

www.lamadeguido.com/pianoludic

Pianoludic 2.2 Reference Manual

- 1. Installation of the program**
- 2. Quick lesson**
- 3. Opening a music file**
- 4. Playing with one or two hands**
- 5. Voice balance**
- 6. Options**
- 7. Navigating through the music.**
- 8. Troubleshooting**

1. Installation of the program

Launch the pianoludic_setup.exe file (we recommend you to select the “create a desktop icon” option).

The installation program creates a folder called PianoLudic in the root directory (C:\) containing the programs and the library of music files. It is advisable not to move the folder from this location because one part of the program to create midixml files would not work properly.

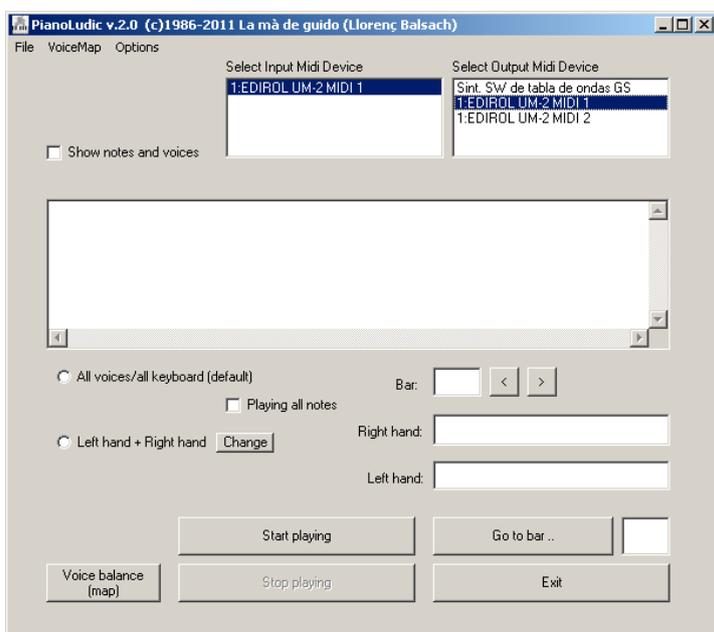
Once the program has been installed, you need a digital piano connected to the computer through a midi interface (with its corresponding driver already installed) (it could be a midi standard cable or a USB).

Switch on the piano, plug in the midi cable and make the so-called PianoLudic program run (it can take some time in old computers to appear the screen).

If “msvbvm50.dll not found” or “comdlg32.ocs not found” appears on the screen, go to sections 8.1 and/or 8.2 of this manual.

2. Quick lesson

When you open the program, the following screen appears:



Select the Input Midi Device and the Output Midi Device (in both cases, the midi interface connected to the digital piano that you are going to play).

For instance, open Mozart’s *Turkish March*:

File/Open MidiXML File

(My PC/Local hard disk (C:\pianoludic/Mozart/Marxa_turca.midxml)

The name of the file will appear together with some information on voices and bars taken from the midiXML file (which, in turn, has been taken from a midi standard file).

Click on **Start playing**.

From now on, you will be able to play any key on your digital piano, and instead of hearing the note corresponding to the key pressed, the first note/chord of the *Turkish March* will be heard. With the following notes played, the following notes/chords of the *March* will be heard.

However, the program keeps the dynamics of the note played. If you play firmly, the music will be heard loudly, if you play *piano*, it will be heard *piano*.

3. Opening a music file



The program can open midi, midiXML and MusicXML files.

When a midi file is opened, the system makes use of an MS-DOS subroutine to turn the midi file into a midiXML file. This is why some rules should be followed. The name of the midi file (and the name of the folders where it is located) cannot have spaces between letters or words. If the name has any blank space, it will have to be renamed without spaces. We recommend you to keep this file in the PianoLudic folder; in this way, you make sure that you do not have any intermediate folder with blank spaces (since the PianoLudic folder is located in the root directory of the hard disk (C:\pianoludic/).

