates=11 ,time=0:26

Here is an example of a bar where a pattern is continuing:

- Bar #13 WavBar=15 ,time=0:28

For bars where patterns begin, here are the items that follow the bar number:

1. relbar=x

This number represents the number of bars since the last part marker. This number therefore determines whether or not Normal patterns with masks assigned can be used. For example, if relbar=4, a normal pattern with a mask of 0, 2 or 4 could be chosen, but patterns with masks of 1, 3, 5, 6, etc. could not be chosen.

2. MaxBars=x

This number represents the number of bars to the next part marker. Since patterns cannot cross part markers, any patterns that have a duration greater than the MaxBars= amount cannot be chosen.

3. Chose pat#x, line #y

This is the actual pattern selected, shown in two different ways so that it's easy to identify in the text file. If you count down from the first pattern in the text file, pat#x will show you how many patterns to count to find the one that was used and does not take the global info at the beginning of the file into account. Line #y shows you the actual line of the text file, which would include lines for the global settings and any comment lines. If your text editor has line numbers, this is the easiest way to find the pattern that was chosen.

4. Type, subsection, and mask

The next information is the type (Normal, PostFill, etc.), subsection (A or B) and mask of the pattern chosen.

5. dur#bars=x, wrote y

The dur#bars= amount tells you the number of bars in the pattern, and the "wrote y" amount tells you the actual amount of bars written. In most cases, this number should be the same, because Band-in-a-Box will always try and keep the defined patterns intact. Sometimes, however, multi-bar patterns may need to be cut short, for example if it needs a 1 bar pattern but you have only designated 2 bar patterns.

6. WavBar=x

This tells you the bar of the actual style wave file that was used for the current Band-in-a-Box bar. Remember that this is using -1 based numbering.

7. Candidates=x

This tells you how many possible patterns there were for Band-in-a-Box to choose from for the current bar. If there were 3 or less possible candidates, this line appears instead as "FEWCandidates=". This lets you know that perhaps there are not enough of a certain type of pattern. As long as there is at least 1, you will not get any actual errors, but for the sake of variety, the more possibilities the better. If there are no possible candidates, you will get an error message "***** Unable to pick a drum audio bar for bar #x". In this case, you need to examine your text file to see why this is occurring. It could be because there are simply not enough patterns defined, but it could also be because of the overuse of the "barblocked" feature.

8. time=

This tells you the time in minutes and seconds where the bar is located. This is useful if you have rendered a file, and you are listening to the rendered audio file for problems.

For bars where patterns are continuing, the only items shown are "WavBar=x" and "time=". The one exception is where Fills are concerned, in which case you may see one of two messages tagged on to the end of the line. "BB song has fill, WAV is at end of multi bar pattern. WAV file has a fill also" means that a Fill was designated in the text file, and the current pattern is ending with that Fill. The other message you may see is "*** BB song has no fill, but WAV has a fill *** (Could be Error2 if mask0)" This means that Band-in-a-Box has recognized that a bar that is designated as a Fill occurred within the pattern, but not at a place where a Fill is required. Fills often sound good 4 bars into phrases, even if no fill has been designated, so in these cases, this could be fine. If, however, the Fill sounds out-of-place, you may need to examine this further in your text file.

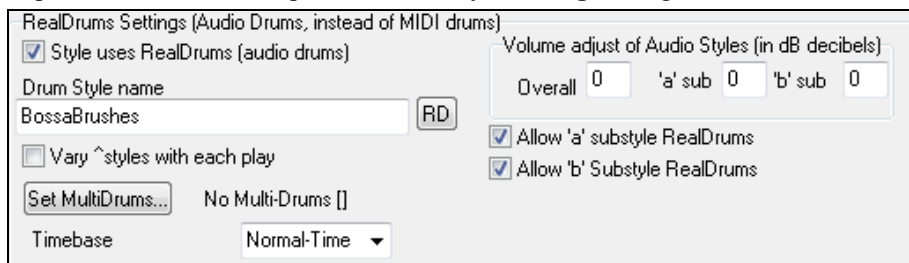
At the end of the DrumAudioResults.txt file there is statistical information about the song you just played. Because of the random nature of styles, this information will likely be different every time you play the same song, however you may see some patterns develop that can help you fine tune your style.

The total bars will always be the same for the same song, but the number of patterns written will be different depending on how many short or long patterns were randomly selected. The average bars per pattern gives you an overview of the length of patterns selected. Long patterns are desirable because they generally sound more consistent, while short patterns are desirable because they lend themselves to greater variation. It's therefore good to get a balance between the two, and a good average is between 2 and 4 bars.

It's also good to have a high average candidates amount, as this is also a sign that your style will have good variation. If any Band-in-a-Box bars had 3 or less patterns to choose from, they were flagged as "FEWCandidates," and the total number is listed at the bottom. This lets you know if you need to define more patterns. "MultiBarPatternPercent=" simply lets you know the setting you have entered in your text file.

Using your RealDrums style in Band-in-a-Box

As we have shown above, you can select your RealDrums style for a particular song in the RealDrums Settings. It is also possible to assign your RealDrums style to a particular Band-in-a-Box style. This is done in the StyleMaker. If you have either a new or existing Band-in-a-Box style open in the StyleMaker, simply select "*Style | Misc. Settings*" or press **Ctrl+F10**. This opens the **Misc Style Settings** dialog. At the bottom of this is the RealDrums Settings.



Example 11: RealDrums settings in the StyleMaker.

You can enable "Style uses RealDrums" in order to designate a RealDrums style. If your style is in the correct directory, it should appear when you press the "RD" button. You can then select your RealDrums style, and whenever the current style is played, it will use your RealDrums style (provided that RealDrums are enabled). There are also additional volume controls here. If you have your dB setting exactly where you want it in your style file, but with this particular Band-in-a-Box style you want it a bit higher or lower, you can enter a setting here. There are also fields for adjusting the "A" or "B" subsection volumes only.

You can also remove the check mark from either "Allow 'a' substyle RealDrums" or "Allow 'b' substyle RealDrums", which means that for this style, the one with the checkmark remaining will be used for the entire song, regardless of what substyle is currently called for in the song.

The Harmony Maker

The **Harmony Maker** allows you to create or edit your own or existing harmonies. This can be used in the program to harmonize melodies or for live playing on the Thru channel. Sophisticated options control usage of passing harmonies (diatonic, dominant approach and chromatic), drop octave voicings (e.g., drop 2), octave doubling, patch selection, and more.



You can open the **Harmony Maker** by pressing the **[Edit]** button in the **Select Melody Harmony** dialog.

Harmony Maker

Num: 1 Country Guitar 3 part Title: Country Guitar 3 part

Memo: Country Guitar 3 part Harmony

Voice	Chan.	Octave	Low	High	O. Double	V.Boost
<input checked="" type="checkbox"/> 1 (melody)	A	0	0	127	0	0
<input checked="" type="checkbox"/> 2	A	0	0	127	0	0
<input checked="" type="checkbox"/> 3	A	0	0	127	0	0
<input type="checkbox"/> 4	A	0	0	127	0	0
<input type="checkbox"/> (5)	A	0	0	127	0	0
<input type="checkbox"/> Mel.Doub	A	0	0	127	0	0
<input type="checkbox"/> MelDoub2	A	0	0	127	0	0
<input type="checkbox"/> LH Chord	A	0	0	127	0	0
<input type="checkbox"/> Low Root	A		38	57		0

Patches: Chan. A: Nylon String Guitar Chan. B: Bird Tweet Chan. C: Bird Tweet

Buttons: Update, Copy, Paste, Save, Save As, Export, Import, Test Chord, OK, Cancel, More..., Help

You will see the voices down the left side of the dialog.

Voice

- ☒ 1 Voice 1 is the melody
- ☒ 2 Voice 2 is a chord tone below the melody
- ☒ 3 Voice 3 is 2 chord tones below the melody
- ☒ 4 Voice 4 is 3 chord tones below the melody
- ☐ (5) Voice 5 (rarely used) is an additional chord tone usually the 9th or 11th in the scale
- ☒ Mel.Doub These voices are used to double the melody
- ☒ MelDoub2
- ☐ LH Chord The LH Chord feature is not implemented in this version.

Each harmony can use up to 3 channels.

Harmony Channel A, B, and C. If your harmony only has one instrument, then you will use Channel A for all the voices. If your harmony uses Flute and Bass, then you could use Flute on Channel A and Bass on Channel B.

Tip: When you want to hear the harmony as you are developing it, have a song with a melody playing before you enter the Harmony Maker. After you have made changes to the harmony, hear the changes by pressing the [Update] button.

Settings for Each Voice

Voice	Chan.	Octave	Low	High	O. Double	V.Boost
<input checked="" type="checkbox"/> 1 (melody)	A	0	0	127	0	0

Chan. A 1-instrument harmony will use Channel A only. Additional instruments can use Channel B and C.

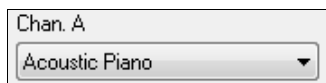
Tip: These channels are set to numbers in the Harmony Channels Dialog, accessible by selecting the [Harmony] button under the *Options | Preferences | MIDI Channels, options...* menu.

Octave This allows the harmony to “drop-down” or “go up” by a number of octaves. This octave change will only happen in a certain range, as chosen in the **LOW, HIGH** settings.

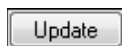
Tip: There is also an *Overall Harmony Octave* setting that changes the octave of the entire harmony setting (accessible by pressing the [More] button).

O. Double (Octave Double) This setting lets you double any voice. Usually you want to do this by doubling an octave below (i.e. octave = -1), but you can set the octave from -2 to +2. The doubling will always be on the same channel, if you want a different instrument to double the voice, and then use the Melody Doubling Voices.

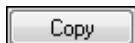
V. Boost (Velocity Boost) This allows you to increase or decrease the velocity (loudness) of each voice, to make the voice stand out more or less in the harmony. Default = 0.



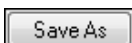
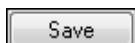
The Patches setting at the bottom allows you to assign a patch to the harmony. If you set “No patch,” the harmony won’t change the patch. This is a useful setting for making a generic harmony that doesn’t change the patch of the Melody or Thru channel, for example.



Changes that you make to the harmony settings won’t take effect until you press the **[Update]** button.

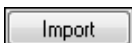
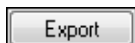


You may Copy a Harmony to the clipboard, and then move to a new harmony and Paste the harmony to the new location.

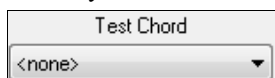


Because the harmony is saved automatically for you, you won’t need to ever press these buttons.

All of the 256 harmonies are saved in a single .har file called DEFAULT.HAR. If you have run out of harmonies, you can start a new harmony file by pressing the **[Save As]** button. For example, if you make a 3rd party disk of add-on harmonies, save it as your name MYNAME.HAR. Then you can load in your bank of harmonies (from the *Harmonies | Harmonies Editor | Edit a Harmonies File*) without disrupting the existing DEFAULT.HAR file.



Each .har file has 256 harmonies, so you probably need only 1 DEFAULT.HAR for all your harmonies. However, if you’ve made a great harmony and want to give it to a friend, you can export a single harmony as an .h1 file. Your friend can then import this harmony into their own .har file.

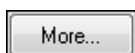


The best way to develop a harmony is to hear it as it’s playing. The preferred way to do this is to have a song playing that has a melody in it. Any changes to the harmony will be heard on the melody as soon as you press the **[Update]** button.

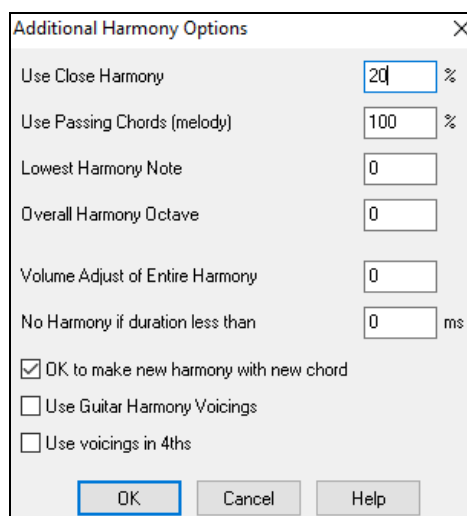
You can also play along as the song is playing and hear the new harmony on the Thru channel.

If you don’t want to have a song playing, and want to hear the harmony, then set the **[Test Chord]** to a certain chord. If set to CMAJ7, then you can play on the MIDI keyboard (with no song playing) and hear your harmony. This allows you to examine exactly what notes the program is using to make your harmony.

Additional Harmony Options



Press the **[More...]** button to launch the **Additional Harmony Options** dialog.



Use Close Harmony

This only applies to 2 and 3-part harmonies.

If set to = 0 it will use only close harmonies, mainly 3rds for 2-part harmonies.

If set to = 1 it will use mostly 3rds, with some 6ths for 2-part harmonies.

If set to = 99 it will use mostly 6ths, with some 3rds for 2-part harmonies.

If set to = 100 it will use only wide harmonies, mainly 6ths for 2-part harmonies.

If set to > 2 < 98 it will vary between close and open harmonies.

Use Passing Chords (melody) **DEFAULT = 100 %**

Band-in-a-Box will sort out when to use passing harmonies, based on factors like the duration of the note, the next note, the chord tone, the velocity, previous notes, and other factors. You can visually see when the harmony is using a passing chord. The harmony display is usually blue, but when there is a passing chord, it displays as RED. If you don't want passing chords, set this value to 0.

Lowest Harmony Note

You can set a lowest note for the harmony to play. When the melody is low, harmonies begin to sound "muddy," so you can avoid the harmony being played below a certain note.

Overall Harmony Octave

This sets the overall octave of the harmony. For example, in the 5-part Trumpets harmony the harmony is always be played an octave higher than the recorded melody. This is because the 5-part harmony is spread over 2 octaves.

No Harmony if duration less than nn milliseconds

You can specify a harmony to only occur for notes longer than a given duration. If every note is harmonized unrealistic harmonies result, since a piano player doesn't harmonize notes of a short duration. You can specify a harmony to only occur for notes longer than a given duration. Notes shorter than that will not be harmonized. There are also options for how the program "fixes" the harmony when chord changes occur during a sustained note harmony.

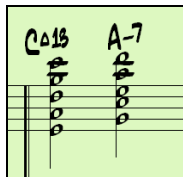
OK to make new harmony with new chord

Most harmonies have a feature that changes the pitch of the harmony voices under the Melody note when the chord changes if the underlying voice wouldn't be a chord tone. For some harmonies it would be unrealistic for the instruments to change the inner voicings in this manner. Deselect this option and the voices that conflict with the new chord stop playing instead of changing to new notes.

Use Guitar Harmony Voicings

Harmony Maker will use real guitar chord voicings that display correctly on the guitar fretboard. Selecting this checkbox means that guitar chord voicings will be used, instead of any other voicings specified in the Harmony Maker. Check out Harmony #32 (J Pass) for an example of this

Use voicings in 4ths



Modern Jazz harmonies often voice chords in 4ths. For example, a C chord with C melody might be voiced C, G, D, A, E. You can select 4ths voicings easily in Band-in-a-Box to harmonize the Melody, Soloist, or Thru parts using 3, 4, or 5-part voicings in 4ths. We've added presets for these harmonies, so you can easily select them. Use these sophisticated 4ths harmonies on your existing melodies to create a new sound.

Tip: To quickly hear what some of the 4ths harmonies, sound like, look in the *C:\bb\Documentation\Tutorials\Tutorial - BB 2005 Demos* folder for pre-made songs with 4ths harmonies.

213 5-Part SaxSec in 4ths
214 5-Part Brass section in 4ths
215 5-Part SaxSec-4ths & roots
216 5-Part Concerted in 4ths
217 3 Horns in 4ths
218 4 Trombones in 4ths
219 4 Trumpets in 4ths

To use the harmonies with any song, choose harmonies in the range 213 to 219. Each of these is a harmony using 4ths. For example, Harmony 218 uses 4 trombones in 4ths.

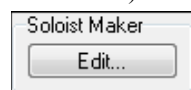
☒ Use voicings in 4ths

To make your own harmony using 4ths for the harmonies, enter the **Harmony Maker**, press the **[More]** button, and select the "Use Voicing in 4ths" checkbox. Then the harmonies will be voiced in 4ths. You can make a 2, 3, 4, or 5-part harmony (+ melody doubling, + low root note).

The Soloist Maker

This module allows you to define your own soloists. For example, let's say you want to create a soloist in a style similar to John Coltrane - the legendary jazz saxophonist. The Soloist Maker allows you to define the parameters essential to the particular soloist's playing, such as instrument range (i.e. tenor saxophone), extra legato playing, playing more on top of the beat than most Jazz musicians, and playing straighter 8th notes than usual swing 8th notes.

In addition, you can set phrasing options, such as how long the phrase should be, and how much “space” to leave between phrases. You can also set how “outside” the playing should be. (For Coltrane it would be set to maximum!)



Access the **Soloist Maker** by pressing the **Soloist Maker [Edit]** button within the **Select Soloist** dialog.

Tip: To share Soloists with your friends, use the [Export] button to save your Soloist to a disk, and use the [Import] button to bring in a soloist from a disk. You can save your soloist to another Soloist file (*.s1) by pressing the [Save As] button.

Insert the title of your “soloist” in the Title box, and any memo note you wish to add. (The Num field will be filled in for you.)

For the Memo box, you can put in information like “extra legato, straighter 8th notes, on top of the beat, laid back, etc.

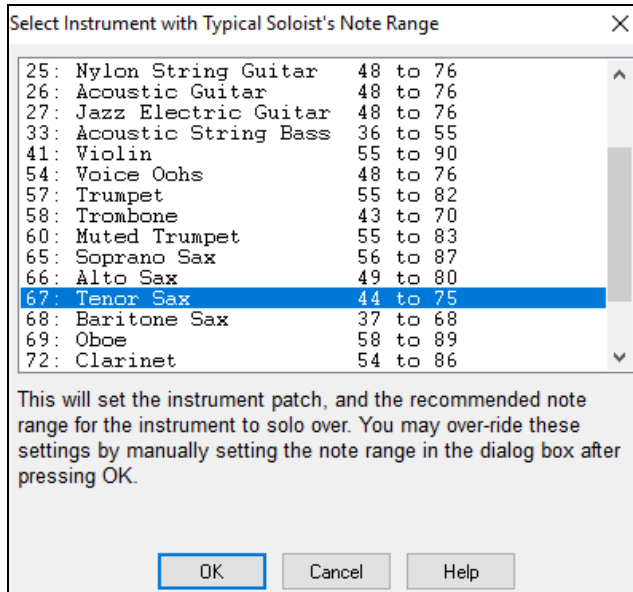
The “Soloist is” box allows you to define what type of notes the Soloist will play (i.e. swing 8th notes, straight 8th notes, 16th notes, etc.)

There are several databases of Solo ideas to choose from.

***.ST2** This button will launch an **Open File** dialog for the *C:\bb\Soloists* folder where you can select a database (ST2 or ST3) appropriate for the type of song the Soloist will be playing over (e.g., J_SWING.ST2 for Jazz Swing songs).

Note: If you have an .ST3 database available for the style of soloing you want to generate, you can still choose the .ST2, and the program will automatically substitute the appropriate .ST3 file if, (a) it is available and, (b) you have selected the "Use Large Soloist files" checkbox in the "Select Soloist" dialog.

 Press the **[Choose]** button in the **Soloist Editor** to select the instrument the Soloist should play (i.e. Tenor Saxophone).



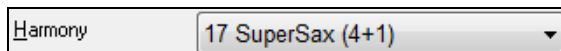
Select Instrument with Typical Soloist's Note Range

25: Nylon String Guitar	48 to 76
26: Acoustic Guitar	48 to 76
27: Jazz Electric Guitar	48 to 76
33: Acoustic String Bass	36 to 55
41: Violin	55 to 90
54: Voice Oohs	48 to 76
57: Trumpet	55 to 82
58: Trombone	43 to 70
60: Muted Trumpet	55 to 83
65: Soprano Sax	56 to 87
66: Alto Sax	49 to 80
67: Tenor Sax	44 to 75
68: Baritone Sax	37 to 68
69: Oboe	58 to 89
72: Clarinet	54 to 86

This will set the instrument patch, and the recommended note range for the instrument to solo over. You may over-ride these settings by manually setting the note range in the dialog box after pressing OK.


OK Cancel Help

You may also select an instrument from the "Patch Change" window but selecting an instrument with the **[Choose]** button also fills in the specific note range for that instrument.



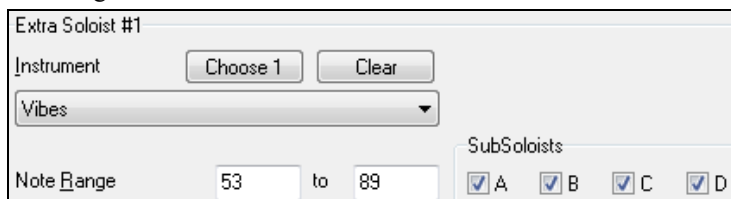
Harmony 17 SuperSax (4+1)

If you wish to have a harmonized solo, select the harmony type by clicking on the Harmony box and choosing from the drop-down list.



Change Instrument: Each Chorus Set..

"Change Instrument" allows you to quickly set how the Soloing will "take turns" with other instruments. Use this option to change instruments every chorus, every 4, 8, 16 bars, etc. Press the **[Set..]** button to choose the instruments you would like to change to, including the appropriate note rang for each instrument.



Extra Soloist #1

Instrument Choose 1 Clear

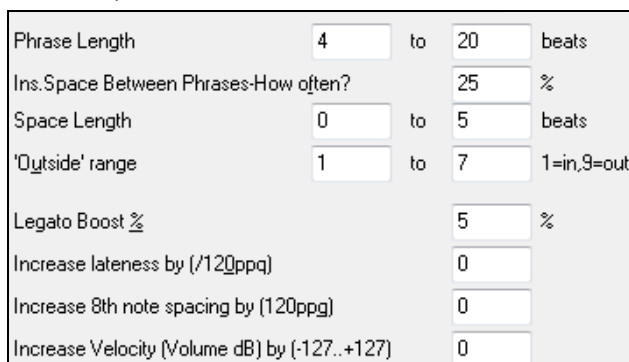
Vibes

Note Range 53 to 89

SubSoloists ☒ A ☒ B ☒ C ☒ D

The Sub-Soloist checkboxes are for use ONLY with add-on hybrid soloists such as the ones found on the SOLOISTPAK for Band-in-a-Box. These checkboxes can be used to "sub" a different instrument and playing style in a Soloist which contains more than one playing style, such as BG_BAND.ST2 found

on Soloist Disk Set #5. For more information on additional Soloist Disk Sets and the additional features available with them, contact PG Music.



Phrase Length 4 to 20 beats

Ins.Space Between Phrases-How often? 25 %

Space Length 0 to 5 beats

'Outside' range 1 to 7 1=in,9=out

Legato Boost % 5 %

Increase lateness by (/120ppq) 0

Increase 8th note spacing by (120ppq) 0

Increase Velocity (Volume dB) by (-127..+127) 0

To modify (if required) the "Phrase Length," "Space Length," and "Outside Range" parameters, simply click in the box you wish to change and type-in the new number.

For example, change the "Legato Boost %" to 10 %. This will add 10% to the duration of the notes.

Adjust the lateness by -5 to have the Soloist play the notes more "on the beat" than other Jazz soloists.

Adjust the 8th Note spacing by -5 to have your Soloist play 8th notes in a more even feel than other Jazz soloists.

The "Increase Velocity" setting will increase the velocity of each note in the solo by the value entered or DECREASE the velocity if a negative value is entered.

Maximum notes in 1 beat (default=255)	255
---------------------------------------	-----

You can control the maximum number of notes per quarter note that the Soloist will use. For example, you can set a “Rock Guitar” Soloist to use nothing shorter than 16th notes. This would produce less “guitar hero” solos with bursts of 32nd notes etc. Or you could create a Jazz solo that uses only quarter notes or longer to help with sight-reading or student study.

Import	Export
--------	--------

Use the [**Import**] button to bring a soloist in from a disk and use the [**Export**] button to save your Soloist to a disk to share Soloists with your friends.

Copy	Paste
------	-------

Individual Soloists can be copied and pasted to make variations.

Save As

The Soloists are saved in the DEFAULT.SOL file, but if you want to save them in another file, press the [**Save As**] button.

OK

Pressing the [**OK**] button will update the DEFAULT.SOL file with the current settings.

Editing RealTracks Soloists

More...

The **Soloist Editor** dialog allows editing of many RealTracks parameters.

Press the [**More...**] button in the **Soloist Editor**.

This launches the **Edit Extra Soloist Information** dialog. This allows you to change parameters about the RealTracks.

2881 : Piano BluesStrt12-key Ev 085

<

>

#

Artist Name

Mike Rojas

Style Names

	Normal	Direct Input	
Holds Number	411	0	Min gap ticks for stretching 0
Holds Number 'b' substyle	0	0	Max gap ticks for stretching 0
Holds dB offset 'a' substyle	0	0	Max source ticks for stretching 0
Holds dB offset 'b' substyle	0	0	
Audio Reverb for this RT	40		<input type="checkbox"/> Force Use +/- files if available
Medley RT String....	Set Medley RT		
Normal Half/ Double/ Triple Time	Normal-Time		
Ending type (ends on bar/beat)	Bar 2, Beat 1		
<input type="checkbox"/> Exclude Ending being truncated to match other RT endings			
Parent RealTracks	< no change >		
<input checked="" type="checkbox"/> Simpler Variation is available by turning off embellishment <input type="checkbox"/> Held Chords only for this RealTrack <input type="checkbox"/> Force this RealTrack to a Direct Input Guitar <input type="checkbox"/> This is a MIDI SuperTrack			
<input checked="" type="checkbox"/> Force this RealTracks to No Transpositions <input checked="" type="checkbox"/> 12 Key RealTracks (recorded in 12 keys) <input type="checkbox"/> Hi-Q RealCharts Notation (High Accuracy) <input checked="" type="checkbox"/> Includes Video RealTracks (1200x200)			
SuperPatch to use (tos file)		Choose Plugin...	Clear
<div>OK Cancel Help Defaults</div>			

If you have the number of the RealTracks instrument to edit, you can select it by clicking on the [#] button and typing in the numbers.

<	>
---	---

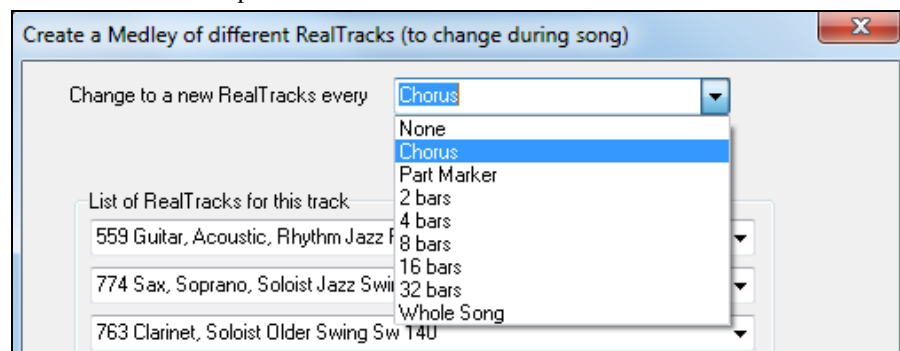
These buttons will step back and forth through the list of RealTracks soloists to make your selection. The “Artist Name” is given, and also the “Style Names” for styles that use the particular instrument.

The “Holds Number” and “Holds Number B Substyle” identify the location of the files played when shots or held chords are entered into a song. The “Normal” column applies to the normal version of RealTracks (e.g. an electric guitar RealTracks that was recorded with an amplifier), and the “Direct Input” column applies to the Direct Input version of RealTracks (e.g. an electric guitar that was recorded directly, bypassing an amplifier).

The volume level of the “Holds” that play can be adjusted in a range of +/- 64 dB. There are separate settings for “a” and “b” substyles.

The “Audio Reverb” for the instrument can be adjusted.

Similar to the Soloist Medleys, it is possible to have multiple RealTracks instruments change in sequence.



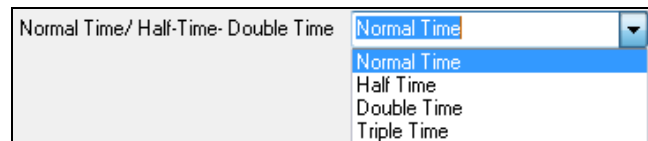
☒ Play all simultaneously

There is also the option to have all ten instruments in the list of RealTracks for the track play together.

☒ Start on second item in the list

The option to “Start on second item in the list” is useful if you want to start on a different instrument or start with “Silence.”

The new élastique Pro V2 time stretching and pitch transposition engine by zplane.development expands the possibilities for playing RealTracks in half, double, or even triple-time.



Technical Tip: This information is stored in a file called RTEExtra.bin. If you plan to change these settings and want to preserve them, you should make a backup copy of this file, because PG Music upgrades may overwrite it.

Min gap ticks for stretching

For filling silent gaps between riffs, the end of the previous riff will be stretched. This is the minimum duration of the gap in ticks for this to take effect.

Max gap ticks for stretching

For filling silent gaps between riffs, the end of the previous riff will be stretched. This is the maximum duration of the gap in ticks for this to take effect.

Max source ticks for stretching

For filling silent gaps between riffs, the end of the previous riff will be stretched. This is the maximum duration of audio in the previous riff (in ticks @ 1200ppq) to be used for stretching. A longer duration will result in a better quality stretch but should be set to a shorter duration to avoid including note starts.

Force Use +/- files if available

If this is checked, RealTracks will be generated using source files that have + or - in the file name.

Ending type (ends on bar/beat) specifies the ending type of the RealTracks and the beat that the last held chord occurs on. Do not edit this value.

Exclude Ending being truncated to match other RT endings is used for RealTracks that have various endings, such as soloing RealTracks. Do not change this setting.

For RealTracks that are variants, such as Bluesy variants, the parent is the non-bluesy variant or the main RealTrack that uses the database. Do not change the **Parent RealTracks** setting.

Simpler Variation is available by turning off embellishment is a PG Music setting only and is set if a simpler RealTrack is available.

If **Held Chords only for this RealTrack** is checked, the RealTracks will only play held chords instead of the normal style.

If **Force this RealTrack to a Direct Input Guitar** is set, the RealTracks will always use a Direct Input guitar.

This is a MIDI SuperTrack sets the soloist to play as MIDI SuperTrack instead of a RealTrack.

12 Key RealTracks (recorded in 12 keys)

If this is checked, the RealTracks were recorded in all 12 keys. This is set by PG Music.

If **Hi-Q RealCharts Notation (High Accuracy)** is selected, highly accurate and readable notation is available including new graphical markings for bends, slides, hammer-ons, and pull-offs, for the RealTrack. This is set by PG Music.

If **Includes video RealTracks** is checked, a video is available for the RealTrack. This is set by PG Music.

SuperPatch to use (tgs file) allows you to load a custom synth with the MIDI SuperTrack.

Use the **[Choose Plugin]** button to make your selection and **[Clear]** to remove the selection.

10 easy steps to make a Soloist

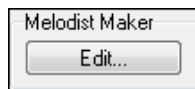
1. Bring up the Soloist window by pressing the **[Soloist]** Button.
2. Select a blank spot in your list of soloists and press the **[Edit]** button.
3. Insert the title of your soloist and any memo note you wish to add. The Num field will be filled in for you. Call this one *Bebop Saxophone*. The memo might say, “extra legato, straighter 8th notes, on top of the beat.”
4. Choose the type of soloist (i.e. swing 8th notes, straight 8th notes, 16th notes, etc.) This should be set to Swing 8ths.
5. Press the **[Choose]** button to select the instrument the soloist should play (i.e. Tenor Saxophone).

Tip: You may also select an instrument from the Patch Change window but selecting an instrument with the **[Choose]** button will also fill in the note range information specific to that instrument. You will notice that the correct range for tenor saxophone has been filled in to the Note Range settings.

6. Modify (if required) the phrase length, space length, and outside range parameters.
7. Change the Legato Boost to 10 %. This will add 10% to the duration of the notes. Press the **[Help]** button in the Soloist Editor window if you require additional details.
8. Adjust the Lateness by -5. This will play the notes more “on the beat” than other Jazz soloists.
9. Adjust the 8th Note Spacing by -5. This will play the 8th notes in a more even feel than other Jazz soloists.
10. Press **[OK]**, and you’re done. Then, give the program a few moments to load its “knowledge base” of solo ideas and new parameters, and a few moments more to analyze the chords. Playback will begin automatically as soon as the Soloist has performed the operations mentioned above.

The Melodist Maker

In addition to the Melodists supplied with the program, this module lets you define or edit your own Melodists. You can choose the parameters to control the type of chords, melody and intro to be generated, as well as a number of settings controlling song form, theme continuity, endings type, anticipations, feel, style, harmony, soloist, patch changes and more.



Press the **Melodist Maker [Edit]** button from the **Select Melodist** dialog to launch the **Melodist Editor**.

Num

The **Num** selection box allows you to select the Melodist that you'd like to edit.

The top area of the Melodist Maker screen also allows you to set the **Title** of the Melodist and supply a **Memo**.

Choose ST2 Database

Select the associated ST2 database for the Melodist. Some ST2 Melodist databases are MEL1.ST2=Jazz Swing (8th notes), MELPOP1.ST2 (Pop Ballads, 16th notes), MELWLZ1.ST2 (Waltzes, 8th notes), and MELROK1.ST2 (Rock, 8th notes).

Tip: Soloist databases also have extensions of ST2, but they are not compatible with Melodists. Melodist databases are easily identified; they all begin with MEL.

The **Patch Change** area allows you to select an instrument and **Harmony**, and to set **Change Instrument** setting for when you would like to change to a new Melody patch (e.g. Each Chorus).

In the **Change Style to ..** window you can choose a style for the Melodist and specify the feel for the style in the **.STY is** box.

Legato Boost % changes the legato (length) of the notes generated. Instruments like Saxophone have longer legato phrasing.

Increase lateness by (/120ppq) refers to how much after the beat the notes are played. This is normally left at zero for Melodists.

Increase 8th note spacing by (/120ppq) is usually left at zero (0). If set to a nonzero value, the 8th notes will be farther apart (based on units of 120 PPQ).

The rest of the settings in the Melodist Maker allow you to select options that control what type of melody will be generated.

Unique Themes

This is normally left at 100%. But if you want to force the Melodist to stick with the same theme throughout the song, set this to a lower value (say 80%). It shouldn't be set much lower than 80. Default = 100.

Unusual Placed Phrasing

The Melodist tries to make phrases that are appropriate for the position in the song. For example, the first 2 bars of the melody are appropriate for "opening phrases." But if you want to experiment with phrases that don't follow these rules, set the Unusual Placed Phrasing to a value higher than 0%. Default = 0.

Simple 1st and 2nd Endings

This setting only applies to Melodists that are using the Jazz Swing (MEL1.ST2) or Waltz (MELWLZ1.ST2) databases. This determines the % of time that endings of the A sections (in AABA forms) will be simple endings (1 or 2 notes) instead of complete phrases. Usually AABA tunes end with simple phrases at the end of the A section, so this option is normally left at 80% or higher. Default = 80%.

Choose Unusual Chord Progressions

If set to a value other than zero, the Melodist will generate atypical chord progressions. For example, instead of a Dm7 | G7 | Cmaj7, the Melodist might generate Dm7 | Db7 | Cmaj7 Am7. Default = 0.

Force Long Phrases

This determines the % of time that the Melodist will try to generate long phrases (4 bars or more). The downside to setting it higher than 20 will be a loss of uniqueness in the phrases generated. The setting shouldn't be set much higher than 20. Default = 20.

Mix Minor and Major Chord Progressions

Typical major key chord progressions have progressions like (in the key of C) Dm7 | G7 | Cmaj7, whereas in the key of Am, they would be |Bm7b5| E7 |Am6. This setting determines how much the two types of progressions should be mixed in a single song. Default = 0.

Chord Substitutions Throughout the Form

Normally an AABA song has identical chords for each A section. If this setting is greater than zero, the Melodist will generate chord substitutions throughout the various A sections, while preserving the identical melodies! Default = 0.

Number of Variations to Choose From

As the Melodist is determining what type of phrase to generate, it will narrow the possibilities to the number of variations set in this variable. Setting a higher number results in more interesting melodies, but the chord progressions are more unusual. Default = 15.

Tempo Range / Auto Tempo

The Tempo Range setting determines the tempo range that the tune will be created with (it will be a random tempo in the range). The Auto Tempo setting must be set on the Melodist Selection screen for the tempo range to work. Default from 110 to 180 bpm.

Transpose A2 Section

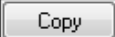

In songs with an AABA form, it is common for the second "A" section to be transposed. For example, the first "A" section might be in the key of Eb, and the second would be transposed up to the key of Gb. Melodists store these settings, and some Melodists are set to transpose the A2 sections. This setting determines the % chance that the song will be generated with a transpose. The transpose will be usually 2, 3, or 4 semitones. The song will only get transposed if the A2 transpose setting isn't set to "none" on the Melodist selection screen. Default = 30.

Anticipations in Phrases


Melodic phrases often begin a little before the beat. This is referred to as anticipation. This setting determines what % of the phrases will be anticipated. Default = 20.

Always Use this Soloist

Since Melodists can also generate Solos, a specific Soloist can be set in this setting. If set to “0 - no Soloist” the program will intelligently make a selection from all of the Soloists in the list.

  Melodists can be copied and pasted to make new Melodists that are variations of each other.


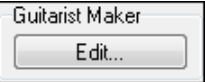
  You can export (save) and import (load) individual as Melodists.M1 files. This would be useful if you wanted to send a Melodist to a friend, for example.

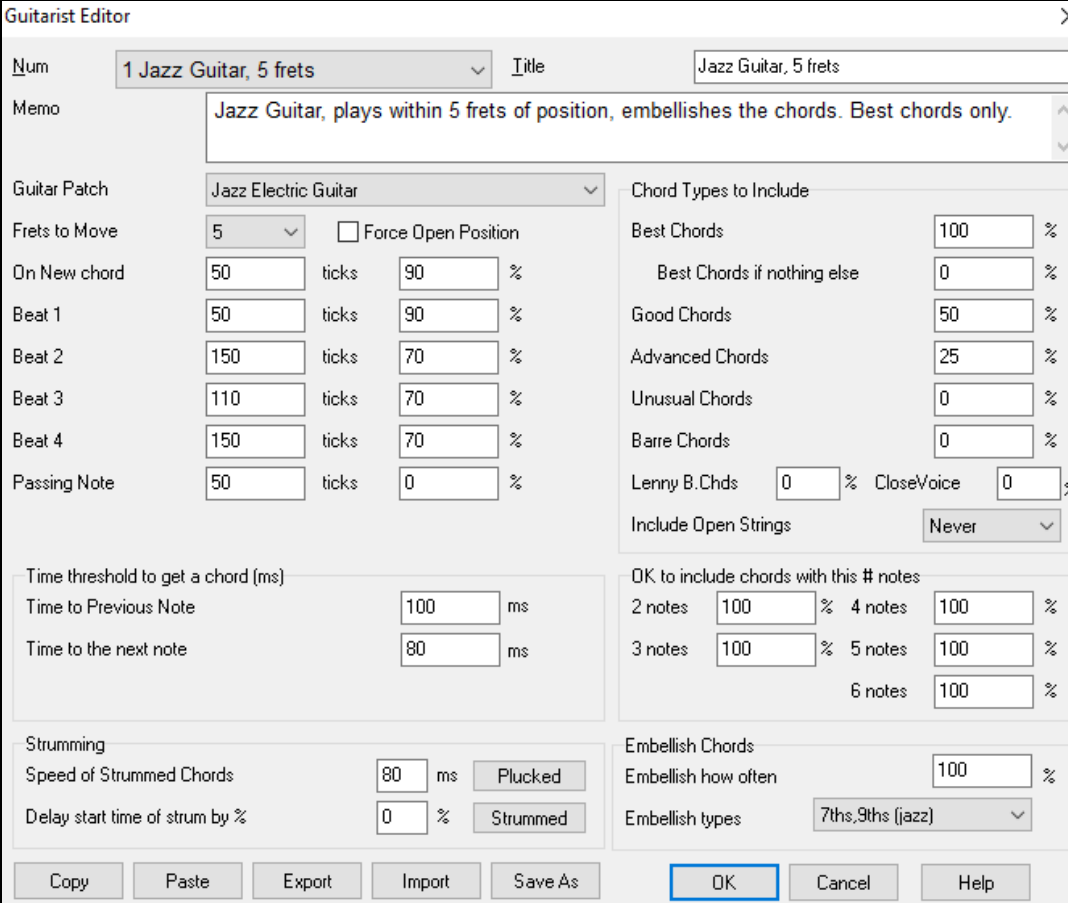
 The entire Melodist file, with up to 256 Melodists, can be saved to a .MEL file. The usual file is DEFAULT.MEL.

The DEFAULT.MEL file is saved every time the [OK] button is pressed, so you don’t need to explicitly save this file by the [Save As] button unless you want to save alternate .MEL files and go beyond 256 Melodists.

The Guitarist Maker

Band-in-a-Box will intelligently arrange any melody to a guitar chord solo by inserting real guitar voicings throughout the piece. There are many preloaded Guitarists to choose from, or you can customize existing Guitarists’ settings or make your own Guitarists from scratch in the **Guitarist Maker**.

  The **Guitarist Maker** is accessed from the Guitarist window. Click on the [**Ch Sol...**] button to open the **Generate Guitar Chord Solo** dialog, and then press the **Guitarist Maker [Edit...]** button to launch the Guitarist Editor.



Num: Select the Guitarist from this field.

Title: Title the Guitarist.

Memo: This field allows a 100-character memo about the Guitarist.

Guitar Patch: Select the guitar patch in this field.

Frets To Move: If set to zero, the guitar chord solo will be limited to chords that can be played within the current position. If set to 5 (for example), the chords will be limited to chords that can be played within the current position and up to 5 frets away from the current position.

Force Open Position

This option forces all of the guitar voicings to the open position. The exception is when the Melody notes are so high that they can't be played using open position voicings. If the Melody is in a high range, and you want a "forced open position" you should likely transpose the Melody to a lower octave prior to generating the solo.

Note Duration thresholds

The settings for **Note Duration** thresholds to get a chord refer to how long a note must be before a chord will be generated. (Quarter note = 120 ticks)

On New chord	50	ticks	90	%
Beat 1	50	ticks	90	%
Beat 2	150	ticks	70	%
Beat 3	110	ticks	70	%
Beat 4	150	ticks	70	%
Passing Note	50	ticks	0	%

Looking at the settings above these would be interpreted as follows:

- If a note occurs and it is the "First Note of a New Chord" and the note is not followed by another note for at least 50 ticks (120 ticks = 1 quarter note), then a chord will get voiced 90% of the time.
- If a note occurs (not the first note of a chord), that is on "Beat 1 of a bar," and the note is not followed by another note for at least 50 ticks (120 ticks = 1 quarter note) then a chord will get voiced 90% of the time.
- Similar interpretations for notes occurring on "Beat 2, 3 and 4." You can see that the threshold is higher for notes on beat 2 and 4, which is how a guitar player makes chord solos.
- "Passing notes" are defined as short duration notes that aren't on the beat and are followed by a note that is on the beat. In this example, passing notes will never be voiced as chords since the tick threshold is set to zero.

Time Threshold to get a chord

Time threshold to get a chord (ms)	
Time to Previous Note	100 ms
Time to the next note	80 ms

A further threshold is applied to the possibility that a note is voiced to a chord. These are defined as durations in milliseconds. In the settings shown, if the note occurs less than 100ms (Time to Previous Note) after the previous note, the note will not be voiced as a chord. If the note is followed by another note within 80ms (Time to the next note), the note will not be voiced as a chord.

Strumming Settings

If the Guitar Chord is all played at the same time, it will sound as if it was plucked. Guitar playing is more typically a strum.

Strumming	
Speed of Strummed Chords	80 ms <input type="button" value="Plucked"/>
Delay start time of strum by %	0 % <input type="button" value="Strummed"/>

Speed of the Strummed Chords: If the setting is 80ms, then the guitar chord will be "strummed" over a period of 80milliseconds.

Delay start time of strum by %: If the Delay start time is left at zero, the strum will end at the original time of the melody note. If you set it to 50% delay, the strum will be in its midpoint at the original start time of the Melody note, while if it's set to 100%, the strum won't start till the time of the original note. The most musical setting is about 50% delay. A delay of 0% also sounds good and has the added advantage that it doesn't shift the actual time of the Melody note (relevant if you keep regenerating the solo on the Melody track).

Plucked / Strummed: Pressing these buttons will set the settings to preset values.

Chord Types to Include

You can decide which types of chords should be included in the chord solo.

Chord Types to Include	
Best Chords	100 %
Best Chords if nothing else	0 %
Good Chords	50 %
Advanced Chords	25 %
Unusual Chords	0 %
Barre Chords	0 %
Lenny B. Chds	0 %
CloseVoice	0 %
Include Open Strings	Never

Best Chords: The most commonly played chords by pro guitarists.

Good Chords: Popular alternate chords.

Advanced Chords: Chords that are difficult to play, advanced voicings.

Unusual Chords: Voicings that should be avoided in most cases but have some uses.

Barre Chords: Chords that require the index finger to be played in a Barre position.

Lenny B. Chords: This sets the percentage of shell-type Lenny Br voicings.

Close Voice: This sets what percentage of chords will use close voicings.

Include Open Strings: If set to Never, no chords that require and open string will be played. If set to Favor, it will play open strings whenever possible.

Include Chords with this # of Notes

OK to include chords with this # notes	
2 notes	100 %
3 notes	100 %
4 notes	100 %
5 notes	100 %
6 notes	100 %

You can select the # of notes for chords to be included in the chord solo. In the example above, chords with 2-6 notes will be included.

Embellish Chords

Embellish Chords	
Embellish how often	100 %
Embellish types	7ths,9ths (jazz)

Embellish how often: Allows you to specify the frequency of embellishment.

Embellishment types: Allows setting of the types of embellishments to do.

- Pop Guitarists should be set to use 9ths only. This will change C7 chords to C9 and Cm7 to Cm9.
- The “7ths/9ths” setting should be used for Jazz. This adds the embellishments of C to Cmaj7 and Cm to Cm7.
- The “7/9/11/13” embellishment should be used for “Advanced Jazz” Guitarists add 11ths and 13ths voicings.

Copy	Paste	Export	Import
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Individual Guitarists can be copied, pasted, exported, or imported to/from disk.

Save As

The Guitarists are saved in the DEFAULT.GIT file, but if you want to save them in another file, press the [Save As] button.

OK

Pressing the [OK] button will update the DEFAULT.GIT file with the current settings.

Chapter 15: Reference

Band-in-a-Box Menu Descriptions

This chapter gives line-by-line descriptions for all Band-in-a-Box menus.

File Menu

New	
Open...	F3
Open Special..	▶
Save song	F2 or Ctrl S
Save song As...	
Save Special..	▶
Import	▶
Load Style from Stylepicker...	Ctrl F9
Load Style Special	▶
StyleMaker	▶
File utilities...	▶
Print Song - Chords/ Melody...	Ctrl P
Print Multiple Songs...	
Exit	Alt F4

New is used to blank the Chord Sheet and start a new song.

Open shows and opens all available file types (MGU, WAV, WMA, MP3, MID, KAR, CDG, and CDA). And it remembers your preference, so you can restrict it to a certain file type.

Open Special opens a submenu with more options for opening songs.

Open Next Song	Shift F8
Open Previous Song	Ctrl Shift F8
Open (Using Custom Dialog)	Ctrl Shift F3
Open (Using Standard Dialog)	Alt Shift F3
Open Filtered by Built-in Style	
Open with Melodies...	Alt F3
Open Favorite Songs	Shift F3
Favorite Folders...	
Open Karaoke (KAR) File...	
Open Song by Title	Ctrl F3
Rebuild Song Titles List...	Ctrl F6
Open MIDI file...	F7
Open MusicXML File...	
Open abc Notation music file	
Open Audio (WAV, WMA, MP3, WMV, CDA)...	
Find File...	
Open Audio w/ Chords(WAV, WMA, MP3, WMV, CDA)...	
Launch Audio Chord Wizard...(WAV, WMA, MP3, WMV, CDA)...	
Audio Chord Wizard Utilities...	

Open Next Song and **Open Previous Song** will open the next/previous song in alphabetical order. If the song loaded has a file name of “Paul,” choosing load-next-file will find the next file in alphabetical order after Paul, maybe it would be “Peter.” **Shift+F8** and **Ctrl+Shift+F8** are the hot keys for this.

Tip: If you're working with a lot of Band-in-a-Box songs doing editing etc., remember the "Open Next Song" commands – they will save you a lot of time!

Open (Using Custom Dialog) uses the custom dialog that allows long-file-names, font selection, and even remembers its settings (unlike the standard Windows® dialogs).

Open (Using Standard Dialog) uses the standard Windows® dialog.

Open Filtered by Style loads only song in current style.

Open with Melodies lists only song files that have melodies (*.mg?).

Open Favorite Songs opens the dialog that shows the last 150 songs played.

Favorite Folders... opens a list of recently used folders for quick access.

Open Karaoke (KAR) File opens Karaoke files directly in Band-in-a-Box, displaying the lyrics and chord symbols for the song.

Open Song by Title allows selection of songs by displaying the full title of the song (not 8-character file name). A search function allows you to search the title list for a word or phrase to quickly find a title. For example, type in "Oldfolks" and the search will find the song title "Old Folks at Home," as well as any other songs with "Oldfolks" in the title.

Rebuild Song Titles List updates the song list for the current folder without the need to open the **SongPicker**.

Open MIDI file loads a MIDI file into Band-in-a-Box and the MIDI file will play with the chords intelligently interpreted on-screen. MIDI files read in **Section Markers** and show them as part markers.

Open MusicXML File imports a MusicXML file from your notation programs such as Finale, Sibelius, and Guitar Pro to Band-in-a-Box.

Open ABC Notation Music File imports an ABC notation file.

Open Audio (WAV, WMA, MP3, WMV, CDA) will open an audio file in WAV, MP3, Windows® Media Player (WMA, WMV) or CD Audio (CDA) format. Play back at 1/2, 1/4, or 1/8 speed for transcribing or analyzing.

Find File finds a Band-in-a-Box song (or any file that Band-in-a-Box can open), including filtering by words found in the file name or any text in the file.

Open Audio w/Chords (WAV, WMA, MP3, WMV, CDA) command will open a WAV, WMA, MP3, WMV, or CD Audio file and also figure out the chords and bar lines.

Launch Audio Chord Wizard... (WAV, WMA, MP3, WMV, CDA) will open the Audio Chord Wizard to analyze chords in an existing Band-in-a-Box song (that has a WAV file on the audio track).

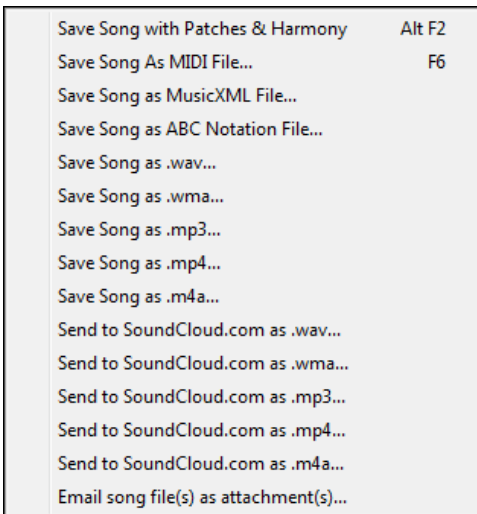
Audio Chord Wizard Utilities opens a dialog with handy options to

- Make/Remove tempo map in Band-in-a-Box.
- Remove audio file from song.
- Auto-set Key signature, with button present in the Audio Chord Wizard.
- Enable/disable the Band-in-a-Box style.

Save song saves current song under original title.

Save song as... is to save songs (*.?G?).

Save Special opens a submenu with more options for saving songs.



Save Song with Patches & Harmony

All settings are normally saved with Band-in-a-Box files. If you would like to save certain patches with a song, then type in the number of the patch (instrument) that you would like. Leave the other instruments at zero (0) for No Patch Change. Remember that - as with all other Band-in-a-Box functions - you use the General MIDI number for the instrument, regardless of the synth you are using. You can also freeze selected tracks in this dialog.

Save Song as MIDI File saves the song as a Standard MIDI file. You can save in Type 1 (multi-tracks) or Type 0 (single track) files. Karaoke MIDI files are also supported.

Save Song as MusicXML File

Band-in-a-Box supports MusicXML so you can easily export your Band-in-a-Box songs into notation programs such as Finale, Sibelius, and Guitar Pro, while still retaining the chords from the Band-in-a-Box song.

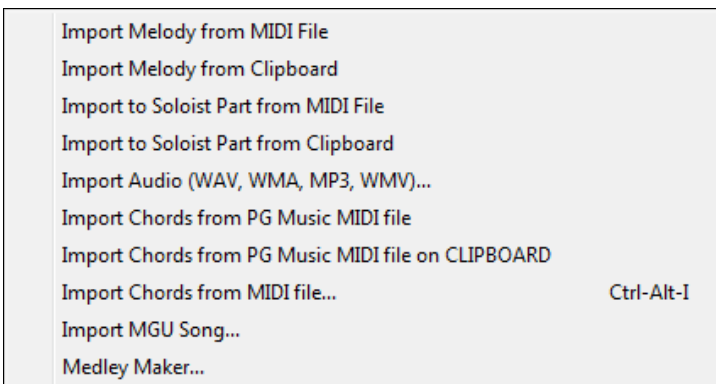
Save Song as ABC Notation File allows you to save the song as an ABC notation file. ABC notation is the simple text-based notation system used by musicians worldwide to store chords, melody, and lyrics of songs. You can find out more information about the songs and ABC notation at abcnotation.com.

Save Song as wav/wma/mp3/mp4/m4a renders the song in the audio format you choose and saves it to the specified location.

Send Song to SoundCloud.com as wav/wma/mp3/mp4/m4a uploads the song to your SoundCloud.com account in the file format you specify.

Email song file(s) as attachment(s) allows you to email a song (.MGU or .SGU), style (.STY and .STX) or rendered audio file (m4a, wma, wav, mp3) as attachments.

Import opens a submenu with options for importing a file to the current song.



Import Melody from MIDI File allows you to import MIDI data from a file (*.MID) into the Melody track.

Import Melody from Clipboard allows you to import MIDI data that has been pasted into the clipboard (e.g., from a sequencer such as PowerTracks) into the Melody track.

Import Soloist Part from MIDI File allows you to import MIDI data from a file (*.MID) into the Soloist track.

Import Soloist Part from Clipboard allows you to import MIDI data that has been pasted into the clipboard (e.g., from a sequencer such as PowerTracks) into the Soloist track.

Import Audio (WAV, WMA, MP3, WMV) allows you to import an audio file into your Band-in-a-Box song. A Mono or Stereo audio file can be imported to the Audio track, optionally merging or replacing any existing Audio track.

Import Chords from PG Music MIDI file will read in the chord symbols from PG Music MIDI files made by programs like Band-in-a-Box or PowerTracks Pro Audio. Note that it won't read in the chords from a MIDI file that doesn't have special chord symbols typed in to it, i.e., it doesn't interpret chords. If you want to interpret chords from any MIDI file, use the *File | Import | Import Chords from MIDI File* option instead.

Import Chords from PG Music MIDI file on CLIPBOARD

Chords from most PG Music programs can be copied to the clipboard and imported with this command.

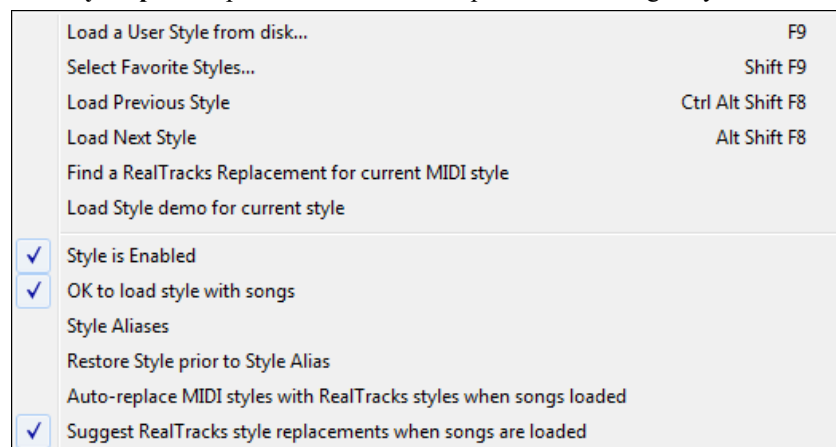
Import Chords from MIDI File uses the MIDI File Chord Wizard to interpret chords from any MIDI file, and also import tracks to the Melody and Soloist tracks.

Import MGU Song imports part or all of an existing Band-in-a-Box song to your current song, with options to specify source and destination range, type of information to import (chords, melody, lyrics, etc.), and more.

Medley Maker opens the Medley Maker, allowing you automatically make a medley of Band-in-a-Box songs.

Load Style from StylePicker will open the **StylePicker** window with complete style information.

