Vision Track Windows

Ignore.

Pull-down window for placing events in track.

Pull-down window for global changes (i.e., reverse time, scale time, transpose, set inst., etc).

Ignore.

Seq A: Tempo Track

```
▶   1 · 1 ·   0
◀   1 · 1 ·   0
‖   5 · 1 ·   0    1 Event
•   1 · 1 ·   0    ♩ =  119.00
```

For all track windows, this shows start of event.

Bar
Beat
Clock count
(480 per quarter note).
Click once to highlight, then edit.

Same as above, except now meter is edited. Generally most practical to stay in 4/4.

Seq A: Meter Track

```
▶   1 · 1 ·   0
◀   1 · 1 ·   0
‖   5 · 1 ·   0    1 Event
•   1 · 1 ·   0        4 /4      ♩        4 bars
```

See above.

Pull-down window for placing MIDI events in track:

Track A1

```
▶   1 · 1 ·   0
◀   1 · 1 ·240
‖   2 · 1 ·   0    4 Events
•   1 · 1 ·   0    Program 0

•   1 · 1 ·   0    Pitch Bend: 0

•   1 · 1 ·   0    Volume (7)           ▶ :127

•   1 · 1 ·   0    C3      0 ·240    64↓
```

• Program changes (Vision: 0 = Yamaha 1).

• Pitch bend (range is –8192 to +8192 in increments of 64).

• Volume or other control data (usually have range of 0–127.

• Note data:
    Name
    Duration in beats
    Duration in clock counts
    Velocity
    (range is 0-127; note that voice must be velocity-sensitive for this to have effect).

Note:

Program changes should precede first note by @20 clock counts. Also make sure that new program changes don't begin until last note has completely stopped, otherwise "pop" occurs.

Note:

Since synthesizers retain last pitch bend and control data sent, you should "reset" by beginning each track with pitch bend 0 and volume 127.