Once a midi file is open (and therefore the midiXML file created with the same name), the next time you wish to open this piece of music, you may do it by directly opening the midiXML file, which will be located in the same folder as the midi file. You may then forget about the original midi file.

This restriction does not apply when a MusicXML file is opened, which may be located in any directory and may have any name, although we highly recommend you to have all music files organised in the PianoLudic folder, regardless of their format.

The MusicXML file cannot be in its compressed version (it must have an .xml, not an .mxl, extension). At the moment, only MusicXML files made by the Finale software have been tested.

Generally speaking, it seems that music performance works better with a MidiXML file than with a MusicXML one. This is why if the MusicXML file version is not satisfactory or gives an error in opening it, you may try to turn the MusicXML file into a midi standard file by using programs such as Finale or Sibelius; incidentally, you may gather the musical voices as you like. PianoLudic takes each track from a midi file as a different voice. If the midi file is recorded on one sole track, only one voice will appear.

The MusicXML file only has the advantage of having more accurate information regarding the time signature, the voices and the number of bars of the piece than a midi file does, since this information may be less accurate or may even be wrong or simply may not be provided in the midi files.

The best result is obtained from pieces of sheet music entered manually by using a music editor and then exported as a midi file, putting each musical voice on different tracks.

4. Playing with one or two hands

4.1. All voices/all keyboard (default).

By default, the program opens the music file and prepares it to be performed by pressing any key of the piano keyboard. Usually, if you select this option (**all voices/all keyboard**), playing with the fingers of one hand will be enough.

Anytime you press a key, the program makes one note (or chord) of the music file correspond to it, according to the temporal order of the music.

For instance, if the music starts like this,



by making use of keys F5 and E5 of the piano keyboard (but it might be any one), the rhythm to be followed would be the following:



If you wish, the shorter notes (in this case, quavers and semiquavers) may be played *staccato*, whereas the longer ones keep their length until the last note (of the other voice or of the same voice) is released.

If the music file comes from a midi file that has been created by making a live performance with some kind of sequencer, it might be that the result is different from the one that appears on the printed music. This happens because, most probably, in a live performance, the notes of the chords are not pressed at exactly the same time. This is resolved in our program by using **Minimum note/value** from the menu **Options**. See section 6.2.

4.1.1. All voices/all keyboard. Playing all notes.

Choosing the **Playing all notes** option makes it so that, for the chords to be played, as many keys as notes the chord has should be pressed.

That is to say, with this option selected, you could play the piece by playing the notes that are written on the music sheet as if you played the piano normally, but with the advantage that, if you make a mistake when playing some note, it will sound properly anyway.

The aforementioned bar could be performed by playing for instance the following notes:



4.2. Left hand + Right hand.

By choosing this option, you may be able to perform some voices with the right hand and the others with the left one.

The program will ask you which voice or voices you wish to locate on the right hand.

For instance, if you type 1, you specify that you wish voice number 1 on the right hand.

If you wish to add more than just one voice, a hyphen will have to be typed between them. Thus, for instance, 1-3 will indicate that you are selecting voices 1, 2 and 3. The voices should be contiguous. For instance, you cannot type voices 2 and 4.

Next, it will ask you the same for the left hand.

Once this has been done, the program will calculate for a few seconds and then you will be ready to perform the piece of music with both hands.

By default, the note that divides the keyboard into two parts corresponding to both hands is E4; but this split-note may be changed in the menu **Options/Change keyboard split**.

For instance, you may perform the previous fragment by playing the following:



If there are chords in the voices of the left or right hand, they will be always played by pressing just one key.

4.2.1. Left hand + Right hand. Change.

Press this button if you wish to change the distribution of the voices in both hands.

The current distribution, as well as the split-note, appears below:



4.2.2. Variable Left/Right hand (new in version 2.2)

Press this command if you wish to play some bars with two hands and other bars with only one hand.