Load Style Special opens a submenu with options for loading a style.



Load a User Style from disk

Styles can be selected and loaded with Long File Name dialogs.

Select Favorite Styles

This opens the **Favorite Styles** dialog, which contains a list of the most recent 150 styles used. Since these are ordered based upon how often they are used, we call this the "favorite styles" list. Since you can also store user-definable favorite lists, we also refer to them as Set Lists.

Load Previous Style / Load Next Style

This function, like the Load Next Song function, loads in the previous (or next) style in alphabetical order of the file name. These functions are in the *File | Load Style Special* menu, and accessible with the hot keys

Ctrl+Alt+Shift+F8 (or **Alt+Shift+F8**).

Find a RealTracks Replacement for current MIDI style

This will find the best RealTracks replacement for your current MIDI style and ask if you want to use it.

Load Style demo for current style

This loads the demo song for the currently loaded style. This feature is also available with a click on the name of the style on the main screen. The menu that displays will include the option to "Load Song Demo" for the current style.

Style is Enabled

This item will Enable or Disable the style. When disabled, the name of the style will have an X at the beginning,

which indicates a disabled style. The disabled style won't sound or write any data to the MIDI file. The most common use for disabling a style is when a MIDI file is loaded to the Melody track. Then the style won't sound and conflict with the full arrangement on the Melody track.

OK to load style with songs

This allows you to keep a style in memory. This way, all subsequent songs that are loaded will not change the style (even if they have a different associated style), so you can easily play songs in the same style. If you've found a new favorite style, you can try it out in all kinds of songs without having to reload the style each time. For example, let's say we've discovered the GARNER style, and want to try it out on many different songs. Select *File | Load Style Special | OK to load styles with songs* to ensure the item is NOT checked. Then when you load a song the saved style associated with the song doesn't load and the song will play in GARNER.STY. You can over-ride this style by loading in another style using the **[Style]** button or the *File | Load Style Special* menu. The new style loaded will stay in until you choose another one, or until you turn off the forced styles option and load a song that uses a different style.

Style Aliases

You can create an alias so that when Band-in-a-Box looks for a style, it will load its alias instead, so when you have found a new favorite style just change the alias and you don't have to change all of your songs.

Restore Style Prior to Style Alias reverts to the original MIDI style after you have used a RealTracks replacement. It also turns off the style alias feature for the song.

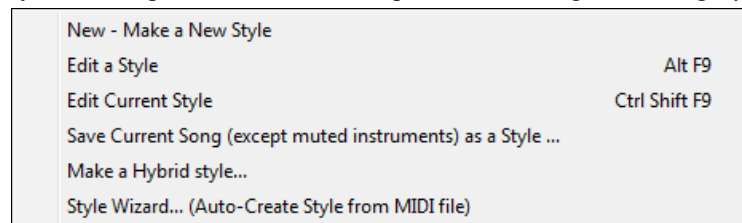
Auto-Replace MIDI styles with RealTracks styles when songs loaded

If you have made a lot of songs using older MIDI styles, and would prefer that they play with RealTracks, you can now do this easily by selecting the menu option *File | Load Style Special | Auto-Replace MIDI styles with RealTracks styles when songs loaded*. Then, if you have the needed RealTracks installed, your MIDI style will be intelligently replaced with a RealTracks style. There is also a manual option to do this on as-needed basis, disable the feature for a certain song, or to reverse it if you prefer the MIDI style.

Suggest RealTracks style replacements when songs are loaded

This feature is the manual option for Auto-Replace MIDI styles. It suggests RealTracks style replacements but doesn't automatically load them. That is done manually from the RealTracks toolbar button menu. It is disabled when "Auto-Replace" is checked.

StyleMaker opens a submenu with options for making and editing styles.



New - Make A New Style

This function allows you to begin to create a new style, using the StyleMaker feature. See online Tutorial #6: StyleMaker - Making a New Style.

Edit a Style

This allows you to edit an existing style (*.STY) from disk. The resulting style can then be saved with the same name or a different name. This function uses the StyleMaker. See online Tutorial #5: StyleMaker – Editing Styles.

Edit Current Style

This allows you to quickly get into the StyleMaker to edit the current style. The current style is the style that is displayed in the Style Box on the main screen. Usually, you would use **Ctrl+Shift+F9** to do this quickly. See online Tutorial #5: StyleMaker – Editing Styles.

Save Current Song (except muted instruments) as a Style

Saves the style that is in use to the *C:\bb\Styles* folder with the parts that are currently selected. If, for example, a MIDI style has had RealTracks added, the RealTracks will be saved with the style and the style name will get an = sign prefix. So, if you were to add an acoustic bass RealTracks to the ZZJAZZ style and save it with this feature, the name would change to =ZZJAZZ.STY. It also saves MIDI SuperTracks and Hi-Q instruments (or other TGS files), and automatically calculates dB offsets based on volume, taking existing offsets into account.

Press the **[Rebuild]** button in the **StylePicker** and the new style name will be added to the list of Other Styles.

Make a Hybrid Style

The “Hybrid Styles” feature allows you to play and create a style that has instruments from up to five different styles! You can, for example, play a song with a Reggae bass, Rock drums, Salsa piano, or any combination of up to five styles that you want.

Style Wizard (Auto-Create Style from MIDI file)

This launches the **Style Creation Wizard**, which automatically converts a MIDI file (.MID) to a Band-in-a-Box Style (.STY). Simply open a MIDI file, select your options, and press “Save-As Style.”

File Utilities opens a sub-directory of file utilities.

Change Directory (Path)	Ctrl D
Run Explorer in Current Directory	Ctrl Alt F3
Run Explorer (choose folder) ...	
Auto-rename song files to Long File Names..	
Rename Any BB File on disk..	
Rename CURRENT song filename..	
Delete File from disk..	
"Nuke It!" (Delete CURRENT song file from disk)..	
Associate File types (songs, styles) with Windows...	
Remove File Associations (songs, styles) with Windows...	
Batch create MIDI files...	
Change all songs in current folder to a specific TEMPO...	
Change all songs in current folder to a specific STYLE name...	
Change all songs in current folder to default Mix...	

Change Directory (Path) opens the Browse Folder window where a new directory can be selected.

Run Explorer in Current Directory launches Explorer. Pressing **Ctrl+Alt+F3** is the usual way to get to this item and will quickly open Explorer. Once Explorer is open, you could double-click on a song or style to load it in. (Assuming that there is a file association for Band-in-a-Box songs and styles made in Explorer.)

Run Explorer (choose folder) opens a Browse for Folder dialog where you can choose a folder.

Auto-rename song files to Long File Names will rename all song files in the current directory to long file names, using the song title as the name.

Rename Any File on disk... or **Rename CURRENT song filename** allows you to rename files.

Delete File from disk deletes a song file without exiting the program

“Nuke It!” (Delete CURRENT song file from list) deletes the current song.

Associate File types (songs, styles) with Windows... / Remove File Associations (songs, styles) with Windows... will associate (or remove associations for) the file types for Band-in-a-Box songs and styles in Explorer. Once set, this means that you can double-click on a song or style in Explorer and Band-in-a-Box will open with that song or style.

Batch create MIDI files convert an entire folder of BB songs to MIDI files. You can choose the file names to be based either on the original file name or song title name. This feature is also accessed with the [Batch mode...] button in the MIDI file dialog.

Change all songs in current folder to a specific TEMPO will set all the songs in the folder to the tempo you enter, but it is NOT UNDOABLE. (Tempos can be reset individually.)

Change all songs in current folder to a specific STYLE name is also NOT UNDOABLE.

Change all song in current folder to default Mix applies the default mix as set in the Combo right-click context menu. Not undoable.

Print Song - Chords/Melody opens the Print Options dialog.

Print Multiple Songs... prints all songs, or just selected songs, in a song directory.

Exit to exit completely from the Band-in-a-Box program.

The last five files opened are listed at the bottom of the menu, numbered 0 through 4.

Edit Menu

Undo Paste	Ctrl Z
Redo	Shift Ctrl Z
Cut	Ctrl X
Copy	Ctrl C
Copy Special..	▶
Paste	Ctrl V
Erase From... To...	Alt K
Insert Bar(s)...	
Delete Bar(s)...	
Nudge Chords/Melody...	
Song Form	▶
Transpose	▶
Tempo	▶
Lyrics	▶
Chords	▶
Chord Builder...	Ctrl Shift B
Play Current Chord	<Shift> Enter
Chord Settings...	Alt F5
Slide Tracks...	
Settings for Current Bar...	F5
Song Memo...	
Set Time Signature (range of bars)...	
Auto-Generate Song Title	

Note: If you select (highlight) a region by dragging the mouse and then choose one of the *Edit* menu commands, the dialog will automatically adjust to the correct values, based on the region that you've highlighted.

Undo and **Redo** allow you to undo or redo most operations.

Cut functions like a delete command to remove bars from a song.

Copy is to copy chords to a clipboard. Copying a section of chords can be done in the same manner as copying text in a Windows® word processor. To select the region to copy, place the mouse cursor at the bar to begin the selection. Then, holding down the left mouse button, drag the mouse over the region. As you do this you will see that the region will be inverted (i.e. looks dark). When you have selected the desired region of chords to copy, release the mouse button. Copy the selected region to the clipboard by using the keystrokes **Ctrl+C** or selecting the *Edit | Copy* menu item.

Copy Special opens a submenu with more options for copying.

Copy From .. To ..	Alt C
Copy Rests...	
Copy/Move Tracks...	

Copy From...To... / Copy Rests

One of the best ways to copy chords is the *Copy From... To...* command, or pressing **Alt+C**, which launches the **Copy Chords and/or melody** dialog. The *Copy Rest* command will similarly bring up the **Copy Rests** dialog to allow copying of rests. These dialogs allow you to specify the number of bars to copy, the location to copy to, and the option to copy the Chords, Melody, Soloist, and/or Lyrics.

Copy/Move Tracks opens the **Track-to-Track Copy/Move/Delete** dialog, which allows copying from one track to another.

Paste

Assuming you have already copied some chords to the clipboard, you are then ready to paste the copied chords into another part of your Chord Sheet. Move the highlight cell to the bar to begin the paste of chords. Copy the chords at the highlighted bar by using the keystrokes **Ctrl+V** or selecting the *Edit | Paste* menu item.

Tip: The copied section remains in the clipboard and can be used repeatedly. If your song is in the form verse-verse-bridge-verse, you can simply copy the first verse to the clipboard, and then paste in the other verses. The clipboard contents remain even if you load in a new song, so you can copy and paste between songs.

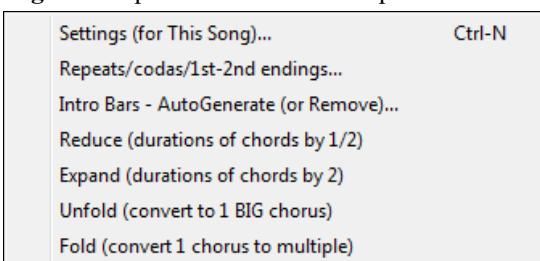
Erase From... To... launches the **Erase Chords and/or melody** dialog, which allows you to specify the number of bars to erase and option to erase the Chords, Melody, Soloist, and/or Lyrics.

Insert Bar(s) inserts a certain number of bars into the Chord Sheet.

Delete Bar(s) removes a certain number of bars from the Chord Sheet.

Nudge Chords/Melody feature allows moving a range of chords by any number of bars and beats.

Song Form opens a submenu with options for a song form.



Settings (for This Song)

The **Song Settings** dialog can also be accessed by pressing the **[Song Settings]** button on the main screen. These settings are fully explained in the Making Songs chapter.

Repeats/codas/1st-2nd endings

You can add repeats and endings so that the Lead Sheet window will display and print using 1st /2nd endings. You can add your own repeats and endings by choosing this menu command to open the **Edit Repeats and Endings** dialog.

Intro Bars - Auto Generate (or Remove)

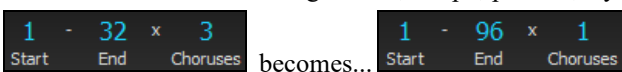
This command will launch the **Generate Intro** dialog where you can specify the characteristics of the intro you wish to generate. For more information on this feature please refer to the Automatic Intro section.

Reduce (durations of chords by 1/2) cuts chord durations by 50% (e.g., 4beats>>2beats; 2beats>>1beat).

Expand (durations of chords by 2) doubles the durations of chords (e.g., 1beat>>2beats; 2beats>>4beats).

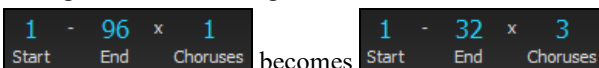
Unfold (convert to 1 BIG chorus)

Choose this command to unfold a multi-chorus song into one BIG chorus. When selected, Band-in-a-Box will display all choruses and verses of a song without loops or repeats. It is useful, for instance, when you have a song with 3 choruses and want to convert it to a single large chorus, or to customize a song with the “Edit Settings for Current Bar” feature to change meter, tempo, patches, styles, and/or harmonies and generate a MIDI file for export.



Fold (convert 1 chorus to multiple) converts a song with a single big chorus to multiple smaller choruses based on the information you enter in the **Fold Song** dialog (chorus begins, chorus ends, tag etc.).

If you have imported a MIDI file, you might have a file that is 96 bars long, but really consists of 3 choruses of 32 bars each. You can convert this to a 32-bar song by using the *Edit | Fold* song option, including inserting tag endings, and 2-bar endings.



Transpose opens a submenu with both manual and automated options for transposing the complete song or selected parts of the song.

Transpose From .. To ..	
Transpose DOWN 1 semitone	Ctrl-Alt-5
Transpose UP 1 semitone	Ctrl-Alt-6
Transpose # of semitones...	Ctrl-Alt-7

Transpose From ... To ... launches the **Transpose** dialog for transposing a particular section of the song. The bar values can be typed in manually or you can transpose a portion of a song by highlighting the region you wish to have transposed, selecting this menu item, and typing in the new key you wish to transpose to.

Transpose DOWN 1 semitone or **Transpose UP 1 semitone** transposes the entire song. This can be done while the song is playing. Band-in-a-Box will pause briefly, and then resume playing in the new key at the same place in the song.

Transpose # of semitones opens a dialog where you can type in the number of semitones to transpose the song.

Tempo opens a submenu with options for setting the song tempo.

	Set Tempo...	Ctrl-Alt-T
<input checked="" type="checkbox"/>	Normal Speed 1	Ctrl =
	Half Speed (1/2)	Ctrl -
	Quarter Speed (1/4)	
	Eighth Speed (1/8)	
Change Tempo of all loaded songs by...		
Set Audio Master (Base) Tempo...		

- When a new song is started the tempo is set based on Style. This is the tempo that is embedded in the style file. It can be reset to any tempo.
- You can quickly enter a specific tempo for a song with the *Set Tempo...* command (hot key is Ctrl+Alt+T), or by clicking on the tempo. A dialog opens up where you can type in a tempo.
- You can quickly change to different speeds with the menu commands or hot keys. For example, choosing *Half Speed* (or the hot keys Ctrl -) will change the playback speed to half, and *Normal Speed* (Ctrl =) will revert to normal speed.
- Load an audio file and use the tempo feature to play it at reduced speed without changing the pitch, a big help for analyzing and transcribing songs.
- For practicing tunes, it can be useful to play them at slower or faster tempos. You can enter an amount to change tempos for each song that is loaded.

Change Tempo of all loaded songs by...

For practicing tunes, it can be useful to play them at slower or faster tempos. You can enter an amount to change tempos for each song that is loaded.

Set Audio Master (Base) Tempo is used to ensure that tempo stretches are based on correct master tempo.

Lyrics opens a submenu with options for showing or editing lyrics.

Enter Lyrics at current bar	Ctrl L
Big Lyrics Window	Ctrl Shift L
Lyric Document Window	Ctrl Alt Shift L
Copy Lyrics to Clipboard...	
Copy 1st chorus Lyrics to whole song...	
Erase Bar-Based Lyrics	
Erase Note-Based Lyrics	
Kill Lyrics Choruses	▶
Move Lyric ahead to timeline	
Move Lyric back to timeline	
Timeshift Lyrics (ticks)...	
Insert Beat(s) in Lyrics...	
Delete Beat(s) from Lyrics...	
Edit Lyrics as Event List...	
Vocal Synth- Auto Mode... (Generate Vocal Audio from Lyrics & Melody)	
Vocal Synth- Manual Mode... (Generate Vocal Audio from Lyrics & Melody)	

Enter Lyrics at current bar opens the Lyric entry box at the current location of the timeline or highlight cell.

Big Lyrics Window opens the Big Lyrics window for viewing lyrics and, optionally, chord symbols.

Lyric Document Window displays a full screen of formatted lyrics. Easily copy and paste lyrics to and from your favorite word processor. The lyrics will then display in the Big Lyrics window.

Copy Lyrics to Clipboard

This function allows you to copy a song's lyrics (and/or the chords) to the standard Windows® clipboard. By pasting this data into a word processor, you can print out the lyrics in the font of your choice. The dialog has options to allow copying of note-based and/or line-based lyrics. With either option you can choose to include the chord symbols, have double or single line spacing, and make margin settings.

Copy 1st chorus Lyrics to whole song copies the note-based lyrics for the first chorus to the rest of the song.

Erase Bar-Based Lyrics erases bar-based lyrics.

Erase Note-Based Lyrics erases only the note-based lyrics.

Kill Lyrics Choruses

Select from a list box to kill lyrics in the selected chorus.

Move Lyric ahead to time line / Move Lyric back to time line

If you have a note-based lyric that you want to time shift ahead or back, you can click on the time line at the destination that you want, and then choose this item. You can also shift lyric times using the Lyric Event list.

Timeshift Lyrics (ticks) / Insert Beat(s) in Lyrics / Delete Beat(s) from Lyrics

These are functions that apply to the entire lyric track. They are useful when you're inserting bars or beats into the song and need to move the lyrics around to keep them in sync.

Edit Lyrics as Event List opens the **Edit Lyrics** dialog with Edit, Insert, Append, and Delete functions.

Vocal Synth - Auto Mode (Generate Vocal Audio from Lyrics & Melody)

Your Melody or Soloist track with lyrics can be rendered to a vocal audio track by sending it to the 3rd party vocal synthesizer Sinsy. Choose the language, Japanese or English, and one of the female or male vocalists. You can adjust the gender of the voice in a range from -0.8 to +0.8. Higher values are more masculine. If your track does not include lyrics you can enter a syllable to use for notes with no lyrics.

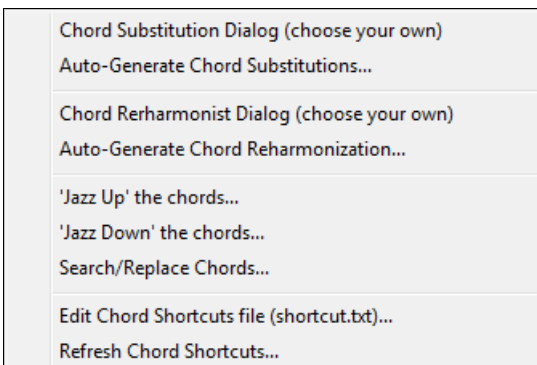
With the "Auto" command your song will be sent automatically to the song server and returned as an audio file on the Audio track. This may take a few minutes. When the vocal synth has been generated, the **Import Audio File** dialog opens. Press [OK] to import it to the Audio track.

Vocal Synth - Manual Mode (Generate Vocal Audio from Lyrics & Melody)

With this command, Band-in-a-Box will generate a file named Sound.XML and save it in *C:\bb\Data\SRequest*.

Use your browser to navigate to www.sinsy.jp and upload the xml file. A file named sound.wav will be returned and loaded into the Audio track of your song.

Chords opens a submenu with options for editing chords.



Chord Substitution Dialog (choose your own)

This allows you to see a list of possible chord substitutions for the current chord progression. You can also access it from a right mouse click on the Chord Sheet, and by pressing the Chord Substitution button.

Auto-Generate Chord Substitutions

This will automatically pick chord substitutions for all or part of the song.

Chord Reharmonist Dialog (choose your own) shows you the current bar in the song with a list of suggested chord progressions for the current melody, based on the melody and genre that you choose.

Auto-Generate Chord Reharmonization generates an entirely new chord progression for a complete song or a portion of a song. Selecting this menu option opens the Reharmonist dialog.

'Jazz Up' The chords

This menu command will "Jazz Up" the chords by changing chords like C and Cmaj to 7th and 6th chords. Song embellishment will be turned on for the song. Select the type of 7ths from the list box, and then click on the **[OK – Jazz UP]** button.

'Jazz Down' The chords

This will "Jazz Down" the chords by changing chords with 7ths (e.g. C7) to triads (e.g. C) and 9ths and 13ths to 7th chords. Song embellishment is turned off. Press **[OK – Jazz Down]** to proceed.

Search/Replace Chords will search and replace chords, including support for asterisks (*) as wildcards.

Edit Chord Shortcuts file (shortcut.txt) / Refresh Chord Shortcuts

If you have found a chord that Band-in-a-Box doesn't recognize, you can add your own shortcuts in a text file that you make yourself called `C:\bb\shortcut.txt` and Band-in-a-Box will allow you to type in that chord in the future. Click on this menu command to open or create your own chord shortcuts file. Make sure to save the file after editing. Changes won't take effect until you choose *Edit | Chords | Refresh Chord Shortcuts...*

The text file `C:\bb\Data\shortcut.txt` allows you to add new chord shortcuts. If you find a chord that Band-in-a-Box won't accept, like Csus2 when it expects C2 instead, you can enter this on a single line (without the quotes) "Csus2@C2." Then Band-in-a-Box will enter the chord C2 whenever you type in Csus 2. You can also use it for shortcuts. For example, if you entered j@maj7 Band-in-a-Box would let you type Cj for CMaj7. See the file `C:\bb\Data\pgshortc.txt` for examples of shortcuts.

Note: The *shortcut.txt* file doesn't ship with Band-in-a-Box or it would overwrite your file! The file `C:\bb\Data\pgshortc.txt` should be used only by PG Music Inc. for shortcuts supplied with Band-in-a-Box.

Chord Builder allows you to build up chords using mouse clicks.

Play Current Chord

This function plays the current chord on the Chord Sheet. It is most commonly accessed by pressing **Shift+Enter** on the Chord Sheet.

Chord Settings

This launches the **Chord Options** dialog, where you can put in rests and pushes. You can launch the Preview, Chord Builder, or Chord-Substitution Functions from this window.

Slide Tracks

This allows you to move any of the Bass, Drums, Piano, Guitar, Strings or Melody track ahead or behind by a certain amount. You could, for example, slide the Bass track so it plays a little ahead of the rest of the band. This has the effect of making the bass player “drive the band,” and is useful in Jazz styles to make the music sound more exciting.

Settings for Current Bar

This command opens the **Edit Settings for Current Bar** dialog where you can change meter, tempo, volume, patches, styles, RealDrums styles, and/or harmonies at the current bar. This dialog is covered in detail [elsewhere](#) in this manual and in the online Help. You can specify the changes to happen for every chorus and/or a specific chorus.

Song Memo

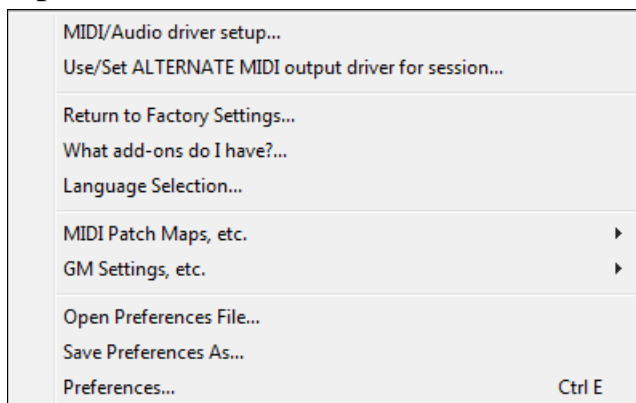
A song memo of up to 2000 characters may be added.

Set Time Signature (range of bars)

In *Edit | Set Time Signature (range of bars)* you can assign a specific time signature at any bar and apply it to a range of bars, as often as you want. For example, to have one 5/4 bar, bar 13, select this menu item, and toggle the 5/4 button. Then, type in the bar beginning (13) and number of bars (1) in the space provided.

Auto-Generate Song Title allows you to generate a title for a song. There is also a button on the main screen for this.

Options Menu



MIDI/Audio driver setup

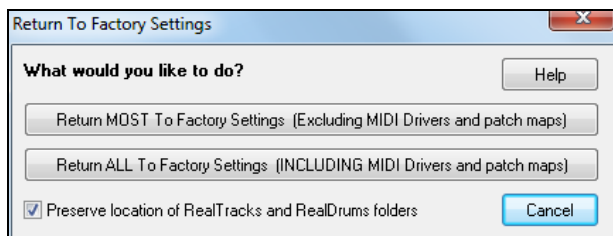
Select MIDI Input and MIDI Output drivers and choose a Synthesizer / Sound Card patch map. Select the **[Run Driver Wizard]** button for help with your selection. Click on the **[Audio Settings]** button if you need to set up audio drivers, such as ASIO drivers. This topic is discussed in detail in the MIDI and Audio Setup instructions.

Use/Set ALTERNATE MIDI output driver for session

The *Option* menu item *Use/Set Alternate MIDI Driver for session*, allows you to set a temporary MIDI Driver for a session, useful when your main MIDI Driver is “in-use” by another application.

Return to Factory Settings

Choosing this command will reset all settings to the default at the time of shipping. *Return to Factory Settings* also offers to nuke the drum kit and MIDI Driver choice, making the return to factory settings complete.



If you choose MOST settings, the patch map and drum kit will be left intact, and not reset.

If you choose ALL settings, all settings will be reset to factory.

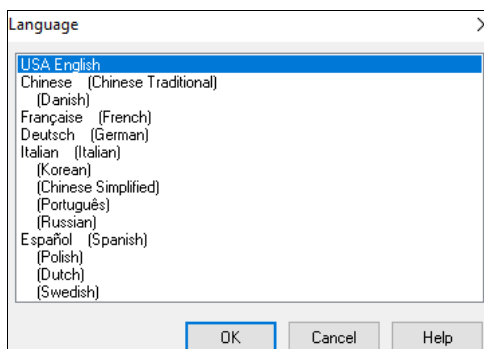
If “Preserve location of RealTracks and RealDrums folders” is checked, the folder locations will be remembered even after you reset to factory settings or erase the interface.bbw configuration file.

What add-ons do I have?

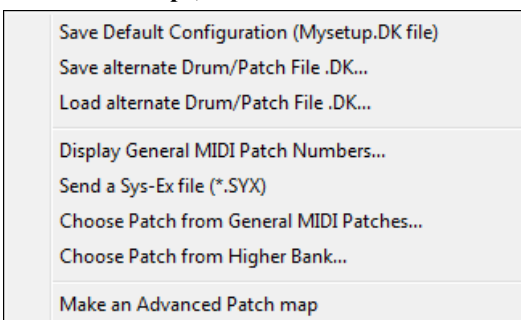
An intelligent dialog, also accessible from the *Help* menu that will search your directory to tell you which add-ons you have and which you don't.

Language Selection

This item in the *Option* menu allows you to change language from English to another language for display. If there are other languages supported by your version of Band-in-a-Box, then they will be displayed in this dialog. International language versions are available for download from www.band-in-a-box.com.



MIDI Patch Maps, etc.



Save Default Configuration (Mysetup.DK file)

This will rewrite the Band-in-a-Box configuration file mysetup.dk with your current settings. This file contains:

- MIDI Channels/Patches/Volumes/Reverb/Chorus/Bank
- Patch Map
- Favorite Patches, Favorite Combos settings
- Drum Kit

Save / Load alternate Drum/Patch File .DK

Allows you to save different custom drum kits or load preset or custom kits.

Display General MIDI Patch Numbers

This opens the General MIDI Patch List for reference.

Send a SysEx file (*.SYX) is a command that sends SysEx information to your MIDI device.

Whether you want to load different patches (or ones you have “tweaked” with a patch editor/librarian such as the SC-Pro Editor/Librarian) into your MIDI device or whether you have a synth that requires a SysEx to set it to a certain mode, you can easily send SysEx files with a configurable delay (the default is 100 ms).

If you would like to send a SysEx file to your MIDI device automatically at the start of each session, you need to make a file called STARTUP.SYX, and put it in the C:\bb directory. Then, each time the program is started, it will send the appropriate SysEx commands contained in this file to your MIDI device.

If you need to send a SysEx file at any time during a session, choose the *Options | MIDI Patch Maps, etc. | Send a Sys-Ex File (*.SYX)* option. This launches a window from which you can choose a file to send. Since some MIDI devices require a delay time between parts of a SysEx message, there is a default delay value of 100 ms between each part of the message.

If you need to change the default delay, go to the *Options | MIDI Patch Maps, etc. | Make an Advanced Patch map* menu item and enter the **Sys-Ex Delay** to a value in milliseconds (ms). If it is set to 0 ms, the program will revert to the default of 100ms. The smallest delay setting is 1(ms).

Technical Notes:

SysEx files are files that can be made with programs such as PG Music's PowerTracks Pro Audio or SC-Pro Editor/Librarian. They begin with a F0(hex) byte and end with a F7 byte.

Examples where you might want to use a SysEx file with Band-in-a-Box are:

- Employing a custom setting or patch you have made with the SC-Pro Editor /Librarian.
- Sending a General MIDI mode ON message automatically when Band-in-a-Box boots up.

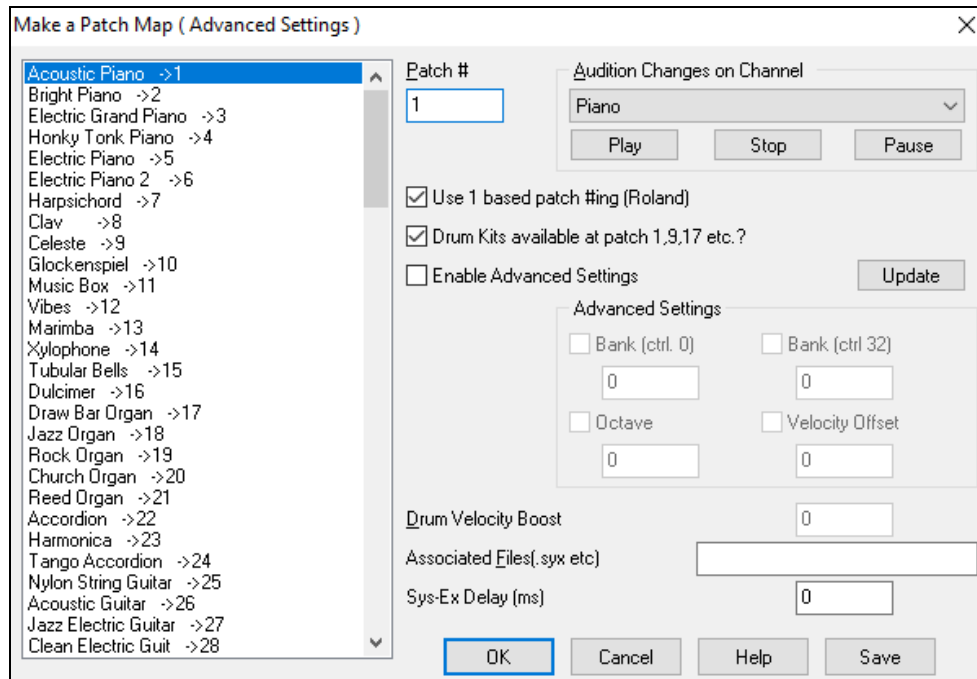
Choose Patch from General MIDI Patches allows you to select a patch for the currently selected instrument from an organized list of GM patches.

Choose Patch from Higher Bank allows you to select a patch using the advanced search and higher bank/patch support capabilities.

Make an Advanced Patch map

Patch maps contain information for mapping the patches and drum notes to your synthesizer as well as Velocity offset, Octave offset, bank Controller 0 setting, bank Controller 32 setting, etc. There are also advanced options like sending a SysEx file by loading the .DK file.

Edit these settings in the *Options | MIDI Patch Maps, etc.* submenu by choosing *Make an Advanced Patch map*.



These options are useful either if you have a newer synthesizer that supports bank changes and has nice patches in higher banks or if you have an older synth that requires custom mapping of sounds. To access these features, enable the “Enable Advanced Settings” option. Then, type in the values you would like to change. Say, for example, you have some great string sounds on your synth on Bank 4, Controller 32. With this feature you can save them as part of your Band-in-a-Box setup by clicking the [Save] button. This will append your MYSETUP.DK file to include all of the patches you like to use, regardless of where they are on your synth.

Some basic soundcards don’t have volume responsive drums. The result of this limitation can be rather unpleasant, since the drums might be too loud and there is no way of lowering the volume. Band-in-a-Box overcomes this so that you can boost or reduce the velocity of the drums on virtually any sound source.

To adjust the drum velocity, access *Options | MIDI Patch Maps, etc. | Make an Advanced Patch map* and tick the option to “Enable Advanced Settings.” Then, enter a Number from -127 (quietest) to +127 (loudest) in the “Drum Velocity Boost” box.

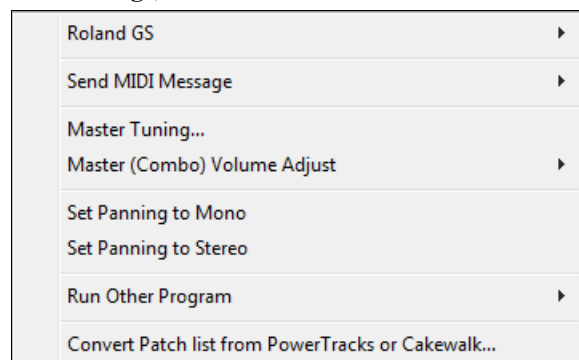
Whether you want to load different patches (or ones you have “tweaked” with a patch editor/librarian such as the SC-Pro Editor/Librarian) into your MIDI device or whether you have a synth that requires a SysEx to set it to a certain mode, you can easily send SysEx files with a configurable delay (the default is 100 ms).

If you would like to send a SysEx file to your MIDI device automatically at the start of each session, you need to make a file called STARTUP.SYX, and put it in the C:\bb directory. Then, each time the program is started, it will send the appropriate SysEx commands contained in this file to your MIDI device.

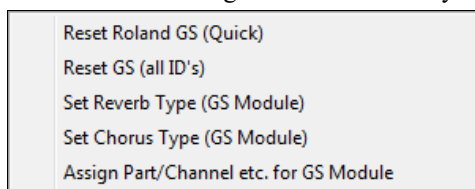
If you need to send a SysEx file at any time during a session, choose the *Options | MIDI Patch Maps, etc. | Send a Sys-Ex File (*.SYX)* option. This launches a window from which you can choose a file to send. Since some MIDI devices require a delay time between parts of a SysEx message, there is a default delay value of 100 ms between each part of the message.

If you need to change the default delay, go to the *Options | MIDI Patch Maps, etc. | Make an Advanced Patch map* menu item and enter the Sys-Ex Delay to a value in milliseconds (ms). If it is set to 0 ms, the program will revert to the default of 100ms. The smallest delay setting is 1(ms).

GM Settings, etc.



Roland GS has settings for Roland GS keyboards and sound modules.

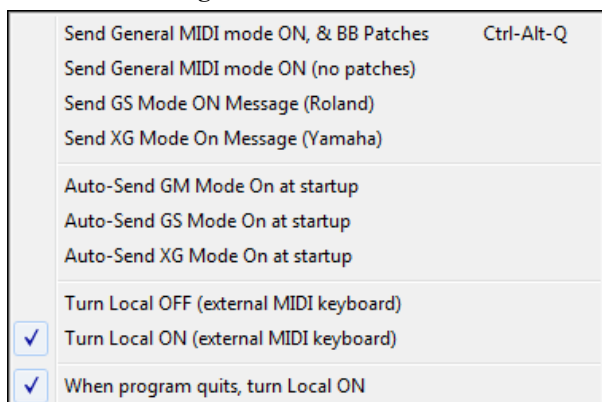


Reset Roland GS (Quick) and **Reset GS (all ID's)** reset the module to factory settings.

Set Reverb Type or **Set Chorus Type (GS Module)**: Roland GS instruments allow different type of reverb and chorus settings. These settings boxes allow you to select them.

Assign Part/Channel etc. for GS Module: The GS Part settings are for GS compatible synthesizers only. These synthesizers have 16 parts. The default is for part 1 to be channel 1, part 2 channel 2 etc., but you can change a part to another channel. This allows you to use the same channel for 2 parts, so that you hear a layer of 2 instruments playing the same part.

Send MIDI Message



The GM functions work on MIDI sound devices that support the GM (General MIDI) standard, which includes most newer MIDI Keyboards and sound cards.

The GS functions work on instruments that support the Roland GS specification. This includes the Roland Sound Canvas, SCC1, and JV-30.

The XG functions work on instruments that support the Yamaha XG specification.

Send General MIDI mode ON (no patches) sets the external module to General MIDI mode. This command will ensure that the module is ready to accept GM-specific MIDI data such as Bank, Controller, and Patch information.

Since the inception of the GM (General MIDI) standard, there have been two major subsets/extensions of this standard; GS (Roland) and XG (Yamaha). Therefore, in addition to the GM Mode-on menu item feature there are additional commands to send a GS mode ON or a XG mode ON message at any time by accessing the GM menu.

Auto-Send GS Mode On at startup sends a Roland GS system on message when the Band-in-a-Box program boots up.

Turn Local OFF / ON (external MIDI keyboard)

When program quits, turn Local ON automatically turns the external MIDI keyboard back on at the end of the Band-in-a-Box session.

Note: Not all sound cards/ modules support Master Tuning. To see if your sound card supports Master Tuning, press the [Test..] button.

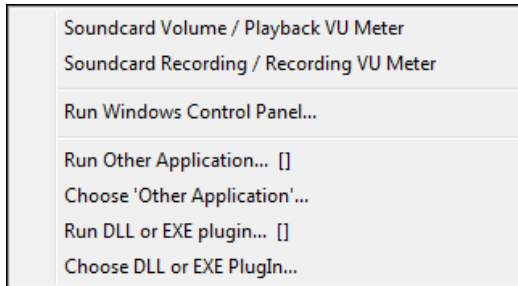
	Master Volume uses MIDI messages instead of GS/GM Sysex	
✓	Roland - GS Master Volume Message	
	General MIDI Master Volume Message	
	Reduce Master Volume by 5	Ctrl-Alt-A
	Increase Master Volume by 5	Ctrl-Alt-S
	Set Master Volume...	Ctrl-Alt-D
	Reduce all Part Volumes by 5	Ctrl-Alt-Shift-Q
	Increase all Part Volumes by 5	Ctrl-Alt-Shift-W
	Set all Part Volumes to...	Ctrl-Alt-Shift-E
	Reduce Current Part's Volume by 5	Ctrl-Shift-Q
	Increase Current Part's Volume by 5	Ctrl-Shift-W
	Set current Part's Volume...	Ctrl-Alt-Shift-R

If you want to “turn it all up or down,” this can be done quickly with menu commands or hot keys to set the Master Volume. There are also hot keys that control the overall volume by reducing (or increasing) volumes on all parts by 5 to simulate a Master Volume effect (especially useful for sound cards that don’t support Master Volume changes). These items also have hot keys as listed on the menu (**Ctrl+Alt+Shift Q, W, and E**).

Set Panning to MONO sets the panning of your Band-in-a-Box parts (Bass, Drums, Piano, etc.) to mono.

Set Panning Mode to Stereo sets the panning of your Band-in-a-Box parts (Bass, Drums, Piano, etc.) to a typical stereo setup, which is saved with the preferences.

Run Other Programs



Sound card Volume / Playback VU Meter launches the Windows® Mixer to adjust volumes on your sound card with the Playback panel.

Sound card Recording / Recording VU Meter launches the Windows® Mixer to adjust volumes on your sound card with the Recording panel.

Note: This uses the C:\windows\sndvol32.exe Mixer program. You may need to have the Windows® 98 version of this program for the Recording Panel to open properly. If you don't, you'd see the "Volume Control" panel and will have to manually set it to the Recording Panel (by choosing Options | Properties | Recording).

Run Windows Control Panel runs the Windows® Control Panel, which lets you examine MIDI and Audio settings in the Multimedia, Add New Hardware, and System panels.

Run Other Application and **Choose 'Other Application'** allows you to specify and run any other application (mixer application, PowerTracks etc.).

Run DLL or &EXE plugin and **Choose DLL or EXE Plugin** allows you to run a plug-in that has been made specifically for a PG Music product.

Convert Patch list from PowerTracks or Cakewalk

This will let you convert a PowerTracks Pro Audio .INI file or a Cakewalk .INS file to a Band-in-a-Box .PAT file.

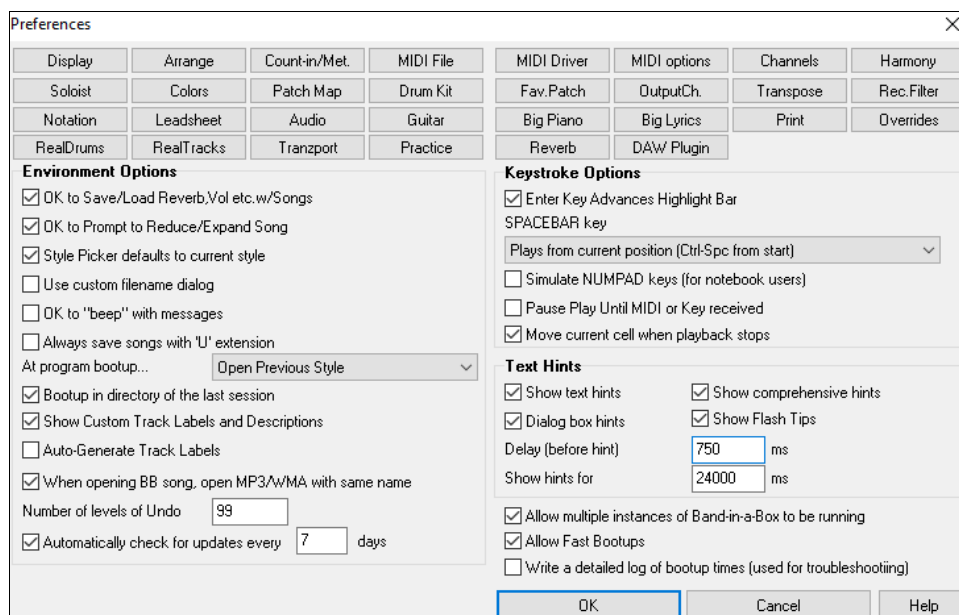
Open Preferences File / Save Preferences As

You can save and load custom preferences files with your current settings saved and restored. For example, you can have a preference that remembers a certain group of songs, notation transpositions, etc.

The *Options | Return to Factory Settings* menu command saves preferences to disk, so that the settings can be restored at any time.

Preferences

The **Preferences** dialog allows you to set various settings that are saved in the Band-in-a-Box for Windows® configuration file called *intraface.bbw*.



Keystroke Shortcuts

You can open the dialogs with keystrokes by typing the underlined letter shown on the tabs. For example, you can open the “Arrange” Prefs tab by the keystrokes.

- **Ctrl+E** to open the Preferences dialog, then
- **A** to open the Arrangement Options dialog.

OK to Save/Load Reverb, Vol etc. w/Songs

Select this checkbox in the **Preferences** dialog if you wish to embed Reverb, Volume, Pan, Chorus, and Bank information with songs for later recall, or if you wish to enable any such embedded information with songs that are loaded. The last settings that are in effect on the main screen instrument panel when you save the song will be recorded. Individual settings can be enabled/disabled in the *File | Save Special | Save Song w/Patches and Harmony* menu item.

OK to Prompt to Reduce/Expand Song

If a style is changed with a different feel (16th notes instead of 8th notes), Band-in-a-Box will automatically offer to expand or reduce the duration of the chords and change the tempo to accommodate the new style.

StylePicker defaults to current style

Since the **StylePicker** can now default to the current style, this option is available. If you want the **StylePicker** to stay at the style that you left it, de-select this item.

Use custom filename dialog

When selected, the menu command *File | Open*, or the **F3** key will launch the custom **Open File** dialog. This dialog has several advantages over the traditional Windows® dialogs:

- The window is much bigger than the traditional one, allowing more room.
- There is a selectable font size and typeface.
- You can adjust the widths of the various columns.
- The Window remembers your settings.
- There are tabs at the top that allow sorting by name, date etc.

OK to “beep” with messages

Now that people have their sound cards hooked up to big speaker systems, a simple “beep” issued by Windows® when an incorrect key is pressed can seem loud enough to “wake your neighbors.” Setting the “silent beep” option allows Band-in-a-Box to visually flash the window title bar to get your attention, instead of generating an audible “beep.”

Always save songs with “U” extension

Older Band-in-a-Box songs had additional extensions for last letter (1-9, A-O) to indicate style type. Setting this will resave those old songs with a “U” extension, MGU or SGU (if no melody is present).

At program bootup...

When the new session starts, Band-in-a-Box can automatically open the song or style that was used in the last session.

Boot up in directory of the last session

On program boot up, the current directory will get set to the last directory used in the previous session.

Show Custom Track Labels and Descriptions

If this option is enabled, the Track buttons at the top of the main screen and the track labels on the Mixer will display custom track labels and descriptions that you have customized.

Auto-Generate Track Labels

If this option is enabled, the Track buttons at the top of the main screen and the track labels on the Mixer will display auto-generated labels. For example, if the track contains Banjo, then the label will show “Banjo” instead of the default track labels (Bass, Piano, Drums, Guitar, Strings, Melody, and Soloist). Also, the track buttons in various windows (Notation, Lead Sheet, Guitar, Piano, etc.) will display initials of auto-generated labels. For example, [H] will show for a track that plays Harmonica.

When opening BB song, open MP3/WMA file same name

If MySong.MGU is loaded, and a same named audio file (MySong.WMA, MySong.MP3, MySong.WAV, etc.) is present, Band-in-a-Box will open the audio file to the audio track. This allows third parties to make audio files with chords in them, by making a MySong.MGU and MySong.MP3 pair of files, which will load into Band-in-a-Box yet will have the audio compressed to take up little disk space.

Number of levels of Undo for the *Edit | Undo* command can be as high as 999. The default is 99.

Automatically check for updates every __ days

If this is enabled, the program will automatically check for new updates. This will occur as often as you choose. A setting of 0 days will check every time you run the program.

Enter Key Advances Highlight Bar

The **Enter** key advances the highlight bar on the Chord Sheet. This speeds up the entry of songs for people who prefer to use the **Enter** key. When you enter a chord on the chord worksheet, press the **Enter** key to place your chord in the highlighted cell. The highlighted region will then move automatically to the next cell. The right arrow key can also be used to move the highlight cell.

SPACEBAR Key

There are three options for spacebar operation.

- Enters no chord (deletes current chord)
- Plays from current position (Ctrl + Space from start)
- Plays from start (Ctrl + Space from current pos.)

The default setting is to play from current position and stop the song.

Simulate NUMPAD keys (for notebook users)

Notebook users often don't have a number pad so they can't use the Band-in-a-Box looping features (Ctrl+NUMPAD 1-6 keys). With this option the regular numbers can be used to trigger the looping feature. For example, pressing **Ctrl+2** will start playback of looped choruses.

Pause Play until MIDI or Key received

This allows playback to be started by a MIDI note received at the MIDI In port, or by pressing a key on the computer keyboard. Band-in-a-Box generates its arrangement, and then “stands by” for your start command.

Move current cell when playback stops

If this is enabled, the current cell will move to the last played bar when playback stops.

Text Hints

Choose to enable or disable the fly-by text hints, the comprehensive program hints, and/or the dialog box hints. Set the time delay in ms before the hint pops up, and the length of time it will display.

Allow multiple instances of Band-in-a-Box to be running allows you to have more than one copy of Band-in-a-Box open at a time.

Allow Fast Bootups

Normally, this option should be enabled. This should only be disabled if you are having some problem with bootup.

Write a detailed log of bootup times (used for troubleshooting)

This will be used as a diagnostic tool only. When this option is enabled, you will get a message on bootup, which displays a detailed description of times for bootup.

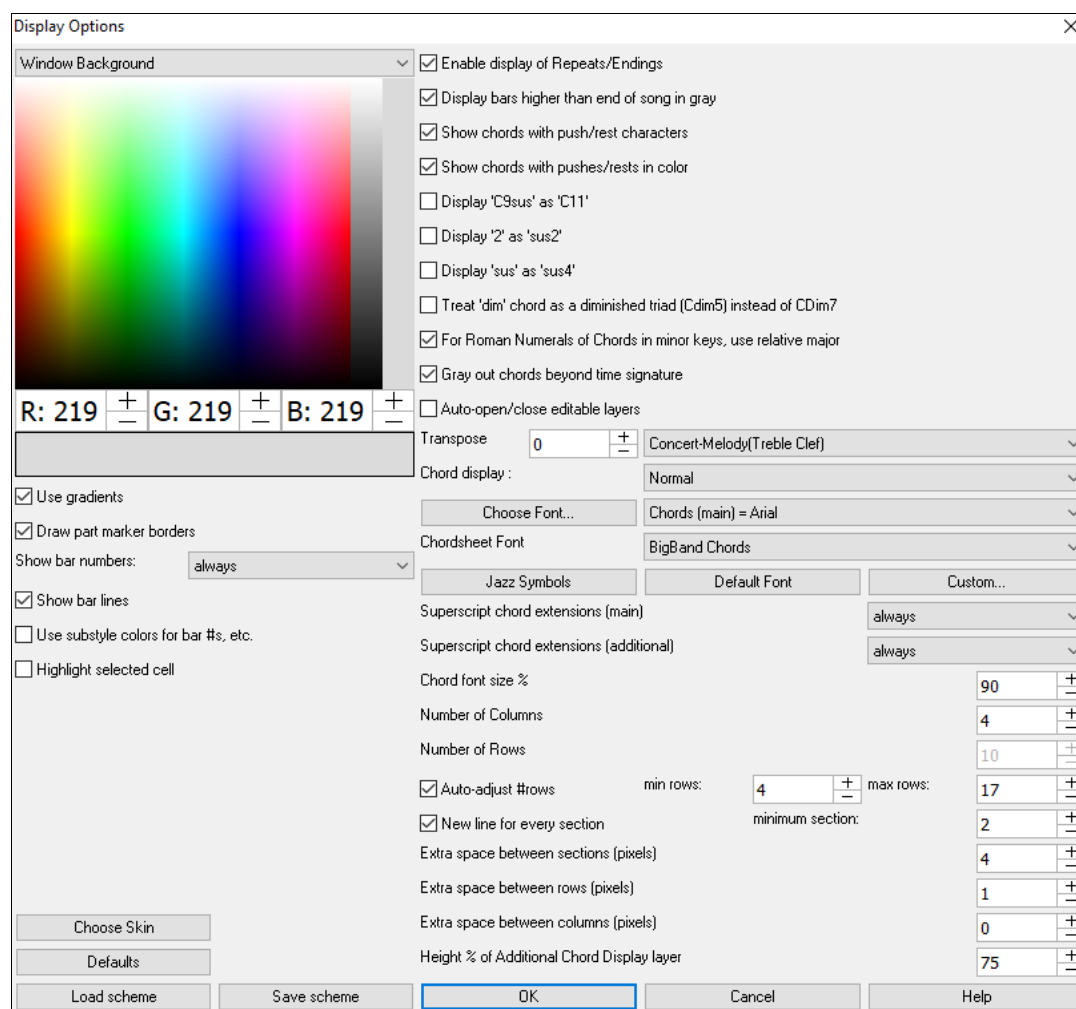
Preferences Buttons

Most program settings and options can be accessed from the rows of buttons at the top of the Preferences dialog.



Display Options

The [Display] button opens the **Display Options** dialog, which allows you to customize the display for the Chord Sheet.



The colors all elements on the Chord Sheet can be customized with the color palette in this dialog.

Use Gradients

This option gives the part markers with a gradient look. This also makes smoother seams between layers.

Draw part marker borders

This option lets you choose whether a border around the part markers is drawn or not.

Show bar numbers

This determines how often bar numbers appear. Choices are: never, always, only at part markers, or only at new rows

Show bar lines

Check this option if you want to see a bar line to left of bar numbers.

Use substyle colors for bar #s, etc.

This option controls the color of bar lines, bar numbers, and section letters. If this is enabled, bars without part markers will use the color of the current style. If this is disabled, everything will be displayed using a single color which is set for “Non-Part Marker (text)” in the color picker.

Highlight selected cell

If this option is selected, the currently selected cell will be highlighted instead of just out-lined. You can change the highlighting color by selecting “Cell highlighting” in the color picker. This feature is useful for JAWS Screen Reader users.

Enable display of Repeats/Endings allows repeats signs and 1st/2nd ending markers to be shown on the Chord Sheet.

Display bars higher than end of song in gray will “gray out” the bars on the Chord Sheet after the end of the song.

Show chords with push/rest characters

The push character is the caret symbol (^). So, a C chord with a push is displayed as ^C. The rest character is a period (.) so a C chord with a rest is displayed as C. (C period). If you prefer to not see these characters displayed, then set this to false. These characters won’t show up on the printout regardless of this setting.

Show chords with pushes/rests in color

If this is enabled, pushes will be displayed in GREEN and rests are displayed in RED. This only applies to the Chord Sheet, not the notation.

Display ‘C9sus’ as ‘C11’

This option allows display of “9sus” chords as “11” (e.g., Bb11 instead of Bb9sus). This only affects how the chord is displayed, not how it is stored. And you can type either C11 or C9sus to enter the same chord.

Display ‘2’ as ‘sus2’ / Display ‘sus’ as ‘sus4’

These options will show suspended chords more explicitly. “sus” implies “sus4,” and “2” implies “sus2,” but you might want to see the full extension name.

Treat ‘dim’ chord as a diminished triad (Cdim5) instead of Cdim7 controls if Cdim will represent Cdim5 or Cdim7. When set, Cdim means the diminished triad (Cdim5) and the diminished 7th is entered as Cdim7.

For Roman Numerals of Chords in minor keys, use relative major

For minor keys, base roman numerals on the relative major. For example, in key of Am, Am is either the Im chord or the VIIm chord.

Gray out chords beyond time signature

This setting grays out chords that won’t play in the song. For example, if you switch a song of 4/4 time signature to a waltz style, the chords on beat 4 will be grayed out.

Auto-open/close editable layers

If this is enabled, any editable layers (Bar Lyrics and Section Text layers) will automatically open or close when you open a song.

Transpose

This will visually transpose the chord sheet and notation display by a number of semi-tones for concert or non-concert instruments, either by typing in a number or choosing a preset.

If a Chord Sheet or Notation window transpose setting is in effect, a yellow hint message opens on boot up as a reminder.

Chordsheet and Notation are set to transpose by 9 semitones. To change this, [Prefs]- Notation - Transpose.

Chord display

This setting allows you to choose a chord display for the main layer.

[Choose font]

This button allows you to choose a font, style, and size for the selected item in the combo box to the right.

Chord Sheet Font

This allows you to choose a font for the chords on the main layer. If you click on the **[Jazz Symbols]** button, then “Jazz Chord Symbols” will be selected and you will see shorthand Jazz chord symbols on the Chord Sheet. The **[Default font]** button selects BigBand Chords. The **[Custom]** button allows you to choose the size as well.

Superscript chord extensions (main) / Superscript chord extensions (additional)

The superscript feature shows the chord extensions using smaller raised text. This makes the root of the chord more

distinguishable, and also helps maximize space on the Chord Sheet. “Superscript chord extensions (main)” is for extensions of the chords on the main layer, and “Superscript chord extensions (additional)” is for extension of the chords on the additional layer.

Number of Columns

You can select the number of columns displayed on the Chord Sheet screen.

Number of Rows

The number of rows displayed on the Chord Sheet screen can be selected manually to best match your screen size and resolution. This only applies if “Auto-adjust # rows” is disabled.

Auto-adjust # rows

If this is set, when songs are loaded, the number of rows will change depending on the number of bars in the song, and the number of rows will vary within the supplied range between “min rows” and “max rows.”

New line for every section

When this is set, most part markers will start a new line on the Chord Sheet. This makes the sections more readable. It can be disabled for a song using *Edit | Settings (for This Song)*. The “minimum section” setting is the minimum number of bars that is required for a section to automatically start a new line.

Extra line space between sections (pixels) is the amount of space to add on a new line when there is a part marker.

Extra space between rows (pixels)

This allows you to set a border thickness between rows.

Extra space between columns (pixels)

This allows you to set a border thickness between columns.

Height % of Additional Chord Display layer

This sets the percentage of additional chord display layer. For example, if you want to see Nashville Notation on the additional chord display layer as big as the main chord display below it, set this option to 100%.

[Choose Skin]

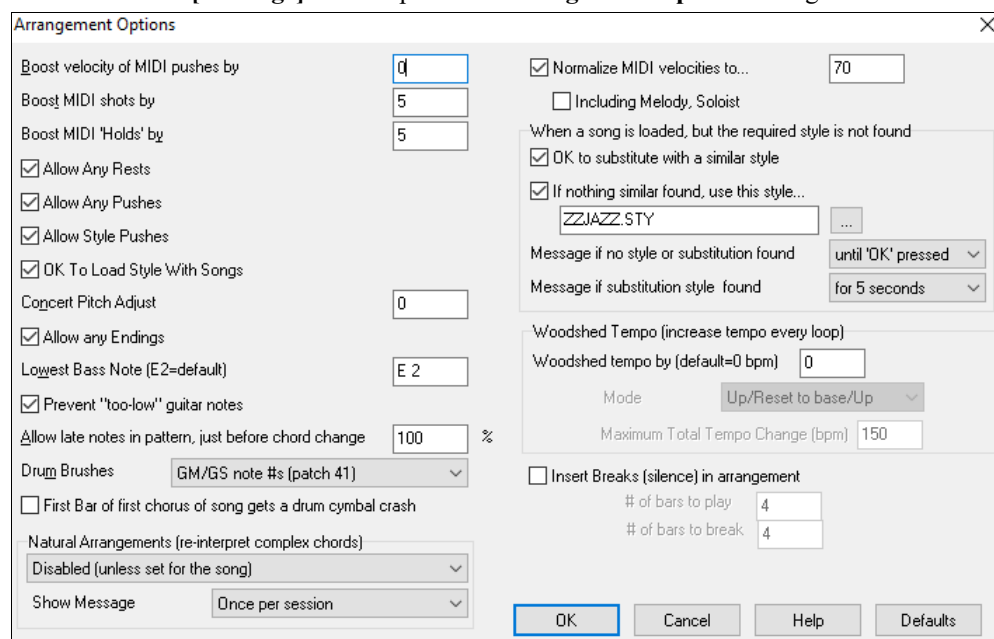
This allows you to see the small toolbar buttons in color.

[Load scheme] [Save scheme]

All of the settings and colors can be saved and loaded as a .csc file.

Arrangement Options

 The **[Arrange]** button opens the **Arrangement Options** dialog



The Arrangement Options dialog box contains the following settings:

- Boost velocity of MIDI pushes by: 0
- Boost MIDI shots by: 5
- Boost MIDI 'Holds' by: 5
- ☒ Allow Any Rests
- ☒ Allow Any Pushes
- ☒ Allow Style Pushes
- ☒ OK To Load Style With Songs
- Concert Pitch Adjust: 0
- ☒ Allow any Endings
- Lowest Bass Note (E2=default): E 2
- ☒ Prevent "too-low" guitar notes
- Allow late notes in pattern, just before chord change: 100 %
- Drum Brushes: GM/GS note #s (patch 41)
- ☐ First Bar of first chorus of song gets a drum cymbal crash
- Natural Arrangements (re-interpret complex chords): Disabled (unless set for the song)
- Show Message: Once per session
- ☒ Normalize MIDI velocities to...: 70
- ☐ Including Melody, Soloist
- When a song is loaded, but the required style is not found:
 - ☒ OK to substitute with a similar style
 - ☒ If nothing similar found, use this style...: ZZJAZZ.STY
 - Message if no style or substitution found: until 'OK' pressed
 - Message if substitution style found: for 5 seconds
- Woodshed Tempo (increase tempo every loop)
 - Woodshed tempo by (default=0 bpm): 0
 - Mode: Up/Reset to base/Up
 - Maximum Total Tempo Change (bpm): 150
- ☐ Insert Breaks (silence) in arrangement
 - # of bars to play: 4
 - # of bars to break: 4

Buttons: OK, Cancel, Help, Defaults

Boost Velocity of pushes by

The pushes in Band-in-a-Box are the chords that get played before the beat. Typically pushes are played a little louder than other patterns. You can leave this setting at 0 or set it to between 0 and 10.

Boost shots by

Shots can be accented with this setting.

Boost ‘Holds’ by

Use this setting to boost the velocity of held chords.

Allow Any Rests

You can disable the rests feature. You might want to do this if you’ve got a song with a lot of rests in it and are then having difficulty recording a melody because you don’t hear the drums providing the beat (due to the drums resting). If so, you can temporarily disable the rests so that you can record and listen to the drums.

Allow Any Pushes

If for some reason you don’t want a style or a song to have pushes, you can set this to no.

Allow Style Pushes

If for some reason you don’t want a style to have pushes, you can set this to no.

OK to Load Style with Songs

This loads the style that is saved with the Band-in-a-Box song. Set it to NO if you don’t want the saved styles to load, perhaps to audition a new style with several different songs.

Concert Pitch Adjust

This is useful for non-concert instruments such as Saxophone or Trumpet. The output is transposed so that you see the music in one key, and it plays in another.

Trumpet players and other Bb instruments should set Concert Pitch Adjust to –2.

Alto Sax and other Eb instruments should set Concert Pitch adjust to +3.

Note: This concert pitch adjust setting is an old one. It is preferable that you use the Notation-Transpose Option instead.

Allow Any Endings

You can disable the endings from all the songs by using this setting.

Lowest Bass Note

Styles will normally play bass notes (down to the low E) if the pattern won’t go below a low E note. This happens with all styles automatically, but there is also an option to set the lowest note that the bass can go real low (so you can get a low C if you want to!).

Prevent “too low” guitar notes

For styles using a guitar patch on the Guitar, Piano, or Strings part this will prevent any note from being lower than the low E on a guitar.

Allow late notes in pattern, just before chord change

Styles will normally play notes near the end of a pattern, before a chord change. Sometimes this makes the style sound “too busy.” If you set this to, say 70%, then 30% of the time, the note at the end of the pattern will play quieter, typically at half the volume.

Drum Brushes

Most GM modules have brushes available on patch 41 on the drums. On some Sound Blasters you need to load a GS sound font for this to occur, and you need to use the Sound Blaster software to do this (AWE Control Panel). On the Yamaha XG, you likely need to send a “GS mode on” message from the GM menu in Band-in-a-Box. But if your module just doesn’t have brushes available, then you can set this option, and the style will remap the notes to different drum instruments that don’t have brushes.

First bar of first chorus of song gets a drum cymbal crash

If selected, the first bar of the song (following the intro) might get a cymbal crash. Usually this is left unselected, since most drummers wouldn’t play a crash cymbal on bar 1 of the song.

Natural Arrangements (re-interpret complex chords)

If you give a pro musician a complicated chord progression with fancy extensions like C7b9b13 or Gm11, the musician may reinterpret these rather than playing them exactly as written. This can achieve a much better sounding arrangement because the musician has freedom to choose from similar chord extensions. You can get Band-in-a-Box to do the same thing with this option for all tracks in all songs. (Note: To set this feature for all tracks in the current song, use the option in the **Song Settings** dialog. To set this for specific track(s) in the current song, right-click on the track radio button, go to *Track Settings* | *Set Natural Arrangement*, and select an option.).

Show Messages

You can select to show a flash message when chords are re-interpreted. The choices are: Always, Never, and Once per session.

Normalize MIDI velocities to

If performing live, or at a jam session, it helps to have the volume of all of the songs be similar. With the “Normalize MIDI velocities” feature, you can level the volumes to a setting you enter. For example, you can set all volumes to be 70 and the program will make each song play within those levels.

[Normalized Velocity=70, was 49] When you have set the normalize to “on,” the title window at the top of the screen reports that Normalization is set to 70, and that the velocity of the currently playing song has been increased from 49 to 70.

Including Melody, Soloist

The normalization will affect bass, drums, piano, guitar, and strings. If you select the “Including Melody, Soloist” option, the normalization will also affect the Melody and Soloist parts.

When a song is loaded, but the required style is not found

In this group of settings, you can control the behavior of the program when a required style is not found. Text files like *C:\bb\Data\A_PGMUSIC.NA* list the substitute styles to use. You can make your own *.NA file but call it something like MYSTYLES.NA. Don’t edit the A_PGMUSIC.NA file.

OK to substitute with a similar style

If set, this will enable the substitution of styles using the *C:\bb\Data\A_PGMUSIC.NA* text file and any other *.NA files supplied by third-party styles developers.

If nothing similar found, use this style

This is the style that will be substituted if no better substitute is found in the A_PGMUSIC.NA text file or any other *.NA files.

Message if no style or substitution found

If no substitute style is found, what type of message (if any) should be displayed?

Message if substitution style found

When a substitute style is found, what type of message (if any) should be displayed?

Woodshed Tempo (increase tempo every loop)

When practicing (or “woodshedding”) a tune, it is useful for the tempo to speed up every time the section loops or the song restarts from the beginning.

Woodshed tempo by (default=0 bpm)

This sets the number of bpm that the tempo will change each time through. There are 4 modes to the woodshed tempo field. They are only active when you set a woodshed tempo value other than 0.

1. “Up only,” which is getting faster each loop “forever,” well until tempo=500 which is BB’s maximum tempo.
2. An “up then down” mode that goes up by [a settable increment] up to [a settable maximum] and then starts going down by the increment back to the original where it restarts. For example, a song with a tempo of 140, if you set the tempo to increase by 5, to a maximum increase of 100, the song will go from 140,145,150 etc. to 240, then go to 235,230... back to 140 and cycle again.
3. An “Up then Reset” mode, that goes up in increments up to the settable maximum, then resets to the original and starts again. For example, a song with a tempo of 140, if you set the tempo to increase by 5, to a maximum increase of 100, the song will go from 140,145,150 etc. to 240, then go to 140 and start again.
4. An “Up and stay at Max” mode that goes up until the settable maximum and stays there.

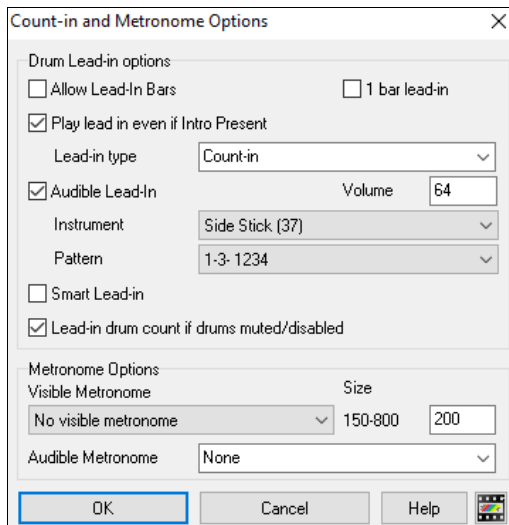
Modes 2 and 3 are analogous to a “treadmill workout,” with programmed changes in speed.

Insert Breaks (silence) in arrangement

This feature is great for practicing tempo control. Select the # of bars, and Band-in-a-Box will play for, say 4 bars (selectable), and then will rest all instruments for the next 4 bars. Once set, this feature works automatically with all songs until you turn it off.

Count-in and Metronome Options

Count-in/Met. This **Preferences** button opens the **Count-in and Metronome Options** dialog.



Allow Lead-In Bars

People who use Band-in-a-Box for soloing practice will likely turn the lead-in off to allow endless looping uninterrupted by the lead-in count. To eliminate the lead-in count, select Allow Lead-In Bars to = NO, this will start the song from bar 1 with no lead in.

1 bar lead-in

If this is set, the count-in will be a single bar instead of 2 bars.

Play Lead-In Even If Intro Present

If a song has an intro, it's usually not necessary to play the 2-bar lead-in count. There's a new option to always OMIT the lead-in if an intro is present.

Lead-in type

This can be drum patterns instead of "1-2-1234." You can specify to play two bars of drum patterns instead of the count-in. You may prefer hearing the drum beat to a simple count-in, since it provides more information about the upcoming groove. If you're playing with Band-in-a-Box live on a "dance floor," this setting will avoid "dead air" between songs, and keep the drumbeat going. Includes options to have "a" or "b" drum fills or patterns play for the two bars.

Audible Lead-In/Volume

Enables audible count-in. If you would like the lead-in bars to be played, but just want the drum lead-in quieter (or silent) set the Drum Volume to = 0 (for silent).

Instrument/ Pattern

You can select any drum instrument for the count in. You can choose different count-in rhythms, e.g., tap on 2 and 4 instead of 1-2-3-4. There's a new "smart lead-in" option to silence the drum count-in if a melody lead-in has begun.

Smart Lead-in

A smart lead-in avoids playing the count-in drum sound during a Melody pickup.

Lead-in drum count if drums muted/disabled

Previously, when the drum track was muted (or disabled in a song), the count-in drum click wouldn't play. This option can play the drum count-in in all circumstances. Drummers who play along with BB by muting the drum track should find this feature useful. To set this option, choose *Options | Preferences* and set "Lead-in drum count if drums muted or disabled" to true (default is true).

Visible Metronome

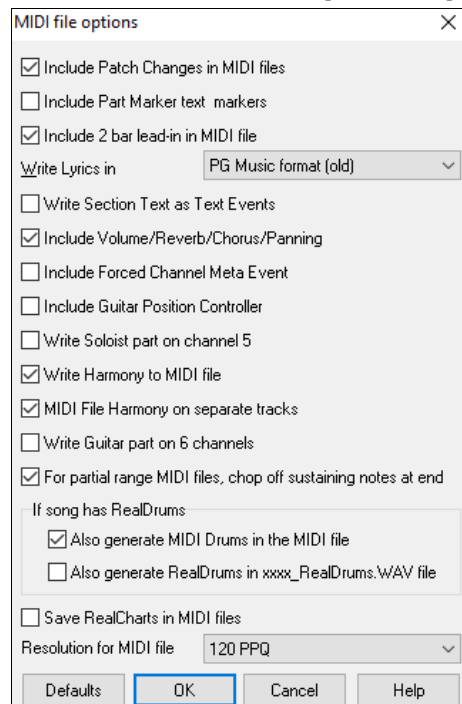
You can display a visible metronome on-screen during the entire song (or just the lead-in). Choose the screen position (top-right or center), and the size (up to near full screen size). Also choose the visual metronome pattern (1234, 1-3, 1---, or -2-4). Seeing a metronome on-screen is a great way for a student to learn to keep on the beat, and with a settable size, students can view this from across the room.

Audible Metronome

The three settings for the audible metronome are None, During Record, or During Record and Play.

MIDI File Options

MIDI File The Preferences [MIDI File] button opens the **MIDI file options** dialog.



Include Patch Changes in MIDI files will include the patch (instrument) changes.

Include Part Marker text markers will write descriptive text markers to the MIDI file, such as “bar 23, part A.” Text markers are also read in from MIDI files and displayed as Section Markers on the Notation.

Include 2 bar lead-in in MIDI file is selected if you don’t want to create a MIDI file containing the first 2 bars of the 1—2—1-2-3-4 count-in. If there is a Melody pickup, then the 2-bar lead-in will remain in the file.

Write Lyrics in General MIDI or PG Music format

The GM specification has agreed upon specific requirements for writing lyrics in MIDI files, which are now supported, so that lyrics that you save in Band-in-a-Box should show up identically in other MIDI programs. To set this option, choose either General MIDI format or PG Music format. We recommend the GM format.

Write Section Text as Text Events

Your section text can be included in the MIDI file as text events.

Include Volume/Reverb/Chorus/Panning

This will include the volume, reverb, chorus, and panning settings that you have made in the Band-in-a-Box synth window in your MIDI file.

Include Forced Channel Meta Event

This will include the forced channel META event. It is recognized by PowerTracks Pro Audio and other PG Music Inc. programs only.

Include Guitar Position Controller

This will insert a controller 84 which PG Music uses to indicate the fret position. Since some synths also use this for Portamento Control, you should use this setting with caution.

Write Soloist Part on Channel 5

Normally the program writes the Soloist part on channel 8. Since that could also mean the left hand of a piano track using the convention of channel 8/9 for piano, this option allows you to write it on channel 5 instead.

Write Harmony to MIDI File

If set to YES, the harmony will be written to the MIDI file. If not, just the melody will be written to the MIDI file.

MIDI File Harmony on separate track

If set to YES, the harmony will be written to the MIDI file on separate tracks for each voice. You could use this to print out individual parts to your printer for example.

Write Guitar part on 6 channels

If set to YES, the styles that are Intelligent Guitar Styles will result in a MIDI file that has the Guitar part written on 6 channels (11-16). Then, when you read it in PowerTracks, or another sequencer that uses the convention of 11-16 for guitar strings, the guitar part will display correctly.

For partial range MIDI files, chop of sustaining notes at end

If you have made a MIDI file for part of the song this setting controls whether the notes will sustain at the end of the range in the MIDI file or be cut off.

If song has RealDrums

Also generate MIDI drums in the MIDI file - If your song uses RealDrums for the drum track you may want to uncheck this option.

Also generate RealDrums in xxxx_RealDrums.WAV file - saves RealDrums audio track as a separate wave file so it can be imported into another program for editing.

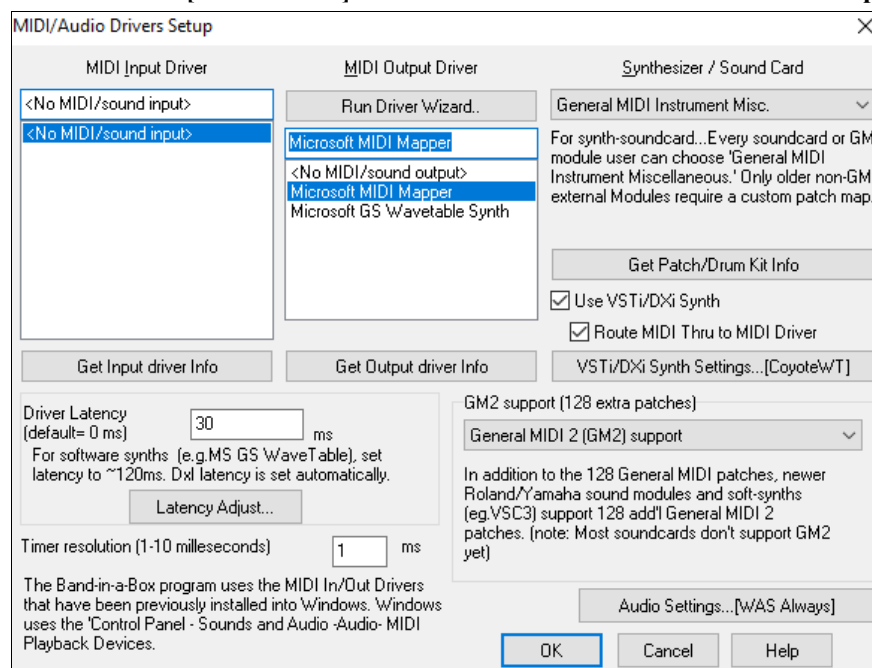
Save RealCharts in MIDI File

This allows you to save RealCharts MIDI data in MIDI files so that you can study the performances in other programs.

Resolution for MIDI file sets the resolution for MIDI files that you output in a range from 120 to 1920 PPQ. The default is 120 PPQ, which is 4 ms resolution at a tempo of 125.

MIDI Driver Setup

MIDI Driver The [MIDI Driver] button launches the **MIDI/Audio Drivers Setup**.



MIDI Input Driver

Select the Driver that you would like to use for input from a MIDI keyboard. If you don't have a MIDI keyboard, you can select <No MIDI/sound Input>.

MIDI Output Driver

Select a Driver for MIDI Output. This also includes Sound Card output (like Sound Blaster).

Perhaps the easiest way to configure Band-in-a-Box is to press the **[Run Driver Wizard]** button. The **MIDI Output Driver Wizard** dialog will take you step-by-step through the process of auditioning and selecting an appropriate driver. This assumes that the appropriate Windows® sound drivers are installed and correctly configured.

Synthesizer / Sound Card

Every sound card or General MIDI sound module can choose “General MIDI Instrument Miscellaneous.” Only older non-GM external modules require a custom patch. Selecting the type of synth allows Band-in-a-Box to automatically load in the appropriate Drum/Patch kit file (*.DK). If you leave this as <synth card not listed > it will automatically default to the General MIDI patch list.

Get Patch/Drum Kit Info

This contains information on setting up custom patch/drum kits.

Use VST/DXi Synth

Check the “Use VST/DXi Synth” checkbox to enable VSTi or DXi playback. To use this option, you must have a polyphonic VSTi or DXi synthesizer installed on your computer, such as the Coyote WT or the Cakewalk TTS-1. It will also be most convenient if your VSTi/DXi synthesizer can use General MIDI or GM2 patches.

Route MIDI Thru to MIDI Driver

If this is unchecked, MIDI Thru (live playing) will be routed to the DXi synth rather than the MIDI Thru drive while the song is playing. (This applies with MME audio drivers only.)

DXi Synth Settings

To select the DXi synthesizer, click the **[DXi Synth Settings]** button, which will open the **DirectX Plugins** window. Select your DXi synth and apply real time DirectX effects.

Driver Latency

Software synths (like Coyote WaveTable DXi) have a specific timing issue associated with them; “latency.” This means that it takes about 430ms from the time Band-in-a-Box sends the MIDI information to the Virtual Synthesizer to generate and hear the sound. To keep everything (i.e. the notation display, etc.) “in sync,” you should set this latency option. In most cases, Band-in-a-Box will prompt you to do this. If you are using a regular sound card or MIDI module you should not encounter any latency, so you should set the latency option to zero (0) if it’s not already set this way. Latency is set automatically for DXi/VSTi software synths. Click **[Latency Adjust]** to manually offset the latency of your driver with the **Soft Synth Latency Adjust** routine.

GM2 support

The type of GM2 support is set here. The choices are:

General MIDI 2 support: If you are using a newer Sound Canvas (i.e. newer than 1999, or newer than the Roland SC88), then choose this GM2 support.

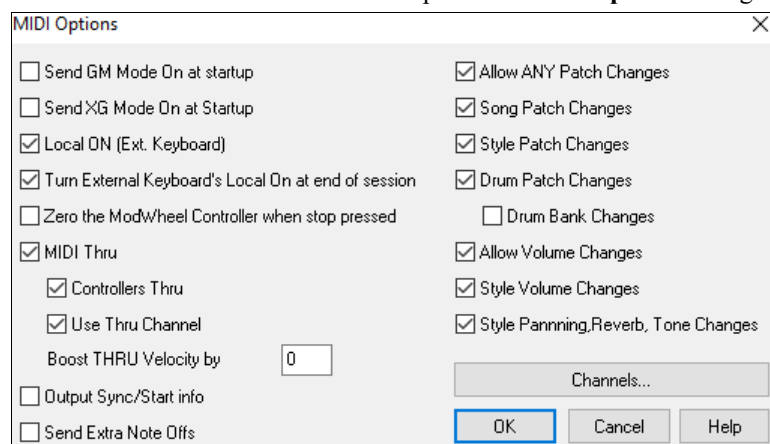
Roland GS (older Modules): “Older” Sound Canvases (SC55/SC88) support GS, but not GM2. The good news is that they have the same patches available, just at different locations. So if you choose this option, Band-in-a-Box will find the patches at the “GS” locations instead of the “GM2” locations. If you have a newer GS module like the SC8820, it supports both GM2 and GS - you should likely choose GM2.

No GM2 support: Most sound cards (Sound Blasters etc.) don’t have GM2 support yet, so just support the 128 sounds. Band-in-a-Box will use the closest instrument in these cases.

The **[Audio Settings]** button opens the **Audio Settings** dialog to set up audio drivers.

MIDI Options

MIDI options This **Preferences** button opens the **MIDI Options** dialog.



Send GM Mode On at startup / Send XG Mode On at startup: You can elect to have Band-in-a-Box automatically send a GM or XG Mode On command every time the program is started. Toggle this option ON if you have a GM or XG unit to ensure that it is always set to the appropriate mode.

Local ON (Ext. Keyboard): If you are hearing the information played on your keyboard played twice (an echo effect) then set Local ON to “No.” If you can’t hear what you are playing at all, set Local ON to “Yes.”

Turn External Keyboard’s Local On at end of session: If you have set the Keyboard Local to Off (usually to eliminate MIDI echo) this setting turns it back on at the end of your Band-in-a-Box session.

Zero the ModWheel Controller when stop pressed: If you use Garritan synths, don’t enable this option, because Garritan uses Modulation Wheel for Volume. If you have a MIDI keyboard, and use Modulation Wheel, you might set this.

MIDI Thru: Set to “No” if you don’t want the information played on your MIDI keyboard to be sent *through* Band-in-a-Box to the output driver.

Controllers Thru: Guitar synthesizers and wind controllers contain large amounts of additional MIDI data which may not be required for Band-in-a-Box and may only serve to hinder the system performance of your computer. To prevent this information from being sent Thru, set this option to “No.”

Use Thru Channel: Band-in-a-Box uses the Thru channel as a part, just like the Bass/Drums/Piano, etc. The Thru Channel is re-channeled to the Thru channel as assigned in the MIDI settings dialog. If you would prefer to set the Thru channel yourself from your MIDI controller, set this to “No.”

Boost THRU Velocity by: When playing along on a keyboard to the Band-in-a-Box “band,” if the sound of your keyboard is too quiet and increasing the THRU Volume doesn’t help enough, use this option to boost the THRU velocity and make your THRU playing louder.

Output Sync/Start info: Syncs Band-in-a-Box with an external sequencer.

Send Extra Note Offs: Leave this option to “No” unless you are having trouble with “Stuck Notes” when you press [Stop]. If you set this option to “Yes” the program will send a “global sweep” of all notes off in *addition* to the selected notes off that are playing when you press the [Stop] button.

Allow Any Patch Changes: Set to “No” to disable All Patch changes.

Song Patch Changes: Songs can be saved with patch changes. If you want to prevent specific instruments loading for a given song, set this option to “No.”

Style Patch Changes: Styles contain patch change information for the instruments that were used when the Style was created. To use your own instrument selection, not the original instruments, change this setting to “No.”

Drum Patch Changes: To disable patch changes in Drums, set to NO.

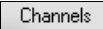
Drum Bank Changes: This should usually be left unchecked since most synths don’t use bank changes on drums. But, if you require drum bank changes then select this option.

Allow Volume Changes: To prevent any volume changes set to “No.”

Style Volume Changes: To stop embedded style volume changes set to “No.”

Style Panning, Reverb, Tone Changes: If set, styles are allowed to set panning, reverb, and tone if they are set that way in the style.

MIDI Settings

 The [Channels] button opens the **MIDI Settings** dialog.

	Channel	Octave	Patch	Vol	Reverb	Chorus	Pan	Bank0	LSB(32)
Bass	2	-1	36	90	0	40	0	0	0
Piano	3	0	5	90	40	40	15	0	0
Drums	10	0	1	90	40	0	0	0	0
Guitar	6	0	25	90	40	0	-15	0	0
Strings	7	0	92	90	100	100	0	0	0
Melody	4	0	57	90	40	0	0	0	0
Soloist	8	0	1	90	40	0	0	0	0
Thru Chn	5	0	57	90	40	0	0	0	0

0 - 16 -2, +2 0 - 128 0 - 127 -63, +63 0 - 127

Harmony... Options... GM Patches Save OK Cancel Help

MIDI Channels: Range 0 to 16. If set to 0 the part will be Off/Disabled, which is not the same as muted.

Octave: Adjusts the octave of the part. Range (-2 to +2). Usually set to 0. (Bass is usually set to -1 for most General MIDI (GM) instruments.)

Patch: Range 0 to 128. These are General MIDI patch numbers.

Volume: Range 0 to 127. Average volume setting is = 90. This can also be set from the main screen.

Note: Only General MIDI, XG, and GS instruments respond to Reverb, Chorus, and Bank changes.

Reverb: Range 0 to 127. Default setting = 40.

Chorus: Range of 0 to 127. Default setting = 0.

Panning: Panning refers to the stereo placement (i.e. Left to Right) of a given part's sound. The range of this parameter is -63 to +63. A setting of 0 is centered in the middle of the stereo field.

Bank0 and LSB(32): Many General MIDI instruments have extra instruments available on higher banks. Usually set to 0. Other settings are multiples of 8 (0, 8, 16 etc.).

These can use either Controller 0 (Bank 0), which is also known as MSB for Most Significant Byte, or Controller 32, also called LSB for Least Significant Byte, or combinations of the two controllers.

Harmony

The **[Harmony]** button opens the **Harmony Channels and Settings** dialog where settings for the harmonies are made.

Harmony Channels and Settings

Harmony Settings

☒ OK to Load Harmonies With Songs

☒ Change Harmony With New Chords

Overall Harmony Volume Adjust: 0

Harmony Channels

Melody Harmony B: 11

Melody Harmony C: 12

Thru Harmony B: 13

Thru Harmony C: 14

OK Cancel Help Update

OK to Load Harmonies with Songs

If set to YES, the harmony settings for each song will be loaded and saved with each song. If set to NO, the harmony setting won't be saved or loaded with the songs. If you are using a certain harmony, you should set this setting to NO, otherwise you have to keep re-selecting the harmony when you load in new songs.

Change Harmony with New Chords

Example: If a harmony is played on bar 1 on a C chord, and then the note is held as the chord changes to a Fm7 chord, (if this setting is set to YES) the harmony notes will change so that they will be still be playing chord tones. If they don't the harmony sounds dissonant. Leave this setting to YES, unless you have a specific reason to disable it. The harmony is changed by moving the voices to the nearest chord tone.

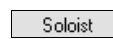
Overall Harmony Volume Adjust

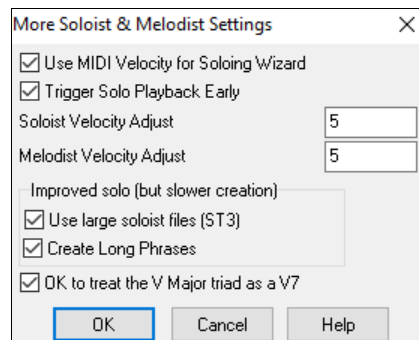
Sets a level for the overall harmony in a range of -128 to 128, with 0 leaving the settings as programmed in the Harmony file.

Harmony Channels

Band-in-a-Box already uses 7 channels (Bass, Drums, Piano, Guitar, Strings, Melody and Thru channels). Adding these 4 harmony channels produces potentially 11 channels of information.

Soloist

 The **[Soloist]** button launches the **More Soloist & Melodist Settings** dialog.



Set “**Use MIDI Volume for Soloing Wizard**” to true if you want MIDI velocity information sent to the Soloing Wizard. If you have a velocity sensitive MIDI device attached to your computer and you want to control the dynamics of the Soloist, you should enable this feature.

Set the “**Trigger Playback Early**” to true to enable song playback to start before the Soloist has actually completed composing a solo. Otherwise, Band-in-a-Box will completely compose a solo before song playback begins.

Soloist/Melody Velocity Adjust

This box allows you to quickly boost or reduce the volume of the Soloist part relative to the other instrument parts. For a realistic mix the soloist instrument is set slightly louder than the other instruments/parts in a song. The default is 5.

Use large soloist files (ST3) uses larger databases with improved phrases when checked.

Create Long Phrases, when set to “True” (enabled) instructs the Soloist to use the longest musical phrases it “knows.” Normally, this is used in conjunction with the “Use large soloist files” setting.

OK to treat the V Major triad as a V7

If set, all Jazz MIDI soloist and some Jazz and Country RealSoloists will treat the V chord as V7.

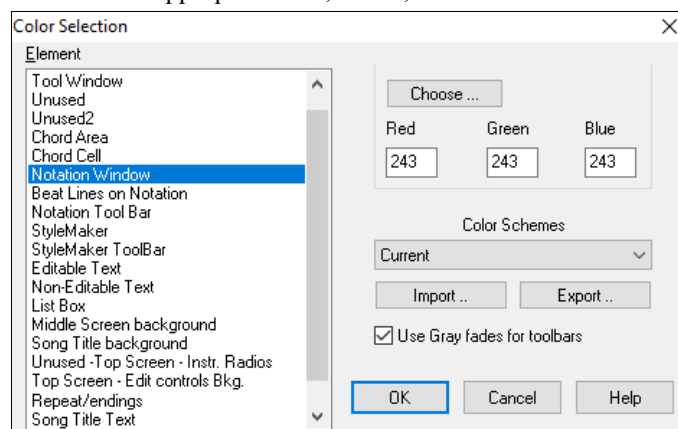
Colors

 The **[Colors]** button in the **Preferences** dialog opens the **Color Selection** dialog.

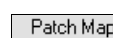
You can choose from several color sets using the 256-color palette in Windows®. Choose from pre-made color schemes or make your own. This is like changing the Windows® color scheme in the control panel.

To select a pre-made color scheme, press the **[Import]** button and choose from the list of schemes. Select **[OK]** to make the changes permanent. Use the **[Export]** button to save and share your customized color schemes.

To make your own color scheme, click on the name of the element you wish to change (Chord Area, List Box, etc.), then click on the **[Choose]** button to bring up the Windows® **Color** palette and click on the color you desire. Or you can enter the appropriate Red, Green, and Blue values in the boxes provided.



Patch Map

 This opens the **General MIDI Patch Edit** dialog, where you can make a customized General MIDI patch map.

General Midi Patch Edit (1 - 64)

1	AcoustPiano	17	Home Organ	33	Acoust Bass	49	Strings
2	BrightPiano	18	Jazz Organ	34	Finger Bass	50	SlowStrings
3	Elect Grand	19	Rock Organ	35	Picked Bass	51	SynthString1
4	Honk Tonk	20	Church Organ	36	Fretless Bass	52	SynthString2
5	Elect Pian1	21	Reed Organ	37	Slap Bass1	53	Choir Aahs
6	Elect Piano2	22	Accordian	38	Slap Bass2	54	Voice Oohs
7	Harpsichord	23	Harmonica	39	Syn Bass 1	55	SynthVoice
8	Clav	24	Bandneon	40	Syn Bass 2	56	Orch Hit
9	Celeste	25	Nylon Guitar	41	Violin	57	Trumpet
10	GlocknSpiel	26	Acoust Guitar	42	Viola	58	Trombone
11	Music Box	27	Jazz Guitar	43	Cello	59	Tuba
12	Vibraphone	28	El Guitar Strat	44	Contra Bass	60	MuteTrumpet
13	Marimba	29	El Guitar Mute	45	Tremolo Str	61	French Horn
14	Xylophone	30	OverDrive Gt	46	Pizzicato	62	Brass Sect
15	TubularBell	31	Distort Guitar	47	Harp	63	Synth Brass1
16	Santur	32	Harmonics	48	Timpani	64	Synth Brass2

Save 65 - 128 OK Cancel Help

Type in the patch number that your synth uses for each instrument listed. For example, if your sound source has its Acoustic Piano at patch location 41 select the box to the left of Acoustic Piano and type 41. Do the same for all of the instruments in the General MIDI patch list. If your synth doesn't have an exact match, use a close sounding patch that it does have. Once you have made a patch map in this way, whenever Band-in-a-Box encounters Acoustic Piano (which is General MIDI instrument #1), it will look up this Patch Map Location and then send out Patch 41 to your synth/sound module.

Drum Kit

Drum Kit If you have been unable to find a preset drum map that matches your synth's drum notes, then you may need to type in the drum notes that your sound source uses. To do this, you need to hook your MIDI controller up to play the drum sounds from the keyboard. Play up and down the keyboard to hear all the drum sounds.

Drum Kit Definition

Bass Drum-Pop	35	Rim Shot / Stick	37	High Conga	62
Bass Drum-Jazz	35	Ride Cymbal	51	Low Conga	63
Snare Drum-Pop	38	Crash Cymbal	49	Lowest Conga	64
Snare Jazz	38	Cowbell	56	High Bongo	60
Low Tom	41	Tamboyrine	54	Low Bongo	61
Mid Tom	45	Clap	39	Timbale	65
High Tom	48	Shaker	69	Low Timbale	66
Closed High Hat	42	Closed Shaker	70	High Agogo	67
Partial Cl. H.Hat	44	Whistle	71	Low Agogo	68
Open High Hat	46	Claves	75		

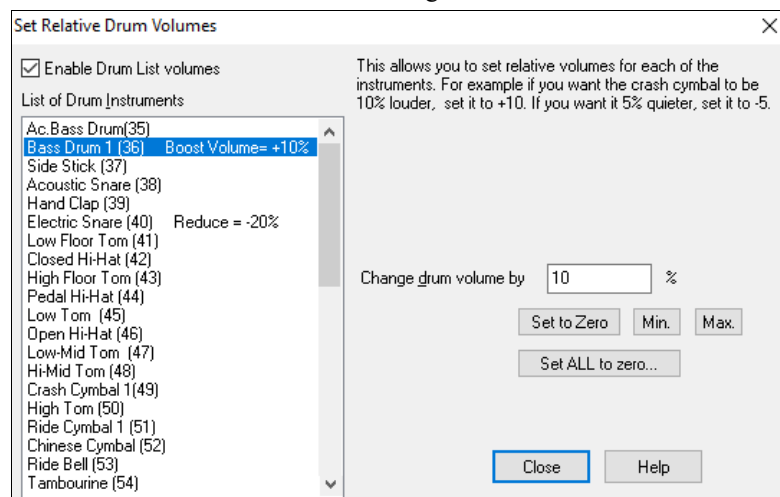
Save OK Cancel Help Set Drum Volumes...

Type the MIDI note numbers for the various instruments as you find them on your drum machine or keyboard. Press the **[Save]** button to save the kit as MYSETUP.DK. If you are making a kit to save under a different name then save the kit under *Options | MIDI Patch Maps, etc. | Save Alternate Patch/Drum Kit*.

Customize the Relative Volumes of the Drum Kit Instruments.

Set Drum Volumes... Perhaps when you listen to Band-in-a-Box, you feel that the crash cymbal is too loud or the kick drum is too quiet.

The **[Set Drum Volumes]** button allows you to make the crash cymbal 10% quieter, boost the kick-drum by 15%, and turn off the “tambourine” entirely. Changes apply to any song when this feature is enabled, and playback and written MIDI files will reflect the changes.



The default settings are to change the volumes by 0 %, which would leave them as they are. If there were a drum note with a velocity of 50, it would be affected as follows:

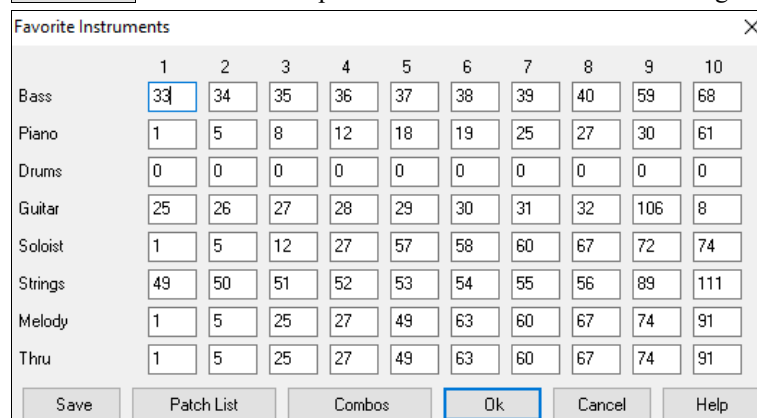
+40% would change it from 50 to $50 + (40\% \times 50) = 70$

-40% would change it from 50 to $50 - (40\% \times 50) = 30$

The current settings for your drum velocities are saved in the intrface.bbw configuration file.

Favorite Instruments

Fav.Patch This button opens the **Favorite Instruments** dialog.



For each of the Band-in-a-Box parts you can assign up to 10 “favorite” General MIDI instruments.

Note: If you use a custom patch map it will convert your synth's non-GM patch numbers, always enter GM patch numbers for the favorite instruments.

Patch List The **[Patch List]** button displays the **General MIDI Patch List** of instrument names and patch numbers.

Combos The **[Combos]** button opens the **Favorite Combos** dialog.

	1	2	3	4	5	6	7	8	9	10
Bass	33	33	34	34	36	33	38	39	40	40
Piano	1	5	1	5	5	1	5	5	1	19
Drums	0	0	0	0	0	0	0	0	0	0
Guitar	25	25	25	27	29	25	29	29	31	29
Soloist	0	0	0	0	0	0	0	0	0	0
Strings	49	49	49	49	49	49	49	49	49	54
Melody	1	25	27	57	58	66	67	72	74	83
Thru	0	0	0	0	0	0	0	0	0	0

Buttons: Patch List, Save, OK, Cancel, Help

The **Favorite Combos** dialog allows you to save up to 10 of your favorite instrument combos. For example, you could setup Combo #1 to be an Acoustic Jazz combo which would send out patches like Acoustic Bass, Acoustic Piano, Acoustic Guitar, Flute, etc. After you finish typing in the instrument patch numbers select the **[Save]** button.

Output Chords on Channel

OutputCh. The **Preferences [OutputCh.]** button opens the **Output Chords on Channel** dialog. Some external music hardware devices require chords played in root position to drive them in real time.

☒ Output Chords ?

Channel #

Velocity

Note Range to output to (Middle C= 60)

Chord Types

ticks before chord change to output (120= 1beat)

☒ Output Chords During Lead In ?

☐ Output MIDI Sync info ☒ Display Output on Piano ?

☒ Write track to MIDI file

This option is useful if you are using an external device like "The Vocalist" or an external arranger that can read chords in real time. Band-in-a-Box will output chords in root position on the selected channel during playback.

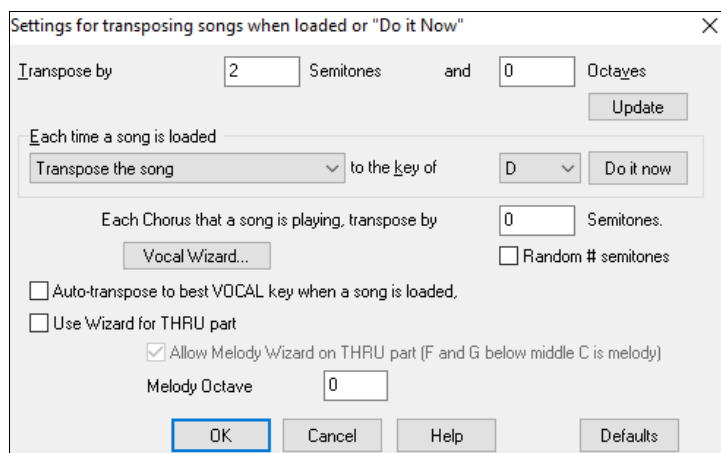
Buttons: OK, Cancel, Help

An example of this is the TC-Helicon Voice Live, which lets you sing into a microphone and harmonize your voice according to the chords that are input to the device.

Band-in-a-Box has the capability of outputting a separate channel with the chords in root position to support such external devices automatically.

Transpose

Transpose The **Preferences [Transpose]** button opens the **Settings for transposing songs when loaded or "Do it Now"** dialog.



When playing along on your MIDI keyboard, you can set the Thru transpose to transpose semitones or octaves. You can define a “favorite key” and Band-in-a-Box will optionally transpose any and all loaded songs to that key. This is a great feature for practicing in a certain key.

You can also set the THRU transpose to the favorite key to transpose the THRU part so that you can always play along in your favorite key (regardless of the actual key of the song). To activate this feature by key strokes, press **Ctrl+Shift+K**.

To practice a song in different keys, have it transpose by a specified number of semitones each chorus, or let Band-in-a-Box transpose it a random number of semitones for more of a challenge.

Vocal Wizard... This launches the Vocal Wizard, which shows the best keys given a singer’s vocal range.

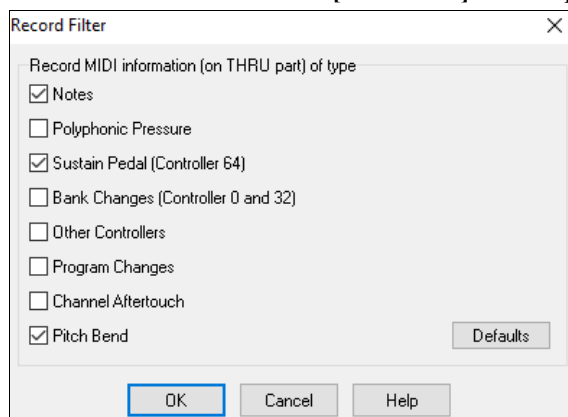
When “Auto-transpose to best VOCAL key when a song is loaded” is checked, the song will be automatically transposed to the best key for a vocalist, depending on the settings in the Vocal Wizard.

If you have an external keyboard, enable the “Use Wizard for Thru part” option and also the Wizard checkbox on the main screen. Band-in-a-Box will make sure you never hit a wrong note when playing live!

When “Allow Melody Wizard on THRU part (F and G below middle C is melody)” is set, the F and G below middle C on a connected MIDI keyboard will play melody notes, assuming a Melody track exists. A, B, C, D, and E are approach notes from below. F# = repeat note. D, C, B, and A are approach notes from above. Low E, F, and G change the melody octave.

Record Filter

Rec.Filter The **Preferences [Rec. Filter]** button opens the **Record Filter** dialog.



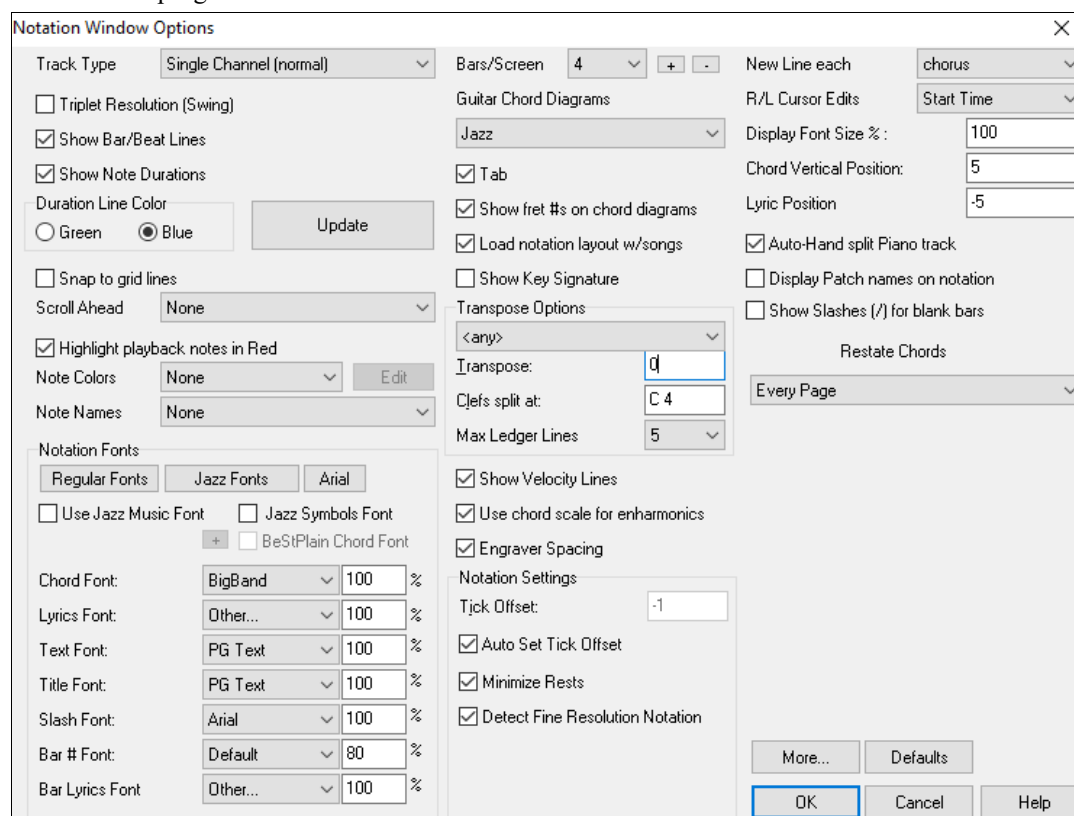
Record Filter supports all MIDI controllers and sustain pedal. You can record any type of MIDI information to the melody or soloist tracks by using the Record Filter feature to select which types to include.

With this window you can choose what types of MIDI information Band-in-a-Box will record.

Notation

Notation The **[Notation]** button opens the **Notation Window Options**. If the Notation window is not open, the

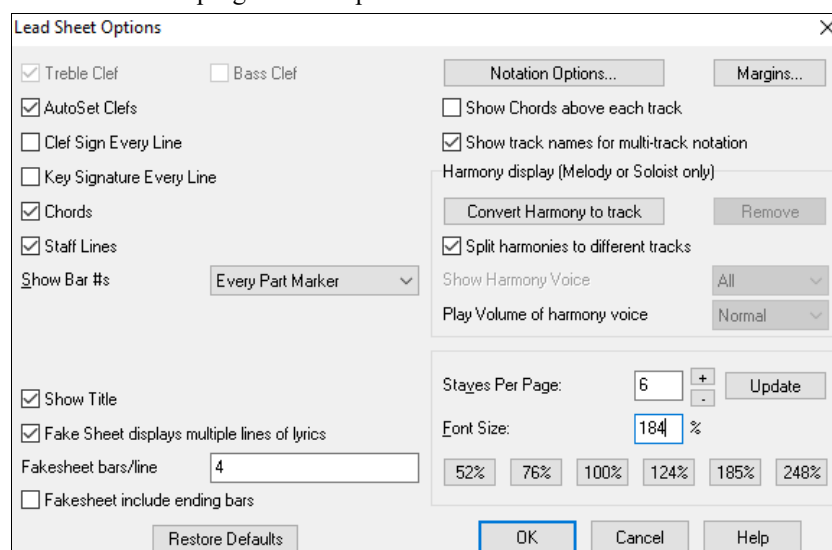
program will launch it.



The options in this dialog are described in [Chapter 8](#).

Lead Sheet Options

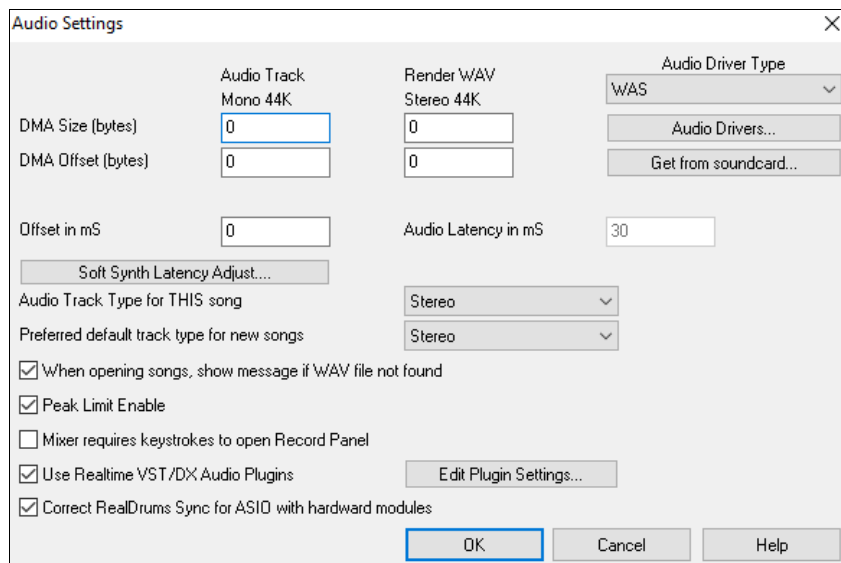
Leadsheet The **[Leadsheet]** button opens the **Lead Sheet Options** dialog. If the Lead Sheet window is not open the program will open it



The options in this dialog are described in [Chapter 8](#).

Audio Settings

Audio The **Preferences [Audio]** button opens the **Audio Settings** dialog.



Audio Driver Type

You will see the following options for Audio Driver Type: **MME**, **ASIO**, or **WAS**.

MME is the default audio driver type that is used in Windows®. MME is good, but there is latency (delay) associated with MME drivers.

ASIO is a faster audio driver developed by Steinberg. It has much lower latency than ordinary MME drivers, but usually can be used by one program at a time.

Note: Most low-end sound cards do not include an ASIO driver, so you may not have an ASIO driver yet. In this case, you need to get an ASIO driver from the Internet.

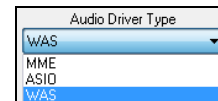
WAS (**W**indows® **A**udio **S**ession) has ultra-low latency (< 25 ms on a typical Windows® PC), so audio operations like playing or sending out information via MIDI happen with no noticeable delay. When you boot up Band-in-a-Box, it will be already set to use this driver without any action from you, but if you want to change the settings, press the [Audio Settings [WAS]] button.

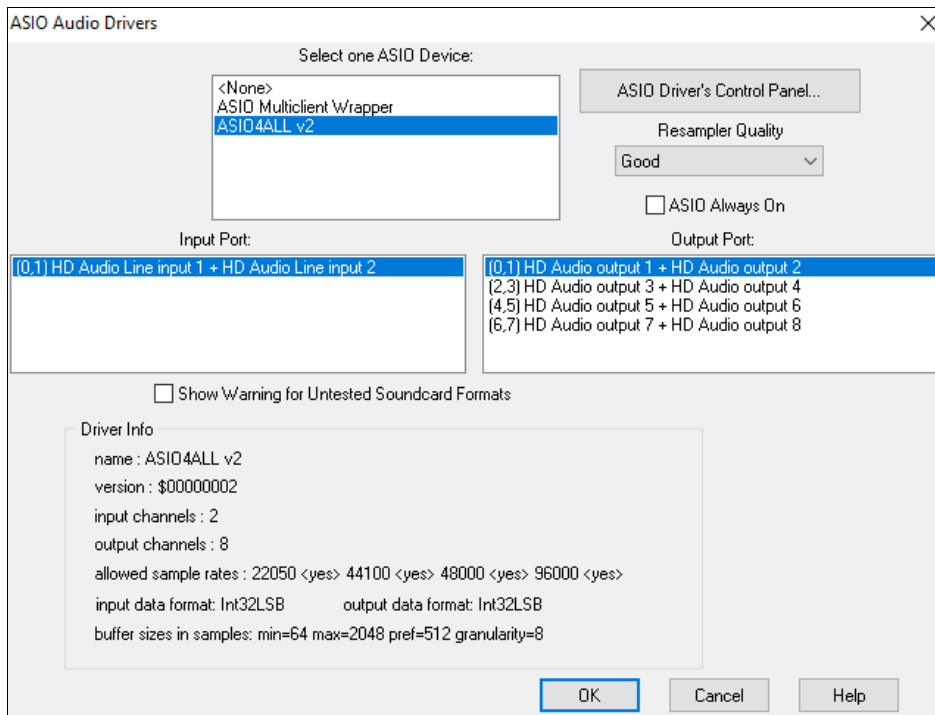
ASIO Audio Driver

When you select ASIO, the **ASIO Audio Drivers** dialog will open. This dialog lets you choose an ASIO driver. You can arrive at this dialog in 3 different ways:

- 1) If you haven't used ASIO drivers, but Band-in-a-Box detected them, and you answered "Yes" when Band-in-a-Box asked if you want to use an ASIO driver.
- 2) If, within the Audio Preferences, you change the Audio Driver Type from MME to ASIO.
- 3) If the Audio Driver Type is already set to ASIO, but you later press the [Audio Drivers...] button in the Audio Preferences.

The "Select one ASIO Driver" list box lets you select an ASIO driver to use. You can only select one ASIO driver at a time.





Once you have selected an ASIO driver, you will see the Input Port and Output Port list boxes filled with your driver's input and output ports. By default, the first of each will be selected. You are allowed to select different ports (but only one input and one output port at a time can be selected). The ports you selected will be available for output within Band-in-a-Box. If you do not hear input or output, then you may need to try different ports than the defaults. You may need to read your sound card's instructions to determine the correct ports to use.

The **ASIO Driver's Control Panel** button launches the Control Panel for your driver. This usually lets you adjust the latency by letting you choose different buffer sizes in milliseconds. Some drivers might let you choose the buffer size in samples, which is less convenient than milliseconds. The smaller the buffer size, the lower the latency, and the faster the response. Smaller buffers require more CPU power and if you hear dropouts or artifacts, you may need to increase the buffer size.

Since many ASIO drivers do not support multiple sample rates, Band-in-a-Box has a built-in resampler which lets you play and record songs that have a different sampling rate than the rate(s) directly supported by your ASIO driver. For example, if the driver does not support 44.1K sampling rate, but supports 48K, then Band-in-a-Box will use the resampler to convert to 48K when playing back, and to convert FROM 48K when recording. The **Resampler Quality** combo lets you choose Fast, Good, Better, or Best. Fast is the quickest but is the lowest of the four levels of quality. Best is the slowest (uses more CPU time), but the most transparent and accurate quality.

The **ASIO Driver's Control Panel** button launches a settings dialog specifically provided by your driver manufacturer. This usually lets you adjust the latency, and usually you will have a choice between buffer sizes in milliseconds.

Show Warning for Untested Soundcard Formats can be unchecked if you do not want to see the warning message for ASIO drivers that have not been tested in Band-in-a-Box.

The **Driver Info** field shows various characteristics of your driver.

The **Name** is the driver's name.

The **Version** is the version number of your driver.

Input Channels is the total number of mono input channels that your sound card has. (Note: Band-in-a-Box groups each into a stereo pair.)


Output Channels is the total number of mono output channels that your sound card has. (Note: Band-in-a-Box groups each port into a stereo pair.)

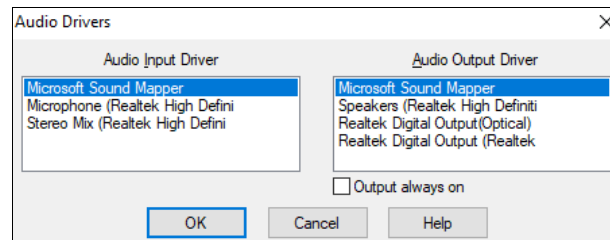
The **Allowed Sample Rates** field shows the sample rates allowed by your sound card's ASIO driver. Band-in-a-Box has a built-in resampler which lets you play and record files that aren't directly supported by your ASIO driver.