You can enter the bars you want to play with only one hand. Enter two bar numbers separated with a dash (the first bar you want to play with one hand and the end bar). You can continue entering more bars (at any moment). When finished enter nothing. If you want to cancel this “voice joining” in specific bars enter “*” instead of “-“ between the bars. If you want to delete all this information enter 0. For saving this information in the map file save the map in the **VoiceMap** menu (see point 5). If you want to see what you have entered or the actual information in memory use **Show map** in the **VoiceMap** menu.

5. Voice balance

When you perform a piece with just one hand, you do not have control over the dynamics (*ff*, *f*, *mf*, *p*, *pp*) of the voices independently. If you press firmly a piano key, all the notes corresponding to this key will be heard loudly.

To correct this, you have the **Voice balance (map)** button, by means of which you will be able to specify for which voices you would like to lower the volume and in what places of the music sheet. If you press it, the program will ask you about three variables: the number of the bar where the change begins, the voices affected by it and the percentage of volume decrease. The variables are separated by a comma. You may add as much information as you like until the last entry has no more data.

In the following example, you lower the volume of voices 2, 3, 4 of a piece (25%) from bar 1 on. In bar 13 you increase voice 4 until it reaches the original volume. At bar 20, all voices sound the same again. The percentage is always provided in absolute value regarding the initial volume. IT IS NOT regarding the volume it had.

Example:

1,2-4,25 (in bar 1, voices 2,3,4 decrease by 25%)

13,4,0 (in bar 13, voice 4 goes back to the initial volume [a decrease of 0%])

20,2-3,0 (in bar 20, voices 2 and 3 go back to the initial volume [a decrease of 0%])

RET(Enter) (with no data)

If you wish to cancel the information of one bar, you enter the bar and 0 (separated by a comma).

Example:

1,0 (cancels the information of bar 1).

If you wish to cancel the voice balance map completely, you should only enter 0.

To see the information of the voice balance map, you may use **Show map** in the **VoiceMap** menu; or you may also select **Show notes and voices** (located in the information window); then, while you play, the notes will appear progressively, as well as the voices and the percentage of voice lowering they have at each specific moment. We recommend you to only use **Show notes and voices** for information purposes,

for you may increase the milliseconds between the notes of the chords and they will sound a little like *arpeggiato*.

You may also see the notes of each voice by using the **VoiceMap/Show Voices** option.

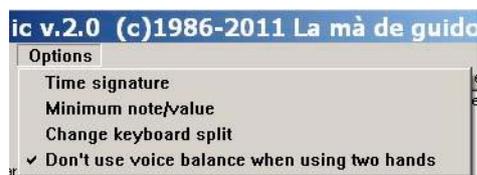


Once you have a satisfactory voice balance map, you may record it by using **Save map** in the **VoiceMap** menu. This will be recorded in a file that has the same name as your music file, but with the .map extension (map file). Each time you open a music file, the program searches to see whether there is an associated map file with the same name; if it finds it, it will open it.

But if you like, you may make the versions you wish of the voice balance map and record them under another name. To do this, you may use (in the **VoiceMap** menu) **Save Map As**; in this way, you will be able to recover them anytime you like by using **Load Map**.

The voice balance is usually used when you have selected **all voices/all keyboard**. When you select the option allowing you to play with both hands by default, the voice balance is disconnected. If you want the program to also use the voice balance map when you assign voices to the right and left hands, then you will have to unselect **Don't use voice balance when using two hands** in the **Options** menu.

6. Options



6.1 Time signature.

This only concerns midi or midiXML files.

Very often, the midi file does not carry any information about the time signature. This does not allow you to determine the length of the bars.