The **Buffer Sizes in Samples** shows the range of allowed buffer sizes. The “Pref” is the preferred size, and this is the size that Band-in-a-Box uses. Your driver may alter the preferred size if you’ve launched the ASIO Driver Control Panel and have selected a new buffer size from within the driver’s Control Panel. If your driver changes the preferred size, then Band-in-a-Box will be aware of the new preferred size.

MME Audio Drivers

If your PC has multiple sound cards, the **[Audio Drivers]** button lets you choose which one to use. Most people have a single sound card, so don’t require this feature. But if you have added an audio device (such as a USB Audio Adapter), you would have multiple audio devices, and are now able to choose which one to use.

 Choose MME as the “Audio Driver Type” and click on the **[Audio Drivers]** button to select which audio driver to use. This launches the **Audio Drivers** dialog.



The “**Output always on**” option allows you to use VST or Canyon GM DXi at all times, so MIDI can be routed and heard using these Plugins when the program is stopped.

The **DMA Size** and **DMA Offset** settings are set automatically by the auto-testing of the sound card. This test can be repeated by pressing the **[Get from sound card...]** button. The default value for all of these settings is 0 (zero). You can override these settings if required, but it is usually not necessary.

The **Offset in mS** is not a setting that gets set automatically. It defaults to zero. This allows you to adjust the timing that the sound card plays audio in relation to MIDI. Normally you’d leave this at zero, but if you need to fine tune the synchronization of audio to MIDI you could try changing this setting.

Audio Latency in mS

DirectX audio plug-ins and DXi synthesizer plug-ins can have playback latency (the delay between when a note is played, and when it is heard). Adjust “Audio Latency in mS” to fine-tune for your computer. If you have a fast computer and excellent sound card, the audio latency can be adjusted rather low. However, if you hear audio dropouts, you can set the latency as high as 2000 milliseconds.

Display warnings for detected audio stuttering

If this is enabled, then when audio stuttering is detected, a flash message will be displayed after playback has stopped. This only applies to MME audio drives (not ASIO). (Note: This option is visible only when MME is selected for the audio driver type.)

Audio Track Type for THIS song

You can choose between mono and stereo for the audio track. Tracks can be edited in either format and converted from stereo to mono or vice versa. You can change a project from mono to stereo at any time. For example, if you have already recorded a mono track, changing the setting will convert the track to stereo for you.

Note: The built-in audio plug-ins work for either mono or stereo tracks.

Preferred default track type for new songs

This setting (mono/stereo) sets the default recording type for new songs that you record. For example, if you have a stereo microphone, you should likely record in stereo.

When opening songs, show message if WAV file not found

A Band-in-a-Box song called “My Song.MGU” will have the associated wave file called “My Song.wav.” If Band-in-a-Box loads this song file and it can’t find its associated file, it will put up a message to that effect. If the warning message is distracting, and for some reason you don’t have the wave files that were recorded with the songs then you can disable that message with this option box (disable).

Peak Limit Enable

Check the “Peak Limit Enable” checkbox to restrict excessive levels from being recorded (Filter).

Mixer requires keystrokes to open Record Panel (Windows 95 only)

If you are running Windows® 95, check this box to allow access to the Record Panel from Band-in-a-Box. Do not check if using Windows® 98 or greater.

Use Realtime DX Audio Plugins


The advantage of real time processing is that you can set effects today, and if you decide you don’t like the effects

tomorrow, the settings can be easily changed, since the real time effects did not permanently affect your audio track on the hard disk. Check “Use Realtime DX Audio Plugins” in the **Preferences [Audio]** settings to enable real time DirectX audio plug-ins.

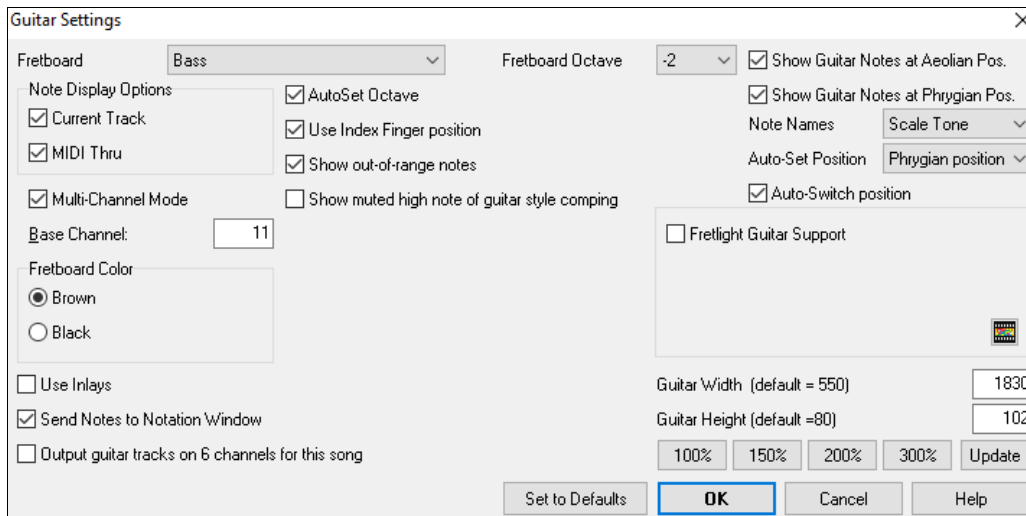
Correct RealDrums Sync for ASIO with hardware modules

Some systems have a sync problem when using RealDrums with hardware modules (zero latency). If this is set, the sync problem is fixed as the song starts to play (bar 1).

Guitar Settings

 The **Preferences [Guitar]** button opens the **Guitar Settings** dialog.

The **Guitar Settings** dialog allows you the ability to adjust various parameters on the virtual guitar fretboard so that music can be displayed effectively (and easily) on this window, regardless of the original instrument intended for the track data. It also offers the ability to enter notation using the virtual guitar and play back track data in specific fretboard positions for educational and sight-reading purposes.



Fretboard

You can choose the regular guitar, bass, ukulele, mandolin, banjo, and violin as well as the alternate tunings available in Band-in-a-Box, such as DADGAD, Double Drop D, and Nashville high-strung tunings.

Fretboard Octave

For example, if the music is very low and you need to boost the octave to display it on the guitar, set the octave to 1 or 2.

Note Display Options

You can choose what will be displayed on the guitar fretboard. If **MIDI Thru** is selected, the fretboard will display the music played on a MIDI keyboard. If **Current Track** is selected, the current track will be displayed. You can select to display both.

Multi-Channel Mode

If this is enabled, the guitar will display information on multi channels on guitar strings 1 to 6. The channels will be determined by the Base Channel below.

Base Channel (default=11)

This determines the starting channel when the Multi-Channel Mode is enabled. If this is set to 11, channels 11 to 16 will be used for guitar stings 1 to 6.

AutoSet Octave

If this is enabled, the octave will be set automatically.

Use Index Finger position

If this is enabled, the scale will use the index finger, instead of the little finger, to play notes that are one fret outside of the normal position.

Show out-of-range notes

Enable this if you want to see any note displayed on the guitar even if it is out of the guitar range.

Show muted high note of guitar style comping

If this is enabled, the applicable high note that is muted or left out with three note jazz voicings will be displayed.

Fretboard color

The fretboard color can be brown or black.

Use Inlays

Enable this option if you want to see a guitar inlay along the neck.

Send Notes to Notation Window

If this is enabled, clicking a guitar string will insert a note at the current time line on the Notation window.

Output guitar tracks on 6 channels for this song

If this is selected, notes played on each of the six guitar strings will be assigned to one of six different MIDI channels.

Show Guitar Notes at Aeolian Pos. / Show Guitar Notes at Phrygian Pos

The note names can be displayed at the Aeolian position, the Phrygian position, or both.

Note Name

You can choose which notes will be displayed on the fretboard. Options are None, Root Only, Chord Tones, and Scale Tones.

Auto-Set Position

Positions can be set automatically to None, Aeolian, or Phrygian.

Auto-Switch position

This option automatically chooses the best position when a track is loaded.

Fretlight Guitar Support

The Fretlight is a hardware guitar, which has red LED lights on the frets. (See www.fretlight.com for more information.) If this option is enabled, information on the Guitar window will be displayed on the Fretlight.

Left-Handed Fretlight

Enable this if you have a left-handed Fretlight guitar.

Open Guitar with Playback

The Guitar window must be open for the Fretlight to receive guitar notes in Band-in-a-Box. Enable this option so that the Guitar window will open every time play is pressed.


Show Scales on Fretlight

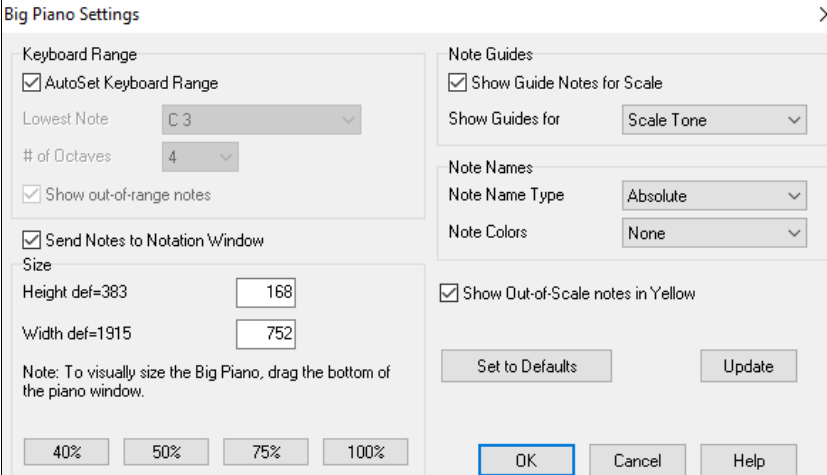
If this is enabled, the scales that show on the Guitar window will also show on the Fretlight guitar.

Guitar Width /Guitar Height / [Update]

The Guitar window can be sized by typing in the values or pressing the preset buttons. When you type in values, press the [Update] button.

Big Piano Settings

 This **Preferences** button opens the **Big Piano Settings** dialog.

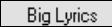


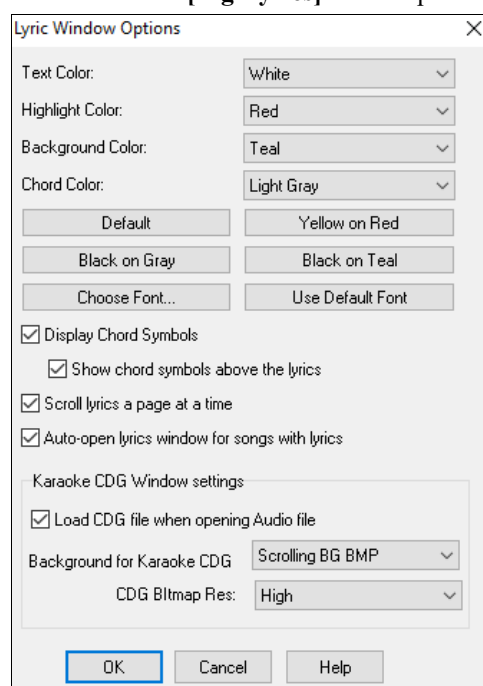
The Big Piano Settings dialog box is divided into several sections. On the left, the 'Keyboard Range' section includes a checked 'AutoSet Keyboard Range' checkbox, a 'Lowest Note' dropdown set to 'C 3', a '# of Octaves' dropdown set to '4', a checked 'Show out-of-range notes' checkbox, a checked 'Send Notes to Notation Window' checkbox, and a 'Size' section with 'Height def=383' and a text box containing '168', and 'Width def=1915' and a text box containing '752'. A note at the bottom left says 'Note: To visually size the Big Piano, drag the bottom of the piano window.' Below this are four buttons: '40%', '50%', '75%', and '100%'. On the right, the 'Note Guides' section includes a checked 'Show Guide Notes for Scale' checkbox and a 'Show Guides for' dropdown set to 'Scale Tone'. Below that, the 'Note Names' section includes a 'Note Name Type' dropdown set to 'Absolute' and a 'Note Colors' dropdown set to 'None'. At the bottom right of the main area is a checked 'Show Out-of-Scale notes in Yellow' checkbox. At the very bottom are three buttons: 'Set to Defaults', 'Update', and 'OK' (which is highlighted with a blue border). To the right of the 'Update' button are 'Cancel' and 'Help' buttons.

This dialog allows you to set various options on the Big Piano.

- You can set a specific range for the Big Piano, a starting note and a number of octaves, by over-riding the “auto” settings.
- “Show out-of-range notes” ensures that all notes will be displayed.
- If the “Send Notes to Notation Window” checkbox is enabled, clicking a virtual key on the big piano will insert a note to the notation track. (Note: The Notation window must be opened and set to editable notation mode.)
- If “Note Guides” is selected, guide notes will be shown on the keyboard. The guide notes can be scale tones, chord tones, or roots only.
- Note Names and Note Colors can be used as in the Notation settings.
- There is an option to Show Out-of-Scale notes in Yellow.
- The size of the piano keyboard can be entered in pixels, or set with the preset buttons, or set by dragging the bottom border of the window.

Lyric Window Options

 The **[Big Lyrics]** button opens the **Lyric Window Options**.



The **Lyric Window Options** dialog box contains the following settings:

- Text Color:** White
- Highlight Color:** Red
- Background Color:** Teal
- Chord Color:** Light Gray
- Buttons: Default, Yellow on Red, Black on Gray, Black on Teal, Choose Font..., Use Default Font
- ☒ Display Chord Symbols
 - ☒ Show chord symbols above the lyrics
- ☒ Scroll lyrics a page at a time
- ☒ Auto-open lyrics window for songs with lyrics
- Karaoke CDG Window settings**
 - ☒ Load CDG file when opening Audio file
 - Background for Karaoke CDG:** Scrolling BG BMP
 - CDG Bitemap Res:** High
- Buttons: OK, Cancel, Help

Individual color elements can be picked or you can choose one of the presets.

Display Chord Symbols will interleave the chord symbols with the lyrics.

Show chord symbols above the lyrics will show the chords on a separate line.

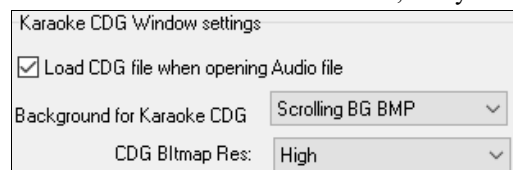
With the **Scroll lyrics a page at a time** option selected the Big Lyrics scroll a page at a time. When the lyric cursor reaches the next-to-last line of the lyrics it will scroll to the top of the page, allowing uninterrupted reading of lyrics.

Auto-open lyrics window for songs with lyrics automatically opens the Big Lyrics window when a song with lyrics is opened in Band-in-a-Box.

Karaoke CDG Window Settings

To open a Karaoke CDG file use *File | Open*, and find a WAV, MP3, or WMA file that has a same named CDG file in the same folder. With “Load CDG file when opening audio file” selected the Karaoke window will open and display the lyrics.


You can choose to have a background to the window, either a moving one, or fixed picture. These pictures are in the *C:\bb\Data\KaraokeBMP* folder, and you can add your own BMP or JPG image to that folder.



The **Karaoke CDG Window settings** dialog box contains the following settings:

- ☒ Load CDG file when opening Audio file
- Background for Karaoke CDG:** Scrolling BG BMP
- CDG Bitemap Res:** High

Print Options

 The **[Print]** button opens the **Print Options** dialog.

The options in this dialog are described in [Chapter 8](#).

Overrides

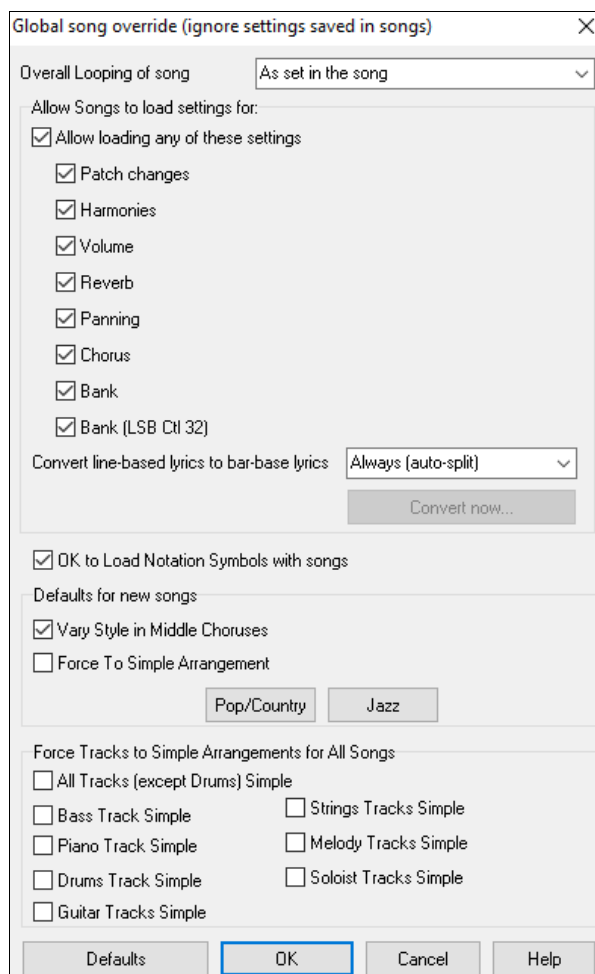
Overrides Overrides are available to see which other information gets loaded from a file, such as patches, harmonies, volume/reverb/chorus/panning/banks. For example, you can set every song to load with looping ON, and don't load any reverb settings from songs.

Global Song overrides allow you to set the overall song looping (always OFF, always ON, or as set in the song).

For example, if you want every song loaded to have looping set to on, then set "Always set loop to ON."

But if you are going out on a playing job, and don't want any songs to loop, then set it to "Always set loop to OFF."

If you want the settings to work the same way they did in previous versions, use the "As set in the song" setting, or press the **[Defaults]** button.



Allow Songs to load settings for:

If set, these items will be allowed to be loaded from songs. If not, the settings will be ignored when loading songs.

Convert line-based lyrics to bar-based lyrics

In the previous versions, there were line-based lyrics, which could be entered for each line on the Notation window. You can no longer enter this type of lyrics, but if your existing song has line-based lyrics, Band-in-a-Box can convert them to bar-based-lyrics. This option allows you to choose how the conversion should occur when the song with line-based lyrics opens. The default is “Always (auto-split),” which will convert line-based lyrics to bar-based lyrics and splitting them into 4 bars. If you choose “Always (don’t split),” line-based lyrics will be converted but they won’t be split into 4 bars. You can also choose not to convert line-based lyrics automatically. If the current song has line-based lyrics, you can press the **[Convert now]** button to convert them to bar-based lyrics.

OK to Load Notation Symbols with songs

If this is not selected, notation symbols (slurs, staccato, crescendos) will not be loaded from the song.

The options under **Defaults for new songs** are settings from the **Song Settings** dialog.

When **Vary Style in Middle Choruses** is selected (default), the song will play in substyle B throughout the middle choruses, playing substyle A for the first and last choruses only. If this setting is not selected, then the substyle changes will follow the part markers entered on the Chord Sheet.

When **Force to Simple Arrangement** is selected, the song play a simpler (less busy or embellished) arrangement.

The **[Pop/Country]** preset button turns both of these settings off for a typical Pop or County arrangement that follows part markers and does not embellish chords.

The **[Jazz]** preset button turns both of these settings on for a typical Jazz arrangement to support soloing over the middle choruses and allow Jazz chord embellishments.

Use the options under **Force Tracks to Simple Arrangements for All Songs** to set individual tracks or all tracks to simple arrangements for all songs. If you want to force simple arrangements on a song-by-song basis, use the **[Simple]** button on the toolbar.

RealDrums

RealDrums The **[RealDrums]** button opens the **RealDrums Settings** dialog.

The options in this dialog are described in [Chapter 7](#).

RealTracks

RealTracks The **RealTracks Settings** dialog lets you control the RealTracks.

The options in this dialog are described in [Chapter 7](#).

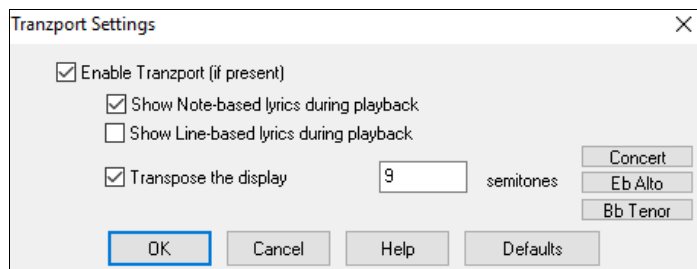
Tranzport

Tranzport Tranzport is a wireless hardware device that provides remote control for Band-in-a-Box.

Note: The Tranzport is not currently in production. It's still a great product if you can find one.

First, make sure that the TranzPort is installed and working. This can be determined by running Band-in-a-Box and looking at the list of MIDI Drivers (*Options | MIDI/Audio Driver Setup*). If "TranzPort" appears on the list of MIDI-IN and MIDI-OUT drivers, then the TranzPort is installed correctly.

Enable TranzPort support for Band-in-a-Box in the **Tranzport Settings** dialog.

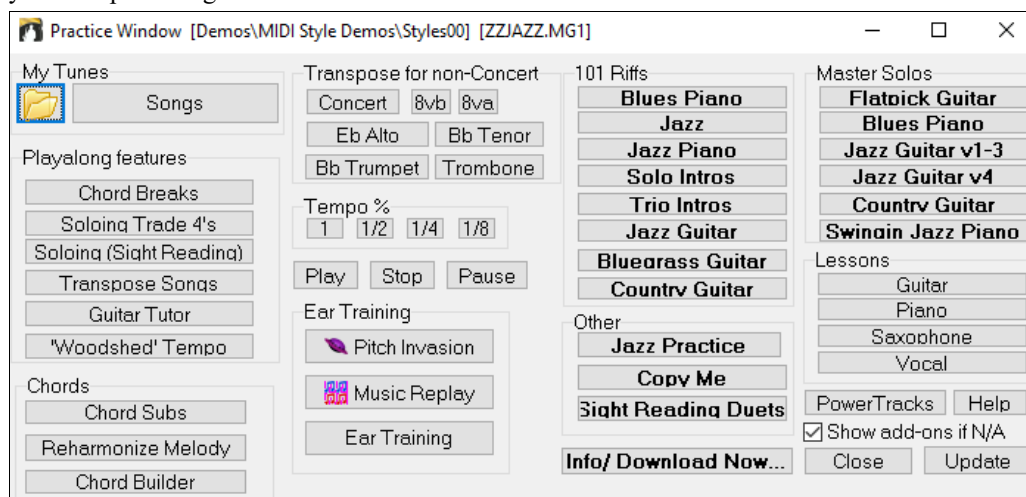


If you want lyrics to display on the TranzPort during playback, set these options.

Players of non-concert pitched instruments can use “Transpose the display.” For example, an Alto sax player would press the “Eb Alto” button, and then the TranzPort display would show chords transposed to his key.

Practice

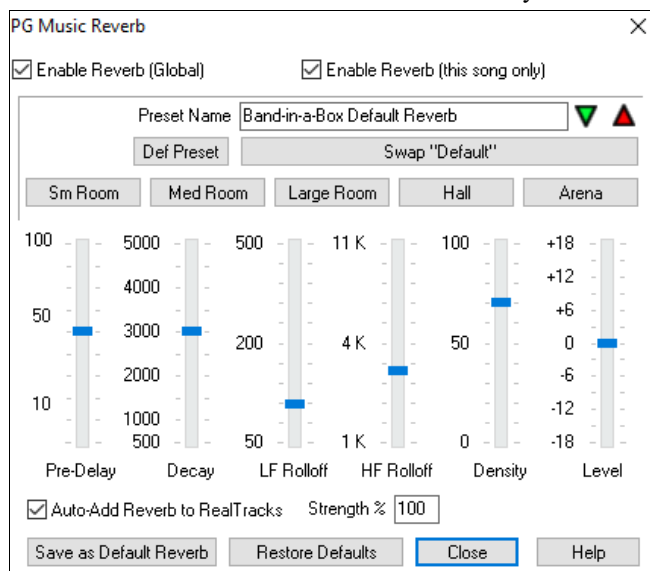
Practice The **Practice Window** allows convenient “1-click” access to many Band-in-a-Box features that help you with practicing.



The details of this dialog are described in [Chapter 12](#).

Reverb

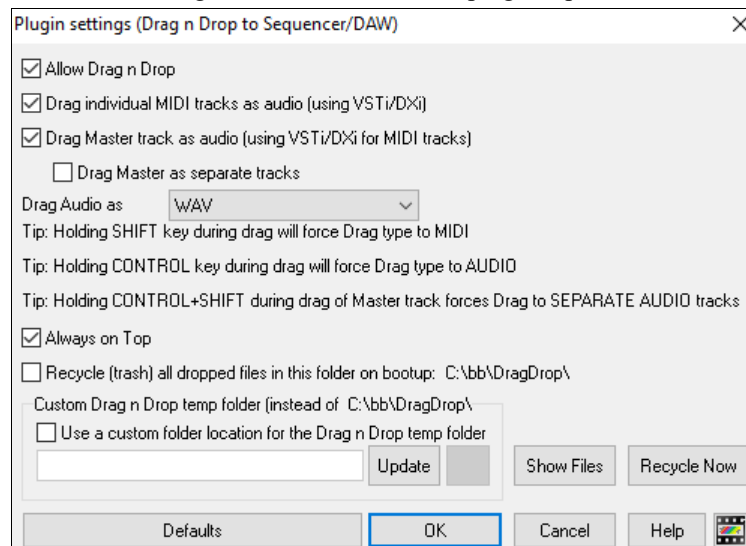
Reverb The **PG Music Reverb** window lets you select the Audio Reverb type or make your own.



The settings in this dialog are described in [Chapter 7](#).

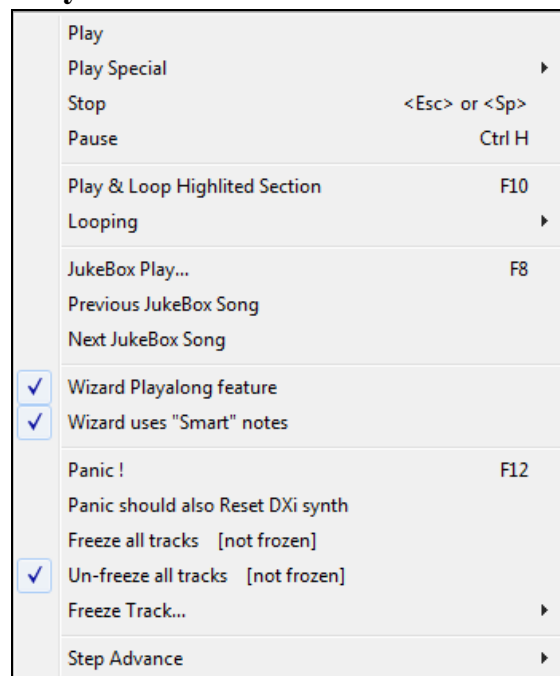
DAW Plugin

DAW Plugin This gives access to the DAW plug-in options available in the **Plugin settings** dialog.



The options in this dialog are described in [Chapter 13](#).

Play Menu



Note: Most commands in the Play menu are performed by onscreen buttons or by the keystrokes listed to the right of the menu command.

Play

This plays the current arrangement from the start without regenerating the parts, unless they have not yet been generated. Edits to accompaniment parts are kept.

Play Special opens a submenu with more options for playing the song.

Play (and Generate)	F4
Generate (even if tracks are frozen)	
Play From Bar #...	Ctrl F
Play From Current Position	Ctrl G
Go (Open and Play)	

Play (and Generate)

This generates a new arrangement and plays the song.

Generate (even if tracks are frozen)

When you do this, the song will regenerate, the tracks will get rewritten, and the song will stay frozen. So, if you're freezing songs to get the instant playback with RealTracks but get tired of the "same-old" frozen arrangement, just press **Shift+Play**, generate a new arrangement, and press **Save**. Then the new "fresh-frozen" arrangement will play instantly, even with many RealTracks.

Tip: Obviously, you wouldn't use this feature to force regeneration of a frozen song if you have made *custom edits* to the song that you don't want to lose, unless you've saved the song and have a backup copy.

Play from Bar...

Choose a chorus and bar to play from in the current arrangement. Parts are not regenerated. Use this command during playback to jump to any bar in the song.

Play from Current Position

When the song is stopped this command starts playback again at the bar with the highlight cell.

Go (Open and Play)

This launches an **Open File** dialog for selection of any song in any directory. The selected song loads and plays automatically in Band-in-a-Box.

Stop

This stops playback or recording. To resume playback from the current bar, use the *Play From Current Position* command or the [Play from Bar...] toolbar button. To play from the start of the song, press the [Play] toolbar button.

Pause

This pauses the song. Repeating this command resumes play from the exact location where the song was paused.

Play & Loop Highlighted Section

Drag the mouse cursor to select a region of bars in the Chord Sheet and then use this command to play the selected region as a loop.

Looping

Loop Section Enabled	NUMPAD 1
Loop Section Settings...	NUMPAD 2
Play- w/Last Chorus looped	Ctrl-NUMPAD 1
Play- w/Middle Choruses looped	Ctrl-NUMPAD 2
Play- w/Middle+Last Choruses looped	Ctrl-NUMPAD 3
Jump to Last Chorus (no loop)	Ctrl-NUMPAD 4
Jump to Ending (no loop)	Ctrl-NUMPAD 5
Loop Notation Screen	Ctrl-NUMPAD 7
Force loaded songs to # choruses...	

- You can loop any section of the song. The program will then start playback at the first loop point and play the looped section until stop is pressed or looping is turned off.
- Looping of a section of the song is enabled with the *Loop Section Enabled* command in the [Loop] toolbar button, the *Loop Section Enabled* command, or the keystroke NUMPAD 1.
- Open the **Loop Section Settings** dialog with the menu command, by clicking the [Loop] button in the toolbar, or pressing NUMPAD 2.

The remaining commands in this submenu are also found in the **Loop Section Settings** dialog.

Force loaded songs to # choruses will set every song that you load to the same number of choruses.

Juke Box Play

This opens the **Options for Juke Box** dialog to select and play a jukebox list.

Previous Juke Box Song / Next Juke Box song

This allows you to navigate back and forth in a juke box set list.

Wizard Play Along feature

The Wizard is a play along feature that allows you to use the QWERTY keyboard or your connected MIDI keyboard to play along with Band-in-a-Box. The Wizard is only active during playback.

Wizard uses “Smart” notes

Toggle this on so the Wizard will only play notes based on the chord/key of the song. Toggle “Smart” notes OFF (unchecked) to have the Wizard provide you access to the chromatic scale.

Panic!

Select this if your MIDI notes are stuck ON and it’s driving you crazy!

Panic should also Reset DXi synth

When selected, hung DXi/VSTi notes are also cleared by the Panic feature.

Freeze all tracks

This freezes all tracks – MIDI, RealTracks, and RealDrums – for fast replay without regenerating tracks.

Un-freeze all tracks

This unfreezes tracks to allow normal regeneration.

Freeze track

This allows the selection of a single track to freeze.

Step Advance submenu

When a song is paused these commands can be used to navigate step-by-step through the currently selected track. For example, if the current track is set to the Melody track using the row of buttons on the Notation window, Lead Sheet window, or Guitar window; pressing the advance buttons will display the next note or chord of the melody on the piano display, guitar display, lead sheet, and notation. This is a great way to study the notes being played, and to navigate around the track.

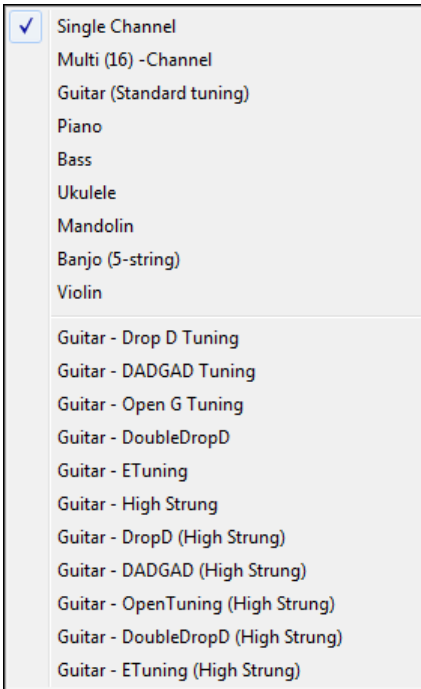
Step Advance One Chord	NUMPAD DEL
Step Back One Chord	NUMPAD INS
Step Advance One Note	Shift <RIGHT>
Step Back One Note	Shift <LEFT>

Melody Menu

Track Type [Single Channel]	▶
Melodist - Generate Melody and/or Chords	Shift F5
Melody Maker	▶
Sequencer Window for Multi-Channel Melody	
Edit Melody Track	▶
Embellish Melody	▶
Mute Melody during Middle choruses	
Generate Soundtrack...	

Track Type

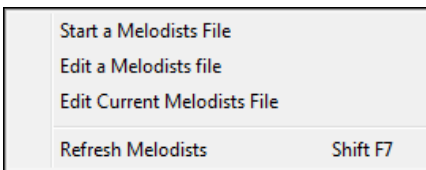
Normally you’d leave the track type set to Single. But you can set it to:



- Multi (16) -Channel – All channels get preserved, and outputted on the channels, this would be useful for importing an entire MIDI file and playing it from the Melody channel (using a silent style).
- Guitar – Channels 11 to 16 will display on the guitar as strings 11 to 16, TAB will show, the notation will be up an octave, and the MIDI file will contain the channels preserved.
- Piano – In this mode, channels 8 and 9 are treated as the left and right hand of a piano part.
- Selecting any one of Bass, Ukulele, Mandolin, Banjo (5-string), or Violin will display the correct tablature in the Notation window and the correct fretboard in the Guitar window.
- Set the track to match any of the 11 alternate guitar tunings, such as DADGAD, Open G, or Double Drop D, supported by Band-in-a-Box. Then you will see the correct notes on the guitar fretboard, in the notation and tablature.

Melodist – Generate Melody and Chords launches the Melodist feature.

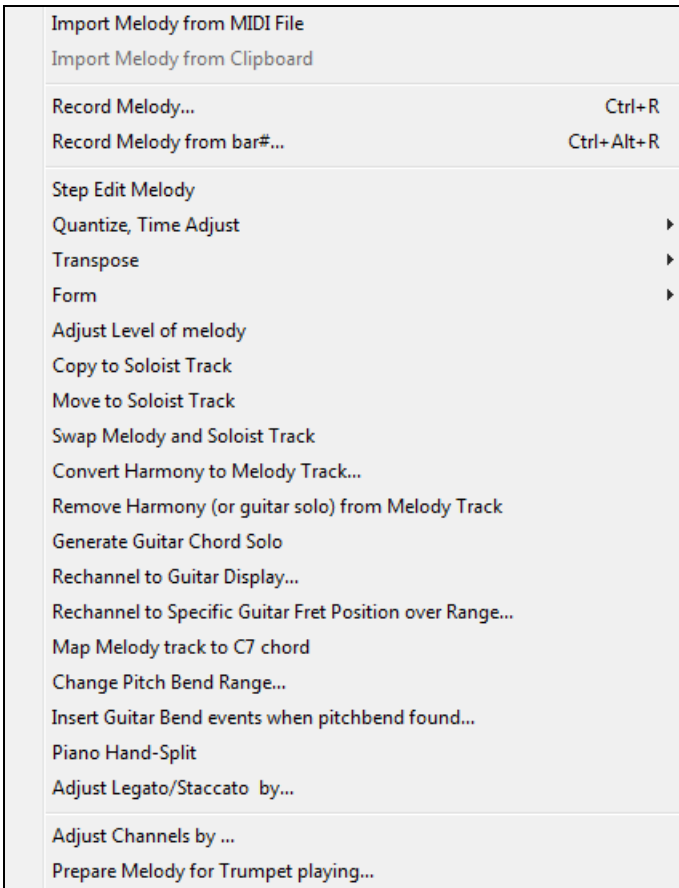
Melody Maker submenu items allow you to edit Melodist files using the Melody Maker.



Sequencer Window for multi-Channel Melody

There are 2 tracks in Band-in-a-Box to add your own recordings. These are the Melody and Soloist tracks. Normally, you would want a single part on each of them, but since MIDI information can have separate channels, it is possible to store 16 separate parts on each of the Melody and Soloist tracks. When the Melody or Soloist track has been set to “Multi (16)-Channel” we refer to this as “Sequencer Mode.” Selecting this command will then launch the **Sequencer Window**. Then you can customize which channels will play and display.

Edit Melody Track submenu



Import Melody from MIDI File allows you to import MIDI data from a file (*.MID) into the Melody track.

Import Melody from Clipboard allows you to import MIDI data that has been pasted into the clipboard (e.g., from a sequencer such as PowerTracks).

Record Melody launches the Record Melody dialog to record a MIDI melody.

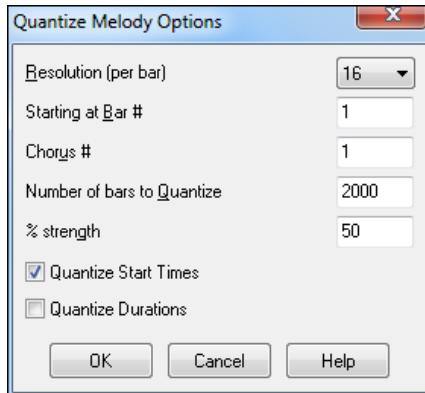
Record Melody from Bar # starts recording at the current location of the highlight cell after playing a two bar lead-in.

Step Edit Melody allows you to enter/edit a melody in step time from the Notation window. This uses an event list.

Quantize, Time Adjust



Quantize Melody opens the **Quantize Melody Options** dialog. The *Humanize Melody...* feature is an advanced version of this function.



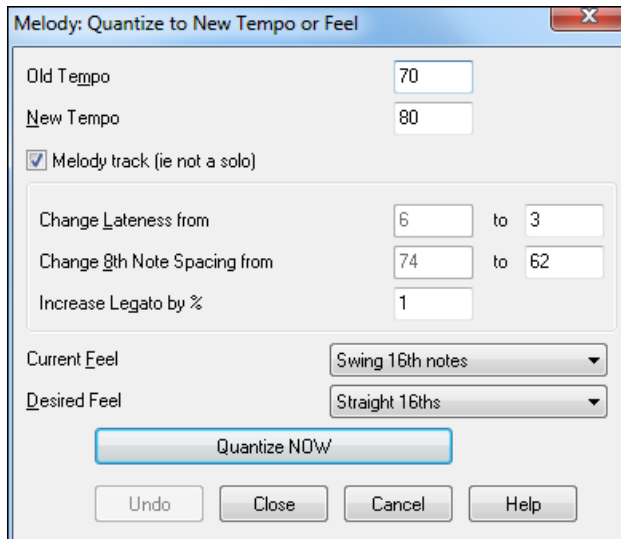
- **Resolution.** Choose the division you would like the track quantized to. Choosing 16 will Quantize to 16th notes.
- **Starting at Bar# and Chorus #.** Quantization will begin at the place you select and applied for the **number of bars**.
- **% strength.** Choose 100% if you want the notes quantized exactly to the division. Otherwise, the notes will be moved the % toward the **target** quantization.
- **Quantize Start Times.** By default, this option is set to “Yes.” If you don’t want the beginnings of the notes quantized, set it to “No.”
- **Quantize Durations.** This quantizes the **END** of the notes. By default, this is set to “Off.”

Humanize with Straight Feel / Humanize with Swing Feel

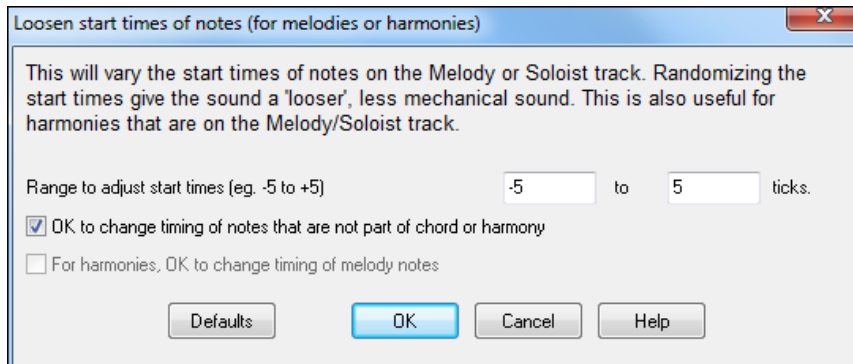
Band-in-a-Box uses intelligent humanization routines, which can humanize a melody from one feel to another, from one tempo to another, and vary the amount of swing in 8th notes (but not randomly). The results are very musical with natural sounding MIDI melodies.

Humanize Melody

Opens the **Melody: Quantize to New Tempo or Feel** dialog. The humanize effect is broken down into 5 main categories: Tempo, Lateness, 8th Note Spacing, Legato, and Feel.



Loosen up Start Times is a dedicated function to vary the start times of notes on the Melody or Soloist tracks, with options for what notes to affect (harmony, chords) and amount of variance.



Eliminate Note Overlap - Preserve Double Stops / Eliminate Note Overlap – Remove Double Stops opens a **Choose Range** dialog to select the range of bars where note overlap will be eliminated while double stops are either preserved or eliminated.

Timeshift Melody (ticks) allows you to move the Melody forwards or backwards in small increments relative to the rest of the song tracks. (Measured in ticks or parts per quarter, PPQ.)

Insert Beat(s) in Melody allows you to insert a blank beat or beats into the song relative to the current time signature.

Delete Beat(s) from Melody allows you to delete a beat or beats from the song relative to the current time signature.

Transpose shows a submenu with functions for transposing the Melody track.

Transpose Melody only...	
Transpose One Octave DOWN	Ctrl Alt 1
Transpose One Octave UP	Ctrl Alt 2

Transpose Melody only allows you to transpose the melody track without affecting the other tracks in the song.

Transpose One Octave DOWN / Transpose One Octave UP transposes the Melody part one octave in either direction. This is often useful if the Melody instrument has been changed. Transposing can be done while the song plays.

Form

Copy 1st chorus to whole song...
Kill Entire Melody...
Kill First Chorus
Kill Middle Choruses
Kill Last Chorus
Transform Waltz Melody & Soloist to 4/4
Transform 4/4 Melody & Soloist to Waltz

Copy 1st chorus to whole song stretches the melody track out over the entire song (i.e. first, last, and middle choruses).

Kill entire melody erases the melody track and any data that was contained therein.

Kill First Chorus / Kill Middle Choruses / Kill Last Chorus

These menu commands allow you to eliminate the Melody from any chorus.

Transform Waltz Melody & Soloist to 4/4

If you have a song with a 3/4 time signature, you can instantly hear it as a 4/4 feel. Simply load the Waltz song and then change the style to a 4/4 style. Band-in-a-Box uses intelligent algorithms to transform the melody to the new time signature.

Transform 4/4 Melody & Soloist to Waltz

You can automatically transform any 4/4 song/melody to a Waltz 3/4 feel. Simply load in any 4/4 song and change the style to a Waltz style. The program will offer to transform the melody so that it works as a Waltz. It's fun and educational to hear and play familiar songs in a Waltz feel.

Adjust Level of melody allows you to increase or decrease the volume (velocity) of the Melody track without affecting the other tracks.

Copy to Soloist Track copies the entire contents of the Melody track to the Soloist Track. Useful for a temporary holding area for your Melody or bouncing tracks.

Move to Soloist Track copies the entire contents of the Melody track and erases the original data from the Melody track, preparing it for a new track or data.

Swap Melody and Soloist Track performs a "double copy/move" so that the data that was in the Melody track gets transferred to the Soloist track and vice versa. This is also known as track bouncing.

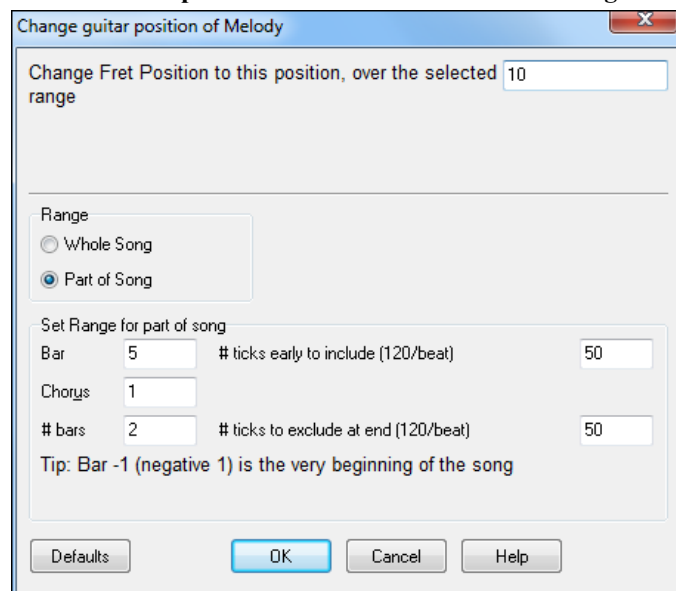
Convert Harmony to Melody Track... converts a single line Melody track to include the current harmony selection.

Remove Harmony (or guitar solo) from Melody Track removes a harmony from a track, providing that the harmony was put there by Band-in-a-Box in the first place using the *Convert Harmony to Melody Track* command.

Generate Guitar Chord Solo opens the Guitar feature dialog for generating a guitar chord solo.

Auto-Rechannel to Guitar Display converts channels on a track to channels 11 to 16. Channels 11 to 16 are used by Band-in-a-Box to indicate strings 1 to 6 of a guitar. It uses the current position marker on the guitar for this command. A popup question will ask if you want to include events that are already on the guitar channels.

Rechannel to Specific Guitar Fret Position over Range changes the fret position over the selected range.



Map Melody track to C7 chord is a useful tool when making styles.

Change Pitch Bend Range lets you set the range in semitones.

Insert Guitar Bend events when pitch bend found will insert controllers so the guitar will display bends.

Piano Hand-Split manually splits a piano part on a Melody or Soloist track using the intelligent hand-splitting routines. The left/right hands display in red/blue on the big piano, and on bass/treble clefs on the notation. Import a piano MIDI file to the Melody track to get a split-hands display and printout.

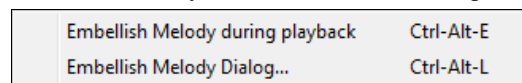
Adjust Legato/Staccato by...

This allows you to increase legato of the Melody track by N ticks, avoiding the next note by M ticks, or reduce the length of notes by N ticks, preserving a minimum of M ticks duration of notes. To increase legato of the notes, enter a positive number in the first dialog. The duration of notes in the track will be increased by this number of ticks. Then, in the next dialog, specify the number of ticks to avoid next note. To reduce the length of notes, enter a negative number in the first dialog. The duration of notes in the track will be decreased by this number of ticks. Then, in the next dialog, specify the minimum duration of notes.

Adjust Channels by will adjust all MIDI channels by the number value entered.

Prepare Melody for Trumpet playing rechannels the Melody track to use the PG Trumpet 1 patch in SampleTank. The track type is changed to multi-channel and Flash confirmation message is displayed.

Embellish Melody shows a submenu with options for enabling and customizing the Melody embellishment feature.



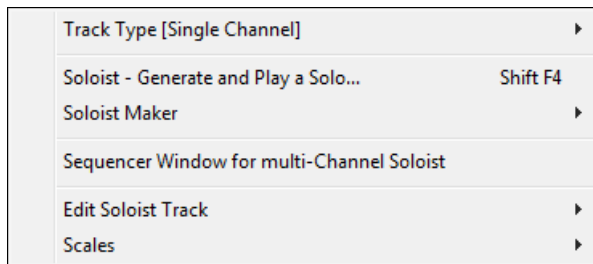
Embellish Melody during playback launches the Embellisher dialog. This optionally embellishes the Melody during playback.

Embellish Melody Dialog allows you to customize the settings of the Embellisher, choose an embellisher type from presets, and make a particular Embellishment permanent.

Mute Melody during Middle Choruses to allow for soloing.

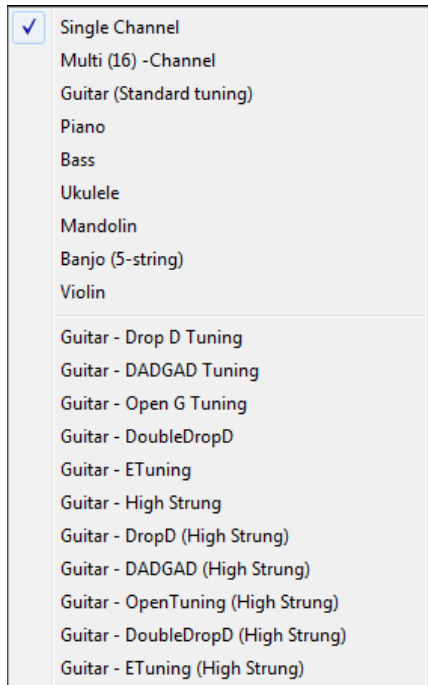
Generate Soundtrack launches the SoundTrack feature, which allows you to generate music in the style you choose for any length of time you specify. As the “producer,” you select the genre, length of time, instruments, and fade-in/fade-out options. The SoundTrack adjusts the tempo and duration to match the settings, and then allows you to save the file as a WAV, WMA (Windows® Media Audio), or MP3 file.

Soloist Menu



Track Type

Normally you'd leave the track type set to Single. But you can set it to:

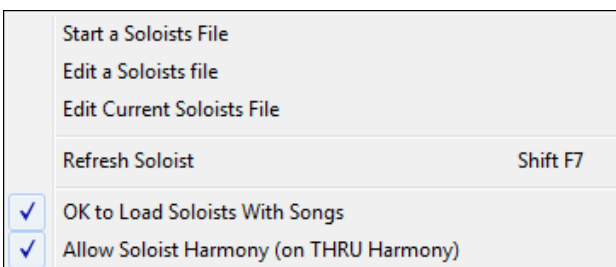


- Multi (16) -Channel – All channels get preserved, and outputted on the channels, this would be useful for importing an entire MIDI file, and playing it from the Melody channel (using a silent style).
- Guitar – Channels 11 to 16 will display on the guitar as strings 11 to 16, TAB will show, the notation will be up an octave, and the MIDI file will contain the channels preserved.
- Piano – In this mode, channels 8 and 9 are treated as the left and right hand of a piano part.
- Selecting any one of Bass, Ukulele, Mandolin, Banjo, or Violin will display the correct tablature in the Notation window and the correct fretboard in the Guitar window.
- Set the track to match any of the 11 alternate guitar tunings, such as DADGAD, Open G, or Double Drop D that are supported by Band-in-a-Box. Then you will see the correct notes on the guitar fretboard, in the notation and tablature.

Generate and play a Solo

Opens the **Select Soloist** dialog where a preset Soloist style can be selected or your own Soloist can be defined.

Soloist Maker submenu



Start a Soloists File allows you to make and edit Soloist styles saved under the filename of your choice. See Soloist Edit dialog for additional details on importing/exporting/saving Soloists.

Edit a Soloists file opens an **Open File** dialog where you can select any Soloist file (*.SOL) to edit. To edit the soloist you are using, use the **Edit Current Soloist File** command.

If you want to make your own soloists or modify an existing Soloist, use the Soloist Maker (edit) module. The Soloist Maker allows you to define the parameters essential to a soloist's playing, such as instrument range (i.e. tenor saxophone), extra legato playing, playing more on top of the beat, playing straighter 8th notes than usual

swing 8th notes. In addition, you can set phrasing options, such as how long the phrase should be, and how much “space” to leave between phrases. You can also set how “outside” the playing should be.

Edit Current Soloists File opens the **Select Soloist** dialog with the currently installed Soloists file.

Refresh Soloist allows the Soloist full access to all solo ideas contained in its database. Use to refresh after several Soloists have been made.

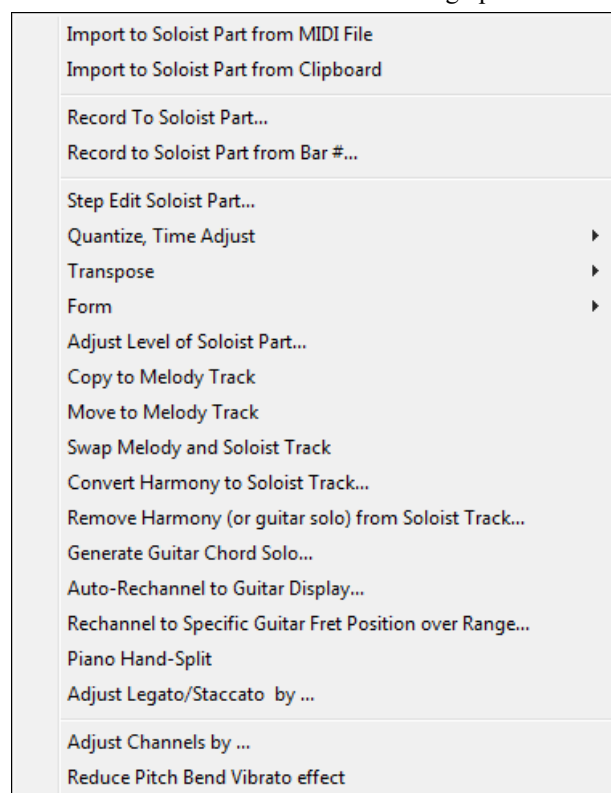
OK to Load Soloists w/Songs. Enable this option if you want Soloists to be automatically loaded with a song that was saved with Soloist information.

Allow Soloist Harmony (on THRU Harmony). Enable this option to permit the Soloist to utilize the Harmony features. This will allow the Soloist to make a harmonized solo with the harmony of your choice. See the Select Soloist dialog for additional details.

Sequencer Window for multi-Channel Soloist

There are two tracks in Band-in-a-Box to add your own recordings. These are the Melody and Soloist tracks. Normally you would want a single part on each of them. But, since MIDI information can have separate channels, it is possible to store 16 separate parts on each of the Melody and Soloist tracks. When the Melody or Soloist track has been set to “Multi (16)-Channel” we refer to this as “Sequencer Mode.” Selecting this command will then launch the **Sequencer Window**. Then you can customize which channels will play and display.

Edit Soloist Track is a submenu of editing options.



Import to Soloist Part from MIDI File allows you to import MIDI data from a file (*.MID) into the Soloist track.

Import to Soloist Part from Clipboard allows you to import MIDI data that has been pasted into the clipboard (e.g., from a sequencer such as PowerTracks).

Record to Soloist Part in the *Soloist | Edit Soloist Track* submenu records a MIDI part to the Soloist track instead of recording to the Melody track, so you can record a second Melody track.

Record to Soloist Part from... starts recording at the current location of the highlight cell after playing a 2-bar lead-in.

Step Edit Soloist allows you to enter/edit a soloist in step time from the Notation window. This uses an event list.

Quantize, Time Adjust

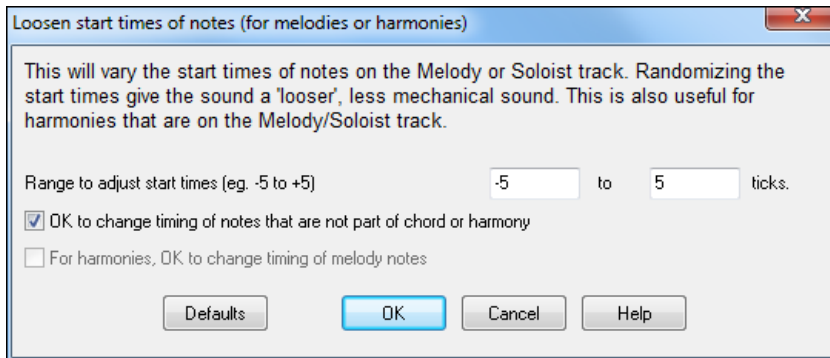


Quantize Soloist opens the **Quantize Soloist Options** dialog. The *Humanize Soloist Part...* feature is an advanced version of this function.

Humanize Soloist Part w/Straight Feel / Humanize Soloist Part w/Swing Feel Band-in-a-Box uses intelligent humanization routines, which can humanize a Soloist from one feel to another, from one tempo to another, and vary the amount of swing in 8th notes (but not randomly). The results are very musical, with natural sounding MIDI solos.

Humanize Soloist Part opens the **Soloist: Quantize to New Tempo or Feel** dialog. The humanize effect is broken down into 5 main categories: Tempo, Lateness, 8th Note Spacing, Legato, and Feel.

Loosen up Start times **Loosen up Start Times** is a dedicated function to vary the start times of notes on the Melody or Soloist tracks, with options for what notes to affect (harmony, chords, and amount of variance).



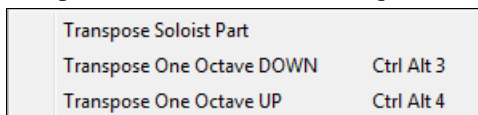
Eliminate Note Overlap – Preserve Double Stops / Eliminate Note Overlap – Remove Double Stops opens a **Choose Range** dialog to select the range of bars where note overlap will be eliminated while double stops are either preserved or eliminated.

Timeshift Soloist Part (ticks) allows you to move the Soloist forward or backwards in small increments relative to the rest of the song tracks. (Measured in ticks or parts per quarter, PPQ.)

Insert Beat(s) in Soloist Part allows you to insert a blank beat or beats into the song relative to the current time signature.

Delete Beat(s) from Soloist Part allows you to delete a beat or beats from the song relative to the current time signature.

Transpose shows a submenu with options for transposing the Soloist track.



Transpose Soloist Part allows you to transpose the Soloist track without affecting the other tracks in the song.

Transpose One Octave DOWN / Transpose One Octave UP transposes the Soloist part one octave in either direction. This is often useful if the Soloist instrument has been changed. Transposing can be done while the song plays.

Form

Copy 1st chorus to whole song...
Kill entire Soloist Part...
Kill First Chorus of Soloist
Kill Middle Choruses of Soloist
Kill Last Chorus of Soloist
Transform Waltz Melody & Soloist to 4/4
Transform 4/4 Melody & Soloist to Waltz

Copy 1st chorus to whole song stretches the Soloist track out over the entire song (i.e. first, last, and middle choruses).

Kill entire Soloist Part erases the Soloist track and any data that was contained therein.

Kill First Chorus / Kill Middle Choruses / Kill Last Chorus

These menu commands allow you to eliminate the Soloist from any chorus.

Transform Waltz Melody & Soloist to 4/4

If you have a song with a 3/4 time signature, you can instantly hear it as a 4/4 feel. Simply load the Waltz song and then change the style to a 4/4 style. Band-in-a-Box uses intelligent algorithms to transform the Soloist track to the new time signature.

Transform 4/4 Melody & Soloist to Waltz

You can automatically transform any 4/4 song to a Waltz 3/4 feel. Simply load in any 4/4 song and change the style to a Waltz style. The program will offer to transform the Soloist track so that it works as a Waltz. It's fun and educational to hear and play familiar songs in a Waltz feel.

Adjust Level of Soloist Part allows you to increase or decrease the volume (velocity) of the Soloist track without affecting the other tracks.

Copy to Melody Track in the *Soloist | Edit Soloist Track* submenu copies the entire contents of the Soloist track to the Melody Track. This is useful for a temporary holding area for your soloist or for bouncing tracks.

Move to Melody Track copies the entire contents of the Soloist track and erases the original data from the Soloist track, preparing it for a new track or data.

Swap Melody and Soloist Track performs a "double copy/move" so that the data that was in the Soloist track gets transferred to the Melody track and vice versa. This is also known as track bouncing.

Convert Harmony to Soloist Track... converts a single line Soloist track to include the current harmony selection.

Remove Harmony (or guitar solo) from Soloist Track removes a harmony from a track, providing that the harmony was put there by Band-in-a-Box in the first place using the *Convert Harmony to Soloist Track* command.

Generate Guitar Chord Solo opens the Guitar feature dialog for generating a guitar chord solo.

Auto-Rechannel to Guitar Display converts channels on a track to channels 11 to 16. Channels 11 to 16 are used by Band-in-a-Box to indicate strings 1 to 6 of a guitar. It uses the current position marker on the guitar for this command. A popup question will ask if you want to include events that are already on the guitar channels.

Rechannel to Specific Guitar Fret Position over Range changes the fret position over the selected range.

Piano Hand-Split manually splits a piano part on a Melody or Soloist track using the intelligent hand-splitting routines. The left/right hands display in red/blue on the big piano, and on bass/treble clefs on the notation. Import a piano MIDI file to the Soloist track to get a split-hands display and printout.

Adjust Legato/Staccato by...

This allows you to increase legato of the Soloist track by N ticks, avoiding the next note by M ticks, or reduce the length of notes by N ticks, preserving a minimum of M ticks duration of notes. To increase legato of the notes, enter a positive number in the first dialog. The duration of notes in the track will be increased by this number of ticks. Then, in the next dialog, specify the number of ticks to avoid next note. To reduce the length of notes, enter a negative number in the first dialog. The duration of notes in the track will be decreased by this number of ticks. Then, in the next dialog, specify the minimum duration of notes.

Adjust Channels by will adjust all MIDI channels by the number value entered.

Scales shows a submenu with options for generating scales.

Generate Scales ...
Auto-Generate Scales when play pressed

The menu items *Generate Scales* and *Auto-Generate Scales when play pressed* allow you to generate scales for a certain song or auto-generate them for all loaded songs. You can view the scales in the notation and the on-screen guitar and piano.

Audio Menu

Record Audio	
Record Audio and MIDI (Melody)	
Record Audio and MIDI (Soloist)	
Plugin	▶
Edit Audio	▶
Audio Drivers/Settings...	
Playback Mixer / Playback VU Meter	
Recording Mixer / Recording VU Meter	
Export Song as Audio File...	
Import Audio (WAV, WMA, MP3, WMV)...	
Launch Audio Chord Wizard...(WAV, WMA, MP3, WMV, CDA)...	
Audio Chord Wizard Utilities...	
Audio Edit Window	Ctrl Shift A
Audio Harmonies, Pitch Tracking, Fix Tuning... (Audio Edit)	
Audio Transcribe (monophonic)...	
Audio Chord Wizard (Audio Edit)	
Audio Harmonies, Pitch Tracking... (TC Helicon)	
Set Audio Master (Base) Tempo...	
Move Audio to Performance Track ...	
Move Performance Track to Audio ...	
Render Song to Audio Track (and mute tracks)...	
<input checked="" type="checkbox"/> Un-Render Song from Audio Track (Enables tracks, erase audio track)	

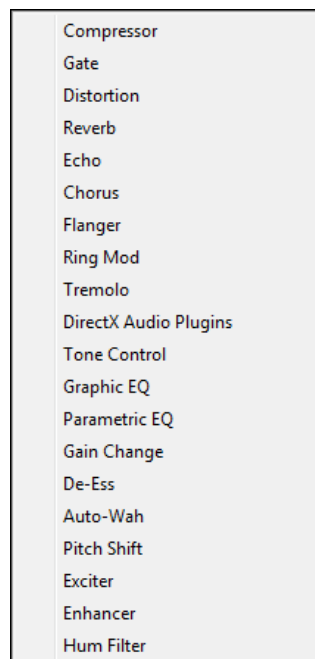
The **Record Audio** function is used to Record Audio using a microphone plugged into your sound card or a guitar (or mixer) plugged into the line-in on your sound card. This launches the **Record Audio** Dialog and the **Record Audio – Keep Take** dialog.

The next two items, **Record Audio and MIDI (Melody)** and **Record Audio and MIDI (Soloist)** refer to the situation where you want to simultaneously record an audio track (vocals etc.) as well as a MIDI piano part. You can record the MIDI to the Melody or Soloist track.

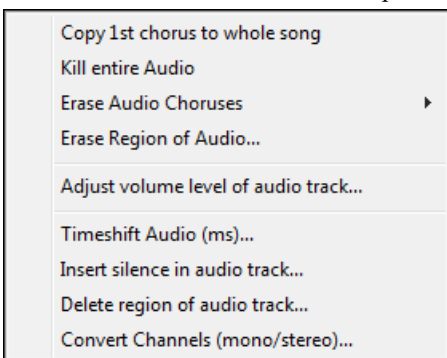
The **Plugin** menu command refers to running a plug-in audio effect. This applies an audio effect such as Reverb or Chorus to the already recorded audio part.

Band-in-a-Box comes with a large selection of high quality audio effects built-in, such as Compressor, Gate, Distortion, Reverb, Echo, Chorus, Flanger, Ring Mod, Tremolo, Tone Control, Graphic EQ, Parametric EQ, Gain Change, De-Ess, Auto-Wah, Pitch Shift, Exciter, Enhancer and Hum Filter. DirectX plug-ins from PG Music and other makers are also supported.

The plug-ins are fully documented in the online Help.



Edit Audio shows a submenu with options for editing the Audio track.



Copy 1st chorus to whole song copies the first chorus of audio to the rest of the song.

The **Kill entire Audio** menu item is used to erase the Audio Track.

Erase Audio Choruses will erase the First Chorus, Middle Choruses, or the Last Chorus as chosen from a list box.

Erase Region of Audio will erase a specified region of bars/beats of audio.

Adjust volume level of audio track changes the volume of the audio track itself. It uses a sophisticated peak-limiting algorithm to ensure that increases in the volume do not result in clipping of the sound, which would be heard as a loud distortion. It accepts units of decibels (dB). Zero means no change in the level, whereas +6 would be a doubling of the sound, and -6 halves the sound level.

Timeshift Audio (ms) is used to time shift the whole audio track a certain number of milliseconds. Normally you wouldn't have to time shift a track at all. There are settings in the Audio-Options Dialog (see below) that can adjust for synchronization differences between your sound card and MIDI devices (for example, the VSC has a 430ms latency). But the time shift audio command can be useful in special cases.

Tip: 1000ms = 1 second. Positive values move the audio track ahead, negative values move it back.

Insert silence in audio track lets you insert silence of the specified length at the specified location. For example, if you decide to add an extra 2 bars to the intro in Band-in-a-Box, and you've already recorded an audio track, you should insert 2 bars (8 beats in a 4/4 time signature) into the audio track as well.

Delete region of audio track will delete a region of audio, eliminating the created gap.

Convert Channels (mono/stereo) allows you to convert the Audio track from stereo to mono, or vice versa. There is an option to choose the percentage of each channel.

Audio Drivers/Settings opens the **Audio Settings** dialog where you can select an audio driver (WAS, ASIO, or MME) or the settings.

Playback Mixer / Playback VU Meter takes you directly to the Windows® Playback control to adjust volumes on your sound card. Note that not all sound devices have VU meters.

Recording Mixer / Recording VU Meter takes you directly to the Windows® Recording control to adjust volumes on your sound card. Note that not all sound devices have VU meters.

Export Song as Audio File allows you to save the song as an audio file.

Import Audio (WAV, WMA, MP3, WMV) will open an audio file in WAV, MP3, Windows® Media Player, or CD Audio format.

Launch Audio Chord Wizard will open the Audio Chord Wizard to analyze chords in an existing Band-in-a-Box song (that has a WAV file on the audio track).

Audio Chord Wizard Utilities opens a dialog with handy options to:

- Make/remove tempo map in Band-in-a-Box.
- Remove audio file from song.
- Auto-set key signature, with button present in the Audio Chord Wizard.
- Enable/disable the Band-in-a-Box style.

Audio Edit Window launches the audio edit window where the wave file can be viewed and edited.

Audio Harmonies, Pitch Tracking, Fix Tuning (Audio Edit) opens the built-in **Audio Harmony** dialog, which allows you to harmonize the audio or correct out-of-tune notes.

Audio Transcribe (monophonic) transcribes the audio data to the Melody or Soloist track as MIDI data.

Audio Chord Wizard (Audio Edit) opens the **Audio Edit** window and allows you to use the built-in Audio Chord Wizard feature.

Audio Harmonies, Pitch Tracking (TC Helicon) opens the **Generate Audio Harmonies** dialog. There are three uses of the Audio Harmonies in Band-in-a-Box, namely:

- Pitch tracking (fixing) of the melody.
- Harmonizing your voice using Band-in-a-Box harmonies (when a MIDI melody is present).
- Harmonizing your voice to the chords of the song (when no MIDI melody is present).

Set Audio Master (Base) Tempo is used to ensure that tempo stretches are based on correct master tempo.

Move Audio to Performance Track copies the Audio track to a selected track as either a WAV or WMA file.

Move Performance Track to Audio renders the selected track (e.g. Melody) and moves it to the Audio track.

Render Song to Audio Tracks (and mute tracks)

Use this to render all tracks to the Audio track and mutes the MIDI tracks.

Un-Render Song from Audio Tracks (Enables tracks, erase audio track)

Use this to erase a rendered Audio track and restore MIDI playback.

Harmony Menu

Melody Harmony (select)...	Alt F10
Thru Harmony (select)...	Alt F11
Favorite Melody Harmonies...	Ctrl F10
Favorite Thru Harmonies...	Ctrl F11
Real Time MIDI Harmonies ...	
Audio Harmonies, Pitch Tracking... (TC Helicon)	
Audio Harmonies, Pitch Tracking, Fix Tuning... (Audio Edit)	
Harmonies Editor	▶
Convert Harmony to Melody Track...	
Convert Harmony to Soloist Track...	
Harmony Settings	▶

Melody Harmony (select)

This option brings up the complete Harmony styles list and allows you to choose one for the current Melody track.

Thru Harmony (select)

This option brings up the complete Harmony styles list and allows you to choose one for the current Thru track.

Favorite Melody Harmonies

This option brings up your favorite 50 Harmony styles (based on recent usage) and allows you to choose one **to use** on the Melody track.

Favorite Thru Harmonies

This option brings up your favorite 50 Harmony styles (based on recent usage) and allows you to choose one to use on the Thru track.

Real Time Harmonies

This feature allows you to play harmonies in real time. Use this with your MIDI keyboard (while Band-in-a-Box is stopped). Hold a chord down with the left hand and play notes with the right hand. The notes will be harmonized according to the chord that you're playing in the left hand.

Audio Harmonies, Pitch Tracking (TC Helicon)

You can apply a harmony to the audio track – allowing you to automatically create up to 4-part vocal harmonies from your singing. The Choir Effect can create up to sixteen voices.

Band-in-a-Box generates the harmonies using the world-leading TC-Helicon Vocal Technologies engine. Once you have recorded a vocal part into Band-in-a-Box, you can use this feature in many ways, including:

- Pitch tracking (fixing) of the melody.
- Harmonizing your voice using Band-in-a-Box harmonies (when a MIDI melody is present).
- Harmonizing your voice to the chords of the song (when no MIDI melody is present), including unison voices.

Audio Harmonies, Pitch Tracking, Fix Tuning (Audio Edit) opens the built-in **Audio Harmony** dialog, which allows you to harmonize the audio or correct out-of-tune notes.

Harmonies Editor shows a submenu with options for making or editing harmonies.

Start a New Harmonies File
Edit a Harmonies File
Edit Current Harmonies File

Start a New Harmonies File

This allows you to make and edit Harmony styles saved under your own filename.

Edit a Harmonies File

This allows you to edit a Harmony file that is in the *C:\bb\Data* directory.

Edit Current Harmonies File

This allows you to edit the Harmony file that is currently loaded on your system.

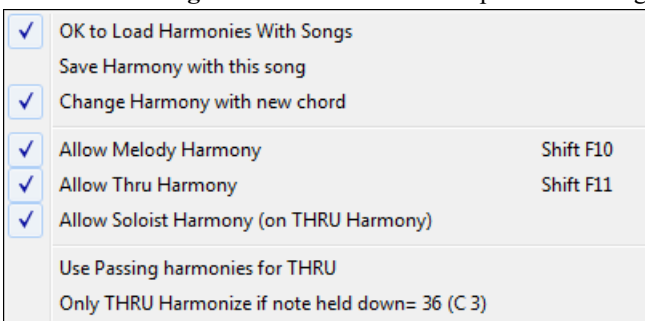
Convert Harmony to Melody Track

This converts a single line Melody track to include the current harmony selection, with options to convert the whole song or specify a range of bars, to eliminate note overlaps, and loosen note start times.

Convert Harmony to Soloist Track

This converts a single line Soloist track to include the current harmony selection (On the Thru harmony), with options to convert the whole song or specify a range of bars, to eliminate note overlaps, and loosen note start times.

Harmonies Settings shows a submenu with options for using harmonies.



OK to Load Harmonies with Songs

Toggle this option “On” if you want to load any harmony settings that were saved/embedded in a given song.

Save Harmony with this song

Toggle this option “On” to allow Band-in-a-Box to embed the harmony settings for the current song so that they may be recalled automatically at a later time.

Change Harmony with new chord

Toggle this option “On” to allow the program to vary the harmony characteristics (i.e. inversions) each time a new chord is encountered in the song.

Allow Melody Harmony

Toggle this option “On” to allow harmonies on the Melody MIDI channels.

Allow Thru Harmony

Toggle this option “On” to allow harmonies on the Thru MIDI channels.

Allow Soloist Harmony (on THRU Harmony)

Toggle this option “On” to allow the Thru MIDI channels to utilize the harmony features for the Soloist track.

Use Passing Harmonies for THRU

When playing along on a MIDI keyboard (or the Wizard) using a Thru harmony, you can use passing harmonies. For example, on a C7 chord, with an Ab note, the harmony might be a B diminished chord, which is a passing harmony.

Only THRU Harmonize if note held down = 36 (C3)

By setting this option you can specify to only harmonize the note if a certain note is held down. (The default note is a C two octaves below middle C.)

Window Menu

The *Window* menu launches various windows in Band-in-a-Box.

Notation	▶
Lead Sheet Window	Alt W
Lyrics	▶
Audio Edit	▶
Piano Roll	▶
Big Piano Window	Ctrl Shift N
Drum Kit Window	Ctrl Shift D
Guitar Window	Ctrl Shift G
Floating Mixer Window	Ctrl Shift M
Fullscreen Chordsheet View	Ctrl T
MIDI Monitor	
Guitar Tuner	
Ear Training Window	Ctrl Shift J
Practice Window	Alt Shift L
Conductor Window	Ctrl ~
Chord Builder	▶
MIDI Chord Detection...	▶
Plug-in Mode for DAW	Ctrl Shift S
BB2Go (prepare mp4 files for iPhone or Android version)...	

Notation opens a submenu with options for Notation display for your song.

Notation (or chords) Window	Ctrl W
Movable Notation Window	Ctrl O
Notation/ Edit/ Note roll mode	Ctrl-Alt-N
Note Insert mode	▶
Mono Entry Mode	
<input checked="" type="checkbox"/> Clean Display Mode	
Event List Editor...	
Play Previous Screen	<arrow> up
Play Next Screen	<arrow> down
Instrument Displayed	▶
Switch to Next Track	Ctrl F5
Switch to Previous Track	Ctrl Shift F5

Notation (or Chords) Window toggles between the notation and the chord sheet views.

Movable Notation Window opens a movable and resizable notation window.

Notation/Edit/Note roll mode moves the notation window through its various entry modes.

Note Insert mode

Toggling this to “on” allows you to insert notes graphically with your mouse or keyboard on the notation window.

Mono Entry Mode

Toggle this “on” if you are inserting single notes (not chords) on the notation window.

Clean Display Mode

Toggle this “on” if you want notes displayed on your notation window in a quantized view (does not affect song playback).

Event List Editor

This opens the Event List window. You can edit events including all MIDI events and lyric events using the Event

List Editor. You can edit the Melody, Soloist, Lyrics, or StyleMaker patterns using this event list. The information in the Event List is color coded by channels for multi-channel Melody and Soloist tracks. The event list can also be launched from the Notation window by pressing the event list button (#).

Play Previous Screen backs the song up four bars.

Play Next Screen moves the song to the next four bars.

Instrument Displayed

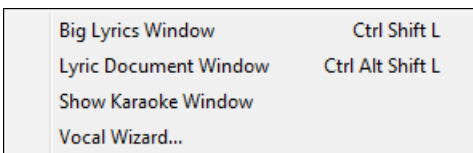
Since there is not enough room on the screen to display the notation for all instruments, only one is displayed at a time. You can choose which one you want to display from this menu option or with the instrument buttons on the Notation window.

Switch to Next Track / Switch to Previous Track

Select parts from left to right in the Instrument row buttons.

Lead Sheet Window launches the lead sheet notation.

Lyrics shows a submenu with options to open lyrics windows or Vocal Wizard.



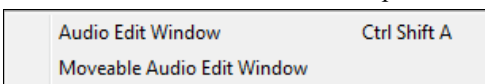
Big Lyrics Window launches a window that displays lyrics in a Karaoke format.

Lyric Document Window displays a full screen of formatted lyrics. You can easily copy and paste lyrics to and from your favorite word processor. The lyrics will also display in the Big Lyrics window.

Show Karaoke Window and load Karaoke MP3/CDG files to see scrolling Karaoke lyrics in the CDG window.

Vocal Wizard selects and transposes the song to the best key for the singer's vocal range.

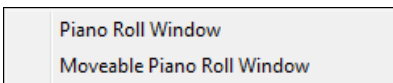
Audio Edit shows a submenu with options to open two types of windows.



Audio Edit Window allows you to edit audio data, using copy, cut, and paste. You can zoom the audio in to the sample level so that you can see the actual sine waves present.

Moveable Audio Edit Window opens the regular Audio Edit window but lets you reposition it on the screen.

Piano Roll shows a submenu with options to open two types of windows.



Piano Roll Window launches the Piano Roll window where you can edit the Melody or Soloist track in a traditional piano roll format.

Moveable Piano Roll Window opens the regular Piano Roll window, but lets you move and reposition it on the screen.

Big Piano Window launches a window that displays a Big Piano.

Drum Kit Window launches the animated Drum Kit.

Guitar Window launches an on-screen Guitar.

Floating Mixer Window opens or closes the “always on top” mixer to quickly set volumes, panning, reverb, tone and patches.

Fullscreen Chord Sheet View displays Notation screen or Chord Sheet in full screen mode.

The **MIDI Monitor** and **Guitar Tuner** items launch the selected module. Each one has extensive help available inside the module. There are also buttons available for these items.

Ear Training Window

You can practice your ear training with help from Band-in-a-Box. In addition to the common interval exercises (perfect 4th, minor 2nd, etc.), learning to play-by-ear for Jazz and Pop music is further enhanced by ear training exercises to recognize common chord types (e.g., Major, Minor, Dominant, etc.)

You will also see buttons that launch musical games for fun while you train your ear. [**Pitch Invasion**] helps to develop perfect pitch as you shoot down “alien” notes invading from above (you hear the note sound, and click on the on-screen Piano, MIDI or QWERTY to shoot them down). [**Music Replay**] develops your pitch, rhythm, and melody recognition by replaying what the program plays in note, rhythm, or melodic modes.

Practice Window allows convenient 1-click access to many Band-in-a-Box features that help you with practicing. These include the Ear Training dialog, games (Pitch Invasion etc.), Metronome, CopyMe, Sight Reading, 101 Riffs series, and more.

Conductor Window

As the song is playing, many “single key” hot keys are available to control the playback and looping of the song. For example, pressing the “4” key will ensure that the middle chorus is the next one played, and pressing the “S” key will ensure that the middle section is looped. This would be useful to extend a song that has the last chorus playing. Custom loop points can also be set for each song.

These settings are ideal for live performance, or “jam sessions” where you aren’t entering new Band-in-a-Box songs but want full control of the playback. These loops happen seamlessly at the end of the chorus, so are suitable for the “dance floor.” In addition, you can control Band-in-a-Box from a standard MIDI keyboard, pressing MIDI keys corresponds to program functions. For example, load the next song, play/pause/tempo adjust/change thru patch/jump to middle choruses/open the notation or lead sheet window – all from your MIDI keyboard!

Chord Builder

Chord Builder...	Ctrl Shift B
Play Current Chordsheet Chord	<Shift> Enter

Chord Builder allows you to build up chords using mouse clicks.

Play Current Chord

This function plays the current chord on the Chord Sheet. It is most commonly accessed by pressing **Shift+Enter** on the Chord Sheet.

MIDI Chord Detection

This *Window* menu command brings up a submenu for entering chords from a keyboard.

MIDI Chord Detection...	
Insert current MIDI keyboard chord	<Ctrl> Enter
Insert current MIDI keyboard chord - next beat	<Ctrl> Shift Enter

Select *MIDI Chord Detection...* and play any chord on your MIDI keyboard. Band-in-a-Box will then provide you with up to 4 interpretations of the chord you played, with its best suggestion at the top and alternates below.

Plug-in Mode for DAW puts Band-in-a-Box into plug-in mode, open as a small always-on-top window that acts as a plug-in for your favorite DAW/sequencer so that you can drag-and-drop MIDI and audio (WAV) tracks from BB to your favorite sequencer.

The DAW Plug-in mode is a mode within the regular Band-in-a-Box program. This mode allows you to transfer tracks, or parts of tracks, to other DAW Sequencers easily, by simply dragging the track icons from Band-in-a-Box (BB) to the tracks window of your DAW.

BB2Go (prepare mp4 files for iPhone or Android version)

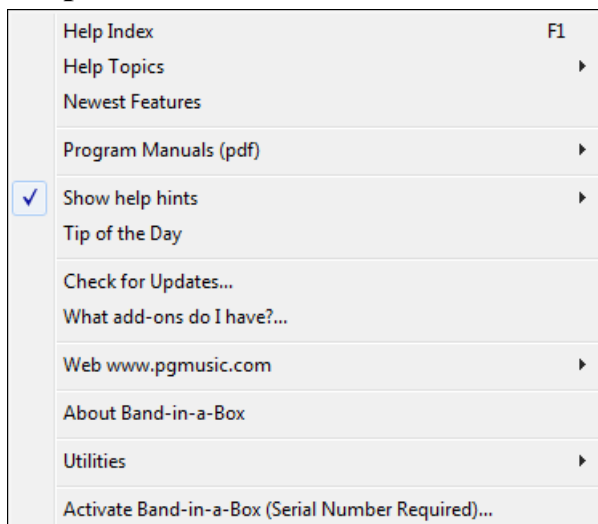
Band-in-a-Box for iPhone (BB iPhone) is an app for iOS devices including iPhone®, iPad®, and iPod Touch®. The BB iPhone version is meant to function as a client to the regular Band-in-a-Box desktop version. The BB iPhone app is available separately from the Apple® App Store, <http://www.apple.com/iphone/apps-for-iphone/>.

Note: If you don't own a copy of the BB Desktop software, the usefulness of the BB iPhone version will be quite limited.

The iPhone version of Band-in-a-Box will see the “BB2Go” folder (C:\bb\BB2Go). Any Band-in-a-Box songs that you put in this folder are visible to the BB iPhone. You can send files back and forth from BB iPhone to Band-in-a-Box for Windows®, and the files go to the BB2Go folder.

You can add audio to the Band-in-a-Box files in the BB2Go folder from the Band-in-a-Box *Windows* menu with the *BB2Go* command and select the files that you want to have MP4/M4A audio added. You can also generate the audio from the iPhone version.

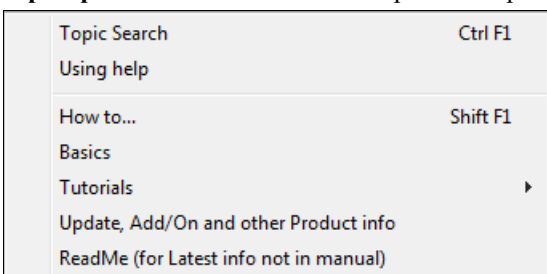
Help Menu



Help Index

Lists all of the Help topics. Type in a keyword under the “Index” tab to go to the topic you want.

Help Topics shows a submenu with options to open help topics.



Topic Search opens the Help file where you can search the Table of Contents or the Index or use the Search feature to find your topic.

Using help has Windows® tips for using Help files.

How to... opens a categorized list of topics. It’s a fast way to find out about a particular feature or operation.

Basics goes directly to the “Basics” introduction to Band-in-a-Box.

Tutorials shows submenus with options to open detailed, step-by-step instructions for Band-in-a-Box.

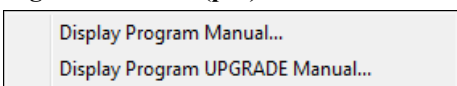
Update, Add/On and other Product info

Other Band-in-a-Box add-ons, PG Music Inc. products, and contact information.

ReadMe (for Latest info not in manual) documents the latest features, plus an archive of earlier updates.

Newest Features describes the new features in the current version.

Program Manuals (pdf) has a submenu with options for opening the program manuals.



Display Program Manual

This opens a .pdf file of the full Band-in-a-Box manual in Acrobat Reader. Follow the bookmarks to find specific topics.

Display Program UPGRADE Manual

This will open a .pdf of the upgrade manual for this particular version of Band-in-a-Box, which may include new documentation not yet added to the full manual. The upgrade manual is often a more convenient way to reference the new features in Band-in-a-Box without looking through the full manual.

Show help hints

<input type="checkbox"/>	Show NO hints
<input type="checkbox"/>	Show hints on main screen only
<input checked="" type="checkbox"/>	Show all hints (main screen and dialogs)
<input checked="" type="checkbox"/>	If hints are displayed, show Comprehensive hints
Customize hint settings...	

Band-in-a-Box has comprehensive fly-by hints that appear when you move over an item. These include hints for the dialog boxes and various windows. You can set the hints to display none, basic, or detailed information.

Tip of the Day

Power user tips. This feature can be set to run automatically when Band-in-a-Box opens. If you want to add your own tips, you can edit the BBW.TIP file. Just put a tip on a single line (no carriage return till the end of the tip). Tips are limited to 255 characters per tip. Band-in-a-Box automatically compiles the BBW.TIP file at startup of the program to a binary file called BBW.TPB.

Check for Updates

User can check/download/pause/continue/install for a newer version (not free), newer build (free), and updated RealTracks files (free).

Updates

Updates are available.

[Click to begin downloading \(142 MB\).](#) [Download](#)

[April 15, 2014: General maintenance patch for RealTracks, RealDrums, and MIDI SuperTracks. Click for more info.](#)

[Click to begin downloading \(174 MB\).](#) [Download](#)

[This will update your RealTracks to the latest versions that have Simpler variations, if necessary. Click for more info.](#)

[Click to begin downloading \(375 MB\).](#) [Download](#)

[This patch will update and complete RealTracks Set 146. Click for more info.](#)

[Click to begin downloading \(162 MB\).](#) [Download](#)

[This will update RealTracks Sets 122-136 to the latest versions as of July 12, 2011. Click for more info.](#)

[Click to begin downloading \(15 MB\).](#) [Download](#)

[Update May 3, 2011: RealTracks Sets 1-121 and RealTracks holds 1-173. Click for more info.](#)

☒ Automatically check for updates every days [Refresh](#) [Close](#)

☒ Automatically check for updates every days You can set whether you want any checking for updates at boot up to be done, and if so, how often. (Note: A setting of 0 days will check every time you run the program.)

You can also press the **[Refresh]** button to check for a major or minor upgrade of the program and RealTracks patches. Download free updates within this dialog when available.

What add-ons do I have?

One of the greatest strengths of Band-in-a-Box is the ability to add-on and enhance the program through add-on Styles, Soloist, and Melodist disks. The “What Add-ons” feature in the *Help* menu scans your computer’s Band-in-a-Box directory and displays what add-ons are and aren’t found. To see the latest add-ons, click on the [\[www.pgmusic.com/addons.htm\]](http://www.pgmusic.com/addons.htm) button to go directly to the add-ons page on the PG Music Inc. web site.

Web www.pgmusic.com

Links to some important pages on the PG Music Inc. web site. Selecting one of these topics will automatically launch your Web Browser, and direct you to the PG Music web site.

Visit web-site (www.pgmusic.com)
Register on-line (www.pgmusic.com)
Submit suggestion for future versions (www.pgmusic.com)
Forum discussion (www.pgmusic.com)
Guestbook (www.pgmusic.com)
Submit tech question (www.pgmusic.com)
Frequently Asked Questions (www.pgmusic.com)
Products available(www.pgmusic.com)
Upgrades & news (www.pgmusic.com)

About Band-in-a-Box launches a dialog with key information such as the version number you are running and computer system information.

Utilities

Display Log Text file of Yellow/Green Messages...
Install Coyote WaveTable Synth...
Activate Band-in-a-Box (Serial Number Required)...
Special Options for Activation/De-Activation...
Write BandInABoxRequest file...
Run Cleanup routine...
Run Download/Install Manager now...

Display Log Text file of Yellow/Green Messages

The Yellow/Green messages and date/time are saved in a file called *C:\bb\Data\Logs\FlashMessageLog.txt*. You can open this file inside the program at any time by choosing this menu command.

Install Coyote WaveTable Synth runs the setup program for the Coyote WT 1.0 software synthesizer. This soft synth is compatible with 64-bit operating systems including Windows® Vista, 7, 8, 8.1 and 10.

Activate Band-in-a-Box (Serial Number Required) allows you to activate Band-in-a-Box if you haven't done so yet. Band-in-a-Box needs to be activated within 30 days after you first run Band-in-a-Box.

Special Options for Activation/De-Activation will show options to change the activation status (e.g. removing activation and moving it to another PC).

Write BandInABoxRequest file creates a file that you can email to support@pgmusic.com if you have a problem activating the program.

Run Cleanup routine

The Band-in-a-Box folder (usually *C:\bb*) has become full of lots of files over the years. Up to 10,000 files are present in the folder on a full install of the UltraPAK. This menu command will run a utility app *C:\bb\Data\BB_cleanup.exe*, which will unclutter the folder and move files to various subfolders. (Note: This utility will run automatically during the Band-in-a-Box program installation, so normally you don't need to run this manually.)

Run Download/Install Manager now

The **Download Manager** automatically downloads and installs all of the Band-in-a-Box content (mainly RealTracks files) in background. It is located in the *C:\bb\Data\DownloadManager* folder and can be launched from inside the program with this menu command.

Activate Band-in-a-Box (Serial Number Required) allows you to activate Band-in-a-Box if you haven't done so yet. Band-in-a-Box needs to be activated within 30 days after you first run Band-in-a-Box.

Shortcuts: Keystroke Commands - Hot Keys

Quick Song Settings

Typing special words, instead of chord names, will make the following settings:

begin + Enter	Sets the beginning of the chorus to the current bar
chorusend + Enter	Sets the end of the chorus to the current bar
end + Enter	Sets the end of the song to the current bar
tkc + Enter	Sets key signature to c, tkbb would set it to bb
trc + Enter	Transposes song to key of C
t125 + Enter	Sets tempo to 125
S + Enter	Launches the StylePicker window

Quick-Load Songs and Styles

You can quick-load a song by typing only. In chord entry mode (Chord Sheet or Notation window) type the word “song” followed by a file name or partial file name + **Enter** and the song will get loaded if it is in the current folder. Typing “bossa” would load in the first song with bossa in the name AFTER the current song name in the current folder.

To change to another folder, type “song” followed by the full path and file name. For example, type song and then *C:\bb\zzjazz.mg1* + **Enter** to load in that exact song name.

Quick-load a style by typing “style” followed by a style name, e.g., stylezzbossa + **Enter** loads in zzbossa.sty.

Keystroke Commands

It’s often faster to use keystrokes instead of using the mouse. For example, there are keystroke “hot keys” to mute instruments or to adjust volume, panning, reverb, chorus, or bank of instruments.

Muting Parts

Alt+3	Mutes the Bass
Alt+4	Mutes the Piano
Alt+5	Mutes the Drums
Alt+6	Mutes the Guitar
Alt+7	Mutes the Strings
Alt+8	Mutes the Melody
Alt+9	Mutes the Soloist

Selecting Parts

Ctrl+3	Selects the Bass
Ctrl+4	Selects the Piano
Ctrl+5	Selects the Drums
Ctrl+6	Selects the Guitar
Ctrl+7	Selects the Strings
Ctrl+8	Selects the Melody
Ctrl+9	Selects the Soloist

Instrument Part Settings

Hold down **Ctrl+Shift** and the letter to change these instrument settings.

Q,W	Decrease/Increase Volume
E,R	Decrease/Increase Panning
T,Y	Decrease/Increase Reverb
U,I	Decrease/Increase Chorus
O,P	Decrease/Increase Bank

Use **Ctrl+Shift** together with the **1-9** and **0** keys on the keyboard to select Favorite Instruments. For example, let's change the Piano part to Electric Piano 1.

1. Press **Ctrl+4** to select the Piano part.
2. Press **Ctrl+Shift+2** to select the Favorite #2. That is Electric Piano 1.

Use **Ctrl+Shift** and the **[-]** and **[=]** keys to decrease/increase the patch by 1.

Volume Settings

Ctrl+Alt+Shift+R	Set current part's volume.
Ctrl+Alt+A	Decrease master volume by 5.
Ctrl+Alt+S	Increase master volume by 5.
Ctrl+Alt+D	Set master volume.
Ctrl+Alt+Shift Q	Reduce all part volumes by 5.
Ctrl+Alt+Shift W	Increase all part volumes by 5.
Ctrl+Alt+Shift E	Set all part volumes.

Looping / Song Navigation Keystrokes

NUMPAD 1	Toggle looping on/off.
NUMPAD 2	Open Loop Section Settings dialog.
Ctrl+NUMPAD 1	Play with last chorus looped.
Ctrl+NUMPAD 2	Play with middle choruses looped.
Ctrl+NUMPAD 3	Play with middle and last choruses looped.
Ctrl+NUMPAD 4	Jump to last chorus.
Ctrl+NUMPAD 5	Jump to ending.
Ctrl+NUMPAD 7	Loop Notation screen.
NUMPAD [DEL]	Advances the notation, lead sheet, and guitar window by one chord (group of notes).
NUMPAD [INS]	Backs up the notation, lead sheet, and guitar window by one chord.

Transpose Settings

Ctrl+Alt+1	Transpose Melody down one octave
Ctrl+Alt+2	Transpose Melody up one octave
Ctrl+Alt+3	Transpose Soloist down one octave
Ctrl+Alt+4	Transpose Soloist up one octave
Ctrl+Alt+5	Transpose down 1 semitone.
Ctrl+Alt+6	Transpose up 1 semitone.
Ctrl+Alt+7	Transpose setting dialog.

Custom File Open Dialog

Ctrl+Shift+F3	Load song with custom file dialog.
Alt+F	In custom file dialog - Favorite Folders.
Alt+N	In custom file dialog - Font selection.
Alt+S	In custom file dialog - Search dialog.

Windows

Ctrl+W	Toggle Notation and Chord Sheet windows.
Ctrl+O	Movable Notation window.
Alt+W	Lead Sheet window.
Ctrl+T	Display Notation screen or Chord Sheet in full screen.
Ctrl+~	Conductor window.
Ctrl+Shift+A	Audio Edit window.

Ctrl+Shift+D	Drum Kit window.
Ctrl+Shift+G	Guitar window.
Ctrl+Shift+J	Ear training window.
Ctrl+Shift+L	Big Lyrics window.
Ctrl+Shift+M	Mixer Window
Ctrl+Shift+N	Big Piano window.
Ctrl+Shift+S	Plug-in mode for DAW.
Alt+Shift+L	Practice window.
Ctrl+Alt+Shift+L	Lyric Document window.

StyleMaker Hot Keys

F1, Shift+F1, Ctrl+F1	Help
F2	Save style
Alt+F2	Save style as ...
R or F3	Record pattern
<Spacebar> or F4	Play pattern
F8	Play pattern on chord
F10	Edit pattern options
F6 or Shift+F6	Change instrument
Cursor Keys	Move around screen
Alt+F4	Quit the StyleMaker

StyleMaker Drum Screen Hot Keys

F5	Drum alternate notes
Bottom row (ZXCVBNM,./)	Drum note entry
F6	Time base
F10 or Alt+F4	Exit

Additional Keystrokes

There are additional keystrokes available, listed on the pulldown menus beside the function. Hot keys may access any function on the pull-down menu by pressing the **Alt** key and the first letter of the Menu followed by the underlined letter of the command. For example, **Alt+F+O** would access *File | Open*.

Note: In the *Options | Preferences* menus, there are other ways that the SPACEBAR can be set to work.

Playing songs.	Spacebar twice or F4
Stopping songs.	Spacebar or Esc
Help.	F1
Help – Topic Search.	Ctrl+F1
Help – How To.	Shift+F1
Record (melody or pattern).	Ctrl+R
Record from any bar.	Ctrl+Alt+R
Jukebox start/stop.	F8
Save song.	F2
Save song with patches.	Alt+F2
Load song.	F3
Load song using favorite song list.	Shift+F3
Load song using titles window.	Ctrl+F3
Load songs with melodies.	Alt+F3

Load song with standard long file dialog.	Alt+Shift+F3
Load next file (alphabetically by file name).	Shift+F8
Load previous (alphabetically by file name).	Ctrl+Shift+F8
Load next style (in alphabetical order).	Alt+Shift+F8
Load previous style (in alphabetical order).	Ctrl+Alt+Shift+F8
Open MIDI file.	F7
Choose a user style.	F9
Notation – switch to next track	Ctrl+F5
Notation – switch to previous track	Ctrl+Shift+F5
Open StylePicker.	Ctrl+F9 or S+Enter
Select favorite styles.	Shift+F9
Edit user style.	Alt+F9
Edit current style.	Ctrl+Shift+F9
Refresh Melodist or Soloist	Shift+F7
Select Melody Harmony	Alt+F10
Favorite Melody Harmonies	Ctrl+F10
Allow Melody Harmony	Shift+F10
Select Thru Harmony	Alt+F11
Favorite Thru Harmonies	Ctrl+F11
Allow Thru Harmony	Shift+F11
Turn song Embellisher on/off.	Ctrl+Alt+E
Import chords from MIDI file.	Ctrl+Alt+I
Send GM mode on message.	Ctrl+Alt+Q
Set tempo.	Ctrl+Alt+T
Open the Preferences dialog.	Ctrl+E
Open the Song Settings dialog.	Ctrl+N
Launch Chord Builder.	Ctrl+Shift+B
Enable/Disable RealDrums	Ctrl+Shift+F6
Edit current bar options.	F5
Save MIDI file.	F6
Quit the program.	Alt+F4

Chord List

Commonly used chords are displayed here in bold type.

Major Chords

C, Cmaj, C6, **Cmaj7**, **Cmaj9**, Cmaj13, **C69**, Cmaj7#5, C5b, Caug, C+, Cmaj9#11, Cmaj13#11

Minor Chords

Cm, Cm6, **Cm7**, Cm9, Cm11, Cm13, Cmaug, Cm#5, CmMaj7

Half Diminished Chords

Cm7b5,

Diminished Chords

Cdim

Dominant 7th Chords

C7, 7+, C9+, C13+, **C13**, C7b13, C7#11, C13#11, C7#11b13, **C9**, C9b13, C9#11, C13#11, C9#11b13, C7b9, C13b9, C7b9b13, C7b9#11,

C13b9#11, C7b9#11b13, C7#9, C13#9, C7#9b13, C9#11, C13#9#11, C7#9#11b13
 C7b5, C13b5, C7b5b13, C9b5, C9b5b13, C7b5b9, C13b5b9, C7b5b9b13,
 C7b5#9, C13b5#9, C7b5#9b13, C7#5, C13#5, C7#5#11, C13#5#11, C9#5,
 C9#5#11, C7#5b9, C13#5b9, C7#5b9#11, C13#5b9#11, C7#5#9, C13#5#9#11,
 C7#5#9#11, C13#5#9#11

Suspended 4 Chords

Csus, C7sus, C9sus,

C13sus, C7susb13, C7sus#11, C13sus#11, C7sus#11b13, C9susb13, C9sus#11, C13sus#11, C9sus#11b13, C7susb9,
 C13susb9, C7susb9b13, C7susb9#11,
 C13susb9#11, C7susb9#11b13, C7sus#9, C13sus#9, C7sus#9b13, C9sus#11, C13sus#9#11, C7sus#9#11b13,
 C7susb5, C13susb5, C7susb5b13, C9susb5, C9susb5b13, C7susb5b9,
 C13susb5b9, C7susb5b9b13, C7susb5#9, C13susb5#9, C7susb5#9b13,
 C7sus#5, C13sus#5, C7sus#5#11, C13sus#5#11, C9sus#5, C9sus#5#11, C7sus#5b9, C13sus#5b9, C7sus#5b9#11,
 C13sus#5b9#11, C7sus#5#9, C13sus#5#9#11, C7sus#5#9#11, C13sus#5#9#11,

Notes:

It is not necessary to type upper or lower case. The program will sort this out for you.
 Any chord may be entered with an alternate root ("Slash Chord") e.g.: C7/E = C7 with E bass.
 Separate chords with commas to enter 2 chords in a 2-beat cell, e.g., Dm,G7

Tricky Chords

C5b This is "C flat 5." It is spelled this way to avoid confusion.

C2, C5, C4, C69, C7alt, Cm7#5

You can type C-7 for Cm7 (i.e. use the minus sign) or C7-9 for C7b9.

Shortcut Chords

If you enter a lot of songs, you will appreciate these shortcut keys.

J = Maj7

H = m7b5 (H stands for Half diminished)

D = dim

S = 7sus

Add your own chord shortcuts.

Have you found a chord that Band-in-a-Box doesn't recognize? If so, add it to your chord shortcuts file, and Band-in-a-Box will allow you to type in that chord in the future. This also lets you define chord "shortcuts," one-letter abbreviations for longer chord names ("J" for "Maj7" etc.). If you find a chord that Band-in-a-Box won't accept like Csus2, when it expects C2 instead you can enter this on a single line (without the quotes) "Csus2@C2." Then Band-in-a-Box will enter the chord C2 if you type in Csus 2.

The text file *C:\bb\Data\Shortcut.txt* allows you to add new chord shortcuts. Note that this file doesn't ship with Band-in-a-Box (or it would overwrite your file!). The file *C:\bb\Data\pgshortc.txt* for shortcuts supplied by PG Music. You can add your own shortcuts in a text file you make yourself and name *C:\bb\Data\shortcut.txt*.

Band-in-a-Box files

Essential Program Files

Band-in-a-Box for Windows® requires the following files to operate.

BBW.EXE	Executable file.
CPALETTE.DLL	required DLL.
BBWDLL?.DLL	DLL handling playback (the name of this DLL is updated with new releases).
GP?.DLL	Required DLL concerned with guitar playing.
F32.EXE	File Server (used in file dialogs).
ZZ*.STY	Band-in-a-Box needs style files for the built-in styles. These styles are named starting with ZZ.
DEFAULT.HAR	These are the default Harmonies.
DEFAULT.SOL	These are the default Soloists.
DEFAULT.MEL	These are the default Melodists.
CTL3DV2.DLL	This is the required DLL for 3D dialogs and controls.
PGMUS.FOT/TTF	These files are required to show notation in the Notation window.
PGTEXT.FOT/TTF	These are required to show chord names with a fancy typeface.
DEFAULT.GIT	These are the default Guitarists.
PGSHORTC.TXT	These are the chord shortcuts file supplied by PG Music.
SHORTCUT.TXT	This file is user-created. See the Chord List.

Transferring Files Among Computer Platforms (IBM® to Mac®)

Many of the Band-in-a-Box song/style and patch map files are directly compatible. Any Macintosh® file automatically gets a 128-byte header added on to it by the Macintosh® system.

If transferring the files by modem, make sure the Macintosh® modem software strips the header off the files. Other than that, the files are identical.

Note: Atari files are the same format as IBM files; no conversion is needed.

PG Music Inc.

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Be sure to visit the FAQ pages at www.pgmusic.com for information about known troubleshooting issues as well as the latest technical support bulletins.

Appendix A: RealTracks Sets

The Band-in-a-Box Pro package includes a basic set of RealCombos for Pop, Country, and Jazz. In addition, there are hundreds more RealTracks instruments available and we're always making more!

A larger set of RealCombos is included in the Band-in-a-Box MegaPAK, and you get every RealTracks set we've made so far in the Band-in-a-Box UltraPlusPAK and EverythingPAK. You can also order individual sets, or RealPAKs of Country, Rock/Pop, and Jazz sets.

Please see http://www.pgmusic.com/products_realtracks.htm for full descriptions and demos of all of the RealTracks sets. While you're there be sure to check for new releases.

RealTracks Set 1: The Originals, New and Improved

Improved versions of the original RealTracks – Tenor Sax, Tenor Sax (Bluesy), Pedal Steel, and Acoustic Guitar.

RealTracks Set 2: Country Ballad

Acoustic guitar, both strumming and fingerpicking, a beautiful “spacey” electric guitar with delay effects, as well as a sweet pedal steel part and a RealBass.

RealTracks Set 3: Swingin' Country

Two Swing RealPedalSteel styles and five Swing 8ths acoustic guitar RealTracks, including both strumming and fingerpicking.

RealTracks Set 4: Modern Country

Rock, Pop, Folk, and Country with RealResonatorGuitar, RealAcousticGuitar & RealBass plus a modern syncopated groove that includes both acoustic & electric guitars.

RealTracks Set 5: Rockin Guitar

Smokin' Rock & Country Rock rhythm guitar grooves, as well as slide guitar soloists and R&B RealBass.

RealTracks Set 6: All Metal

Three different tempos of killer Metal rhythm guitar parts and totally tight bass parts plus the RockHardEven8 RealDrums style.

RealTracks Set 7: Acoustic Jazz Bass and Rock Sax

Real Double Bass with either the straight-ahead, fluid approach of our PaulC bass style, or the aggressive approach of our RayB style. Also in this set is the “Motown Rock” sax soloist.

RealTracks Set 8: Country Folk

Resonator Guitar, sweet RealFiddle, and basic acoustic guitar strumming patterns.

RealTracks Set 9: Country Electric Guitar

Great Country guitar grooves and soloists played by top Nashville session musicians. Included are two rhythm guitar parts, “Cowboy,” which is a true classic country groove, and “Train,” which is a fast train-beat groove.

RealTracks Set 10: All Blues (Shuffle)

A smokin' blues band a Real rhythm guitar player, a Real bassist, a Real B3 player and even a Real harmonica player all backing you up on a groovin' Blues Shuffle. Killer soloing on electric guitar and harmonica.

RealTracks Set 11: All Bluegrass (Rhythm)

Step out in front of your very own Bluegrass band and take charge. Mandolins, fiddles, guitars, and banjos abound – all held to a steady beat by a fat Bluegrass bass.

RealTracks Set 12: All Bluegrass (Solos)

Banjo, Fiddle, Guitar, and Mandolin solos. Spice up any Bluegrass song with a foot-stompin' Banjo solo, or you can really get things going by adding multiple solo instruments.

RealTracks Set 13: “Older” Jazz Swing Soloists

The essential instruments of Jazz Soloing - alto sax, trumpet, and trombone - recorded by top studio musicians. With the stretching features in Band-in-a-Box and RealBand, they can be used over a wide tempo range.

RealTracks Set 14: Mainstream Swing – Jazz Rhythm Section

A world-class Jazz rhythm section with a choice of either acoustic piano or Jazz electric guitar as your comping instrument, and an acoustic bass style to round out the bottom end.

RealTracks Set 15: Mainstream Swing – Jazz Soloists

Alto sax, trumpet, and trombone RealTracks plus bass soloing and piano soloing, complete with left-hand comping! Combine with RealTracks Set 14: Mainstream Swing - Jazz Rhythm Section for a complete Real Jazz band!

RealTracks Set 16: Bossa - Rhythm Section

This authentic sounding Latin-Jazz set includes a balance of piano, acoustic bass, and electric guitar RealTracks for use in all keys. Combine with RealTracks Set 17: Bossa - Soloists for your dream Bossa band!

RealTracks Set 17: Bossa - Soloists

This set includes hours of trumpet, trombone, alto sax, and even acoustic bass soloing. You will have all the tools available to generate a killer Bossa solo with the most authentic sounds available.

RealTracks Set 18: Jazz Ballad - Rhythm Section

This set includes rhythm tracks for piano, acoustic bass and electric guitar. You can really focus on your melody while the bass, piano and guitar provide solid rhythm and harmony all around you.

RealTracks Set 19: Jazz Ballad – Soloists

This RealTracks Set comes equipped with alto sax, trombone and trumpet soloing in every key for your Jazz ballad. Every time you press play, you get a brand-new solo. Your Jazz ballad composition deserves these killer lines!

RealTracks Set 20: Dual Rock Guitars

This set features two tempos of Rock ‘n’ Roll guitar recorded by two different top studio musicians, each playing off of the riffs of the other. These are classic Rock guitar tones for both laid-back and up-tempo tunes.

RealTracks Set 21: Clean Strat Rock

Add a clean, even, classic Rock guitar sound to all your songs, old and new, with Clean Strat Rock rhythms and solos. Use the Rhythm Guitar with your verses while letting the Soloist fly during a chorus.

RealTracks Set 22: Funk & Pop Bass

A variety of Funk styles, including Funk Finger Bass, Funk Slap Bass, and Pop Bass, which suits a wide range of musical styles. Using all electric basses, this set adds another color to your PG Music palette!

RealTracks Set 23: Pop Acoustic Guitar

A solid rhythm section of acoustic guitars playing an even style, whether it be strumming or fingerpicking. These RealTracks can be used for more than just Pop; they blend well with many other styles of music too.

RealTracks Set 24: Pop Swing 8ths Guitar

Fill in a rhythm section with this dynamic set of acoustic strumming and fingerpicking guitar styles. With a wide range of tempos RealTracks Set 24 completes your Swing 8ths Pop or country song with an understated touch!

RealTracks 25: Pop Swing 8ths Bass 1

Use these RealTracks with many styles of music to add a delicate touch and a human feel. Turn to RealTracks Set 25 whenever you need a bass player to stick to the basics and back you up!

RealTracks Set 26: Pop Swing 8ths Bass 2

Add the solid foundation of Swing 8ths Bass to your song. With a wide range of tempos and electric and acoustic basses to choose from, you can always rely on this RealTracks set to keep perfect timing.

RealTracks Set 27: “Dreamy” Pop Guitar and More

With these simple, tasteful, and dreamy guitar licks, you can add a new level of atmosphere to your song. Whether you’re composing a fast pop masterpiece or a mellow country ballad, these styles are for you!

RealTracks Set 28: Jazz Waltz

This set redefines what it means to swing in ¾ time with this Jazz waltz collection of acoustic bass, piano, and electric guitar RealTracks.

RealTracks 29: Freddie and Wes - Jazz Guitar Comping

If you’re looking for the “four-on-the-floor” beat with a tasteful groove that will keep the dance floor full all night RealTracks Set 29 is the answer. Some of the sweetest comping this side of bebop!

RealTracks Set 30: Blues (Slow Swing)

Electric guitar, bass and resophonic guitar provide the solid rhythm foundation, in a variety of combinations. Then to fill up the band we also have the soloists: electric guitar, harmonica and a sweet slide guitar!

RealTracks Set 31: Blues (Slow Even 8ths)

This set features some straight-8ths, slow rockin’ grooves on the electric guitar, electric bass, harmonica, and even the resophonic guitar! All styles in this set were recorded at the same tempo, so they blend together perfectly.

RealTracks Set 32: Blues (Fast Even 8ths)

A solid even 8ths rhythm section of electric guitar, electric bass and resophonic guitar. In addition, this set comes with harmonica, tenor sax, and Blues harmonica soloists to complete the band.

RealTracks Set 33: Bluegrass (Medium Tempo)

All you need to play a medium tempo Bluegrass song. This set of RealTracks is full of awesome features like A and B substyles for the fiddle and banjo as well as RealCharts for the acoustic guitar soloist.

RealTracks Set 34: Country Train Beat

Solid train rhythm that doesn't miss a beat plus RealCharts to see the notation for all of the instruments. You get RealCharts for fiddle, harmonica, and pedal steel so you can see exactly what the top studio musicians are playing.

RealTracks Set 35: Chet and Travis Pickin'

This set comes with four different RealTracks styles in this unique genre, two played with that sweet mellow nylon guitar, and two played with the warm tones of the electric guitar.

RealTracks Set 36: Swingin' Country 2

Five swing 8ths RealTracks styles featuring a sweet pedal steel style, as well as two tempos of resonator guitar and swing 8ths mandolin. Medium slow and fast tempos are included.

RealTracks Set 37: Swingin' Country 3

Get ready to swing! RealTracks Set 37 provides some swinging Country licks at a variety of tempos with mandolin, harmonica, pedal steel, and resonator guitar playing at tempos ranging from 130 to 190 beats-per-minute.

RealTracks Set 38: Classic Country - Pedal Steel n' More

Classic Country with three variations of Pedal Steel at a range of tempos plus a fiddle that is always ready to play a solo. You also get the added bonus of RealCharts that show you the notation for all of the RealTracks in this set.

RealTracks Set 39: Slow Country

Ballad stylings on pedal steel, fiddle, banjo, harmonica, and acoustic guitar with the added bonus of RealCharts for the pedal steel, harmonica and fiddle to show you the notation for these instruments.

RealTracks Set 40: American Pop-Rock

There are 4 Electric Guitar styles included in this set, and each style includes two different substyles. The two "American" guitar styles are meant to be used together, as are the two "Roots Rock" styles, so either way you get that polished, radio-friendly sound that will make you sound like a professional producer.

RealTracks Set 41: Rockin' Hard

This set comes with 4 different RealTracks guitar styles, and each of those styles has 2 different substyles. "Hard Rock Thrash" and "Hard Rock Thrash Hollow" are two slow hard-rockin' styles that can be used together, or individually. "Pop Rock Brit Edgy" and "Pop Rock Brit Heavy" provide that modern British sound.

RealTracks Set 42: Boogie 'n Texas Rock

"Texas Boogie" and "Texas Rock" guitar RealTracks styles. "Texas Boogie" includes two different guitar styles, intended to be used together if you want a full band effect, or separately if you just need a touch of that Boogie flavor. "Texas Rock" is the same, with two distinct styles that mesh together beautifully, or can be used individually.