By selecting **Time signature**, a window will open that will ask you: **Number of 'Time units' per bar**. The "time units" are like a kind of unit of time measure for midi files. In principle, you may associate a time unit with a crotchet, although it should not always be like that. The best you can do is to keep trying different values until the approximate number of bars of the sheet music appears. You may also try it by playing the piece and observing whether it changes the bar counter properly.



If the midi file has been taken from the recording of a live performance, this may be an almost impossible task. However, an approximate value may be given; in this way, you will be able to move along the music sheet.

The value that you enter here does not affect the performance of the music at all; it only serves to make the bar counter work properly.

Once the best number of time units per bar has been found, you may record it in the map file (**VoiceMap/Save Map**).

6.2 Minimum note/value.

If the midi file has been taken from a live performance, it is most likely that the performer will not play the simultaneous notes at the same time. This makes the program interpret as melody the notes that actually belong to a chord; therefore, the notes of the chords will not sound together by pressing just one

key. To solve this, the program allows you to define this variable that “gathers” the notes that are very close.

The by-default value is 64 and it means that it considers any displacement smaller than a 64th part of a “time unit” (usually a crotchet or quarter note) a simultaneous interpretation.

The smaller this value is, the more notes the program will gather. For live performances, values as small as 8 or 9 will be necessary.

Once the minimum ideal note has been found, it may be recorded in the map file (**VoiceMap/ Save Map**).

6.3. Change keyboard split.

Change the note (split-note) that divides the keyboard between the right hand and the left one.

A numeric value that defines the note must be entered (the one used in midi). 60 stands for C4, 61 is C#4, 62 is D4, 63 is Eb4, 64 is E4, etc. The value by default is 64, that is to say, E4.

See also 4.2 Left hand + Right hand.

6.4. Don't use voice balance when using two hands.

The voice balance has been designed for the case in which you play with just one hand (**All voices/all keyboard**). When you use the **Left hand + Right hand** option, the voice balance map is disconnected. If you also wish the voice balance to be used when you play with both hands, unselect this option.

7. Navigating through the music.

By clicking **Start playing**, the program always goes to the first bar of the score.

While you play, if the program has the correct time signature available (and time signature changes), the numbers of the bar will progressively appear in the **Bar** spot.



By clicking “<” and “>”, you may go successively to the previous and following bars.

If you wish to go to a specific bar, you may click on **Go to bar...**, or enter directly the bar in the box on the right; you don't need to press the Enter key of your computer.

When you finish playing, always click on **Stop playing** or **Exit** (exit the program). If the midi cable is unplugged or the computer is shut down during play mode, it is possible for your digital piano not to be heard disconnected from the computer; in this case, you will have to turn it off/on or even, depending on the model you have, to make the PianoLudic program run again and click on **Start playing/Stop playing**.

8. Troubleshooting

PianoLudic has successfully been tested with WinXP, Vista and Win7 operative systems (32 and 64-bit). One or more GB of memory is required.

In Windows 7 most problems can be solved running the software in mode XP or earlier (see 8.2.2 and/or <http://windows.microsoft.com/en-US/windows7/Make-older-programs-run-in-this-version-of-Windows>)

8.1. If the message “file msvbvm50.dll not found” appears.

In this case, you may do either of the following two things:

Run the Msvbvm50.exe Microsoft program (see <http://support.microsoft.com/kb/180071>) located in the PianoLudic folder

or

copy msvbvm50.dll from C:\Pianoludic folder to c:\Windows\system32 folder. For 64bit Vista/Win7, copy msvbvm50.dll to c:\Windows\SysWOW64.

8.2. This message appears when launching the program: “Component ‘COMDLG32.OCX’ is not correctly registered: a file is missing or invalid.”

8.2.1 . If you have Windows 7

1. Right click the icon or exe file program (Pianoludic)
2. Select Properties --> Compatibility

3. In Compatibility mode select: Run this program in compatibility mode for Windows XP.
Pres OK

8.2.1 is a faster solution than 8.2.2 but perhaps the program can run slower. Try also 8.2.2.