RealTracks Set 43: Rockin' Down South

This set includes both acoustic and electric rhythm guitar styles, as well as two marvelously raunchy slide guitar styles. To top it all off, we have a rollicking southern organ.

RealTracks Set 44: Blues Guitar and Organ

This set includes three different Blues Organ RealTracks styles: "Monday" Swing 8ths at 65bpm, "Roadhouse" Even 8ths at 120bpm, and "BB" Even 8ths at 85bpm. Also included in this set is a rollicking Slide Guitar Blues RealTracks style.

RealTracks Set 45: Driving British Rock

All of the guitars included in this set feature different takes on the same slow driving groove, and can be used together to create a full, produced sound, or can be used individually to fill in the spaces for your own project. This set includes a strumming acoustic guitar, and two electric guitars, one that is "driving" and one that is "soulful."

RealTracks Set 46: Medium Pop - Harmonica, Organ and Bass

This set provides you with some great background organ & harmonica playing, as well as two options for straight-ahead pop electric bass. The harmonica style provides some great pop licks, but as a background style it doesn't get in the way of a singer or the other instruments. The Organ style is a real B3, and will give your pop song that authentic sound. For electric bass, there are two options. The "PopHalfNotesSync" style plays on the 1, and-of-2, and the 3, which is one of the most common ways to play pop music. The alternate, 'PopHalfNotesPush is the same basic pattern, but doesn't restate the note on beat 3, driving the song with a pushed feel.

RealTracks Set 47: Slow and Fast Pop - Harmonica & Organ

Covering the whole even 8ths tempo spectrum, our B3 Organ styles can provide that growling B3 sound whether you've written a slow ballad, or a rockin' fast pop tune. For the fast tunes, we've also got a background Pop Harmonica style.

RealTracks Set 48: Medium Modern Rock

This set provides three Guitar RealTracks, one acoustic, and two electrics. The acoustic guitar is a bright, strummed rock part. The two electrics have distinct sounds that compliment each other: "ElecRockArp" is a clean guitar tone that plays arpeggios for the A section, then switches to strummed chords for the B section. 'ElecRockDirty' is a distorted guitar tone that plays muted syncopated chords at 'A', and then plays with a more open sound at 'B'.

RealTracks Set 49: Spirited Acoustic Guitar

There are two Acoustic Guitar styles included with this set, both at slow tempos, but they're designed to give the song a harder edge than most ballad playing. Also included in this set are two pop Electric Bass styles, both at 85 beats-per-minutes. The 'PopHalfNotesSync' style plays on the 1, and-of-2, and the 3, which is one of the most common ways to play pop music. The alternate, 'PopHalfNotesPush' is the same basic pattern, but doesn't restate the note on beat 3, driving the song with a pushed feel.

RealTracks Set 50: More Bossa!

This set features some great Bossa Nova Guitar and Flute playing. The Nylon-Electric Rhythm Guitar style provides a great backing track for any chord progression and is an excellent tool for singers or soloists. The Flute and Electric Guitar Soloist RealTracks can provide fantastic melodic soloing over any changes, and the solo created by Band-in-a-Box will be different every time you press play!

RealTracks Set 51: Slow Bossas and More

With RealTracks Set 51, you can choose either the smooth sounds of acoustic bass and piano playing slow gentle bossas, or the fast excitement of some boogying tenor sax. The bass and piano, when used in conjunction with our BossaBrushes RealDrums, provide a great rhythm section for singers or soloists.

RealTracks Set 52: Fast Samba

This RealTracks set provides you with some smokin' fast Latin sounds. It includes the essential rhythm section instruments, bass and piano, as well as a soprano sax soloist. No matter what chords you enter in Band-in-a-Box, these styles will soar!

RealTracks Set 53: Slow Jazz Ballad - Rhythm Section

This set includes both Piano and Acoustic Bass playing at 60 beats-per-minute, and because of the superior stretching features in Band-in-a-Box and RealBand, they can actually be used over a wide range of tempos. There are also several variations where they start playing double-time (essentially a 120 bpm groove) for the B section.

RealTracks Set 54: Slow Jazz Ballad - Soloists & Solo Piano Accompaniment

In addition to the Slow (60bpm) Ballad Tenor Sax RealTracks, this set also includes the Jazz Ballad Electric Guitar Soloist, at a slightly quicker pace (85bpm), and a "Solo-Accompaniment" Jazz Ballad Piano (85bpm). This piano style is intended to be used without Bass or Drums, essentially, it's a rhythm section all on its own.

RealTracks Set 55: Fast Bebop Jazz

RealTracks Set 55 gives you the tools you need to start hearing some lightning fast jazz coming out of your computer speakers. Simply enter any chords you like, select these Bebop styles, and Band-in-a-Box will generate flawless Acoustic Bass, Piano and Tenor Sax tracks for you.

RealTracks Set 56: Jazz, Old and New

This set includes 4 different RealTracks styles, including "Modern Jazz" versions of Acoustic Bass and Acoustic Piano playing at a medium-swing tempo. These two styles together form the perfect rhythm section for soloing and provide great inspiration for developing sophisticated lines. The set also includes 2 soloists, the classic "older swing" clarinet style, and the intricate electric guitar jazz swing soloist.

RealTracks Set 57: Jazz Swing, Laid Back

This set features both the essential rhythm section instruments and the soprano sax soloist for that sweet slow-medium groove that sits perfectly in the pocket. The rhythm section is comprised of double bass and piano, and both styles include both an "A" section and a "B" section, so you can add further dynamic range to your jazz tune.

RealTracks Set 58: Jazz and Pop Waltzes

With RealTracks Set 58, we provide both Jazz and Pop Waltz styles. On the Jazz front, a Tenor Sax soloist is included, which can be used with some of our previously released Jazz Waltz rhythm section instruments. For the Pop fans, we've provided Acoustic Bass and Piano styles playing a slow even 8ths Pop Waltz.

RealTracks Set 59: Crossover

The RealTracks you need for the popular sound of Swing 16ths Crossover between Country Music and Hip Hop. This set provides you with a total of 5 RealTracks styles, one bass style and four guitar styles. They were recorded at 75 & 90 beats-per-minute, and with the stretching features in Band-in-a-Box, the tempos in between and beyond are covered as well.

RealTracks Set 60: Country Rock!

4 new guitar styles. ‘ModernCountrySync’ is an even-16ths-based groove, and we provide both an Acoustic and an Electric Guitar style. The ‘SouthernSnappy’ is a classic sounding Country-Rock groove, also 16ths-based, and for this groove we provide two Electric Guitars, ‘Clean’ and ‘Gritty’.

RealTracks Set 61: Ballads and More!

An assortment of Pop and Country Ballad styles with two rhythm electric guitar styles, a hard-edged ballad soloist, and a solo-accompaniment pop piano style. The two rhythm guitars are meant to be used together, but have very distinct sounds. One is a clean guitar tone, playing choppy chords for the A section and held chords for the B section, and the other is a distorted guitar style, playing a syncopated groove at ‘A’, and straightening out to even quarter notes at ‘B’. The soloist is a driving distorted power ballad, and is great for intros or breaks. Finally, we include a ‘solo-accompaniment’ piano pop-ballad style.

RealTracks Set 62: Western Swing and Bluegrass!

Three Western Swing electric guitar styles include rhythm playing at the medium-fast tempo of 165bpm, and an up-tempo style at 190bpm. Also at 190 is the “CountryClassicSwing” Soloist, which will create a solo over any changes you care to throw it’s way. As a bonus, this set also includes a Bluegrass Mandolin Soloist, playing at the laid-back (for Bluegrass) tempo of 100.

RealTracks Set 63: Country Waltz 1

This Set provides 4 Acoustic Guitar styles, playing at two waltz tempos, 85 & 140. With the stretching features in Band-in-a-Box and RealBand, these styles actually cover a wide range of tempos. Each tempo has a Fingerpicking and a Strumming Acoustic Guitar, and the styles work great together, or they can be used individually.

RealTracks Set 64: Country Waltz 2

This set comes with three guitar styles, all recorded at the comfortable waltz tempo of 110, and a Solo-Accompaniment Waltz Piano style at a bouncy swinging tempo of 85. The guitar styles include strumming acoustic, fingerpicking acoustic, and electric.

RealTracks Set 65: Alt-Country

Alt.Country, also known as Americana, has 4 Electric Guitar styles. For the very slow tempos, we have a distorted electric guitar providing a gritty backdrop to your melancholy ballad. For ballads a little bit quicker, we have a brighter clean electric guitar style. The two Alt.Country styles recorded at 75bpm are intended to be used together, as they play off of each other beautifully. One is a moody sounding electric, while the other is more rootsy.

RealTracks Set 66: Modern Nashville Pop

4 Electric Guitar styles straight from Music City, USA. The two Country Rock styles are intended to be used together, and play off each other beautifully, but can also be used individually. The same goes for the two “Nashville Pop” styles, one of which uses a distorted guitar sound, the other clean.

RealTracks Set 67: Rockin’ in Three-Quarter Time

3/4 (or 6/8) time has become an important part of the hard rock world. With RealTracks Set 67, you get 10 different Rock and Pop 3:4 styles. These styles can be used individually, together, or combined in A-B combinations. Also included are 12-string acoustic guitar RealTracks, both a picking style, and a strumming style.

RealTracks Set 68: R&B Rock

4 different modern R&B electric guitars, two guitars with a warm mellow tone, one playing basic quarter notes with embellishment, the other playing a strumming pattern. Then, we have some funkier guitar styles, one playing an off-beat pattern, the other playing a 16th-note-based groove. All of these styles have RealCharts capabilities, so you can see exactly what’s being played, either on the on-screen guitar fretboard, or in notation and TAB.

RealTracks Set 69: Rockin’ in the North, Rockin’ in the South

Northern Rock and classic 80s Texas Blues-Rock grooves. 8 different guitar styles include quarter-note variations, strummed patterns, offbeat & syncopated grooves. A variety of guitar tones are employed including mellow fuzz, an edgy, gritty sound, and different registers of that Texas Rock ‘n’ Roll sound. All styles are equipped with RealCharts, so you can see the notes you’re hearing either in TAB, notation, or on the on-screen guitar fretboard.

RealTracks Set 70: Piano Pop

Sophisticated, mellow piano featuring 7 different Piano RealTracks styles. Use them alone or with a rhythm section.

Included are British Pop Liverpool and Pop London styles, a Pop Bronx style from New York, and Pop Funky Texas. All come with RealCharts for on-screen notation and piano keyboard display.

RealTracks Set 71: Folk-Rock

12-String Acoustic Guitar RealTracks with a variety of tempos and feels, such as slow ballad folk-rock & medium folk-rock waltz. The waltz comes with both a 12-string and a 6-string guitar style, which can be used individually, or blended together.

RealTracks Set 72: Smooth Jazz - Swing 16ths Hip Hop

Smooth Jazz sound with an Urban flavor. 4 RealTracks styles with classic Real Electric Piano and Electric Bass at two Hip-Hop swing 16ths tempos. The Electric Piano styles can be used either completely dry, with no effects at all, or with chorus, delay, and reverb effects for that true Smooth Jazz sound. The dry sound is perfect if you'd like to use these styles in a Rock setting, or if you'd like to add your own effects in RealBand.

RealTracks Set 73: Smooth Jazz - Ballad and Pop

More classic Smooth Jazz with Electric Bass styles as well as classic Real Electric Piano, both "dry" and with authentic Smooth Jazz effects. Both instruments include both a slow Ballad, and a faster even-16th-based Poppy Smooth Jazz groove. These styles are ideal to use with RealDrums Set 28 but can also be used with many of our other even 8th and even 16th Jazz RealDrums.

RealTracks Set 74: Ballroom Latin

Ballroom Latin made for dancing with 7 styles featuring both Acoustic Bass and Piano. Practice your musical chops, your dancing chops, or both! A perfect match with RealDrums Set 5: Latin.

RealTracks Set 75: More Bossa

Acoustic Bass, Electric Guitar and Piano playing a sultry medium-slow Bossa tempo. The guitar features a "FreeComp" version, with the guitar as the sole comping instrument, and a "GrooveComp" version, which is intended to work well while there is a piano comping at the same time. Both piano and guitars have RealCharts for on-screen notation and TAB plus piano keyboard and guitar fretboard displays.

RealTracks Set 76: More Jazz Waltz

Jazz Waltzes, with Piano, Guitar, and Acoustic Bass styles. Included are two tempos: a slow waltz ballad at 85 bpm, and a medium-slow laid-back waltz at 110 bpm. All three instruments are represented at both tempos, and in addition, there is a rehearsal piano waltz style. This style is a basic piano approach to the swing waltz and is intended to be used by itself to back up a singer or soloist.

RealTracks Set 77: Ballad, Stride & More

Jazz with both electric and acoustic guitars at a variety of tempos, as well as 4 different accompaniment piano styles. The slow Jazz Ballad tempo has a free-rhythm Electric Guitar style, an Acoustic Guitar that is designed to work well with a comping piano, and a Stride Jazz Ballad piano. Also included is a slightly quicker Stride Ballad, as well as a "Rehearsal" Piano style that's great if you need a basic piano approach to back up your singing or soloing. All instruments in this set are equipped with RealCharts for on-screen notation and TAB plus piano keyboard and guitar fretboard displays.

RealTracks Set 78: Memphis Swing

Memphis Swing gives you 4 different RealTracks styles with 4 different approaches to this distinct version of Country Swing. Two of the styles use a crisp, clean guitar tone, one playing chords letting the notes ring, the other with a shorter staccato approach. Then we have a guitar with a grittier tone, played either with a palm-mute effect, or with a wide-open approach.

RealTracks Set 79: Medium Country Boogie

This set features 6 medium tempo Country Boogie guitar RealTracks including 2 acoustic guitars and 4 electrics. With acoustic guitar, you can choose between a palm-mute style of playing, or a more open approach, or you can mix-and-match, using one style for the A section of your song, and the other for the B section. You have lots to choose from with the Electrics too, with both clean and distorted guitars, playing syncopated patterns, classic riffs, palm-mute, and twangy variations. All of these styles are equipped with RealCharts, so you can see exactly what's being played by these world-class studio musicians!

RealTracks Set 80: Fast Country Boogie

This set features 6 up-tempo Country Boogie guitar RealTracks including 2 acoustic guitars and 4 electrics. With Acoustic Guitar, you can choose between a palm-mute style of playing, or a more open approach, or you can mix-and-match, using one style for the A section of your song, and the other for the B section. You have lots to choose from with the Electrics too, with both clean and distorted guitars playing syncopated patterns, classic riffs, palm-

mute, and twangy variations. All of these styles are equipped with “RealCharts,” so you can see exactly what’s being played by these world-class studio musicians!

RealTracks Set 81: More Country Swing

RealTracks Set 81 adds 8 Country Swing electric guitar styles featuring both clean and “gritty” guitar sounds, played over both slow swing at 85bpm, and medium-up-tempo at 140bpm. The different variations can be used individually, or together, and they can also be used in various A-B combinations. All of these guitar styles are equipped with RealCharts, so you will see exactly what is being played by these top Nashville studio musicians!

RealTracks Set 82: More Country Waltz

10 new electric guitar Country Waltz styles covering a range of tempos from 85bpm through to 140bpm with both clean guitars and distorted guitars. You can mix and match styles, either using multiple styles at the same time, or A-B combinations. And all of these guitars are equipped with RealCharts and display notation, TAB, and on-screen guitar fretboard.

RealTracks Set 83: LA Hard Rock

This set provides you with 4 distinct Electric Guitar styles, 2 with a “crisp” tone, and 2 with a “fuzzy” tone, so you’re sure to find what you need for your song or section. Also included is the HardRockLA Bass style, a syncopated bass style with a big fat tone. As a bonus, we’re also throwing in the HardRockLA RealDrums style! This style has 5 different substyle options, combined together for a total of 8 different style variations. Each substyle was recorded at 3 different tempos, and with the superior stretching features in Band-in-a-Box, the entire tempo spectrum in between tempos is also covered.

RealTracks Set 84: Lite Pop

This set features 12-string Acoustic Guitar RealTracks styles as well as 3 Pop Piano styles. The 12-string Acoustic Guitar provides a beautifully full sound which works great on its own, or in the context of a full band. There are two of these styles, one picking, and the other strumming, both at a slow ballad tempo. Additionally, we also include a style that uses the picking for the “a” section of your song and strumming for the “b” section. The 3 Pop Piano styles continue our collection of solo-accompaniment piano styles. Two of the styles embody the melodic California sound, one a slow ballad, the other an upbeat energetic style. The third style is a flowing melodically arpeggiated style.

RealTracks Set 85: Rockin’ Bass

This set features two classic Brit-Rock basses, a heavily scooped and distorted thrash bass, and a deep rockin’ bass that turns out pulsing eighth notes. You can view tab and notation for every style in this set in Band-in-a-Box or RealBand. The wide range of tempos ensures that you will have a rockin’ bass for every occasion.

RealTracks Set 86: Blues Rock

Three unique and driving guitar styles are included: two with a crisp, unrelenting single-coil tone (which can be linked together as an A/B substyle) and one with a low, twangy fuzz tone. Also included is a dark-toned blues rock bass that syncs up nicely to the guitar styles. All of these styles are equipped with RealCharts, which means that even though you’re listening to actual audio recordings of real musicians, you can see the notes they’re playing on the on-screen fretboards, in TAB, in standard notation, and on the on-screen piano keyboard. Our unique stretch methods ensure that you’re covered for a range of tempos and all twelve keys.

RealTracks Set 87: Electric for All Occasions

This set offers an extensive selection of bright guitar sounds for all occasions. At each of the three tempos, we provide you with both clean and slightly distorted guitar tones. Plus, you also have control over the particular texture of the guitars. All of the styles were recorded with both open chords, if you want a brighter sound, and barre chords, if you want a slightly more muted effect. All styles play any chord in any key, and our stretch methods ensure that all in-between tempos are covered! All of these styles also come complete with notation and tablature.

RealTracks Set 88: 12-String Electric

RealTracks Set 88 offers some unique, clean 12-string electric guitar tones. The styles are split into two main categories: strumming and fingerpicking. The strumming styles offer a silky, sustained, solid rhythm while the fingerpicking styles deliver an open and bright feel that fills in the eighth notes. Both the strumming and fingerpicking styles were recorded at multiple tempos ranging from slow ballad to up-tempo pop, and with the superior stretching features in Band-in-a-Box and RealBand, all the tempos in between are covered too! Notation and tablature are also included for all of your scoring and learning needs.

RealTracks Set 89: Northern Rock Ballad

RealTracks Set 89 provides Acoustic Guitar, High-Strung Acoustic, Banjo & Electric Bass. Both guitar styles feature open chords with traditional folk strumming patterns. These two guitars used together provide a full, rich

sound by covering the full sonic spectrum. In addition, both guitars and the electric bass are equipped with RealCharts, which means not only are you getting real instruments played by real musicians, but you can see what they're playing in notation, TAB, and on the on-screen guitar/bass fretboards. The banjo is a nicely subtle, understated fingerpicking style that blends perfectly with the other instruments.

RealTracks Set 90: Jazz Organ

A collection of Jazz B3 organ styles from slow, laid-back ballads to energetic up-tempo swing and bebop. The style provides both comping and killer bass lines which play "in-2" for the A sections and walk for the B sections. There are 5 separate styles recorded over the range of tempos from 60 to 190 beats-per-minute. And, with the superior stretching features in Band-in-a-Box, all styles in between are automatically covered as well!

RealTracks Set 91: Smooth Jazz - Sax Soloing

Five new additions to your Smooth Jazz RealTracks collection: three alto saxes, a soprano, and a tenor. All of these styles show tasteful contrast with soothing melodies intertwined with fast jazz runs and phrases. This set also covers three avenues of smooth jazz: cool, poppy, and ballad. It offers a wide range of tempos ranging from dramatically slow to moderately fast. The inclusion of RealCharts means that not only will you be hearing Real Saxophone played by a top studio musician, but you will be able to see exactly what's being played in both notation and on the on-screen piano keyboard.

RealTracks Set 92: Smooth Jazz - Trumpet Soloing

This set features four different soloists in the subgenres of cool, poppy, and ballad. The cool Jazz styles have a funky swung sixteenth note feel while the down-tempo poppy and ballad styles rely on even spacing and tasteful phrasing. You will have a variety of tempos and all twelve keys at your fingertips thanks to the stretching methods used by Band-in-a-Box and RealBand, and with our RealCharts you will be able to see what's being played, in both notation and on the on-screen piano keyboard.

RealTracks Set 93: Smooth Jazz - Trumpet Soloing

RealTracks Set 93 adds more Rhythm & Soul to our collection of Smooth Jazz RealTracks styles! This set includes two electric piano soloist styles and two rhythm guitar styles all together. Both split up into two subgenres: a funky swung sixteenth feel and a slow even sixteenth ballad feel. And, the two electric piano styles provide you with even more options, as each one has three different effects sets: Chorus with delay effect, chorus alone, and completely dry. If you want the slick Smooth Jazz sound, go for the chorus & delay, but if you want the unadulterated sound of the real vintage electric piano, go for the dry. All four styles are also equipped with RealCharts which allow you to see the notes that are being played in notation and on the on-screen piano keyboard, and the guitars have the added benefit of correctly displaying TAB & the notes on the on-screen guitar fretboard.

RealTracks Set 94: Jazz Guitar Soloing and More

This set includes 4 electric guitar styles, ranging from medium-slow tempos up to fast bebop tempos, in both jazz waltz meters, as well as straight ahead 4:4 swing. In addition, there's an energetic samba soloist played on nylon guitar, and two solo accompaniment piano styles! These real pianos offer a fun and energetic feel and are the perfect companion to a show tunes singer. Every single style in this set is equipped with RealCharts, which means not only will you be hearing great real audio recordings of real musicians, but you will be able to SEE what they're playing too, in notation, and on the on-screen piano keyboard. The electric guitars have the added bonus of displaying correctly in TAB and on the on-screen guitar fretboard.

RealTracks Set 95: Jazz Rhythm Guitar: Bossa and Swing

Included are four electric guitar styles that cover a large range of tempos, as well as two bossa styles, and a fast "Freddie" Acoustic Guitar. The Electrics are split into "FreeComp" and "GrooveComp" styles. The FreeComp styles are intended to be the sole comping instrument (no piano) featuring sophisticated rhythms and harmonies. The GrooveComp styles use more repetitive rhythms and more basic harmonies so that they can be used with other comping instruments such as piano or organ without getting in the way. The Bossa Guitars have a warm nylon tone, and were recorded at the tempos of 85 & 140, and with the superior stretching features in Band-in-a-Box, all of the tempos in between are also covered. The electric & acoustic guitars are also equipped with RealCharts which means that not only are you hearing actual audio performances by actual musicians, you can also see what they're playing in notation, TAB, and on the on-screen guitar fretboard.

RealTracks Set 96: Modern Bluegrass Waltz

This set includes a total of six new waltz styles on five different instruments! You will receive two acoustic guitars (one fingerpicking, one strumming), acoustic bass, fiddle, mandolin, and banjo. Every one of these styles covers all twelve keys, and covers a wide tempo range thanks to the high quality stretching features in Band-in-a-Box and RealBand.

RealTracks Set 97: Unplugged Country Swing

There are four country swing fiddle styles included, three of which feature melodic background playing over the tempo spectrum of 85 bpm ballads to the sprightly tempo of 140. Since they were recorded at intervals, the entire tempo range is covered, since Band-in-a-Box's superior stretching features can use those three tempos to cover all of the tempos in between. At 140, you also have the option of choosing the "chops" style, where the fiddle plays very short chordal shots on beats 2 & 4. This is a style that would generally only be used on faster tempo tunes. All of these styles also feature RealCharts which means that not only are you hearing audio recordings of top studio musicians playing your song, you can SEE what they're playing too, in notation & on the on-screen piano keyboard!

RealTracks Set 98: Unplugged, 12-String & Fiddle

Three strummed acoustic 12-string guitar styles and two country boogie fiddle styles, all recorded over a wide tempo range. And with the superior stretching features in Band-in-a-Box, all the tempos in between are also covered. The 12-string styles were recorded at 85, 120 & 165 beats-per-minute, so if you're song is at 95, no problem, you're covered with 85, which Band-in-a-Box can easily stretch up. Or, if you need 12-string at 160, no problem, the 165 bpm style can easily stretch down to cover that too! RealCharts are included with all 5 styles here, which means that not only do you get real audio recordings of top studio musicians playing your songs, you can see what they're doing in notation, on the on-screen piano keyboard, and for the guitars you can also view the notes in TAB and on the on-screen guitar-fretboard. And all keys are covered, so if you want to boogie down in C sharp, no problem!

RealTracks Set 99: More Country Waltz: Pedal Steel, Bass & Fiddle

Three bass styles offer a solid, rhythmic foundation over a wide tempo range, two fiddles offer a variety of melodic ideas, and two pedal steels offer rich layers of harmonies. That's a total of seven new styles, all of them crucial to your Country Waltz songs! In conjunction with previously release Country Waltz styles, it's easy to put together a full band at any tempo. All styles play in any key, and the pedal steel & fiddle styles have RealCharts.

RealTracks Set 100: More Western Swing: Pedal Steel & Electric Guitar

RealTracks Set 100 includes 4 new electric guitar styles that can be used in conjunction with our previously release Western Swing styles. The styles were recorded at 2 tempos, 165 and 190, with basic comping patterns at both tempos; a "picked" style at the slower tempo, and a "held" style at the faster tempo. Plus we add to our increasing collection of Pedal Steel styles at both of these tempos as well. These swinging styles use the classic Western Swing C6 tuning. And you're not limited to 165 or 190, all tempos in between are also covered with the superior stretching features in Band-in-a-Box.

RealTracks Set 101: Folk and Country Swing

This library of country and folk crossover styles delivers a large collection on a variety of instruments. Included are Ukulele, Acoustic Bass Guitar, Electric Guitar, and Fiddle styles. The Ukulele and Acoustic Bass Guitars work well as playful duos: a moderate tempo acoustic-bass guitar and ukulele duo with a country feel and a faster tempo acoustic-bass guitar and ukulele duo with a cheerful island feel. The "Memphis" fiddle adds to our existing Electric Guitar styles, and the two Country Swing electric guitar styles can be used independently, or together as an A-B style. The fiddle and guitar have the added bonus of having RealCharts enabled, which allows you to view the notes being played in notation, on the on-screen piano keyboard, and on an on-screen guitar-fretboard.

RealTracks Set 102: Uptempo Reggae

This set includes Electric Bass, Electric Guitar, B3 Organ, Acoustic Piano, and a brand-new Reggae Classic RealDrums style. With all the styles used together, you will be constantly immersed in B3 Organ, Guitar strumming out the rhythm, Piano shots on the off-beats, and a booming Bass holds it all together. Each style was recorded at 100 bpm so they sound very natural together, though with the superior stretching features in Band-in-a-Box, all styles cover a wide tempo spectrum.

RealTracks Set 103: Slow Groovin' Reggae

Electric Bass, Electric Guitar, B3 Organ, Acoustic Piano, and a brand-new Reggae Classic Tambo RealDrums style. While the Bass and Drums maintain a laid-back syncopated rhythm at 75 bpm, the Guitar and Piano play chord shots on 2 and 4, and the jammin' B3 Organ fills in on 3. The "RealCharts" allow you to see exactly what's being played on the piano, guitar & bass in notation, and on the on-screen piano keyboard. The bass & guitar have the added benefit of displaying correctly in TAB and on the on-screen guitar/bass fretboards.

RealTracks Set 104: Celtic Jigs & Reels

This set includes 2 basic Celtic grooves played on a variety of instruments, including Acoustic Bass, Acoustic Guitar, and Piano. Plus, this set comes with the added bonus of two new RealDrums styles feature the Bodhran. This is a traditional Celtic drum played with a wooden mallet. And these Bodhran styles each have several variations, including the standard wooden mallet as well as a variety of brush mallets for a slightly softer tone. The Guitars and

Pianos are also equipped with “RealCharts,” which means that you can see the notes that are played in notation, TAB, and on the on-screen piano keyboard or guitar fretboard.

RealTracks Set 105: Brent Mason Rock Soloing

This set includes three Electric Guitar Rock soloing styles played by the award-winning session guitarist, Brent Mason. Brent’s punchy, burning lead sound will rock the house ‘til dawn. Plus, these styles have the added bonus of “RealCharts,” allowing you to see what Brent’s playing in notation, TAB, and on the onscreen guitar fretboard. The guitar fretboard also displays any notes that are bent in blue, for added educational value.

RealTracks Set 106: Calypso Pop

Along with Electric Bass and Accordion, this set includes three types of guitar: Acoustic, Electric, and High-Strung Acoustic. The high-strung guitar is great to use with the standard-tuning acoustic, as together they fill out the full sonic spectrum. Also joining the band is a brand-new Pop Calypso RealDrums style. Soft-strumming Guitars, simple Bass lines, and flowing Accordion.

RealTracks Set 107: Medium Pop Waltz

This set includes a whole assortment of strings: Electric Bass, Fiddle, Acoustic Guitars, Electric Guitars, Mandolin, Pedal Steel, and Acoustic Piano. Also joining the group is a brand-new Pop-Rock Waltz RealDrums style. The Electric Guitar plays alternate substyles to add dynamic range to your song. Each style plays an even 8ths groove at 120 bpm, but with the superior stretching features in Band-in-a-Box, this actually covers a wide tempo spectrum (110-140). Plus, with the new triple-time feature in Band-in-a-Box these styles can be used in even more ways.

RealTracks Set 108: More Rockin’ Bass

This set is all Electric Bass: Hard Rock Waltz, Pop Rock Waltz, Modern R’n’B Rock, and Northern Rock. These styles cover a wide range of tempos from 65 bpm to 140 bpm, and blend beautifully with our previously released RealDrums and Guitar RealTracks. All 4 styles also display “RealCharts” which means you can see what you’re hearing in notation, bass TAB, and on the on-screen bass fretboard.

RealTracks Set 109: Gypsy Jazz - Fast Swing

Everything you need for some hot, up-tempo Gypsy Jazz. This set includes Acoustic Bass, Acoustic Guitars, Fiddle, and a brand-new Gypsy Jazz Swing RealDrums style. There are 2 different Rhythm Acoustic Guitar styles that are meant to be used together to provide a full, authentic Gypsy Jazz sound, and then there are two more Acoustic Guitar Soloist styles, played by two different top session players, plus a hot fiddle soloist! The guitars and fiddles have the added bonus of displaying “RealCharts” which means you can see the notes you’re hearing blaze past in notation, TAB, or on the on-screen fretboard display.

RealTracks Set 110: Gypsy Jazz - Ballad

RealTracks Set 110 includes Acoustic Bass, Acoustic Guitars, Fiddle, and a brand-new Gypsy Jazz Swing RealDrums style. Whether you need some laid-back comping Nylon Guitar, a lovely Fiddle or Guitar solo, or a melodic Acoustic Bass, each of these styles offers a lot. To add variation throughout your songs, the Bass plays “in-2” for the A section and switches to “walking” at B. The RealDrums also follow the changes at part markers. Each style plays at a relaxing tempo of 110 bpm (though this covers a wide tempo range with the superior stretching features in Band-in-a-Box) and is made to play smoothly over Gypsy Jazz progressions which include 6th, m6, and diminished chords.

RealTracks Set 111: Jazz Vibes - Comping

This set includes five different Comping Vibes styles played by the world-class Jazz Vibraphonist Steve Nelson. It includes both even 8ths Bossas & Jazz Swing, covering a range of tempos from 60 bpm to 140 bpm.

RealTracks Set 112: Jazz Vibes - Soloing

Steve Nelson steps in to plays smokin’ vibes solos. This set includes three Jazz Swing soloists covering a range of tempos from 60 bpm to 140 bpm. With the superior stretching features in Band-in-a-Box, all tempos in-between are taken care of! The set also includes a Bossa soloist at 140 bpm, which can also work over a wide tempo spectrum. In addition, all of these styles are equipped with “RealCharts,” which means that even though these are actual audio recordings of Steve Nelson, you can see what he’s playing in notation or on the on-screen piano keyboard.

RealTracks Set 113: Smooth Jazz - Cool Guitar and Electric Piano

Cool swing 16th soloing on both Electric Piano & Electric Guitar, and also includes a rhythm guitar style. This set works in perfect combination with the rhythm section styles from RealTracks Set 72. With the Electric Piano you have a choice of chorus effect, delay, or no effects at all. Plus, all of the styles in this set display “RealCharts,” which means that even though you’re hearing audio recordings of real musicians, you can see what they’re playing, as they’re playing it, in notation, on the on-screen piano keyboard, and for the guitar in TAB and on the on-screen guitar fretboard

RealTracks Set 114: Smooth Jazz - Poppy Guitar and Electric Piano

Smooth Jazz soloing on both Electric Piano and Electric Guitar, as well as a bonus Rhythm Guitar style that blends beautifully with our previously released Smooth Jazz Sets. With the Electric Piano you have a choice of chorus effect, delay, or no effects at all. Plus, all of the styles in this set display “RealCharts,” which means that even though you’re hearing audio recordings of real musicians, you can see what they’re playing, as they’re playing it, in notation, on the on-screen piano keyboard, and for the guitar in TAB and on the on-screen guitar fretboard.

RealTracks Set 115: Mike LeDonne’s Swingin’ Jazz Piano

This set includes six Jazz Piano styles played by Mike LeDonne, known for playing with some of the greats such as Dizzy Gillespie and Benny Goodman. This set includes Mike comping and soloing in his distinctive East Coast style over Jazz swing grooves ranging from 60 to 140 beats per minute. Also, you can watch how it’s done with the RealCharts displayed in Band-in-a-Box either in notation or on the on-screen Piano

RealTracks Set 116: Praise & Worship - Shining 8ths

RealTracks Set 116 includes 2 Electric Basses, 4 Electric Guitars (including 1 soloist), 2 Acoustic Pianos, 2 Synth Pads, and a brand-new Praise & Worship RealDrums style. Whether you need a little backing Piano or Guitar, or a rockin’ Guitar solo, these styles will compliment your songs beautifully. All styles were recorded at 120 bpm but can be stretched over a wide tempo range with Band-in-a-Box’s newly enhanced audio stretching capability. ALL of these styles are also equipped with “RealCharts,” which means that you can see what the musicians are playing in notation, on the on-screen piano keyboard, and for the basses & guitars you can see the notes in TAB or on the on-screen guitar fretboard.

RealTracks Set 117: Praise & Worship - Uplifting 16ths

This set includes Electric Bass, 4 Electric Guitars (including 1 soloist), 2 Acoustic Pianos, a Synth Pad, and a brand-new Praise & Worship even 16ths up-tempo RealDrums style. All recorded at 120 bpm, these styles will be great to compliment your songs whether you use them individually or the whole band at once. And with Band-in-a-Box’s newly enhanced audio stretching methods; you can slow it down and watch each 16th note as it flies by.

RealTracks Set 118: Brent Mason Country Soloing

Four Electric Guitar Country soloing styles played by award winning Nashville legend Brent Mason. Whether you are shufflin’, train-pickin’, waltzin’, or just wanna boogie, Brent’s delicious Guitar sound and how-DOES-he-do-it string picking will blow you away! And if that is not enough, Band-in-a-Box’s RealCharts allow you to watch how these solos are played in notation, TAB, or on the on-screen guitar fretboard.

RealTracks Set 119: TexMex 2-Beat

This set includes Electric Bass, Accordion, Electric Guitar, and a brand-new TexMex RealDrums style that makes you want to get on your feet and dance! These styles work great as a full band, or individually to compliment any of your older RealTracks. To liven up your songs, the Electric guitar switches from playing chord shots on the off beats during the A substyle, to lovely little walking melodies in the B substyle.

RealTracks Set 120: TexMex Country

Set 120 – TexMex Country - includes Electric Bass, Accordion, Electric Guitar, and a brand-new TexMex Country RealDrums style. Each style plays an up-tempo even 8ths rhythm at 120 bpm, with a slight Latin flavor. Even though the instruments were recorded at this tempo, the superior stretching features in Band-in-a-Box allow these styles to all be used over a very wide tempo range. The Bass and Electric Guitar styles have the bonus of RealCharts so you can see what the musician is playing, either in notation, TAB, or on the on-screen guitar fretboard. These styles are wonderful together as a band, but each style also has great potential to combine with other RealTracks as well.

RealTracks Set 121: More Country Banjo, Fiddle & Steel

This set offers a variety of rhythms and tempos all played by your favorite stringed instruments: Banjo, Fiddle, Pedal Steel, and Resonator Guitar. These styles are useful for various tunes because they range in tempo and rhythm. The Banjo is an even beat at 100, Fiddle is a swing beat at 165, and the Pedal Steel and Resonator Guitars are both waltz swing beats at 140. And to increase this assortment of rhythms are Band-in-a-Box’s half-time, double-time, triple-time, and newly enhanced tempo stretching features. The Fiddle, Pedal Steel and Resonator Guitar also have the added benefit of displaying “RealCharts,” which means that even though these are audio recordings of real musicians, you can see what’s being played in notation and on the on-screen piano keyboard.

RealTracks Set 122 – ‘70s Soul

This set features a full RealTracks band of electric bass, drums, electric guitar, piano, and synth. There are multiple styles on each instrument, as well as variations that switch from one style to another at the part markers. The piano style also has the option of playing either strictly acoustic, or acoustic piano with a doubled synth layer playing on

top of it. All of the RealTracks in this set are equipped with RealCharts, meaning you can see the notes that are being played in notation, and the basses and guitars have the added bonus of also displaying in TAB and on the on-screen fretboard.

RealTracks Set 123 - Celtic Hornpipes & Slipjigs

RealTracks Set 123 continues our collection of Celtic styles with the "Hornpipe" and "Slipjig" styles, with Acoustic Bass, Acoustic Guitar, and the traditional Irish Bodhran hand drum. The Hornpipe is a stately swing 8ths groove, similar to a Reel, but at a slower tempo. A slipjig, is a quicker paced 9:8 style, like a jig, but with 3 extra 8th notes at the end of each bar. These styles are very common in the Celtic repertoire, making this set an ideal companion for any fiddler, whistler, or anyone who loves Irish music! The Bodhran styles have multiple substyles, with variations played using a wooded mallet, or a brush, giving you complete control over what you hear. The guitar styles are also equipped with "RealCharts", which means that even though these are audio recordings of real musicians, you can see what is being played in notation, TAB, and on the on-screen guitar fretboard.

RealTracks Set 124 - More Pop-Rock Bass

This set features 5 new electric bass RealTracks styles that blend beautifully with many of our previously-released styles. There are pumping 8ths in the TexasRock style, two funky swing 16ths options, as well as "RootsRock" and "SouthernRock" styles. And, ALL of these styles are equipped with "RealCharts", which means that you can see the notes going by in Band-in-a-Box, on the on-screen bass fretboard, or in notation & TAB.

RealTracks Set 125 - Crossover Pop

RealTracks Set 125 features styles that all provide a unique approach to common musical genres. The "Crossover" banjo & electric guitar styles are distinctly Country, but take a gritty sound from the Pop world, and a hip, swinging feel from the Jazz world. Calypso is certainly considered to be a world-beat groove, but here it's given a definite pop interpretation, with a piano style to join the previously released PopCalypso styles. Also included in this set are 3 new RealDrums styles, each with a unique departure from basic Pop & Rock grooves.

RealTracks Set 126 - Fast Pop Waltz

RealTracks Set 126 provides you with an uptempo Pop approach to the waltz. This set includes a whole assortment of RealTracks styles: Electric Bass, Fiddle, Acoustic Guitar, Electric Guitar, Mandolin, Pedal Steel, and Acoustic Piano. Also joining the group is a brand-new Pop-Rock Waltz RealDrums style. The Electric Guitar plays alternate substyles to add dynamic range to your song. Each style plays an even 8ths groove at 180 bpm, but with the superior stretching features in Band-in-a-Box, this actually covers a wide tempo spectrum. Plus, with the new triple-time feature in Band-in-a-Box these styles can also be used in a 12:8 manner.

RealTracks Set 127 - Groovin' Jazz Funk

This set features a groove that sits right in the pocket, with drums, electric bass, electric guitar, electric piano, and alto sax. There are 9 individual RealTracks styles in all, and you're in complete control of the instrumentation. And they will all play any changes you throw their way! You can have the rhythm section back you up on your own fusion masterpiece, and you can also throw in a solo or two, either from the electric piano style, or the killer alto sax style. Just like the rhythm section instruments, the soloists will follow any changes you care to enter. Just type in the chords and press play!

RealTracks Set 128 - Gypsy Jazz Latin

RealTracks Set 128 features 6 new Gypsy Jazz styles playing an up-tempo Latin groove to add to your collection. You can enter your own song, or any classic Bossa progressions, and these styles will groove effortlessly over the changes! It includes 2 rhythm guitars, intended to be played at the same time for a full rhythmic sound, acoustic bass, drums, and two soloists: acoustic guitar and fiddle. Plus, all of the guitars and the fiddle are equipped with "RealCharts" which means that even though you are hearing actual audio recordings of real musicians, you can see the notes they are playing in notation, TAB, and on the on-screen guitar fretboard!

RealTracks Set 129 - Gypsy Jazz Waltz

This set features the big-name players in the world of modern Gypsy Jazz, playing uptempo waltz styles over any changes you can possibly think to enter into Band-in-a-Box! It includes both A & B substyles for acoustic bass and drums, there are 2 rhythm acoustic guitar styles, intended to be played together in a complementary manner, and there are three soloist styles. The soloists include 2 different acoustic guitar soloists, and a hot fiddle. Plus, there is a "soloist medley" style that trades off on these soloists every 8 bars. All of the guitar styles, as well as the fiddle, are equipped with "RealCharts", which means you can see exactly what these hot musicians are playing in notation, TAB, and on the on-screen guitar fretboard. No matter what changes you enter into Band-in-a-Box, both the rhythm section and the soloists will follow it flawlessly!

RealTracks Set 130 - Mike LeDonne – More Swingin’ Piano & Organ

RealTracks Set 130 gives our customers what they asked for: more swingin’ organ and piano from jazz great Mike LeDonne, and more control over what you hear! This set features straight-ahead jazz organ, which works over the whole tempo spectrum, from slow ballads to fast bop, and you have the choice of using the traditional jazz organ technique of having the bass played on the organ, or you can choose instead to have the organ stick to comping, with the bass taken over by an upright player. Each organ style has both an A section and a B section, with you controlling when he will play the different parts. And there’s more! This set also includes two organ soloists, slow ballad or medium jazz swing. These soloists will play over any changes you can think to enter into Band-in-a-Box! Then, as if that weren’t enough, we also include two jazz waltz comping styles played on a real acoustic piano! RealTracks Set 130 is a must for any serious jazz fan!

RealTracks Set 132 - Paul Franklin – Pedal Steel Country Soloing

There’s nothing that embodies the country soul like the pedal steel, and there’s no one who can play it like the master: Paul Franklin. RealTracks Set 132 features Pedal Steel soloing over 3 very common Country grooves: The fast-16ths-based "train" groove, a similar but slower 16ths groove, and a medium country shuffle. Plus, each of these Soloists is equipped with "RealCharts" which means that you can see exactly what is being played in notation, or on the on-screen piano keyboard, making this an ideal way to learn from the master!

RealTracks Set 132 - Paul Franklin – Pedal Steel Country Soloing

RealTracks Set 132 features Pedal Steel master Paul Franklin soloing over 3 very common Country grooves: The fast-16ths-based "train" groove, a similar but slower 16ths groove, and a medium country shuffle. Plus, each of these Soloists is equipped with "RealCharts" which means that you can see exactly what is being played in notation, or on the on-screen piano keyboard, making this an ideal way to learn from the master!

RealTracks Set 133 - More Brent Mason Country Soloing

There are three new soloists by Country Legend Brent Mason in this set, all with a distinct country flavor, but with rock & pop overtones. There is a slow ballad which blends beautifully with our previously released ballad RealStyles. And, with the superior stretching features in Band-in-a-Box, it can be used over a very wide tempo range. There is a medium straight-8ths country soloist. And last but not least, there is a "Workin'" soloist, which is a medium tempo even 16ths-based groove, similar to our "Train Beat" styles. And, all of these styles are equipped with "RealCharts" which means you can see exactly what Brent is playing in notation, TAB, and on the on-screen guitar fretboard. Any chord progression you can think to enter, Brent will wail over the changes effortlessly!

RealTracks Set 134 - Praise & Worship Power

This spirited set of RealTracks features a pumping groove that can be used in P&W, rock, or country settings. It features 2 different electric bass styles, 4 rhythm electric guitars, 2 acoustic piano styles, RealDrums with multiple substyles, and even a powerful electric guitar soloist. Plus, there are variations that switch between the various styles at the A & B part markers. All of the instruments in this set are equipped with "RealCharts" which means you can see exactly what’s being played, in notation, TAB, on the piano keyboard, or the guitar fretboard. And, these styles can easily be mixed and matched with countless other RealTracks styles, whether they’re pop, rock, or Praise & Worship.

RealTracks Set 135 - Praise & Worship Believe

This versatile set of slow ballads comes with a full band of RealTracks, with electric bass, 2 rhythm guitars, acoustic piano, synth pad, drums, and even an electric guitar soloist. No matter what chord changes you enter into Band-in-a-Box, this band will play them with the click of a single button. Even the soloist! All of the instruments in this set are equipped with "RealCharts" which means you can see exactly what’s being played, in notation, TAB, on the piano keyboard, or the guitar fretboard. And, these styles can easily be mixed and matched with countless other RealTracks styles, whether they’re pop, rock, or Praise & Worship.

RealTracks Set 136 - More Swingin’ Country: Bass, Guitar, Fiddle & Piano

With this set we add to our current country swing styles with solid electric bass, acoustic piano which locks in with the bass, fast western swing fiddle, and some swingin’, gritty electric guitar. Every style in this set is equipped with "RealCharts" which means you can see exactly what’s being played in notation & TAB, or on the onscreen piano keyboard or fretboard. And, with the superior stretching features in Band-in-a-Box, every one of these styles covers a wide tempo range, so you’re sure to find exactly what you need for your country swing masterpiece!

RealTracks Set 137: John Jarvis Rockin’ Piano

This set features legendary Nashville session player John Jarvis, playing 4 different rockin’ grooves: British Blues Invasion, Fast Rock ‘n Roll, "Island" groove, and Southern Rock. These styles feature virtuosic rock playing at its finest. And, with RealCharts, these styles are opened up to many learning possibilities. You can see the notes go by

either in notation, or on the on-screen piano keyboard. You can slow down and speed up these styles over a wide tempo range, making them not only extremely versatile for your songs, but also making them easier to learn.

RealTracks Set 138: '60s Soul

RealTracks Set 138 will bring you back to the raw soul sound of the 60s. This set features a full RealTracks band of electric bass, drums, electric guitar, & piano. There are multiple styles on each instrument, as well as variations that switch from one style to another at the part markers. The drums feature multiple substyles, including some with tambourine, giving you full control of what you want to hear. All of the RealTracks in this set are equipped with RealCharts, meaning you can see the notes that are being played in notation, and the basses and guitars have the added bonus of also displaying in TAB and on the on-screen fretboard.

RealTracks Set 139: Folkie 16ths

Often you will find that the place where different genres collide to form exciting new musical forms is the world of folk music. With RealTracks Set 139: Folkie 16ths, you will hear elements of jazz, rock, bluegrass and funk blend together, and yet still be distinctly folkie! This set features 4 RealTracks styles, including banjo, electric bass, acoustic guitar and high-strung acoustic guitar. The groove is a funky 16ths rhythm, with a jazzy swing to it. These styles are great on their own without drums, and you can just imagine 4 stellar session players gathered around a campfire. Or, you can match it with the many different swing 16ths RealDrums options. And, with RealCharts you will be able to watch and learn as these great musicians play!

RealTracks Set 140: Texas Blues-Rock Shuffle

Every incarnation of the Blues has its own distinctive sound, and Texas Blues is no exception. This is a heavy swinging, rock-infused form of the blues, and will keep you rockin' all night long! RealTracks Set 140 features a full band, with 2 rhythm guitars, electric bass, piano, and two distinctly different electric guitar soloists! Also included is the BluesRockShuffle RealDrums style. All of these instruments are equipped with RealCharts, which means you can watch and learn what these top session players are playing, in notation, TAB, and on the on-screen guitar/bass fretboard. And, with the bass and guitars, you have the option of using the distinct sound of the players, or you can instead select the Direct Input signal, and use a guitar amp simulator to get your own distinct tone!

RealTracks Set 141: Pop 16ths Ballads

Whether it's rock, pop or country, one of the most common types of song you hear on the radio today is the ballad. With RealTracks Set 141, you have at your fingertips an arsenal of ballad RealTracks styles that will work in many different situations. This set features electric bass, two different electric guitar styles, 3 acoustic guitars, including strumming, fingerpicking and high-strung, fiddle, mandolin, and piano! It's easy to mix and match styles within this set, and also to mix with previously released styles to get exactly the right sound for your rock, pop or country ballad. And, if your goal is to learn, many of these styles are equipped with RealCharts, letting you see what these stellar session musicians are playing in notation, and in the case of the basses and guitars, in TAB and on the on-screen fretboards. The bass & electric guitars also have direct input versions available, so you can choose to use the tone selected by the player, or you can use the direct input style with a guitar amp simulator to create your own distinct sound!

RealTracks Set 142: Pop 16ths Medium

RealTracks Set 142 is the perfect choice for anyone who needs at their fingertips a variety of different instruments for their pop, country or rock even 8ths tune. This set features 7 instruments playing a medium 16th-note based groove. Included are 3 guitars: electric, acoustic and high-strung acoustic, as well as fiddle, mandolin, piano and electric bass. And, these styles are excellent as writing tools, as well as learning tools. The bass, all 3 guitars, and the piano are all equipped with RealCharts, which means that even though these are studio recordings of real musicians on real instruments, you can see what they're playing in notation, on the on-screen piano keyboard, and for the bass and guitars, TAB and guitar fretboard. There's something for everyone with RealTracks Set 142!

RealTracks Set 143: Dixieland - Fast Rhythm Section

Get ready for that sweet classic Dixieland sound! RealTracks Set 143 features 5 RealTracks styles, including piano, acoustic guitar, banjo, drums, and tuba playing the bass lines. These styles are great as a backup for you to practice soloing to, or you can combine them with the Dixieland soloists in RealTracks Set 144 to get the whole band going! The guitar and piano have 'RealCharts' which means that you can see what these fantastic session players are playing by watching the notes go by in notation or on the on-screen piano & fretboard. The tuba and banjo have different parts that they play for the A & B sections, and for the drums there are 7 variations to choose from. These styles form a complete band all on their own and are also great for mixing and matching with styles from other sets.

RealTracks Set 144: Dixieland – Fast Soloists

Your toes will be tappin' and your fingers will be snappin' the second you press play in Band-in-a-Box with

RealTracks Set 144: Dixieland - Fast Soloists. This set features 4 different instruments for a total of 7 unique RealTracks styles. It's features all of the essential Dixieland soloists: Clarinet, Trombone, Trumpet & Acoustic Guitar. And, the Clarinet, Trombone & Trumpet each have two different RealTracks, a background soloist & a full-on soloist. The background soloist can be used for A sections where you want a more subdued sound before the B section is belted out, or, you can also use all three of the "background soloists" together, in a raucous, rousing Dixieland finale! Every single one of these styles has 'RealCharts', which means you can see exactly what these top session musicians are playing in notation and on the on-screen piano keyboard. Plus, the guitar has the added benefit of displaying TAB, and the notes appear on the correct strings on the on-screen guitar fretboard!

RealTracks Set 145: Jazz-Funk Breezy

RealTracks Set 145 will make you feel the smooth, gentle breeze as you listen to these slow grooving jazz-funk styles! This set features 7 RealTracks styles, including electric bass, two electric guitars, a rhythm and soloist electric piano, and a sweet tenor sax soloist. They all blend together beautifully into a mellow, funky groove! The bass, sax & electric piano styles are all equipped with "RealCharts", which means you can see exactly what these first-class session musicians are playing, both in notation, and on the on-screen piano keyboard. And for the bass, there's the added benefit of correct TAB, and the notes appear on the on-screen bass fretboard. For learning, composing, or just for some great listening, you can go wrong with RealTracks Set 145 - Jazz-Funk Breezy!

RealTracks Set 146: Jazz Fusion Soloing

RealTracks Set 146 introduces the sophisticated modern jazz fusion guitar sound to Band-in-a-Box. These soloists combine the complexity of jazz, the grit of rock, and the groove of funk, all into a style that's unmistakably fusion. There are 3 soloists included in this set, from slow, breezy Jazz-Funk, to a medium Jazz-Rock groove, to a fast Samba with elements of modern pop. All of these styles are equipped with RealCharts, which means you can see exactly what's being played in notation, TAB, or on the on-screen guitar fretboard. And, each guitar also has a corresponding 'direct input' option, which means you can either choose the sound selected by this stellar session musician, or you can opt for the DI guitar and create your own tone with VST plugins such as AmpliTube!

RealTracks Set 147: Mike LeDonne Bossa

With RealTracks Set 147 you will feel like you're in New York City, drinking in the sophistication of some of the most famous jazz clubs in the world! This set features jazz legend Mike LeDonne playing Jazz Bossas at multiple tempos, on both organ and piano. The comping organs have options where the bass is played on the organ, as is often the case in jazz organ trios, or where the bass is left out, allowing for the use of acoustic bass. The two piano styles provide a nice alternative from our existing Bossa pianos, and there are also two organ soloists! Every one of these RealTracks styles is equipped with RealCharts, which means you can see exactly when Mike is playing in notation and on the on-screen piano keyboard. This is a great set for learning or for listening!

RealTracks Set 148: Solo Accompaniment Jazz Guitar

RealTracks Set 148 continues our collection of "Solo-Accompaniment" Jazz Guitar with 4 new RealTracks styles. These styles are intended to be used as "the whole rhythm section," with no need for additional drums, bass, or any other rhythm section instrument. They're a great way of providing a mellow but elegant backing for a singer or a soloist. Included are two Bossas, a slow ballad and an uptempo Bossa, as well as a slow ballad waltz and a medium tempo jazz waltz. And, every one of these styles is equipped with RealCharts, which means that even those these are actual recordings of a top session musician, you can still see what's going on as if it were MIDI, by watching the notation as well as the TAB and on-screen guitar fretboard. These are excellent tools for learning, listening, or composing!

RealTracks Set 149: Pedal Steel Country with Paul Franklin

Get ready for more of the sweetest sound in the world: Pedal Steel! RealTracks Set 149 features 3 new RealTracks soloist styles from Country and Pop legend Paul Franklin. Included is an uptempo western swing, along with a slow country ballad, and a medium even 8ths country groove. Plus, each of these also comes with a "direct input" version, which means that there were two signals recorded, the amp sound that was Paul Franklin's own tone, as well as a direct input, which is the direct signal from the Pedal Steel with no effects added to it. By choosing the direct input version instead, you can create your own tone using VST plugins such as AmpliTube! Also, each of these is equipped with RealCharts, which means you can see exactly what Paul is playing in notation or on the on-screen piano keyboard.

RealTracks Set 150: Fancy Fingerpicking

RealTracks Set 150 adds 7 new acoustic guitar styles to your country/pop/rock collection! This set features 4 fingerpicking styles by Nashville legend Brent Mason, along with 3 fingerpicking 12-string acoustic styles. The Brent Mason styles are intended to be used along with our previously released fingerpicking styles, which will

evoke memories of watching your favorite folk heroes in concert halls with killer bands backing them up. There are slow and medium tempos for these styles, both swing 8ths and even 8ths. The 12-string styles provide a nice full sound, which are great for rounding out any even 8ths country, pop or rock band. And, all of these styles are equipped with RealCharts, which means you can watch exactly what the musicians are doing in notation, TAB and on the on-screen guitar fretboard.

RealTracks Set 151: Praise & Worship – Promise

RealTracks Set 151 continues our collection of inspiring Praise & Worship RealTracks, with a collection of medium tempo 16th-note-based styles. This set features 7 styles, including acoustic guitar, 4 different electric guitars, piano and drums. With the RealDrums there are 4 different substyle grooves, arranged into 6 different variations, so you can pick exactly what you need for your song. The electric guitars are designed to work well played together, and you can pick variations that switch from one style to another at the A and B part markers, giving your song added dynamics. These guitars also have “direct input” variations available, which means you can select that and create your own unique tone by applying VST plugins such as AmpliTube! And, all of these RealTracks are equipped with RealCharts, which means you can see exactly what is being played in notation, TAB, and on the on-screen guitar fretboard and piano keyboard.

RealTracks Set 152: Country Drivin’ 8ths

Are you ready for some hard drivin’ country? Then look no further than RealTracks Set 152 – Country Drivin’ 8ths! This set adds 5 styles to your Band-in-a-Box country/rock collection with electric bass, fiddle, electric guitar and pedal steel. There are two bass styles, a pumpin’ 8ths groove, and a style that plays a rock ‘n roll triad pattern, as well as an option to have it switch between the two at A and B part markers. Choosing the fiddle or pedal steel will give your song a real rockin’ country flavor, and the electric guitar rounds everything out! Every single style in this set is equipped with RealCharts, which means you can see exactly what’s being played in notation, TAB, or on the on-screen guitar fretboard!