For more information:

<http://windows.microsoft.com/en-US/windows7/Make-older-programs-run-in-this-version-of-Windows>

8.2.2. **If you have Vista or Win 7** (for Win 7 see also 8.2.1)

1. Make sure the comdlg32.ocx file is in your Windows folder. If it is not there, copy comdlg32.ocx from C:\PianoLudic folder to c:\Windows\system32 folder. For 64-bit Vista/Win7, copy comdlg32.ocx to c:\Windows\SysWOW64.

2.

Win7: when registering comdlg32.ocx, it must be done as administrator, or regsvr32.exe will fail with error 0x8002801c.

To do this as administrator, go to 'All Programs -> Accessories -> Command Prompt', click right on the 'Command Prompt' icon and click on 'Run as administrator' to start a command prompt. A new window will appear, then enter the following

```
regsvr32 c:\Windows\system32\comdlg32.ocx
```

On 64-bit, type instead the following command:

```
regsvr32 c:\Windows\SysWOW64\comdlg32.ocx
```

Vista:

Open a command line window (StartMenu/Execute in Win XP) (Search box in Vista/7) (or see "Run command" in Wikipedia) and run the following command:

```
regsvr32 c:\Windows\system32\comdlg32.ocx
```

Note:

a) On 64-bit Vista/Win7, type instead the following command:

```
regsvr32 c:\Windows\SysWOW64\comdlg32.ocx
```

b) For Vista/Win7 with UAC turned on, the above command needs to be typed from the elevated command prompt.

3. Once comdlg32 has been successfully registered, the following message will appear: "DllRegisterServer in C:\WINDOWS\System32\comdlg32.ocx succeeded".

4. Next, launch the application again; now you should not see the file missing error.

For more information:

http://www.ehow.com/how_6854266_register-comdlg32_ocx-vista.html

<http://windowsxp.mvps.org/comdlg32.htm>

8.3. *Cannot open midi files.*

The PianoLudic folder must be in the root directory (C:\).

Make sure the tomidxml.exe file is in C:\pianoludic. The name of the midi file cannot have blank spaces.

Copy the midi file to this PianoLudic folder and try again.

Check whether a file with the same name but with a .midxml extension has been created in the same folder. From now on, you can open this file instead of the midi file.

8.4. *The digital piano does not make any sound after using PianoLudic.*

Generally speaking, if the midi cable has been unplugged before clicking on **Stop playing** or after having closed the program, it could happen that the piano cannot be heard.

8.4.1. **If the PianoLudic program is open and the midi cable is plugged in.**

It might be that you are at the end of the piece of music or that the music file has no notes or is defective. Click on **Stop playing** or **Exit** the program.

However, if the problem is still not resolved, make sure that the midi cable is well plugged in and click on **Start playing** and **Stop playing**.

8.4.2. **If the PianoLudic is closed.**

Turn the piano power off/on.

However, if it still doesn't work properly, make sure that the midi cable is well plugged in and launch PianoLudic again. Open any file and click on **Start playing** and **Stop playing**.

8.5. *After clicking on Start playing, the original notes of the piano (also) are heard.*

Perhaps the midi in or midi out that connect the piano have not been properly selected in the program. The hardware of the piano must meet all the midi requirements of control change. More specifically, the Control Change message: Local Control On/Off.

If your digital piano does not accept "Local Control On/Off" you should connect the midi output to another synthesizer and decrease the volume of the piano to silence.

8.6. *Sometimes, repetitions of the same note cannot be heard properly.*

So far, the program has been tested with two digital pianos: Yamaha Clavinola CLP230 and Yamaha Clavinola CLP300.

With Yamaha Clavinola CLP230, it works very well. With a Yamaha Clavinola CLP300 (bought in 1987!) there is a problem: when the same note is repeated consecutively several times, sometimes, one or more of them are not played. It seems that this problem cannot be solved.