RealTracks Set 153: Bluegrass Waltz & More

By popular demand, RealTracks Set 153 adds more styles to your country and bluegrass waltz collection! This set features 3 country waltz piano styles, along with bluegrass waltz banjo and mandolin. The two bluegrass styles blend beautifully with our previously released country waltz acoustic bass and guitars to provide a full bluegrass band. The three pianos cover the whole spectrum, and all tempos in-between are covered with the superior stretching features in Band-in-a-Box. If you have your RealTracks preferences set to do so, Band-in-a-Box will ALWAYS pick the best style for your song based on the tempo! These pianos are also all equipped with RealCharts, so you can see exactly what’s being played in notation or on the on-screen piano keyboard.

RealTracks Set 154: Brent Mason Classic Country Soloing

RealTracks Set 154 is our fifth set to feature Nashville legend Brent Mason, and these sets just keep getting better and better. This "Classic" Country Soloing set has 4 different styles, including Western Swing, classic 12:8, even 8ths country ballad, and uptempo even 8ths country. Learn from this master by watching every note he plays in notation, TAB, and on the on-screen guitar fretboard. Or, mix and match these soloists with other country styles, or even mix and match with other genres, such as jazz swing or gypsy jazz! Plus, all of these styles have ‘direct input’ variations, which allow YOU to control the exact tone with guitar amp simulators such as AmpliTube.

RealTracks Set 155: John Jarvis Pop Piano

RealTracks Set 155 gives you more great piano styles from Nashville Rock and Country master John Jarvis! This set features three new pop piano styles, from slow ballads to exciting “rootsy” grooves. There are styles that work perfectly with our existing bands, and there is also a “solo-accompaniment” style which is intended to be used without any other rhythm section instruments. This is what you’d want for your soul-searching ballad, where it’s just your voice and a master pianist backing you up. All three styles are equipped with RealCharts, which means not only do you get to hear a high-quality audio recording of a real piano, you can also see what’s being played in notation and on the on-screen piano keyboard. Slow it down to start and gradually speed it up as you learn, and with the superior stretching features in Band-in-a-Box, it will sound fantastic the whole time!

RealTracks Set 156: Texas Blues-Rock: Straight-8ths

This set features rockin’ straight-8ths Blues styles making up a complete band which includes 2 rhythm guitar styles, 2 electric guitar soloists, an electric bass and even a brand-new RealDrums style. The guitars are all played by British blues prodigy Sol Philcox and Nashville great Brent Mason. With these two players, you get a full sound with complementary rhythm parts and two unique takes on soloing over this straight-ahead groove. All of the guitars feature RealCharts so you can see exactly what these top session players are playing, in notation, TAB, and on the on-screen guitar fretboard. The rhythm section is rounded out with solid electric bass & drums.

RealTracks Set 157: Texas Blues-Rock: Rock ‘n’ Roll

RealTracks Set 157 continues our collection of Texas Blues-Rock styles with new up-tempo soloists, two new electric bass styles, and exciting new RealDrums. The soloists include two fast Rock ‘n’ Roll styles with a hard blues edge. One is played by Nashville legend Brent Mason, and the other by up-and-coming master of Blues, Sol Philcox. Both offer a unique approach to soloing over this groove, and there are variations that let you have these two virtuosos trading off solos in the same song! There are also two solid new electric bass styles, one playing over this same fast-rock Blues, and the other playing a slower funky even-8ths style. The guitars and basses also are all equipped with RealCharts that show you exactly what these first-rate musicians are playing in notation, TAB, and on the on-screen fretboards. They can play in any key, over any changes you enter into Band-in-a-Box, and with the superior stretching features in Band-in-a-Box, you can use them over a very wide tempo range.

RealTracks Set 158: Modern Dance Pop

This RealTracks set features ten Modern Dance-Pop RealTracks styles that feature synth-based RealTracks, with bass styles, chording, and single-note styles. Also included is the Modern Dance-Pop RealDrums style with 8 different substyles in 16 different combination variations. You can mix and match the RealTracks styles, and also use them with RealTracks styles from other sets, such as Rock, Pop or Country styles.

RealTracks Set 159: Folk-Pop Ballads

One of the most popular groups of RealTracks is the slow Ballad style, RealTracks Set 159 features great RealTracks playing this nice slow groove. Whether your creation is Rock, Pop, Country or Folk, the RealTracks in Set 159 are sure to please! This set includes electric instruments such as guitars and bass, and many acoustic instruments including accordion, banjo, bass fiddle, guitars, mandolin and piano. The electric guitars include a crisp, clean tone as well as a powerful overdriven tone, and with acoustic guitar we have a standard tuning strummed acoustic as well as a high-strung fingerpicking style. Many of these styles are equipped with RealCharts.

RealTracks Set 160: Jazz-Funk Movin’

RealTracks Set 160 adds ten up-tempo RealTracks styles to our popular collection of Jazz-Funk styles. There are three new RealDrums styles, with different Jazz-Funk variations, as well as 2 electric basses, 2 electric guitars, 2 electric pianos, a rhythm style and a soloist, and a hip tenor sax soloist. A fretless electric bass RealTracks style is included. With the superior stretching features in Band-in-a-Box, all of these styles work very well over a wide tempo range.

RealTracks Set 161: Mike LeDonne Jazz Waltz Organ

RealTracks Set 161 continues the popular collection of styles by New York jazz great Mike LeDonne. In this set, there are Jazz Waltz styles, both comping as well as soloists. There are two tempos for each style, 85 & 140, and with the superior stretching features in Band-in-a-Box, the tempos in between are covered too! For the comping styles, there are options where the organist is chording as well as playing the bass lines, which is very common with jazz organs. And, there are also options where the organ bass parts have been removed, giving you the option of picking other bass styles, such as acoustic or electric basses. Every style has RealCharts so you can see exactly what Mike LeDonne is playing in notation as well as on the on-screen piano keyboard.

RealTracks Set 162: Dixieland - Medium Rhythm Section

RealTracks Set 162 continues our series of Dixieland styles with four different rhythm instruments all playing at a medium tempo of 110 bpm. This set will provide your whole backing band with tuba, piano, tenor banjo, and acoustic guitar. The tuba and banjo styles include both A and B sub-style variations: from “Simple” to “Razz-a-ma-tazz” for the banjo, and from “in-2” to “walking” for the tuba. The piano and guitar styles have RealCharts, and there is also tablature for the guitar with all of the notes on the correct strings exactly as played.

RealTracks Set 163: Son Montuno

RealTracks Set 163 is the first in our series of authentic Cuban styles, starting with Son Montuno. With its fusion of European and African traditions, the Son is one of the most important genres of Cuban popular music. This set features a full band, with two options for bass, acoustic guitar, two choices for piano styles, and the first of our "tres" styles. The tres is a traditional Cuban instrument and gives the entire style a very distinctive flavor. The basses, guitar and pianos are also all equipped with RealCharts, which means that Band-in-a-Box displays the audio recordings in notation.

RealTracks Set 164: Bolero

RealTracks Set 164 continues our collection of Afro-Cuban styles, with a set of slow, grooving Bolero RealTracks styles. The Bolero is a slow Latin Ballad, and the masterful playing in these styles sets the perfect sultry mood. This set features five new styles which include baby bass, 2 acoustic guitars and 2 piano styles. These styles blend beautifully with our Bolero percussion RealDrums styles, and also work very well with other genres, such as our

large collection of Bossa styles. For guitars, there is an option that plays a straight ahead solid rhythm, and the second guitar plays tasteful fills that would work very well as a background to a vocal line, or even as a counterpart to another soloist. There are two similar options for piano, one which takes a strictly chordal approach and another that plays simple melodic fills. Each style in this set is also equipped with “RealCharts.”

RealTracks Set 165: John Jarvis Country Piano

RealTracks Set 165 features three great styles by pop and country legend John Jarvis: Honky-Tonk, Train-Beat, and slow Country Ballad. These styles work well in Country, Pop or Rock settings. Also included are Band-in-a-Box RealStyles that pair these pianos with other RealTracks styles, so all you need to do is load that style and you have a full band that includes these killer pianos. Band-in-a-Box displays the audio recordings in RealCharts notation and on the on-screen piano keyboard.

RealTracks Set 166: Praise & Worship - Modern Groove

RealTracks Set 166 continues our popular collection of Praise and Worship styles with thirteen new RealTracks styles including electric and acoustic guitars, electric bass, acoustic piano, synth strings, and RealDrums. The groove here is a slow ballad, though with the superior stretching features in Band-in-a-Box a much wider range is covered. Included are several RealStyles which form various combinations of these styles, including very mellow versions with piano and the drummer playing a toned-down side-stick groove, as well as rocking power ballad RealStyles. There is also a “Multistyle” included which gives you access to ALL of these RealTracks in a single song, simply by selecting different part markers (A, B, C, D). Every one of these styles is equipped with RealCharts, and the electric guitars and basses also include the “direct input” versions.

RealTracks Set 167: Country Boogie and More

This set features two tempos of Country Boogie on both electric bass and acoustic piano including a bonus of two new Praise & Worship electric guitar styles and a cello RealTracks style playing slow, Pop/Country ballad parts. The Country Boogie styles work very well with our previously released electric guitar styles, and the basses have two options at each tempo: a root-fifth style, as well as an arpeggiated style. The cello provides simple linear parts to your Country, Pop, or Rock song. The Praise & Worship electric guitars fit right in with our previously released styles but can also be mixed and matched with countless other medium tempo Pop, Rock, or Country styles.

RealTracks Set 168: Western Swing Soloists

This set features four new Western Swing soloists: fiddle, resonator guitar, mandolin and piano played by top Nashville studio musicians. We also include RealStyles that combine these fantastic soloists with some of our previous soloists such as Brent Mason’s electric guitar and Paul Franklin’s pedal steel, in soloist medleys that trade 8s, or in a multistyle that allows you to specify exactly where you want each solo.

RealTracks Set 169: Killer Country Soloing

RealTracks Set 169 features four different instruments soloing over four completely different country grooves, ranging from slow ballads to up-tempo train beat. There is a fiddle soloing over a medium even 8ths country groove, a slow swinging 12/8 piano soloist, an up-tempo train beat resonator guitar soloist and a mandolin soloing over a slow country even 8ths ballad. The superior stretching features in Band-in-a-Box enable you to use these RealTracks over a wide tempo range, and each one is also equipped with RealCharts so you can see exactly what they’re playing in notation, TAB, on the on-screen piano keyboard, or on the on-screen guitar fretboard.

RealTracks Set 170 - Texas Blues-Rock: Slow Groovin’ 12:8

The most anticipated RealTracks event is finally here, R&B Horns! For the first time ever, PG Music is proud to present a horn section RealTracks style. And this style is incredibly versatile, with RealStyles that pair it with JazzFunk, Soul, BluesRock, and even Country rhythm sections! The section is comprised of baritone sax, tenor sax & trumpet, and you have the option of playing them as a group, or even using them as individual background styles. You will be blown away by RealTracks Set 176 - R&B Horn Section!

RealTracks Set 171 - Medium Folk-Pop 8ths

This set features the blending of folk and pop. With RealTracks Set 171 you get traditional folk instruments, such as the accordion, fiddle and mandolin, playing with a pop 8ths feel. These medium tempo styles will fit well into many folk and pop situations.

RealTracks Set 172 - EuroDance

Unleash your inner diva with RealTracks Set 172! This set features 11 new Modern Dance RealTracks synth styles with a European flair. The RealDrums style provides the foundation, with 20 different possible groove variations, and you can then layer the sound with modern and vintage synth tones.

RealTracks Set 173 - Celtic Bouzouki and Guitar

RealTracks Set 173 expands on our collection of Celtic styles. This set features 2 acoustic guitar styles and 2 Bouzouki styles (a first in RealTracks history). The styles represent a slow air along with a reel, a jig and a waltz. RealCharts are available for the guitars to allow you to see all the notes being played.

RealTracks Set 174 - Pop Mandolin, Piano, and Guitar

RealTracks Set 174 gives you more opportunities to give your composition that extra flair! With a wide variety of tempos and grooves, you will spend hours mixing and matching these styles, which include a killer acoustic guitar style performed by Brent Mason, a rootsy piano soloist performed by Nashville legend John Jarvis, and 3 Mandolin styles by session wizard Andy Leftwich.

RealTracks Set 175 - Texas Blues-Rock: Smokin' Blues Sax

Add instant cool to your blues-rock progressions with this collection of sax soloists. RealTracks Set 175 features 4 alto sax styles that will definitely liven up the room. The playing in all 3 styles ranges from mellow lows to screaming highs. RealCharts allows you to see all the notes that are being played. Get your cool on with RealTracks Set 175!

RealTracks Set 176 - R&B Horn Section

The most anticipated RealTracks event is finally here, R&B Horns! For the first time ever, PG Music is proud to present a horn section RealTracks style. And this style is incredibly versatile, with RealStyles that pair it with JazzFunk, Soul, BluesRock, and even Country rhythm sections! The section is comprised of baritone sax, tenor sax & trumpet, and you have the option of playing them as a group, or even using them as individual background styles. You will be blown away by RealTracks Set 176 - R&B Horn Section!

RealTracks Set 177 - Guajira & Guaracha

Let the rhythms of RealTracks Set 177 take you away to warmer climes. Both the Guajira and the Guaracha represent the music of late 19th century and early 20th century Latin America. This set features 6 styles containing bass, piano and the tres. The basses and the piano are equipped with RealCharts allowing you to see the notes being played. Let yourself be surrounded by the sounds of the south!

RealTracks Set 178 - Dixieland - Medium Soloists

With RealTracks Set 178 we revisit the sweet sounds of Dixieland. You get 7 styles consisting of clarinet, trombone, trumpet and acoustic guitar. The clarinet, trombone and trumpet come with a background soloist and a full-on soloist. You can follow along note by note with the help of RealCharts. All playing is displayed in the notation window and on the on-screen piano keyboard. The guitar can also be viewed in TAB or on the on-screen fretboard.

RealTracks Set 179 - Guitar - Jazz and More!

By popular request, RealTracks Set 179 adds more guitar in both the traditional jazz & middle-of-the-road categories. It features two EZ Listening acoustic guitar styles, as well as new "Freddie" acoustic guitar JazzWaltz styles that work great with our existing JazzWaltz rhythm section. Last but not least, there is a new slow bossa soloist which you can add to your slow grooving Latin tunes!

RealTracks Set 180 - Classic Jazz Piano

If you love to play or listen to jazz piano, now there are even more options in Band-in-a-Box with RealTracks Set 180 - Classic Jazz Piano. This set features styles that emulate the old masters of jazz, with 3 tempos of "4-to-the-bar" comping, as well as an exciting "40s Boogie" style. And with RealCharts, you can see exactly what is being played in notation and on the on-screen piano keyboard, making this an essential learning tool!

RealTracks Set 181 - Smooth Jazz Piano

PG Music is expanding its popular collection of Smooth Jazz styles with 5 new acoustic piano RealTracks styles. The existing Smooth Jazz RealTracks use electric piano, but these new ones give you the option of hearing a great acoustic piano in your smooth jazz compilations. With each new RealTracks set, you're provided with ever more expanding tools to learn, compose, and practice!

RealTracks Set 182 - More Pedal Steel Country with Paul Franklin

RealTracks Set 182 gives you more of the Country and Pop legend Paul Franklin. This set features more of the sweet, singing tone of Paul's pedal steel technique. Included is an uptempo style with an even feel and 3 slow tempo swing feel styles. RealCharts allows to see every note of Paul's playing both in notation and on the on-screen piano keyboard.

RealTracks Set 183 - Country Soloists: Sax and More!

RealTracks Set 183 gives you some great new sax soloists for your country or pop tunes. The set features one alto

sax style and 2 tenor sax styles. And that's not all! Also included in this set are "Country Workin'" RealTracks soloists, with fiddle, resonator guitar and piano soloists! With all this great material, RealTracks Set 183 is a great deal!

RealTracks Set 184 - More John Jarvis Country Piano

The masterful playing of legend John Jarvis returns in this collection, RealTracks Set 184. The 7 styles here work well in many Country, Pop or Rock song situations. Tempos of the styles range from 65bpm to 165bpm.

RealCharts will give you the ability to see all the notes that John plays in notation or on the on-screen piano keyboard, making it an essential learning tool.

RealTracks Set 185 - More Killer Country Soloing

Prepare to have your socks knocked off with the killer licks in RealTracks Set 185! This set features 7 fantastic new Country Soloists, with Fiddle, Mandolin and Resonator Guitar styles! And if that's not enough, you also get "Bluesy" variations for a different take on the styles, as well as double-time variations, which make these styles even more versatile than they already are! If your goal is to learn some great licks, you can see exactly what is being played as you hear it, in the notation screen or printable lead sheet.

RealTracks Set 186 - John Jarvis Solo-Accompaniment Piano

RealTracks Set 186 features the solo-accompaniment piano styles of John Jarvis. The set features 6 styles that could easily be used in both a country or pop setting. These styles are intended to be used as the whole rhythm section, backing up a singer or soloist. All notes played can be seen in notation or on the on-screen piano keyboard with the help of RealCharts

RealTracks Set 187 - More Fancy Fingerpicking with Brent Mason

Country legend Brent Mason is back once again in RealTracks Set 187 with 5 new acoustic guitar fingerpicking styles. The set features slow and medium/fast tempos with swing and even 8ths feels. All styles are equipped with RealCharts, which means you can follow along with Brent note by note in notation, TAB and on the on-screen fretboard.

RealTracks Set 188: Slow Background Pop Horn Section

RealTracks set 188 continues our very popular collection of horn section RealTracks, with exciting new pop styles! This is a 4-part horn section of 3 saxes (alto, tenor, & baritone) and trumpet. It includes slow 16ths pop, with a "pads" variation as well as one that plays more complex rhythmic & melodic phrases. Then there is a medium pop version, also with both a "pads" variation and a melodic variation. You can also use any of the individual horns by themselves or come up with your own combination of instruments! There are "RealCharts" for all of these horns, which means you can see exactly what is being played in notation, or on the on-screen piano keyboard. With all the different ways to use these great new horn section RealTracks, your Band-in-a-Box experience will now be even more exciting!

RealTracks Set 189: Blues Baritone Sax with Gary Smulyan

RealTracks Set 189 brings you more great Blues styles, this time soloist RealTracks by legendary baritone saxophonist Gary Smulyan. Gary is the first name in jazz baritone sax, having multiple wins in all the major jazz polls, including Downbeat Magazine Critics Poll, the Jazz Times polls, and the Jazz Journalist awards. He's also toured and recorded with many great blues and pop artists, such as Ray Charles, Diana Ross, and B.B. King, and now you can have him solo over your own musical creation! This set features 3 RealTracks styles: a straight-8ths soloist, a shuffle soloist, and a 'background' shuffle part. The background part is simpler than the soloists and is intended to be used while a singer or soloist is performing, adding color to the whole mix. These styles are great for students, with features such as accurate notation that displays while the performance is playing. The notation can be viewed in concert notation, so anyone can learn these great licks on ANY instrument, and if you're a baritone sax player yourself, you can transpose to Eb notation with the click of a button!

RealTracks Set 190: New Orleans Boogie!

Get ready to boogie with RealTracks Set 190! This set gives you a distinctly New Orleans take on the boogie, with a full rhythm section of RealTracks, and even a smokin' RealTracks piano soloist! The set includes 2 piano styles (one rhythm, one soloist), drums, bass, and electric guitar. The bass and guitar RealTracks provide a solid foundation, with lots of character and drive. The drums offer 6 variations, with different combinations of sidestick, hi-hat, brushes, snare, and ride grooves. And the showpiece is the piano! With the rhythm section piano RealTracks, you get a solid groove and exciting licks, but will still work well with a singer or soloist playing over top. And then with the piano soloist, that's taken up a notch, and you get some crazy, great soloing! The bass and guitar display in notation and TAB, as well as displaying on the on-screen fretboard. The piano also displays in notation, and can be viewed on the on-screen piano keyboard, both with accurate separation of left-hand and right-

hand parts. All of these features make this a great learning tool! With RealTracks Set 190, you won't be able to keep your feet still!

RealTracks Set 191: Funky Electric Piano & More!

Containing some of the most classic sounds in modern music, RealTracks Set 191 incorporates classic rock and funk rhythms into one of our most groovin' RealTracks sets yet! The set revolves around 3 electric piano RealTracks, performed by Nashville great John Jarvis. One uses a vintage sound used frequently in the '60s, but which is still in common use today, and two use a percussive, funky electric clav sound. These RealTracks are then supported by 3 new RealTracks styles, 2 electric basses, and one electric guitar. And, they also work beautifully with many of our previously release RealTracks styles. Each RealTrack is equipped with "RealCharts," which means you can see exactly what is being played as you hear it. This can be in standard notation, or for the guitars and bass you can see it in TAB or on the on-screen fretboards, and for the piano, you can see it on the on-screen piano keyboard. You can even easily distinguish the left and right-hand parts, as they're displayed in different colors! Whether you're interested in learning the parts, having them add color to your song, or just listen and enjoy, RealTracks Set 191 has something for everyone!

RealTracks Set 192: Dance: GirlPop, 90s & More!

Once we hit 88 miles per hour, we will be back to the 80's with RealTracks set 192! This set includes a variety of synth and acoustic piano styles to add to any of your pop songs. The tempos have a wide range from 85bpm to 140bpm all playing even grooves. There is even a new RealDrums set included: SynthDrumsBubblegum! All of the styles in this set work well together, but also work great as individual add-ons for other pop, dance, rock, or even country styles. Each style has MIDI RealCharts included so there are endless possibilities of changing the sound through your favorite synthesizers or sample banks.

RealTracks Set 193: Dance: Disco & More!

If you are ready to dance, rock, disco, and then dance some more then RealTracks Set 193 is for you! This set includes a variety of synth RealTracks that can be mixed and matched in many ways. The foundation of this set is the different bass and drums styles that really deliver the Disco and DanceRock grooves. Then you can add to these with all kinds of synth styles including electric piano, saw-tooth leads, synth-guitar, Shakhachi and more. All of these styles work well on their own but are open to endless possibilities for adding effects or even playing the included RealChart versions (MIDI) through your favorite synthesizers or sample banks. All of these styles were recorded at an even 120bpm, which means they also work great with any previously released synth RealTracks such as the Modern Dance Pop or EuroDance collections.

RealTracks Set 194: Jazz Poll Winners 1 - Great Saxes: Phil Woods & Gary Smulyan

RealTracks Set 194 brings Band-in-a-Box jazz soloists to the next level, with jazz legends Phil Woods & Gary Smulyan. Phil Woods is universally regarded as one of the greatest alto sax players of our time. With over 25 wins for best alto player in Downbeat magazine's critic's poll, you know this isn't an understatement. In addition to his jazz pedigree, Phil is also known worldwide as the player of the iconic sax lines & solo in Billy Joel's "Just the Way You Are." Gary Smulyan has also won the critics poll for best baritone sax player many times, and has also won many other accolades, such as the baritone saxophonist of the year award in the Jazz Journalists Association, and the baritone saxophonist of the year award in Jazzit Magazine, among many others. And now you can have these world-class players soloing over your own Band-in-a-Box creations! Enter any chord progression into Band-in-a-Box, and these cats will solo over it! There are 3 RealTracks styles, including bossas and jazz swing styles, and each of those has several options, including double-time playing over slower tempos, and "bluesy" variations. There is over 7 hours of unique recorded material, which makes these ideal for a lifetime of learning from the masters. These styles have accurate RealCharts, which means that even though you are listening to high-quality audio recordings of these musicians, Band-in-a-Box is able to display the notes as they're playing them, both in notation and on the on-screen piano keyboard. This makes these indispensable tools for any music student. You can slow the playing down, speed it up, and loop it, making it all the more accessible for learning. These are great for any person wanting to develop their improvising chops, regardless of their instrument. And, if you're an alto or baritone player yourself, you can have the notation display change from concert to Eb or Bb display with a single click of the mouse!

RealTracks Set 195: Jazz Poll Winners 2 - Pat Martino Guitar

PG Music is thrilled to present Pat Martino as one of the newest RealTracks artists. Pat has been a luminary in the jazz world for over 50 years, being an inspiration to aspiring jazz guitarists, and winning countless jazz polls, including Downbeat Magazine Reader Poll, Guitarist of the Year. And now you can have him playing over any chord progression you enter into Band-in-a-Box! This set features Pat soloing in a fast jazz swing style, as well as a

medium bossa style. With the superior stretching features in Band-in-a-Box, these soloists can be used over a wide tempo range. And not only that, but they can also be treated as “Double-Time” soloists, which means they can be played over completely different slow bossa & swing rhythm sections. For the student of jazz guitar, this set is indispensable. You can see every single note that Pat plays in accurate notation, TAB, and you can also watch the notes fly by on the on-screen guitar fretboard. Too fast to learn? Band-in-a-Box can slow the audio down as much as you like, so you can easily learn exactly what this master is playing. The tone of Pat’s guitar is smooth and beautiful, but if you want to experiment with your own tone, you can pick the “direct input” (DI) version, in which the audio was simultaneously recorded directly from Pat’s guitar, bypassing the amp and effects. You can then use your own amp-modeling software to get your own unique tone.

RealTracks Set 196: Jazz Poll Winners 3 - Killer JazzSwing Rhythm Sections

In RealTracks Set 196 you get an incredible collection of Jazz “Poll Winners” with 9 RealTracks and 3 RealDrums with 6 variations. The first style includes Acoustic Bass Jazz Ballad, played by “Jazz Poll Winner” Ron Carter. Here Ron plays an impressive swing jazz ballad with a classic acoustic bass tone. This RealTrack also includes RealCharts so you can follow along with exactly what Ron is playing. Also included in the first style is Acoustic Piano Jazz Swing Slow, from “Jazz Poll Winner” Kenny Barron. Kenny Barron plays a subtle swing style which is excellent accompaniment to Ron Carter’s bass. You can also watch exactly what Kenny Barron is playing in the RealCharts. Completing the Trio of Jazz Poll Winners is Lewis Nash playing Jazz Swing Drums. Lewis Nash plays 3 styles of Jazz Swing Drums which are combined in to 6 variations. Also included in this set is the medium jazz swing style. Ron Carter plays a swinging acoustic bass, which includes an A section and a B section, in this style. The A section plays in 2’s and the B section plays a walking bass pattern. The piano, from Kenny Barron, in this style plays a laid-back swing consisting of half notes and quarter notes. The RealDrums in this style are by Lewis Nash. He plays a Jazz swing style with a wide tempo range and lots of variations. The final style in this set is a Fast Jazz Swing style which includes Fast Swing acoustic piano from Kenny Barron and Lewis Nash RealDrums. Together these instruments create a tight, fast rhythm section which can be paired with existing fast solos. All of the RealTracks in set 196 have RealCharts to view the exact notation of the playing, and the styles are great rhythm sections that you can add your own solo or a solo from a different RealTrack. If you’d like the chance to play with Ron Carter, Kenny Barron and Lewis Nash anytime you’d like and have them on call at the click of a button, then are sure to check out RealTracks Set 196.

RealTracks Set 197: Jazz Poll Winners 4 - Killer Bossa Rhythm Sections!

RealTracks set 197 continues our “poll winners” collection with more great rhythm section styles from master pianist Kenny Barron, legendary bassist Ron Carter, and the jazz drummer Lewis Nash. This set is all Bossa Novas, with a medium bass groove, two options for piano (medium & slow bossas), and a RealDrums set that features 5 tempos and multiple variations, which will cover a range of tempos from 50 to 250! Now you can practice your soloing with these master musicians backing you up! Or, you can learn from them by viewing what they’re playing in notation or on the on-screen fretboard (for the bass) or big piano. You can also pair this with soloists from other sets, including Phil Woods alto sax & Gary Smulyan baritone sax from RealTracks Set 194! Any chord progression you enter into Band-in-a-Box can be played by this killer combo, so get ready to be inspired!

RealTracks Set 198: Jazz Electric Piano

RealTracks set 198 offers a collection of electric piano RealTracks that will add a modern edge to your traditional Jazz combo. The set is comprised of two Bossa styles, two classic Jazz styles, a slow Jazz Ballad style, and a medium tempo Jazz Waltz style for a total of six styles. They all feature Vancouver piano virtuoso Miles Black, and each one uses sophisticated voicings and rhythms, without being too busy. And each one also has a ‘simple’ variation, which can be selected to make the style even more basic, if that’s what your Band-in-a-Box song demands. The precise notation for these styles makes it a great learning tool. You can print out the lead-sheet, or follow along with the on-screen notation, or view what’s being played on the on-screen piano keyboard.

RealTracks Set 199: JazzPop Piano

Full of skillfully executed rhythm tracks, RealTracks Set 199 - JazzPop Piano is a combination of laid-back styles and exciting jazz rock, perfect for your next composition. With a combination of 8 electric and acoustic piano RealTracks included in set 198, there is a large spectrum of playing styles covered. There are EZ Listening acoustic pianos, created to cover both Jazz and Pop chord progression. The electric vintage piano plays a relaxed style with a warm electric piano tone. The JazzRock electric piano plays an upbeat part, and JazzySwinginPop provides a bouncy electric piano for swing 8ths tunes. And, three of these grooves had separate ‘held’ versions recorded which play simple held chords throughout, if that’s what your song demands. All of these RealTracks include RealCharts which can be viewed in the notation window or on the on-screen piano keyboard. With a wide variety of feel, style,

and tone, RealTracks set 199 is ready to be your new go-to set of RealTracks when using Band-in-a-Box or RealBand!

RealTracks Set 200: New Orleans - Swingin' Pop

RealTracks Set 200 contains an energetic and unique of swingin' country/pop styles with a New Orleans flair! It includes a full killer RealTracks band of electric bass, electric guitar, piano & RealDrums. The groove is eclectic, upbeat, and just a little bit funky. And these RealTracks are great for mixing and matching with our previously released swing 8ths styles. If you listen to the audio demos, you will see we've used these RealTracks with a wide variety of Band-in-a-Box soloists, from CountryBoogie guitar soloing to Dixieland clarinet soloing, so you know they will be great for your swing 8ths tune, no matter the genre! Some of these RealTracks also have a 'simple' variation, which can be selected to make the style even more basic, if that's what your Band-in-a-Box song demands. And, the bass and guitar also include direct input (DI) versions, so you can create your own unique tone for the instruments using amp modeling software (such as Amplitube, included with Band-in-a-Box). For music students, you can see exactly what's being played in notation, on the on-screen piano keyboard, or for guitar and bass, even in TAB or on the on-screen fretboards! If you're looking for a new sound with a touch of New Orleans spirit then look no further than RealTracks Set 200!

RealTracks Set 201: Brent Mason Nylon & Electric

Known as "the most recorded guitarist in Nashville," Brent Mason has become a favorite among Band-in-a-Box users, and this critically acclaimed master is back with a whole new RealTracks Set! RealTracks Set 201 features both electric and nylon guitar RealTracks, playing both swing and even grooves. The nylon RealTracks are "background" styles which are melodic in nature, but are less busy, allowing for a singer or soloist to play over top. The electric guitar styles really sing and are full of uplifting energy. All styles include accurate RealCharts that not only allow you to see all the notes in notation & TAB, but also show you exactly how it was played on the guitar fretboard. For students, this is an indispensable tool. You can also speed them up and slow them down, making them extremely versatile, as they can be used over a very wide tempo range. The electric guitars use Brent Mason's signature tone, but they also have "direct input," or "DI" versions. This is the dry signal that was recorded directly from the guitar (before it went into his amp), which allows you to use guitar amp modeling software (such as AmpliTube, included with Band-in-a-Box) to get your own killer tone!

RealTracks Set 202: Folk & Country Bouzouki

Ready to feel like you're in a Pub in Ireland, drinking in the atmosphere which includes the bright shimmering sound of the Bouzouki? You can with RealTracks set 201. In this set you get 9 RealTracks covering a wide variety of styles, Celtic Slip Jig and Hornpipe, Country Waltz and Rock, all played by the multi-talented Quinn Bachand. You will get some styles with an even feel, like Modern Country, Country Pop, Slow Pop, Rock, and Slow Waltz. Other styles like Celtic Hornpipe and Celtic Slip Jig, Country Crossover and Country Swing are all played with a swing feel. The Bouzouki has a distinct sound, a high tone, bright strings, and an acoustic timbre. When added to a song it will certainly elicit a feeling of classic folk which can be used to give a composition a new, dynamic feel. Try some of the styles created for this RealTrack set specifically or add single RealTracks to an existing song. With a unique sound, the RealTracks in set 202 are versatile and ready to be played along with.

RealTracks Set 203: Country Waltz

With RealTracks Set 203 you get a wide variety of solo instruments playing a country waltz style. You get 4 Instruments in total in this RealTrack set with 7 variations. First you get the Fiddle Soloist by Andy Leftwich, playing a laid-back waltz groove which combine eighth note and triplet runs into an amazing RealTrack. You can also select the Bluesy variation which will treat all chords as if they were 7th chords. Next in this set is the Resonator Guitar played skilfully by Rock Ickes. With shimmering slides and expertly played riffs, the Resonator Guitar soloist sounds great when backed by other waltz RealTracks. You can also choose a Bluesy variation for the Resonator Guitar. The Mandolin Waltz Soloist is also played by Andy Leftwich, combining simple eighth note phrases with melodic passages; the waltz mandolin is perfect for a Country or Bluegrass tune. The Mandolin includes a Bluesy variation which treats all chords as if they were 7th. The Acoustic Piano Waltz Solo by John Jarvis also sounds amazing when backed by waltz country RealTracks. This RealTrack also includes a Bluesy variation. The final RealTrack in this set is the Rhythm piano. This Rhythm piano can be accompanying any of the solos in this set and can be combined with other waltz RealTracks to make an amazing composition. With all the variations available in RealTracks set 203, you won't be searching long when you need to add a solo to your next country waltz song.

RealTracks Set 204: Country Shuffle

With four different instruments and a total of 13 RealTrack available, RealTrack set 203 is packed full of country

solos, plus a killer swinging rhythm piano from John Jarvis. The Fiddle, played by Nashville fiddle star Rob Hajacos, plays a country shuffle solo with elegant melodic phrases which, when combined with other country RealTracks, creates a classic country sound. The fiddle can also be used as a “Double-Time” track which treats the style as “Double-Time” at half the tempo. A “bluesy” variation is also available which allows for b7 notes in the melody to be played on major chords. The Mandolin Soloist Country Shuffle can also be used as a “Double-Time” and a “bluesy” variation. The Mandolin plays eighth note phrases with triplets added at times. The Resonator Guitar has a classic country sound and will add a shimmering solo over any medium tempo song. The Resonator soloist also includes a ‘Double-Time’ and “bluesy” variation. The two final acoustic piano RealTracks are played by accomplished pianist, John Jarvis. One RealTrack is a soloist with the “Double-Time” and “bluesy” option; the other is a Rhythm track. Both RealTracks have a classic acoustic piano sound, combined with one of the best rock piano players; create a ‘must-have’ set of RealTracks. All RealTracks also include notation so you can watch on the staff, or the piano, what the performer is actually playing. The variety and high level of RealTracks in set 204 make this an amazing collection!

RealTracks Set 205: Country Award Winners - Mandolin (Andy), Piano (John), & Resonator Guitar (Rob)

RealTracks Set 205 brings some of the best award-winning Nashville musicians to Band-in-a-Box! This set features Rob Ickes, 11-time winner of the Bluegrass Music association’s Dobro Player of the Year award, John Jarvis, who has won CMA & ACM awards for his unparalleled piano playing and songwriting, and Andy Leftwich, member of the Grammy-winning instrumental group Kentucky Thunder. And now you can have these stellar musicians playing on your own Band-in-a-Box creations! This set features laid-back ballads, slow 12-8 grooves, as well as some faster, up-tempo solos. There are 6 styles, 5 soloists, and one rhythm piano track, and all of them blend in beautifully with our previously released RealTracks, or the built-in MIDI styles. All of the RealTracks in this set have RealCharts included. This allows the user to follow along with the notes on the screen in notation, or on the on-screen piano keyboard. The world-class playing is an excellent addition to your Band-in-a-Box collection, whether you’re using the parts in your own creations, or studying these masters to learn their style!

RealTracks Set 206: Classical String Quartet

Have you ever dreamed of adding a string quartet to your Band-in-a-Box mix? Well now you can, with RealTracks Set 206: Classical String Quartet. This set offers an extremely versatile and full-sounding string ensemble with cello, two violins, and a viola. You can add the entire quartet as one RealTracks style with or without reverb, or you can add any one of the instruments exclusively. Because of the subdued yet pleasantly melodic phrasing, you will find this RealTracks set handy for anything from Country Ballads to Pop Ballads to movie soundtracks or even orchestral arrangements. Every RealTracks style in this set has RealCharts with precise notation. If you would like to hear something new and unique to Band-in-a-Box, be sure to give this set a listen!

RealTracks Set 207: Funky Horns

This Set includes five horn section RealTracks that will wow you with their dynamic and articulate funk arrangements. They are all incredibly versatile, adding depth to the mix of any even-feel pop, funk, soul, or bossa song, or try them with other musical styles for something new and unique. The player uses a tastefully-spaced combination of shots and harmonized melodies, leaving adequate space between notes for other melodic instruments or vocals. This is especially true with the (Simple) and (Simple with Space) variations. All of these styles come complete with RealCharts with accurate notation for learning, teaching, and sharing your arrangements.

RealTracks Set 208: Rockabilly Set 1 – Fifties Rock and Roll!

You’ll be doing the twist when you hear this Rock ‘n’ Roll ensemble at work. Set 208 includes a full rhythm section with electric guitar, acoustic piano, acoustic bass, and drums played by outstanding musicians like Nashville legends Brent Mason and Kevin McKendree. The guitar plays steady eighth notes, the piano plays classic Rock ‘n’ Roll licks in the right hand and keeps time in the left, the acoustic bass arpeggiates with a quarter-note rhythm, and the drums keep a basic alternating kick/snare rhythm with airy and present cymbals. For added versatility, try mix-and-matching these RealTracks styles with other even-feel rock and blues RealTracks. All of these styles come with RealCharts. The bass and guitar styles also come with guitar tab. Kick out that piano bench and get ready to rock!

RealTracks Set 209: Rockin’ Blues Baritone Sax with Gary Smulyan

Featuring the full-toned and sultry playing of Gary Smulyan, these baritone saxophones will rock your socks off in more ways than one. In fact, the four included RealTracks styles cover a wide range of tempos from 60 to 165 beats per minute. There are two background styles and two soloist styles. The background styles are melodic without being intrusive, adding harmonic complexity to your songs without interfering with the leading instrument. The soloist styles have tasteful melodies and licks that capture the essence of the ‘50s perfectly. Try these saxophones with rock, blues, soul, jazz, and bossa styles for a perfect fit or with other styles for something different. Do you

want to learn, teach, or share the baritone sax arrangements that you create? No problem, all of these styles come complete with RealCharts.

RealTracks Set 210: Motown Uptempo R & B

If you want to give your arrangement a vintage vibe, look no further! This Motown ensemble captures the feel of the early '70s with its tight rhythm and melodic piano riffs. Instruments include drums, electric bass, electric piano, and electric guitar played by Kenneth Blevins, Steve Mackey, John Jarvis, and Rob McNelley respectively. The guitar plays a combination of staccato strums and held chords while the bass plays a thumping and syncopated eighth-note rhythm. The electric piano hits almost every eighth note, using various melodies and interesting left and right-hand alternations. You can view RealCharts for all of these styles including tablature for guitar and bass.

RealTracks Set 211: Motown Vintage Keys and More!

If you're looking for an alternative to acoustic piano, this set is for you. It includes two electric piano styles played by John Jarvis at 85 and 120 beats per minute. The faster style has a hard-hitting swing feel with melodic chord inversions and comes with bass and drums to complete the "funky triplets" ensemble. The slower style has a 12/8 time signature and will blend perfectly with your existing blues songs. Both of these piano styles can also add new life to your existing swing-feel rock, R&B, soul, and pop songs, or try them with a jazz song for something completely different. All of these styles come with notation data for learning, teaching, and sharing your composition. The bass also includes guitar tab.

RealTracks Set 212: World Synths

Including a total of six synthesizer RealTracks, this set is like a songwriting toolkit. It contains compelling sounds from around the world that can be used with a variety of musical styles, from '60s British pop to heavy '80s rock. The styles range in tempo from 85 to 120 beats per minute and all have an even subdivision. The synthesized instruments include bass, koto, shakuhachi, flute, and two up-front leads. Transcription data is included with all of these styles and is viewable in the notation and lead sheet windows.

RealTracks Set 213: Pop and Country, Piano and Strings

Set 213 is a treasure chest of soothing and subdued piano and strings sounds performed by John Jarvis and Miles Black. The CelticAir and CelticWaltz pianos will fit perfectly with our existing Celtic sounds, adding new sonic depth and melodic complexity to your mix. The TexasBluesRockJohn and Blues12-8John pianos work great with many of our existing blues RealTracks. Completing the package are three strings styles that will add new feeling to your pop and country songs. You can learn, teach, or share notation for all of these styles thanks to the included RealCharts.

RealTracks Set 214: Jazz Pollwinners 5 – Killer JazzWaltz Piano, Bass & Drums

The fifth set in our Jazz Pollwinners collection includes eight Waltz RealTracks styles performed on bass (Ron Carter) and piano (Kenny Barron). Jazz waltz RealDrums by Lewis Nash are also included, with a wide tempo range of 50 to 200 beats per minute. The RealTracks instruments come in two different tempos, a medium jazz swing at 140 beats per minute and a jazz ballad at 85. Each of these tempos includes one rhythm piano and three acoustic basses - a held style, a walking style, and a combined style. The piano styles have rich chord voicings coupled with gentle melodies and will blend with any jazz combo. The bass styles have a pronounced yet bouncy attack and a sensibly minimal amount of embellishment. All of these styles come complete with RealCharts notation.

RealTracks Set 215: Jazz Pollwinners 6 – Sax & Guitar Soloing, Ballads & Bossas

For the sixth installment in our Jazz Pollwinners collection, we have included tons of world-class jazz and bossa solos performed by Mike Moreno, Phil Woods, Gary Smulyan, and Eric Alexander on electric guitar and saxophone. Mike's electric guitar playing is relaxing yet deliberate, often sticking to a syncopated eighth-note subdivision with well-placed grace notes. A total of five saxophones are present, including one alto, one baritone, and three tenors. You will have a saxophone soloist available for anything from rainy-day smooth jazz to enthusiastic medium-tempo bossa. RealCharts are available for all of these styles and tablature is available for the guitars.

RealTracks Set 216: Jazz Pollwinners 7 – Swingin' Sax & Guitar Soloing

More great solos by Mike Moreno, Gary Smulyan, and Eric Alexander are included in Jazz Pollwinners 7. There are two electric guitar soloists, two baritone sax soloists, and two tenor sax soloists for a total of six styles. They are all at a tempo of 140 with a swing feel, making them perfect for a medium jazz rhythm section. Each style has a double-time alternative which will work great with your slower songs. Notation is included with all instruments and tablature is also included with the guitars.

RealTracks Set 217: Jazz Pollwinners 8 – Jazz Waltz Sax Solos

Jazz waltz soloing at its finest! An invaluable collection of saxophone soloists awaits you in Jazz Pollwinners 8, covering all of your medium-tempo jazz waltz soloing needs. Jazz pollwinners Phil Woods, Gary Smulyan, and Eric

Alexander are responsible for three new styles on alto, baritone, and tenor sax respectively. Two of these styles are played at 140 beats per minute while one has a laid-back tempo of 110. All three of these styles have a different and distinct flavor of jazz soloing. Phil's performance is playful and articulate as he experiments with variations of patterns and runs. Gary offers melodic sensibility, well-placed accents, and seamless phrasing on his baritone. Eric treats us with a breathy and gentle tone, performing soulful leads.

RealTracks Set 218: Rockabilly Set 2 – Jive!

This set includes a full rockabilly jive band playing so fast that you'll bet they're on fire! The band includes acoustic bass by Dave Roe, electric guitar by Brent Mason, and acoustic piano by Kevin McKendree; Jive swing RealDrums are also included. A "CustomFX" version of the Brent Mason guitar is available for those who prefer less echo. The CustomFX version uses the Amplitube plugin to modify the original direct input guitar signal. The bass uses a rhythmic slapping sound on the offbeat, creating a strong rhythm and synchronizing with the RealDrums ride cymbal. Notation is available for all instruments, with tablature for guitar and bass. This fast-playing rockabilly jive band will surprise you!

RealTracks Set 219: Funky Folk & More!

Check out this eclectic combination of guitar, banjo, and synthesizers playing fast jazz and medium funk. The three funk styles present a modern take on a classic sound with two synthesizers and a funky folk acoustic guitar. The three gypsy folk instruments take a more traditional approach on rhythm acoustic guitar, soloist acoustic guitar, and rhythm banjo. The guitar and banjo are performed by Victoria folk artist Quinn Bachand while the synthesizers are the work of renowned pianist Miles Black. The synthesizer and guitar RealTracks come with notation. Guitar tablature is also available for the guitar styles. Give this amazing RealTracks set a listen!

RealTracks Set 220: Flute and Saxes with Jack Stafford

Jack Stafford gives us a prolific offering of jazz and bossa soloing on three instruments in this RealTracks set. There are 8 styles in total: two on flute, five on soprano sax, and one on tenor. All of the 140 bpm instruments are available as a double-time style in case you're feeling experimental. There are many different feels available too: even and swing at 140 bpm, even at 85 bpm, and swung sixteenths on the down-tempo 75 bpm soprano sax style. Don't forget to check out the details of your arrangement via RealCharts, which are available for all of these styles. Don't miss out on this lovely collection of flute and saxophone soloists performed by Jack Stafford!

RealTracks Set 221: Rockabilly Set 3 – BoomChicka!

The third installment in our Rockabilly collection is a full band playing "Boom Chicka" style at a walking tempo of 100 beats per minute. Instruments include a slapped acoustic bass, clean electric guitar, acoustic piano, drums, and a deep (yet twangy) baritone electric guitar. The parts are played by Brent Mason, Dave Roe, Maxwell Schauf and Kevin McKendree. As a bonus, this set also comes with an extra RealDrums style playing with a swing feel. All of the RealTracks in this set include notation data; the bass, baritone, and electric guitars all come with tablature.

RealTracks Set 222: Rockabilly Set 4 - Slow Swing

Here is another great set of rockabilly RealTracks styles performed by our all-star rockabilly band: Brent Mason, Kevin McKendree, Maxwell Schauf and Dave Roe. This time the band plays at a slower tempo of 85 beats per minute with a swing feel, however you can increase or decrease the tempo to your liking. Two basses are present, one with slapping and one without. Other instruments include an acoustic piano, an electric guitar, and RealDrums. The piano plays a simple single-note bass line in the left hand and classic licks and trills in the right hand. The electric guitar strums chords with a basic swing rhythm and the occasional arpeggiated chord. Notation is included with all of these styles, as well as tablature where applicable.

RealTracks Set 223: New Orleans Mardi Gras 16ths

Get ready for more classic sounds of New Orleans! This time they're in the form of an even-sixteenths "Mardi Gras" band playing at 170 beats per minute by default. A double-time version of all of these styles is also included, playing at 85 beats per minute. The syncopated accents are uniform across all instruments, creating a tight and cohesive sound. The bass has a round yet punchy tone, the clean electric guitar keeps rhythm with a combination of staccato chords and muted strums, and the piano plays a bright and busy pattern with licks and grace notes.

RealTracks Set 224: New Orleans Shuffle

This addition to our New Orleans RealTracks collection includes a full New Orleans shuffle band playing at a moderate tempo with a swing feel. Steve Mackey plays electric bass, Rob McNelley is on guitar, Kenneth Blevins hits the drums, and Kevin McKendree completes the band on piano. These RealTracks work perfectly with each other or try them with your favorite blues styles too for something new! Direct input tracks are available for the bass and electric guitar in case you would like to use your own custom tones. Every instrument in this set comes complete with notation and the guitars have tablature.

RealTracks Set 225: Banjo, Guitar & Bass - Hip Folk

Quinn Bachand returns with more modern acoustic styles that will enhance your country, pop, and folk songs. This set includes four RealTracks styles in total: two acoustic guitars and two banjos. The swung-sixteenths HipFolk banjo and acoustic guitar fit together nicely and will compliment your other swung-sixteenth RealTracks very well. In addition, there is an even-sixteenths banjo playing a melodic and consistent Celtic reel style, which will work great with our existing Celtic RealTracks. Last but not least, a "FolkySwing" acoustic guitar plays at 110 beats per minute with a swung-eighths feel, accenting the back beat and layering gentle melodies on top.

RealTracks Set 226: Requested Country-Pop Drum Grooves

This set is a versatile collection of requested country-pop drum grooves performed by Kenneth Blevins. The CountryPopBallad RealDrums only use cymbals and kick drum in the A substyle, omitting the snare. The B substyle introduces the snare but keeps the rhythm simple. PopRockBasic focuses on the quarter notes in the A substyle using the kick drum and hihat. The hihat switches to a sixteenth-note subdivision in the B substyle but the kick drum remains the same. Finally, the TeenBeatUptempoEv16 drums play a cheery even-sixteenths pop pattern rich with ghost notes on the snare in the A substyle and normal back-beat snare in the B substyle.

RealTracks Set 227: Brent Mason - Baritone Guitar and More!

Set 227 includes a huge selection of great guitar styles by Brent Mason! There are three distinct baritone styles that each come with a "CustomFX" version. The "CustomFX" RealTracks styles offer a similar tone with fewer effects. The set also includes a "PopDreamy" electric guitar with a CustomFX variant, and an acoustic nylon guitar performing a country waltz. A wide range of tempos are covered in this set, from 65 to 190 beats per minute. The baritone guitars have a deep but biting tone and sometimes use classic effects like tremolo and reverb. RealCharts and guitar tab are included with almost all of these styles.

RealTracks Set 228: Modern Pop with Zane Carney

Zane Carney, guitarist for John Mayer, lends his hand to creating four new, exciting, electric guitar RealTracks! The first is a Modern Pop style played with a Swing 16 feel. This guitar has a slight overdrive added to give a little crunch to the tone; the style is a ballad with a combination of bar chords and melodic phrases with double stops. The next RealTrack has a similar sound and tempo, but this time the feel is Even 16ths. The third RealTrack is a slightly faster Modern Pop Swing that really showcases Zane Carney's style. He combines chording with muted hits and simple melodic riffs to create a one of a kind RealTrack. Finally, we have an upbeat Modern Pop Even 16 RealTrack at a medium tempo. This RealTrack is played higher up on the fretboard of the guitar, and is a combination of chording, muted playing, and simple riffs. All of these RealTracks have notation available which can be viewed in the Notation window. Also, you can select a Direct Input (DI) version and a simple option in the RealTracks picker. All of these Modern Pop RealTracks sound amazing when combined with other RealTracks; try them today and you'll be blown away!

RealTracks Set 229: Great Pop Drums and Percussion

RealTracks Set 229 is an amazing set of 12 Pop RealDrums and Percussion instruments included all in one RealTracks Set. All of the drums played in this set are stripped down, no full kits here, just the single instrument! There are 4 different brushes styles including: EZ Swing, EZ Swing Swirl, Pop 8ths, and Pop 8ths Swirl. These brushes are played on a snare drum with no other accompaniment added. There are 2 different shaker RealDrums: one playing an even 8ths style and the other playing a swing 8ths style. The final 6 tambourine styles include and even 16 and an even 8ths, a Pop 8ths and Pop swing and a swing 8ths and swing 16. These percussion RealDrums can be added to a 'break down' of a song or played through the whole song. All of these RealDrums may be stripped down, but with so many different styles and feels there is no doubt that they can find their way into your next song.

RealTracks Set 230: Surf Rock!

There is an amazing collection of Surf Rock RealTracks and RealDrums in RealTracks Set 230! There are 2 Surf Rock electric guitars, one a rhythm guitar the other a soloist, played by session master Brent Mason. There are also 2 electric bass guitars, one playing a vintage syncopated Surf Rock style, and the other playing an even 8ths Surf Rock style. You can view the notation for each of these RealTracks in the notation window or select a simple option in the RealTracks picker. There are also Direct Input (DI) versions of these RealTracks available. There are 6 separate Surf Rock RealDrums included in this set. The first style plays a double snare on beat 2 and the second style plays a double on beat 4. There is an 'island' style and a 'liquor' style. There is also a style that accents the off beats and another style that includes just the Toms playing blistering fast. All 6 of these Surf Rock RealDrums and the 4 Surf Rock RealTracks are included in RealTracks Set 230 so you can start having fun creating your own Surf Rock songs with a Surf Rock band!

RealTracks Set 231: Retro Synths and Modern R 'n' B

With this RealTracks Set you get an amazing sonic combination of Retro and Modern R 'n' B Synthesizers as well as electronic RealDrums. The first RealTrack is a Retro Pop Synth Bass playing with an even 16 feel at a slow tempo. The next RealTrack is an R 'n' B Modern Sub bass played at a slow tempo with an even 16 feel. The third RealTrack bass is an up-tempo version of the R 'n' B Sub bass. The first Synth RealTrack is a Pop Bells style at a medium tempo with an even feel. The final synth RealTrack in this set is a medium tempo even 16 muted melody. All of these RealTracks include RealCharts which can be viewed in the notation window. The 2 RealDrums in this set are a Retro Pop and Modern R 'n' B. Both of these RealDrums have an even feel and can be used in combination with any of the RealTracks in this set or any other RealTracks set. With a modern set of RealTracks and RealDrums, RealTracks Set 231 provides you with a dance party at the press of a button, you'll have no option but to have fun!

RealTracks Set 232: Pop String Quartets

In RealTracks Set 232 includes an amazing String Quartet RealTrack Set made up of two different String Quartet mixes as well as the 4 individual instruments of the string quartet as background styles, all playing with a pop swing feel. In the String Quartet Chamber RealTrack you get a combination of 4 single RealTrack instruments, Cello, Viola, High Violin and Low Violin. The 'Chamber' style of the Quartet the mix has less reverb so the sound replicates hearing a string quartet in a small Chamber. Also available is a 'Hall' mix of the String Quartet which has a more expansive sound with more reverb. There is a simple arrangement available in the RealTracks picker for these styles; also included is the background Cello. The low register and warm tone of the Cello make it a great background track to add a composition. The Viola is lower in the register than a Violin so it has a warmer tone when compared with a Violin. The background Viola plays a combination of quarter notes and eighth notes with some notes drawn out. The Violin High RealTrack has a higher tone and plays combinations of quarter notes and eighth notes. The final RealTrack in this set is the Low Violin. Playing in the lower register on the violin, this RealTrack would make a great background track to an existing pop swing composition. All of these RealTracks in this set have notation available in the notation window. With RealTracks Set 232 you get the ability to control a whole String Quartet and use the warm classical sounds any way that you like.

RealTracks Set 233: New Age Piano and More

In RealTracks Set 233 there is a combination of acoustic New Age pianos and acoustic and electric pianos playing Held Chords and backing String RealTracks. The first 6 RealTracks are all Held acoustic and electric pianos with a wide tempo range. These RealTracks can be used in swing and even styles as they are just long held chords. The first String RealTrack is a Celtic air, slow, even style. The second one is a Celtic Waltz even medium tempo style. The acoustic piano RealTracks include a New Age Fast Ostinato style with an Even 16 feel, a New Age Alberti Moody RealTrack with an even feel and medium fast tempo, a New Age Alberti Pretty style with an even feel at a medium tempo and an even 16 New Age Answers at a medium tempo. All of these RealTracks have notation available to view in the notation window and the Strings and New Age RealTracks have simple versions which can be accessed in the RealTracks picker. With the Held Piano chords and unique styles of New Age music found in RealTracks Set 233, you are sure to enjoy these RealTracks when you add them to your creative process.

RealTracks Set 234: Acoustic Bass, Back to Basics

In RealTracks Set 234 you will find a wide range of Acoustic Bass Held RealTracks. There are 8 bowed acoustic bass RealTracks playing from a ballad tempo to a medium tempo with either a slight swing feel or an even feel. A bowed acoustic bass uses a bow across the bass strings, which allows the note to sustain for a longer time. There is also a simple version RealTracks for each of these which is just a single note held for the entire time, without any pickup before the chord change. The 8 acoustic bass held RealTracks are also a combination of swing and even feel from a ballad to a medium tempo. These are played conventionally and also include a simple version of the RealTrack which has any pickup before the held note removed. With over 16 separate RealTracks in Set 234 you will definitely find an acoustic bass, regular or bowed, that can add a new sound to your latest composition or a previous number that was missing that certain quality.

RealTracks Set 235: Punk!

It has finally happened! We have created a complete set that has all the RealTracks you could possibly need to create your own Punk band, all in RealTracks Set 235! There are 3 different electric guitar RealTracks: one is a straight ahead Punk rhythm style, the second is a muted Punk rhythm style, and the third is a Punk soloist style. All of these RealTracks are played at a fast tempo. The electric bass guitar comes with 2 different sounds, a fuzz and a rock sound. They both have A and B substyles, picked quarter notes, and picked 8th notes, which can be used separately or within one single RealTrack, using the A and B part markers to change the RealTrack from quarter notes to 8th notes. All of these RealTracks also include a Direct Input (DI) version and simple versions which can be selected within the RealTracks picker. With the different combinations of RealTracks in Set 235 you can now perform Punk music, safely, in your own home while wearing headphones.

RealTracks Set 236: Cocktail Jazz Horns!

In RealTracks Set 236 we have an incredible 9-Part Horn Section playing a Big-Band background swing style. Each of the 9 instruments in the horn section are also available as separate RealTracks. The instruments in the horn section include a flute, two alto saxes, two tenor saxes, three trumpets and a baritone sax, all playing a medium tempo swing part in harmony. You can combine each individual RealTrack into your own grouping and create your own horn section. All of these RealTracks have RealCharts which can be viewed in the notation or lead sheet window. Once you hear the horn section in RealTracks set 236 you'll want to immediately start creating some classic Big Band swing tunes!

RealTracks Set 237: Jon Herington Jazz-Rock Guitar

For the first time, Jon Herington lends his hand (and guitar) in creating some superb electric guitar Jazz Rock soloist and rhythm RealTracks. With such an amazing guitar style and incredible tone, you will surely want to be adding one of these 4 RealTracks to your next composition! The first RealTrack Jon Herington plays is a Jazz Rock even 16 soloist style, at a medium-slow tempo with some gain added to the tone; the second RealTrack is more up tempo. Played with an even feel, this soloist has gain added to its tone and can play with either Jazz songs or Rock songs. The final soloist RealTrack is a swinging Jazz Rock shuffle with an upbeat feel playing at a medium tempo with a little distortion added to the tone. The last RealTrack is a rhythm style played with an even feel at a medium tempo. This clean sounding RealTrack can also play in both the Jazz and Rock genres. All of these RealTracks have exact notation available which can be viewed in the notation window as well as a Direct Input (DI) version which you can access in the RealTracks picker. With 4 electric guitar RealTracks that stretch over Rock and Jazz, there are endless songs that can only be strengthened with one of these amazing Jon Herington RealTracks.

RealTracks Set 238: Danny Gottlieb Jazz Drums

We have all RealDrums in RealTracks Set 238 from the amazing drummer Danny Gottlieb. These Jazz and Fusion RealDrums styles are played on a full kit, and each of them has an A section and a B section. The first two styles are Jazz Swing styles, one with sticks and one using brushes. These RealDrums have a wide tempo range. The next two RealDrums are up-tempo Bebop styles, one played with sticks, the other with brushes. These RealDrums are way up there in tempo, so we hope you can keep up! Next, we have a Jazz Soul even style which has a medium to fast tempo range. Also included is a Fusion Fast Latin which is an excellent style to have in the RealDrums collection. The final RealDrum in this set is a slow Fusion with an even feel. All of these RealDrums are expertly performed by the amazing Danny Gottlieb. Pick up RealTracks Set 238 today and play along with one of the greatest Jazz drummers of our time!

RealTracks Set 239: Great Funk Bass with Alex Al

RealTracks Set 239 adds an amazing collection of electric bass Funk RealTracks from the amazing Alex Al to your collection, ready to lay down the groove in your next song! The first electric bass is playing a Modern Slap Funk with an even 16 feel at a medium tempo. The second bass is a Modern Disco style with an even feel played at a medium tempo. The next RealTrack is a Classic Funk playing a Root Five style. The Root Five means the playing starts on the root and moves to the fifth note of the chords scale. The next electric bass Funk RealTrack is a Soul Funk swing style at a medium tempo. The final electric bass RealTrack in this set is an amazing even 16, up-tempo Soul style. All the RealTracks in this set come with a simple version which can be selected in the RealTracks picker and a Direct Input (DI) version which can also be selected in the RealTracks picker. You can also view the notation for each RealTrack in the notation window. When you need to add a little Funk to the rhythm section of your next composition be sure to reach for RealTracks set 239 for all your Funky bass needs.

RealTracks Set 240: Straight Ahead Funk!

RealTracks Set 240 includes an amazing collection of Funk RealTracks, including electric guitars, electric basses, organ, electric piano, and drums! The first two RealTracks are a Funk Half Note Pulse and a Funk Half Note Pulse Syncopated electric bass style both played at a medium tempo. The next three electric bass RealTracks are Funk Pumping styles, one playing quarter notes, one playing 8th notes and one playing 16th notes - all with an even feel at a medium tempo. Next, we have electric guitar wahwah with one a rhythm style, a single note background style, a chording style, and another with just the sound of strings being scratched and effected with the wahwah. All of these wahwah electric guitar styles have an even 16 feel and are at a medium tempo. The electric bass and electric guitar RealTracks also include Direct Input (DI) versions which can be accessed in the RealTracks picker. The final two RealTracks in this set are organ and electric piano tremolo, both playing with an even feel at a medium tempo. All of the RealTracks in this Set, excluding the electric piano, include notation which can be viewed in the notation window. Also included in Set 240 is a large collection of Funk RealDrums! The Funk RealDrum names include Half Note Syncopated, Half Note Pulse, Half Note Pulse Tambourine, Funk 16ths, Funk '70s Pop, Funk Disco, Funk Georgia, Funk Upbeat, Funk Upbeat Tambourine, and Funk Syncopated Snare. With all of the instruments included

in RealTracks Set 240 you'll have no problem creating an amazing Funk band which can groove out with you anytime you want.

RealTracks Set 241: Swingin' Funk!

RealTracks Set 241 adds a Swingin' Funk band with exciting new electric bass, electric guitar, organ, electric piano, and Funk RealDrums to your library! The electric bass, electric guitar, organ, and electric piano are all playing a swinging sixteenth Funk style at a medium tempo. The electric bass lays down a smooth groove while the electric guitar adds a wahwah effect to the chords it plays in the middle of the fretboard. Both the electric bass and electric guitar include Direct Input (DI) versions which can be selected in the RealTracks picker. The electric piano has a warm, classic tone and the organ plays swirling held chords. All of the RealTracks include RealCharts which can be viewed either in the notation or lead sheet window. The RealDrums are all swinging Funk, and include such styles as Funk New Orleans, Funk Swing, Funk Swing Tambourine, Funk Swing 16, and an even 16 Funk style with a slight swing. All of the RealTracks and RealDrums in Set 241 add up to one amazing swinging funk ensemble ready to play whatever you have in mind!

RealTracks Set 242: Praise Break!

RealTracks Set 242 is powerful! This Set includes 7 different RealTracks and 3 different Drum styles. First you get a basic electric bass that plays long held chords with a slight pick-up played before the chord change. Second is an electric bass playing walking style on a 5-string bass. The third RealTrack combines these two separate RealTracks into one RealTrack with the basic style playing the 'A' section and the walking style playing the 'B' section. Next is the Organ, with its awesome whirling sound at sharp attack with the right hand, and long held chords with the right. The acoustic piano has two separate parts, a basic style with long held chords and soft melodic passages before the chord change, and another where the attack is heavier - after the held chords there is a poppy transition to the next chord. You can use these different pianos as individual RealTracks or you can use the RealTrack which has the basic style in the 'A' section and the busier style in the 'B' section. The 3 different RealDrums are PraiseBreak, PraiseBreakHat and Praise BreakHeavy. The first two have 5 substyles to choose from, and PraiseBreakHat has 6 substyles to select from. When all of these RealTracks are combined into a song it's like you're standing in a church listening to one of the best bands you have ever heard lead you in an uplifting song that brings out the praise!

RealTracks Set 243: Blues Baritone and Resonator Guitars

With RealTracks Set 243 there are some amazing Baritone and Resonator guitars RealTracks playing some real low-down blues. The first RealTrack is a baritone electric guitar playing a blues shuffle with a slow tempo; the baritone guitar plays a bass part as well as blues licks at the same time. The second baritone guitar also plays bass and licks together, but this time slightly faster with an even feel. Both baritone guitars have a Direct Input (DI) version available in the RealTracks picker. The next guitar is a shining resonator guitar that plays an even feel blues based on 8th note phrases. The final RealTrack is another incredible resonator guitar, this time played with a funky swing 16 feel at a ballad tempo. You'll be sure to find the right RealTrack to take a previously made or a brand-new blues song to the next level with RealTracks Set 243.

RealTracks Set 244: Jazz Background Horns with Jack Stafford

Looking for a smooth background Horn section playing either a ballad or a medium tempo swing from the super talented Jack Stafford? RealTracks Set 244 is your answer! Both of the two-part horn sections included in this set are made up of tenor and alto sax. The first RealTrack is a medium tempo horn section playing a background swing style; the background refers to the fact that these styles are not busy and do not stick out in a song. They are nice harmonies between the two saxophones and blend into the background of a song. The next RealTrack is a slow ballad two-part horn section with a swing feel. The individual instruments in each of these horn section RealTracks is also available as a RealTrack in the RealTracks picker. If you want to hear just a background ballad tenor or alto you can select that RealTrack and add it to your song. Each of these RealTracks also includes RealCharts which can be viewed in either the notation window or the lead sheet window. Try out RealTracks set 244 and you'll be adding a swinging horn section to as many Jazz songs as you possibly can.

RealTracks Set 245: Brent Mason - Country Blues Rock and More

You'll find an amazing collection of electric guitar and baritone guitar rhythm and soloist Country Blues and Rock styles all from the talented session great Brent Mason in RealTracks Set 245! The first two RealTracks are electric guitar rhythm styles; one is played high up on the guitar fretboard, and the other is played in a more standard position - together they make a powerful rhythm section! Add to this rhythm section a superb soloist playing a Country Blues and Rock style and you have three talented guitarists playing along with your song. The soloist guitar has notation available in the notation window. These three guitars have Direct Input (DI) options available in the RealTracks picker. Also included in RealTracks Set 245 are two baritone electric guitars: one is a Pop Country style with an even feel at a medium tempo and the other is a Country Workin' style with an even 16 feel at a slightly

slower tempo. Both of the Baritone guitars have Custom FX RealTracks that can be selected in the RealTracks picker. This will load up the direct input version of the baritones along with the Amplitube plug-in which allows you to craft your own amp sound. RealTracks Set 245 offers some amazing playing from Brent Mason which you can enjoy when you create your next Country, Rock, or Blues song!

RealTracks Set 246: Classic Country Piano with John Jarvis

RealTracks Set 246 includes four unique Country "Bent-Note" acoustic piano RealTrack from legendary player John Jarvis. "Bent-Note" refers to the style of playing which frequently uses grace notes into the third of the chord, closely as possible emulating the sound of a guitar bending notes. This style of playing was made popular by the great Nashville pianists of the '50s & '60s and it's performed expertly by John Jarvis. The first RealTrack is an acoustic piano Country ballad even style; this is a laid-back style which sounds amazing when combined with similar RealTracks. The next three RealTracks are all Country "Bent-Note" swinging acoustic piano styles but at slightly different tempos. The tempo range starts at a slow ballad but increases all the way up to a fast tempo. You can view the RealCharts for all of the included acoustic piano RealTracks in the notation window or the lead sheet window. These acoustic piano RealTracks all sound amazing when combined with other Country RealTracks and have a playing style which has not been available before as a RealTrack. Choose RealTracks Set 246 today, and you can have the amazing John Jarvis play your song while you sit at your computer!

RealTracks Set 247: Country Brushes and Percussion

RealTrack Set 247 is all RealDrums! A versatile selection of brushes, shakers, and tambourines laying down a simple beat are included! There are four different brushes styles, all just a simple brushes and snare, no full kit used here! The first two styles are Boom Chick styles; one an even 16 style, the other a slow swing 16 style. The next two brushes play a folk style; one an even 16th style, the other a swing style. All of the brushes styles include an A and B section with separate grooves for each. These are great for laying down a simple rhythm track in a stripped-down Folk song. Next, we have three shaker RealDrums: one a Celtic even 16 style, one a Folk even 16 style, and finally a Folk swing 16 style. Also included are two tambourine styles: one a Celtic even 16 style, and another train even 16 style. All of these RealDrums can be used through an entire song or they also sound great when added to a breakdown section of a song. With RealTracks Set 247 you get a wide range of sounds and grooves which you can experiment with whenever you feel like creating your own sound!

RealTracks Set 248: Oberkrainer! Folk Music from the Alps

For the first time ever, we are bringing you Oberkrainer RealTracks! The Folk music of the Alps! The Oberkrainer sound originated in Austria but since has moved to many different areas of the Alps where this unique style of music is immensely enjoyed. The instruments included in this folk style of music include the accordion, acoustic guitar, and a horn section made up of baritone horn, clarinet, and trumpet. The first seven RealTracks all have the same feel, starting with accordions playing an "Old World 2 Beat" style, and an "Old World 2 Beat Held Plus" style. Next, we have an acoustic guitar playing the "Old World 2 Beat" style; the horn section playing in this style can be selected as a RealTrack with all three instruments at once or you can select the baritone horn, trumpet, or clarinet to play as a single instrument track. All of these RealTracks are at a medium fast tempo and are played with an even 16 feel. The next seven RealTracks are an "Old World Waltz" style and are played at a fast tempo. These instruments include two accordions, one playing the style straight and one playing a held plus style. Also played in this style is an acoustic guitar and a horn section of clarinet, baritone horn, and trumpet. This horn section can be played all together or each instrument individually. When all of the separate instruments are combined into a classic Oberkrainer chord progression you will be blown away by the accuracy of the sound and your ability to control your own band with your keyboard and mouse.

RealTracks Set 249: Old Time Folk

RealTracks Set 249 includes some down home "Old Time" Folk RealTracks like the banjo, acoustic guitar, and fiddle. These RealTracks sound amazing when combined in a song and some of them, like the acoustic guitar "Folk Sorrow," stand out on their own. The first RealTrack is the banjo clawhammer playing and even 16 "Old Time" style at a medium tempo; the clawhammer refers to a unique style of picking used on the banjo. Also included are three acoustic guitars, one a "Groovin' Folk" swing 16 style, another an even 16 "Old Time" style, and then the "Folk Sorrow" style also with an even 16 feel. The final RealTrack is a soloist fiddle playing a Celtic Reel style with an even 16 feel at a medium tempo. All three of the acoustic guitars and the fiddle have RealCharts available which will show you the exact notation for each RealTrack. You can view the notation in the notation window or the lead sheet window or see what is being played on the guitar in the guitar window. RealTracks Set 249 has such a variety of instruments and grooves, there is no doubt that you'll be having hours of fun creating your own "Old Time" Folk songs!

RealTracks Set 250: Rockabilly Swing

With RealTracks Set 250 we offer a swinging Rockabilly electric guitar, acoustic piano, and drums like you have never heard before! The electric guitar is a rhythm style from the amazing session artist Brent Mason. It's an up-tempo swinging Rockabilly style with a classic Rockabilly tone, echo and reverb, with some amazing licks played as well. There is also a direct input RealTrack available in the RealTracks picker which will load the Amplitude plugin to create a unique amp sound for the electric guitar. The acoustic piano plays a swinging Rockabilly style with lots of classic Rockabilly phrases of 8th notes and triplets. You can see the RealCharts for these RealTracks in the notation or lead sheet window. You can also watch what's being played on the piano in the Piano Window and see the guitar on the fretboard in the Guitar Window. The RealDrums in this set are playing a swinging BoomChicha style which fits perfectly with the RealTracks in this set. There are six RealDrums variation made into 15 different substyles to choose from in the RealDrums picker. Get ready to use RealTracks Set 250 to create some vintage sounding songs in a Rockabilly style!

RealTracks Set 251: Traditional Celtic Percussion

RealTracks Set 251 is all RealDrums! That's right... an entire set of RealDrums playing all traditional Celtic percussion utilizing the bodhran and the spoons! Each RealDrums groove is included on both bodhran and spoons. These include the Polka, Slide, Reel, Slow Reel, Jig, HornPipe and Slip Jig. Each of these styles of music has its own unique feel, like the Polka which is a two-beat style, or the Slide which is in 12/8 time. Try combining these RealDrums with other Celtic RealTracks and you will have your own Celtic group before you know it! If you want to create some traditional Celtic music and you need your own personal rhythm section, look no further than RealTracks Set 251.

RealTracks Set 252: Modern Country Pedal Steel

RealTracks Set 252 includes an amazing assortment of Pedal Steel playing a variety of Modern Country background styles. The first RealTrack in this set is a "Dreamy" even 16 pedal steel playing at a slow tempo. The next RealTrack is a "Pop Country" style with an even feel at a medium tempo. Next, we offer a ballad "Atmosphere" pedal steel played with an even 16 feel; A "Crossover" swing 16 pedal steel, which is at a medium to slow tempo, depending on the other instruments you accompany with. The final RealTrack included is an up-tempo waltz style with a swing feel. All of these RealTracks include RealCharts which can be viewed in the notation or lead sheet window. The included Direct Input (DI) versions can be selected in the RealTracks picker. Since all of these pedal steel RealTracks are "background" styles, they sound best when added to a song when another layer of sound is required that won't distract from the overall song. Start experimenting with RealTracks Set 252 and you will truly be amazed at the sound possibilities!

RealTracks Set 253: Country Fingerpicking with Joe Robinson

There is an incredible collection of acoustic guitar RealTracks by the amazingly talented Joe Robinson in RealTracks Set 253! All of the different styles have a high and a regular performance, which are selected as separate RealTracks. The first style is a slow swinging waltz acoustic guitar with a high and a regular RealTrack. The next style of playing is a Nashville swing style at a medium slow tempo, both high and regular versions. Also included is a BoomChick style that has an even 16 feel at a medium tempo and these also come in a high and regular. Finally, there is a slow BoomChick swing style that has both a high and regular part; you can select "Simple" versions of the BoomChick RealTracks in the RealTracks picker. This removes any embellishment from the playing when the RealTrack is generated. All of these RealTracks include RealCharts which can be viewed in the notation window or the lead sheet window. Plus, you can follow along on the fretboard in the guitar window. Joe Robinson is such a skilled guitar player, and we are incredibly fortunate to capture his performances for RealTracks set 253!

RealTracks Set 254: 12-key Hi-Q-Tab Brent Guitar, 12-key Eddy Pedal Steel and 12-key Mike Piano

We are excited to introduce two new features in this RealTracks set - 12-key instrumentation and Hi-Q notation! This one-of-a-kind set features the talents of Mike Rojas, Brent Mason, and Eddy Dunlap! 12-Key instrumentations are recordings of all instruments in all twelve keys! This improves the quality of audio by removing the need to transpose these RealTracks digitally. What you hear is exactly what was recorded in the studio! Hi-Q Notation offers improved notation functionality for the Guitar and Pedal Steel RealTracks, which provides accurate transcriptions of bends, slides, hammer-ons, pull-offs and more! This also allows transcriptions that are easier to read and learn! Including Brent Mason on Guitar, Mike Rojas on Piano, and Eddy Dunlap on Pedal Steel, each suitable for any genre! These Tracks also include Direct Input for both Guitar and Pedal Steel so you can sculpt your own tones! Add this definitive set of RealTracks to your collection today!

RealTracks Set 255: Amazing Modern Pedal Steel

RealTracks Set 255 adds 4 new pedal steel RealTracks to your library, with exciting modern sounds! These RealTracks will sooth your soul! With Eddy Dunlap performing on each RealTrack, this collection ranges from warm, sunny sounds to cool breezy passages. There is a "dreamy" Country ballad, and a "George" style that will

mellow your mood, and a spacious and somber sounding RealTrack that's great for a relaxing day. Finally, we have an upbeat jam with crunchy and crisp tones that is perfect for those long drives! These RealTracks contain many slower riffs and long pedal steel passages, excellent for accompaniments! Each RealTrack was recorded with the artists unique tone, but each one also has a "Direct Input" option, allowing you to create your own sound! Combine these with other styles to get some incredible results!

RealTracks Set 256: Brent Mason Nylon Guitar

Named one of the "Top Ten Session Guitarists of All Time," Brent Mason takes the spotlight on this RealTrack set! Featuring warm tones and clean picking rhythms, this easy to listen to collection of nylon guitar will be a classic set for years to come. Each RealTrack contains sweet picking tones to Classic Country riffs and more! There are 8 RealTracks included with this set, each each with their own unique playing style. The performances in RealTracks Set 256 are diverse ranging from ballads, contemporary Country, and Waltz styles. Add Brent Mason to your collection today!

RealTracks Set 257: A Taste of Peru

Straight from the streets of Peru, these ethnic Peruvian RealTracks styles are the worldly sounds you're looking for! These RealTracks include a wide range of authentic instrumentation including ethnic percussions such as Cajon, Cowbell, Quijada, and Castanets! his RealTracks set also features nylon, and bass guitars, played traditional Latin American rhythms! Get your ticket and explore these new Peruvian sounds today!

RealTracks Set 258: Latin America

Take a trip to the island of Puerto Rico with this traditional Latin American RealTracks Set! These 9 RealTracks are dedicated to exploring traditional Latin American music! A variety of styles are available from sweet 16th picking on nylon guitar to genuine walking bass lines that will keep you tapping your toes! Featuring instruments like Maracas, Guiros, Chajchas, Charango, Bongos, and more! Add these authentic sounds to your RealTracks collection - Don't miss this fiesta!

RealTracks Set 259: Old Time and Celtic

Enjoy the hearty sounds of Celtic instrumentation with RealTracks Set 259! This includes 6 diverse Realtracks with influences in Polka and Folk! The different rhythms include Ev16s, Swing, and Triplets shuffle. The tempos range from slow ballad-type to galloping upbeat rhythms. This Celtic RealTracks set also includes acoustic guitars, piano, and even an auto harp! Be sure to add this to your collection today!

RealTracks Set 260: Celtic Harp

Become entranced listening to thecaptivating, and magical serenades of Sharlene Wallace, one of Canada's most influential harpists! You'll lose yourself in the symphonic melodies of the Celtic styles, Waltzes, even 16ths, and classic jigs in this elegant RealTracks set. Add this golden award-winning harpist to your RealTracks collection today!

RealTracks Set 261: Sounds of Hawaii

Aloha! Discover paradise with the Hawaiian sounds of RealTracks Set 261! This collection of Hawaiian swing Realtracks features traditional ukelele and pedal steel, which are perfect for that laid-back island vibe. The pedal steel also comes with a Direct Input option so you can create your own tones! Sit back with the soothing Sounds of Hawaii!

RealTracks Set 262: Great Country Drums with Shannon Forrest

Add the sound of one of Nashville's finest session drummers to your studio! If you listen to country radio, there's a good chance you've heard of drummer, Shannon Forrest. Shannon has built a reputation as a session ace and is constantly in demand by chart-topping artists! This exclusive set includes five RealTracks in various rhythms including driving pop 8ths, modern styles, pop 16ths, and more! Add Shannon Forrest to your collection today and get access to one of the best session drummers in the industry!

RealTracks Set 263: Songwriter's Guitar and Cello Toolkit

Looking to add more variety to your collection? Look no further! The Songwriters Guitar and Cello Toolkit is here! This versatile set offers eleven new RealTracks including rhythms, backgrounds, finger-picking, resonators, and even a soloist! The diversity of this RealTracks set is phenomenal for any genre including Classical, Folk, Soft-rock and more! Get inspired, pick up your copy of this incredibly well-rounded collection today!

RealTracks Set 264: Crooner Bossa Big Band!

Our popular Crooner styles are back and are included in RealTracks Set 264! These smooth background Bossa RealTracks help set the mood for a sophisticated evening. This includes a stylish variety of elegant Jazz horns including tenor, alto, baritone, muted trumpets and more! RealTracks set 264 is played with an Even feel style. Shaken or stirred, get these Classy Crooner Bossa Horns in your collection!

RealTracks Set 265: Crooner Ballad Big Band!

Crooner styles are back by popular demand in RealTracks Set 265! This Big Band Ballad influenced set will soothe your soul. Included are a grand range of smooth horns such as alto saxophone, flugel horns, tenor saxophone, trumpets, and more! Float away with all twelve tracks, each of them played in traditional Jazz swing. RealTracks Set 265 is excellent for any project, listen to our demos and find out for yourself!

RealTracks Set 266: Jazz & Funk Potpourri

RealTracks Set 266 features a wide variety of great jazzy & funky RealTracks. It includes such diverse RealTracks as jazz waltz soprano sax, rockabilly jive guitar soloing, and dixieland banjo! There are also exciting funk RealDrums, and tango piano. And, to top it off we're including 2 "12-key" jazz guitar comping styles. These RealTracks were recorded in all 12 keys, so there is no digital pitch shifting of the audio, which means the audio quality will be pristine no matter what key your song is in!

RealTracks Set 267: More Blues: Blues with Brent and Mike

It's all about the Blues with RealTracks Set 267. What else would you expect when you put Brent Mason and Mike Rojas in a room together? Brent solos over the Blues in every which way – he swings, he shuffles, he plays it straight. Several of these RealTracks are in 12/8, and because of Brent and Mike's versatile playing, this means you now have a huge variety of guitar solos at your fingertips, not to mention piano rhythm tracks that run the gamut from gentle acoustic piano accompaniments to dirty and distorted organ licks. This is a huge set of fifteen RealTracks – any Blues musician would do well to add these killer recordings into their collection.

RealTracks Set 268: Gypsy: Accordion, Piano, and Guitar

This is a set of wonderful Gypsy Jazz RealTracks in the modern tradition, with piano, nylon-string guitar, and accordion all swapping between rhythm and lead duties. There's a set of world-class musicians here, with the likes of guitarist Quinn Bachand, pianist John Jarvis, and accordionist Cory Pesaturo all going to work. Lovers of Gypsy Jazz will find much of interest here, with more sprightly runs and diminished-scale phrases than they can shake a stick at. The six RealTracks in this set can be twisted and shaped into the user's most far-out Gypsy Jazz desires and leave plenty of room for Reinhardt roleplaying as well!

RealTracks Set 269: Smooth Soul with Brent and Mike

Set 269 offers eight smooth RealTracks that feature the guitar playing of Brent Mason with Mike Rojas on keys. These are some real slow burners that will please musicians who are trying to craft their own masterpieces. Mike and Brent play in perfect unison, offsetting subtle wah guitar with a straight-ahead acoustic piano progression or ducking around a driving organ riff with a classic single-coil rhythm guitar sound. Brent's solos here are exploratory and rewarding and mix wonderfully with Mike's confident right-hand comping.

RealTracks Set 270: Modern Pop Waltz, 8ths, & 16ths with Zane Carney

This is an awesome set of feel-good guitar RealTracks played by the ever-impressive Zane Carney. If you're looking for strong rhythm guitar tracks played at the same caliber that he gives to some of the greatest musicians in the world, these Pop Waltz RealTracks are for you. A versatile set of both straight-ahead and swung 8th and 16th note rhythms make this a must-have for Pop aficionados. Direct Input recordings of all the RealTracks in this set allow you to control the tone – it's like having Zane Carney in your band!

RealTracks Set 271: House and More

Get the party started with Tropical House RealTracks Set 271! Featuring twelve RealTracks of synthesizer glory, these upbeat nightlife sounds of Ibiza will keep you dancing all night long! Set 271 Includes synthesizer leads, bass lines, piano, and organic percussion lines! All accompanied with a thumping kick drum designed to rumble the room! Don't miss out on this exciting set. All of these are in even time signatures and will combine well other RealTracks - great for coming up with new ideas!

RealTracks Set 272: Rap and Hip Hop

RealTracks Set 272 offers twelve distinct RealTracks dedicated to Rap and Hip-Hop! These includes chest rattling bass drums, sizzling hi-hats, cracking snares, earth shaking sub basses, synthesized strings, and more! Each of the RealTracks are in common time and will work well with any RealTracks Sets you already have. Experiment with these to come up with great new ideas! Don't miss out!

RealTracks Set 273: Hard Rock Shuffle

This Hard Rock shuffle set is guaranteed to get you jamming in no time! RealTracks Set 273 is here bringing eleven RealTracks of content filled with crunchy guitars, groovin' rhythms and catchy riffs! This set includes medium tempo to pedal to the metal RealTracks, influenced from British Hard-Rock, Punk, and more! RealTracks set 273 also supports Direct Input functionality giving you full control of the guitar tone! Ready to cruise the highway? Pick up RealTracks Set 273 today!

RealTracks Set 274: Hard Rock Straight Ahead

Coming straight out of the jukebox, RealTracks Set 274: Hard Rock Straight Ahead is here! Includes fourteen (Yes fourteen!) RealTracks of thrash guitar riffs, moving bass-lines, edgy guitars and expressive progressions. You won't want to miss out on this set. All the RealTracks are recorded in even time and the tempo ranges from mid to fast. All influenced by 70s Rock, Grunge, and more! Listen to some of demos' - you won't be disappointed!

RealTracks Set 275: Retro 60s Drums

Bring back the classic 60s drum sound to your studio with RealTracks Set 275! Influenced by the classic rock era of the 60s, set 275 brings a range of different rhythms, best suited for Surf Pop, Mo-Town, and Rock-n-Roll! It has both even and swing feels, along with upbeat tempos throughout each of the RealTracks. This collection includes big bass drums, popping snares, airy hi-hats, and sizzling' tambourines! Great for any project involving percussion!

RealTracks Set 276: Pop Percussion

RealTracks Set 276 offers a wide variety of popular percussion instruments including Agogo bells, Bongos, Congas, Tambourine and more! Most of the RealTracks in this set are played in even style, making it a great option to give your percussion tracks the final touches it needs. Add these seven RealTracks to your library today!

RealTracks Set 277: Pop and Rock Drums with Shannon Forrest

Get access to one of the most accomplished session drummers from Nashville: Shannon Forrest! Set 277 includes eleven RealTracks in a variety of drum styles from Pop Rock to Modern Pop Ballad. This is one set you do not want to miss! The feels between each of the RealTracks are mixed between even and shuffle, making RealTracks Set 277 an excellent fit for any project that demands professional drumming!

RealTracks Set 278: Shiny Vocal Oohs & Aahs!

For the first time ever, you can generate backing vocals in Band-in-a-Box with amazing "oohs" and "aahs" vocal arrangements! Included with RealTrack Set 278: Shiny Vocals Oohs and Aahs, is a three-part, six-voice arrangement – which you can use all together in your song or individually for more delicate textures! The male and female parts were recorded by renowned Nashville vocalists David Wise and Shelly Justice. Check out some demos to discover the possibilities!

RealTracks Set 279: Americana - Slow Groovin' 12-8 & 16ths

One of our most frequent requests has been authentic "Americana" styles, and with this new set, we've provided! With RealTrack Set 279: Americana: Slow Groovin' 12-8 & 16ths you'll find bass, guitar, and fiddle parts played by authentic Americana artists – straight from the heart of Nashville! With this RealTrack Set, you'll be able to create tracks for your songs played by the incomparable Byron House, Brent Mason, Colin Linden, Andy Leftwich, and Bryan Owings! With built-in RealCharts, you'll be able to follow along with notation and guitar tab – an invaluable learning tool for any musician!

RealTracks Set 280: Americana - Gritty Blues & Rockabilly Swing

Looking for a faster tempo Americana vibe with a throwback feel? RealTracks Set 280: Americana - Gritty Blues & Rockabilly Swing is just what you need! This set features Nashville session musicians Byron House, Brent Mason, Colin Linden, and Mike Rojas playing acoustic bass, electric guitar, piano, and drums for two complete bands! Want to follow along with the pros? No problem - with the RealCharts notation and guitar tabs built into the tracks, it's never been easier!

RealTracks Set 281: More 12-key Hi-Q-Tab Brent Guitar, 12-key Eddy Pedal Steel, 12-key Mike Piano, and 12-key Byron Bass

With RealTracks Set 281 we've added to our 12-key collection of RealTracks with exciting new Guitar, Pedal Steel, Electric Bass, and Piano styles! With many other RealTracks, they are not recorded in all 12 keys, but the missing keys are provided with automated pitch shifting. With these 12-key RealTracks, they were recorded in all 12 keys. This means that there will never be audio degradation from pitch shifting, and it also means that from a learning perspective you can always be confident that what you're hearing is exactly what the musician played. And, it includes some of the world's top session players, including Brent Mason on guitar, Eddy Dunlap on pedal steel, Mike Rojas on piano, and Byron House on electric bass!

RealTracks Set 282: Country Songwriter - Guitar & Keys

Have lyrics scribbled down but still searching for the perfect country sound to create your song? In RealTracks Set 282: Country Songwriter - Guitar & Keys you'll find the acoustic guitar, piano, and organ tracks you've been dreaming of! With both swing 8ths and even 8ths styles recorded in a variety of tempos, Brent Mason (guitar) and Mike Rojas (piano) have created the perfect rhythm tracks for any country blues or country folk song you can imagine! Experiencing writers block? Have a listen to these RealTrack demos to find some inspiration!

RealTracks Set 283: Jelly-Roll Country Harmonica

The name says it all! Looking for an authentic and soulful harmonica background for your country song? RealTracks Set 283: Jelly-Roll Country Harmonica includes six Kirk "Jelly Roll" Johnson harmonica RealTracks – recorded in both even and swing feels and fast and slow tempos. Complete with built in RealCharts, you'll be able to see notation for the track and follow along as Jelly Roll Johnson plays his harmonica over any chord progression you enter!

RealTracks Set 284: "Canadiana" Old Time Guitar, Banjo, and Foot Stompin'

Introducing the sounds of The True North, strong and free! RealTracks Set 284: "Canadiana" Old Time Guitar, Banjo, and Foot Stompin' includes ten acoustic guitar, tenor banjo, and foot stomping drum tracks. Recorded with Victoria, British Columbia talent, Quinn Bachand, these tracks are sure to bring you back to your childhood and get you up on your feet!

RealTracks Set 285: Celtic Piano & Harp

Sit back and be transported to another time and place as you experience a blend of traditional Celtic jigs with a modern, folky twist. RealTracks Set 285: Celtic Piano & Harp includes eight Celtic acoustic piano tracks by Dave Milligan and three classical and folk inspired harp tracks by Sharlene Wallace. Recorded at various tempos and in both even and swing feels, these tracks are the perfect addition to any Celtic jig, reel, or polka!

RealTracks Set 286: Pop & Rock Guitars with Brent & Joe

We've added more pop and rock RealTracks with two of Nashville's finest musicians: Joe Robinson and Brent Mason! RealTracks Set 286: Pop & Rock Guitars with Brent & Joe features two electric guitar soloists and three acoustic guitar rhythm tracks. The soloists were recorded specifically geared towards the beginner musician, with simple, but very tasty licks. The rhythm acoustic guitars are great songwriting tools, and sound great used by themselves or in a band mix!

RealTracks Set 287: Pop Songwriter - Acoustic Guitar

When was the last time you were sitting by the fire - wishing you had an acoustic guitar to map out the song that just popped into your head? With RealTracks Set 287: Pop Songwriter - Acoustic Guitar you have all the tools you need to turn that idea into a pop song reality. This set contains six acoustic guitar tracks from three exceptional Canadian musicians – Fintan O'Brien, Quinn Bachand and Colin Linden! With both notation and guitar charts built into every track, you can quickly learn your new song and play it for your friends at the next marshmallow roast!

RealTracks Set 288: Southern Pop Drums with Land Richards

Every good Soul or RnB record needs a drum part you can really groove to. In RealTracks Set 288: Southern Pop Drums with Land Richards you'll find seven different drum variations sure to get your audience swaying. Whether it's a slow building jam or a faster tempo southern groove you're looking for, world renowned session musician Land Richards has you covered! Check out the demos below to get a feel for everything this set has to offer!

RealTracks Set 289: Fretless Bass, Pop Keys, and Punk Drums

This set features an eclectic mix of different RealTracks for different purposes. We've added 3 new fretless bass styles playing a variety of pop grooves. In addition to that, there is a plethora of pop piano and organ styles from Nashville great Mike Rojas. And, to round out the mix, we've added two exciting new Punk RealDrums, which work great with our previously released Electric Guitar and Bass Punk styles!

RealTracks Set 290: More Pop Percussion Singles

Are you looking for that perfect percussion instrument to add the final touches to your song? RealTracks Set 290: More Pop Percussion Singles adds even more percussion instruments to our current library. Play along as in-demand session percussionist Jim McGillveray delivers a variety of shakers, congas, cowbells, tambourines, and woodblock!

RealTracks Set 291: Modern Dancehall

RealTracks Set 291 features electronic RealTracks instruments with roots in Jamaican culture: Modern Dancehall. This set features a band of electronic drums and various synths, with percussive and spacey tones that will transport you! There are 9 RealTracks in this set, as well as various combinations of A-B variations.

RealTracks Set 292: Klezmer!

Explore the unique and traditional celebratory music style of Eastern Europe – Klezmer! You'll rediscover polka with these nine accordion, bass, guitar, and drum tracks. For this set we called in the experts! Check out the demos to see how Cory Pesaturo (accordion), Neil Swainson (acoustic bass), Quinn Bachand (acoustic guitar), and Terry Clarke (drums) navigate this high energy, fast tempo style!

RealTracks Set 293: A Taste of Europe - France, Italy, and Sweden

These tracks will make you feel like you're floating through Venice in a gondola, sipping Champaign at a French delicatessen, or tasting micro-brew at a Stockholm festival. RealTracks Set 293: A Taste of Europe - France, Italy,

and Sweden takes you on a European adventure – with fourteen accordion, guitar, bass, and drum tracks from the incredibly talented Cory Pesaturo, Quinn Bachand, Neil Swainson and Terry Clarke!

RealTracks Set 294: Big Band "Crooner Shout" Soloist!

Some of our most popular recent RealTracks have been our exciting “Crooner Big Band” RealTracks, and with RealTracks Set 294 we’ve expanded this with our “CroonerShout” RealTracks. In Big Band music, the “Shout Chorus” is an arranged solo featuring harmonized instruments. With these RealTracks, that’s what you get: intricate soloing with all of the big band instruments harmonized! It features arrangements that utilize two alto saxes, two tenor saxes, flute, baritone sax, and 5 trumpets! And, the individual instruments can be used on their own as well as in the context of the entire ensemble.

RealTracks Set 295: Jazz Potpourri with 12-key Guitar, Jazz-Soul Piano, Jazz Strings, and Percussion

Who doesn’t love a little musical potpourri? In RealTracks Set 295: Jazz Potpourri with 12-key Guitar, Jazz-Soul Piano, Jazz Strings, and Percussion we give you nine jazz strings, guitar, piano, and percussion tracks to spice things up! This set features a lush background strings pad, electric guitar jazz comping with Oliver Gannon, Mike Rojas playing piano, and Jim McGillevery and Alex Acuna on the percussion.

RealTracks Set 296: Modern Jazz Bass & Drums

Requested by our loyal customers, RealTracks Set 296 features a set of modern jazz basses & RealDrums. It features even styles such as a 16ths groove, a latin ballad style, and a jazz8ths style, as well as a slow jazz ballad bass with tasty, sparse lines. With a duo of jazz greats like Neil Swainson (acoustic bass) and Terry Clarke (drums), how could you go wrong?

RealTracks Set 297: More Smooth Jazz & Fusion

Can you ever have enough Smooth or Fusion Jazz? We certainly don’t think so – here are 10 more tracks to expand your library! With RealTracks Set 297: More Smooth Jazz & Fusion you’ll discover a world of silky bass tracks from Neil Swainson, fusion piano styles from Jeff Lorber, and smooth brushes and fills from Terry Clarke and Jim McGillevery! You’ll also find RealChart notation to help you learn, teach, and share your new song.

RealTracks Set 298: Mariachi!

Hold onto your sombrero, the Mariachi band is here! For the first time ever, we’ve released authentic Mariachi RealTracks in RealTracks Set 298: Mariachi! To ensure a true Mariachi flavour, we’ve recorded traditional vihuela tracks along with nylon guitar with guitar sensation Ramon Stagnaro and as well as guitarron (a Latin American bass instrument) from the incredibly talented Juan Jimenez. Don’t miss out on these one-of-a-kind RealTracks!

RealTracks Set 299: Rootsy Blues Guitar & Piano

Get ready to shuffle, slide, sway, and shake with the tracks included in RealTracks Set 299: Rootsy Blues Guitar & Piano. This set includes three guitar and two piano tracks. The folk blues guitar is played by non-other than virtuoso Brent Mason, while the blues and ragtime guitar tracks are played by the renaissance man himself - Colin Linden. Add in Mike Rojas on piano and it’s a rootsy blues trio that’s hard to beat!

RealTracks Set 300: Smokin’ Fast Jazz Bass

Ready to take it up a notch? In RealTracks Set 300: Smokin’ Fast Jazz Bass, Neil Swainson speeds to first place with this incredible collection of seven acoustic bass RealTracks that even the most proficient bass players would be in awe of! Want to try and keep up? The tracks all have built in RealChart notation to help you learn the parts!

More about RealTracks

For full descriptions and demos of all of the RealTracks sets, please go to www.pgmusic.com and see the RealTracks page, http://www.pgmusic.com/products_realtracks.htm. While you’re there be sure to check for new releases.

Appendix B: MIDI SuperTracks Sets

MIDI SuperTracks Set 1 – Pop Piano and More

MIDI SuperTracks Set 1 features a combination of exciting Pop and Rock piano by Nashville legend John Jarvis, and also features synth pad styles to add color to your Band-in-a-Box creations! Like RealTracks, MIDI SuperTracks are actual performances by real studio musicians, playing over any chord progression you enter into Band-in-a-Box, but because they're MIDI you have complete control over the final sound. You can pick your own favorite stand-alone or VST synth, choose any patches you like, and even edit the individual MIDI notes!

MIDI SuperTracks Set 2 – All Jazz

MIDI SuperTracks Set 2 adds essential jazz styles to your MST collection. There are bossa, jazz swing, and jazz waltz styles, performed at multiple tempos on multiple instruments. We include bass, piano and organ styles in all of these genres, and for each one, no matter what tempo you set your song to, you're going to get a great MIDI track! Because they're MIDI, you can pick whatever instrument you want, and use whatever stand-alone or plugin synths you want. For example, the bass styles were recorded with acoustic upright bass in mind, but you can easily switch to electric bass, or even analog synth bass, you have complete control.

MIDI SuperTracks Set 3 – Sweet Country Piano

MIDI SuperTracks Set 3 adds some sweet country piano to your collection of Band-in-a-Box styles. All of these MIDI SuperTracks are performed by Nashville legend John Jarvis, and it includes 'solo-accompaniment' styles (intended to work well on their own to back up a singer or soloist) as well as rhythm styles that blend in beautifully with our previously released rhythm section RealTracks or MIDI styles.

MIDI SuperTracks Set 4 - Folk, Pop & New Age

This set features contemplative piano styles, as well as lush strings styles. There are 6 piano MIDI SuperTracks, featuring Celtic styles as well as a variety of New Age grooves, and very useful strings that can be used in pop, country, or new age settings.

MIDI SuperTracks Set 5 - Jazz Piano - Old and New

Something old & something new is the theme with MIDI SuperTracks Set 5! For the old, we have "4-to-the-bar" comping piano styles with chording in the left hand and inventive background melodic lines with the right hand. There are also classic "rolling stride" styles, and a romping "40s Boogie" piano. For the new, we have 3 tempos of modern jazz, a sophisticated and subtle piano style that works great with RealTracks bass & RealDrums!

MIDI SuperTracks Set 6 - Latin Piano

This set features 6 Latin Piano styles that range from a slow Bolero to a fast Montuno & Guaracha! These MIDI SuperTracks pianos blend beautifully with RealTracks bass & percussion, and because they're MIDI, you can pick the piano sound YOU want, or even pick a different instrument!

MIDI SuperTracks Set 7 - Smooth Jazz & Funk Piano

For your Smooth Jazz compositions, MIDI SuperTracks Set 7 features piano styles for 5 different Smooth Jazz grooves. Pairing them with our Smooth Jazz RealTracks provides you with the smoothest sound of all.

MIDI SuperTracks Set 8 - More Country Piano

RealTracks Set 8 runs the gamut of country piano with 12 piano styles! These are extremely useful, providing understated accompaniment to your country band, whether the band is playing slow ballads, waltzes, or country swing at any tempo.

MIDI SuperTracks Set 9 - Praise & Worship Piano

The MIDI SuperTracks Set 9 pianos are extremely useful no matter what the musical genre. There are 7 unique styles to choose from here, and in addition to that there are variations that use one style for the 'A' section of your song, switching to new parts at 'B'.

MIDI SuperTracks Set 10 - New Orleans Piano & More

MIDI SuperTracks Set 10 has a diverse selection of piano MIDI SuperTracks styles in genres ranging from New Orleans Boogie to fast Pop Waltz. The set is comprised of two New Orleans Boogie styles (rhythm and soloist), one New Orleans Pop style, two Pop 16ths styles, a fast Pop Waltz style, and a Roots Pop style for a total of seven styles. The showcase New Orleans MIDI SuperTracks are performed by professional pianist Kevin McKendree. Some of these MIDI SuperTracks also have a 'simple' variation, which can be selected to make the style even more basic, if that's what your Band-in-a-Box song demands. The precise notation for these styles make it a great learning tool. You can print out the lead-sheet, or follow along with the on-screen notation, or view what's being played on the on-screen piano keyboard.

MIDI SuperTracks Set 11- Blues, Funk & More

In MIDI SuperTracks Set 11 you are going to find a wide variety of tempos, styles, and instruments. Included in this set are 2 Clav MIDI SuperTracks, 2 Electric Piano MIDI SuperTracks, and 4 Piano MIDI SuperTracks with a total of 10 styles! First is the FunkyGroove 60sJohn MIDI SuperTracks which plays a classic funky style. This MIDI SuperTracks uses the Electric Piano patch. Also using the Electric Piano patch is the Piano, Electric, Rhythm SlowBluesy12-8John Sw 085. With a style reminiscent of the '50s and '60s, this MIDI SuperTracks can be incorporated into many different styles of music. The two styles that use the Clav patch are the FunkyGroovin70sJohn and the FunkyTriplets70sJohn MIDI SuperTracks. Both play a unique style which is instantly recognizable and can be used in multiple compositions. There are three '80s Pop MIDI SuperTracks, playing a wide range of tempo from a ballad all the way to a medium tempo. These MIDI SuperTracks are versatile and can be incorporated into classic compositions or modern tunes. The final MIDI SuperTracks is a soloist in the style of TexasBlues RockSlow 12/8. This MIDI SuperTracks plays long runs all in a 12/8 time signature. All of these MIDI SuperTracks can be viewed in the notation window to see exactly what the performer is playing. Be sure to check out MIDI SuperTracks set 11 to see all of the potential MIDI available.

MIDI SuperTracks Set 12 - World Synths

Fasten your seatbelts because MIDI SuperTrack Set 12 - World Synth has an amazing selection of synths with some truly outstanding sounds! This set includes a variety of synthesizer MIDI SuperTracks, from hard rock, jazz funk, to meditative new age styles that feature world synths. There is a hard rock fat chording synth style that will complement any rock/pop songs you have. There are two styles dedicated to jazz funk - monophonic synth bass and a bright lead background style. All of these MIDI SuperTracks are played with an even feel so they will work well with any pop/rock/jazz songs you might have. The Shakuhachi & Koto MIDI SuperTracks are quite mellow in comparison, and although they are presented as new age elements, they might complement any even groove style you are working with. All of the styles in this set include RealCharts so you can see exactly what notes are played and learn to play along.

MIDI SuperTracks Set 13 - Jazz Electric Piano

MIDI SuperTracks Set 13 offers a collection of electric piano MIDI SuperTracks that will add a modern edge to your traditional Jazz combo. The set is comprised of two Bossa styles, two classic Jazz styles, a slow Jazz Ballad style, and a medium tempo Jazz Waltz style for a total of six styles. They all feature Vancouver piano virtuoso Miles Black, and each one uses sophisticated voicings and rhythms, without being too busy. And each one also has a 'simple' variation, which can be selected to make the style even more basic, if that's what your Band-in-a-Box song demands. The precise notation for these styles make it a great learning tool. You can print out the lead-sheet, or follow along with the on-screen notation, or view what's being played on the on-screen piano keyboard.

MIDI SuperTracks Set 14 - JazzPop Piano

Full of skilfully executed rhythm tracks, MIDI SuperTrack Set 14: JazzPop Piano is a collection of laid-back styles perfect for your next composition. With a combination of 5 MIDI SuperTrack Piano included in set 199, there is a large spectrum of playing styles covered. Starting with the two EZ Listening pianos, created to cover both Jazz and Pop chord progression, they can be used in a variety of compositions. The MIDI Electric Piano plays a relaxed style with a warm electric piano tone. The Jazz Rock Electric Piano plays slightly upbeat and when added to a composition can bring out a bright pop side. The final two styles in set 199 are Electric Piano Jazzy Swingin Pop. The Jazzy Swingin Pop MIDI SuperTrack plays a bouncy attack with a soft, warm tone which gives this MIDI SuperTrack a relaxed feel. All of these MIDI SuperTracks include RealCharts which can be viewed in the notation window or on the on-screen piano keyboard. With a wide variety of feel, style, and tone, MIDI SuperTrack Set 14 is ready to be the next go to set of MIDI SuperTrack when using Band-in-a-Box or RealBand.

MIDI SuperTracks Set 15 - Kenny Barron Jazz Master

With MIDI SuperTracks Set 15, we present legendary pianist Kenny Barron comping in a variety of jazz grooves. You can enter any chord progression into Band-in-a-Box, and you can get this master backing you up. Combined with our previously release RealTracks & MIDI SuperTracks, you can have a smokin' rhythm section for medium jazz swing, slow ballads, slow or medium bossa, or fast bebop! And, because they're MIDI, you have complete control over the sound. Have a favorite piano VST? You can hear Kenny playing on it! Decide you want to hear what these great comping styles sound like on vintage electric pianos? Go for it! And you also have complete editing control, right down to every individual note!

MIDI SuperTracks Set 16 - Killer Country Soloists

With MIDI SuperTracks Set 16 you get the great playing country solos of John Jarvis with the flexibility of MIDI. This set includes 8 MIDI SuperTrack styles all playing amazing solos in a country style. 5 of the MIDI SuperTracks are played with a swing feel and the other 3 are played with an even feel. The tempos range from slow ballad to fast

and are all executed with the excellent skill of premium pianist John Jarvis. With the flexibility of MIDI, you can choose your own synth to get the exact piano sound you want. You can also copy the track to the Melody track and make edits to the style if you'd like. Be sure to add one of these solos to your next country composition.

MIDI SuperTracks Set 17 - More Great Country Piano with John Jarvis

MIDI SuperTrack Set 17 is full of awesome country piano played by the amazing John Jarvis. In this set you will find Seven MIDI SuperTracks with Seven styles available. You get Country in 12/8 with a Ballad feel and a faster country ballad at a medium tempo. There is an even feel slow country MIDI SuperTrack as well as a fast even feel MIDI SuperTrack Piano. There is a hard-hitting Rock even feel MIDI SuperTrack and a Country Shuffle at a medium tempo. The final MIDI SuperTrack in the set is Country Waltz at a slow tempo. All of these MIDI SuperTracks have the notation available for them so you can see exactly what John Jarvis is playing. All of these amazing MIDI SuperTracks are available in Set 17.

MIDI SuperTracks Set 18 - Funky Piano & Synth

This MIDI SuperTracks set includes five Funky instruments that will fill out or change the mood of your Funk songs. The set is comprised of two electric pianos and three synthesizers. One of the electric pianos plays in the style of a clavinet while the other has a more subdued playing style. The three synthesizers include an electric flutes synth, a funky plucking synth, and a thick Funky pad synth. All of these MIDI SuperTracks have corresponding Hi-Q patches which are already preloaded into the included styles. Bring your Funk compositions to a whole new level with MIDI SuperTracks 18 - Funky Pianos & Synths!

MIDI SuperTracks Set 19 - Rockabilly Piano

This MIDI SuperTracks set includes seven pianos in two main musical styles: Rockabilly (5 styles) and New Orleans (2 styles). The two New Orleans pianos include a medium shuffle and a slow "Mardi Gras" piano. The five Rockabilly pianos cover many tempos, some are even and some are swing. All of the styles that come with these MIDI SuperTracks are preloaded with Hi-Q acoustic piano patches, but feel free to experiment with your own sounds too. Check out this collection of traditional, high-energy MIDI SuperTracks pianos today!

MIDI SuperTracks Set 20 - String Quartet

With MIDI SuperTracks Set 20, you get three different MIDI String Quartet Styles. A String Quartet is made up of 3 instruments playing four parts, a Cello, a Viola, a High Violin and a Low Violin. In these MIDI SuperTracks, each instrument part is notated on the screen, and depending on the MIDI driver being used, can recreate each instrument with a MIDI patch. When these MIDI SuperTracks are selected, the Hi-Q Strings Ensemble Chamber is loaded in SampleTank for playback. The String Quartet plays a Pop ballad even style. This ballad String Quartet has long low notes that are held while the higher instruments play slow melodic passages. Using the MIDI Hi-Q sounds this MIDI SuperTrack has the control you get from MIDI with the playing of a professional studio musician. The next MIDI SuperTrack is the Pop Swing String Quartet played at a medium tempo. Use this MIDI SuperTrack with a stripped-down composition using a few instruments or if you want to add a strings section to a completed song. The final MIDI SuperTrack in this set is the Pop Even String Quartet playing at a medium tempo. This String Quartet plays long notes in both registers with melodic phrases played High and Low in counter points. Not as busy as other String Quartets, this MIDI SuperTrack adds an underlying atmosphere to any song in an even style. With three String Quartets in MIDI SuperTracks set 20, you can surely find a style that will be able to add a new layer to your songs or start your next composition in a new and exciting way!

MIDI SuperTracks Set 21 - Mike Rojas Pop and Soul Piano

MIDI SuperTrack Set 21 is packed with exceptional piano riffs played by none other than the incredible Mike Rojas! In this set you will find six MIDI SuperTracks that range from slow ballad to more upbeat. The feel extends from even standards to swinging 16ths! The first three MIDI SuperTracks are influenced by Gospel that includes Soul, Slow Ballad and Contemporary. Lastly there is a 70's Brit-Pop rhythm. All of these superior MIDI SuperTracks are available in set 21!

MIDI SuperTracks Set 22 - Country and Folk Piano

MIDI SuperTracks set 22 offers exciting Country and Folk Piano! These 6 MIDI SuperTracks are packed with new variations in Country and Folk styles! This set includes contemporary swing and even styles. The tempo ranges from slow swing ballads to fast and upbeat. All of the country styles are played by the talented John Jarvis! Load up your favorite VST and experiment to come up with great ideas! Add MIDI SuperTrack Set 22 to your collection!

MIDI SuperTracks Set 23 - Jazz and Funk Piano, Organ and Accordion

Get your groove on with these fresh Jazz and Funk influenced MIDI SuperTracks included in set 23! You will discover twelve fantastic MIDI SuperTracks played by professional musicians Mike Rojas, John Jarvis, and Cory Pesaturo! Together they bring styles ranging from Tango, Funk, Gypsy Jazz, Smooth-Soul and More! Most of

MIDI MIDI SuperTracks are played with an even feel so they will work well with any other pop/rock/jazz songs you might have. Add this amazing bundle of MIDI SuperTracks to your collection.

MIDI SuperTracks Set 24 - Mike Rojas Blues, Piano and Organ

MIDI SuperTracks Set 24 features exclusive tracks played by session pianist Mike Rojas! This set comes with nine tracks in various playing styles with a diverse range of Blues, Country and Funk. Most are played with traditional swing rhythms. Mike also plays a range of different tempos between slow ballads to toe tapping swings! Set 24 includes five tracks for Piano and four for Organ, but you can load in your favorite VST to explore different possibilities!

MIDI SuperTracks Set 25 - Killer Accordion

This set features a whopping 15 new Accordion MIDI SuperTracks styles! There are great world styles, including a variety of Klezmer grooves, Italian, Spanish and Swedish styles! There are several polka styles, including the Klezmer 3-3-2 groove, a syncopated rhythm that's the hallmark of that genre. The artist on all of these styles is World Championship Accordionist Cory Pesaturo, and even though it's MIDI, it's comprised of actual performances by this amazing artist. Because it's MIDI, you have complete control over the specific patch you use, so in addition to accordion patches & synths, you could, for example, play these styles with an organ patch. And, the MIDI is of course fully editable.

MIDI SuperTracks Set 26 - Country and Folk Piano

MIDI SuperTracks Set 26 features 9 great piano styles playing various folk and country grooves. Six of these are geared towards acoustic piano, and 3 are geared toward electric piano, but of course because these are MIDI styles you can pick any patch you like for any of them, and use any synth, whether it's a hardware synth or software. And being MIDI, these parts are fully editable, giving you complete control over the final sound. In addition to Country and Folk styles, we all have 2 utility "held" styles, which play simple chords with lower voicings geared towards acoustic piano, and higher voicings geared toward electric piano.

MIDI SuperTracks Set 27 - Celtic Piano

This set features 8 amazing Celtic piano styles from amazing Scottish pianist Dave Milligan. The styles feature grooves like Jig, Reel, Slipjig, Hornpipe and more! There are many existing RealTracks that work very well with the new piano styles, and the set also includes RealStyles that pair up these new tracks with our previous guitar, bass & bodhran RealTracks. Originally recorded with acoustic piano patches, they can also be used with any patch on any synth. So, you can feel free to try these trad styles out with, for example electric pianos or synth patches! And, as MIDI you have complete editing control!

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