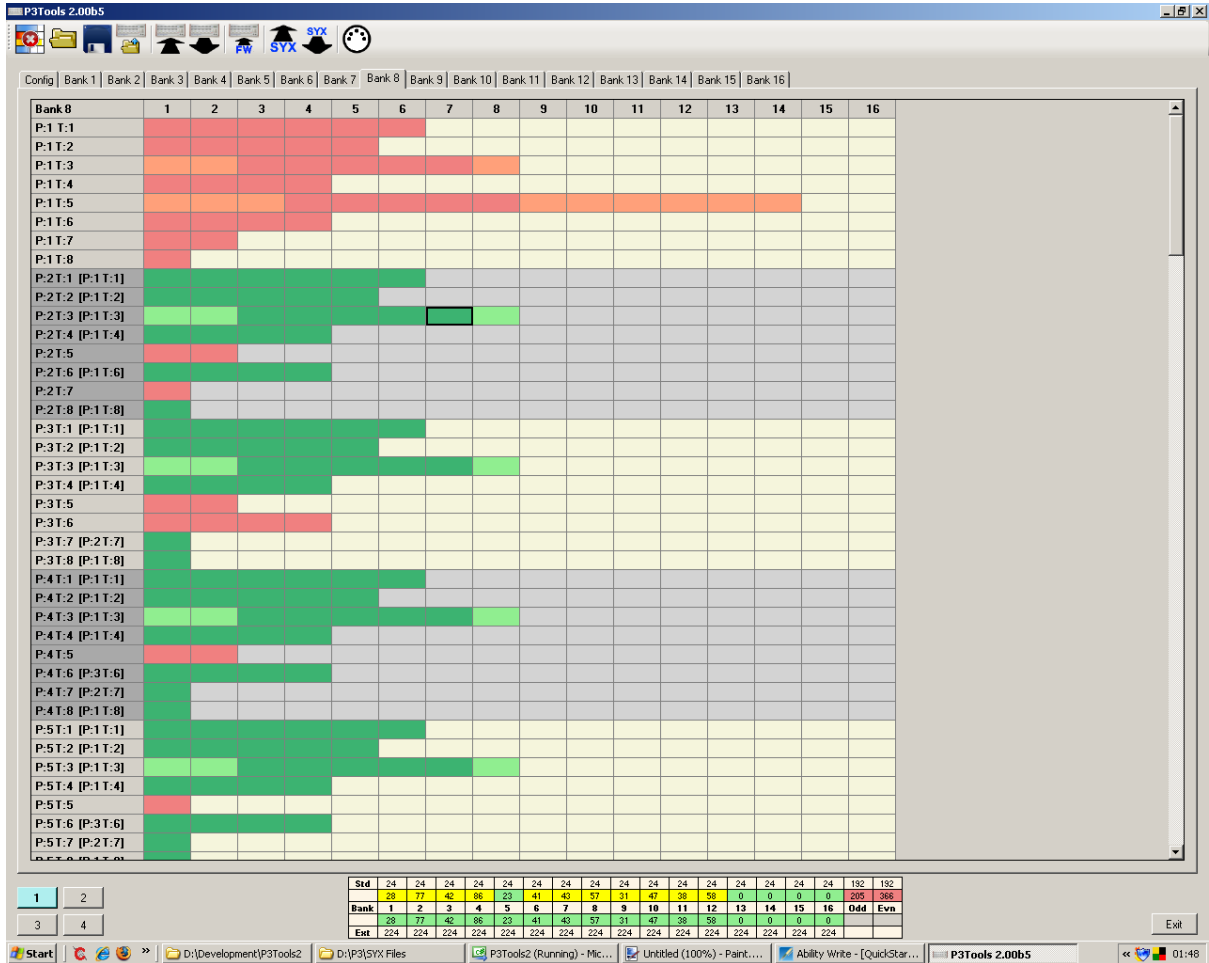


P3Tools2 Quick Start Guide



Introduction

This is a quick introduction to the features of P3Tools2; Enough to get you going. Our dear friends Colin and Paul have managed to find their way around without any real guidance from me, so for now I'm going to assume that if I start you off, you are going to be able to find your way after that.

One thing that I will say from the start. P3Tools2 is designed to work with the latest P3 Version 4 firmware that Colin has been working on. The whole way it works is fundamentally tied in to the way P3 version 4 firmware works. If you intend to stay with P3 Version 3 firmware then P3Tools2 is not for you.

What is needed to get it running

When you starting using P3Tools, you had to install Microsoft .Net Framework 1.1. Version 1.1 is not sufficient to run P3Tools2. For P3Tools2, you must have Microsoft .NET Framework 2 installed. If you don't install the the framework, P3Tools2 is simply not going to work.

If you do not already have Microsoft .NET Framework 2 installed then it can be found at:

<http://www.microsoft.com/downloads/details.aspx?FamilyID=0856EACB-4362-4B0D-8EDD-AAB15C5E04F5&displaylang=en>

Or google for "Microsoft .NET Framework Version 2.0 Redistributable Package (x86)". That should take you there. It was the first link in the results when I did it just now.

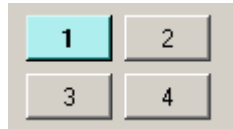
Installing P3Tools2

Well actually you don't have to install it. The construction for P3Tools2 is so simple that its not worth an install. Simply copy all the files from the zip file into a folder of your choice.

To run it, just run P3Tools2.exe

What's what in P3Tools2?

The P3 Image Selectors



P3Tools2 can hold 4 complete images of a P3 at the same time. You can select which image you can see and work on by pressing one of the image selector buttons. The coloured button shows which one is currently selected.

The P3 Image View

The main part of the screen is taken up by a visible representation of what's in the P3 image. The picture below shows a small section of it, but its enough to explain what's going on.

The content of the P3 has been separated into tab pages. The first represents the P3 configuration. The rest are the 16 banks. I'll talk about the bank representation first.

The Bank View

Each bank shows the all the tracks in all 8 parts. The tracks in each part have a different background colour so that you can see where they are. Each track is represented as a row in the grid, and as you can see, the patterns are displayed in the tracks. The length of a pattern shows how many bars make up the pattern.

[illegible]

Two basic colours are used for the patterns.

- Red
- Green

Red is used to represent actual real patterns. Green is used to represent Ghosts.

[R]ed = [R]eal [G]reen = [G]host.

Colin spotted that. I didn't plan it. Honest!!!

At the start of each row in the grid you will see there is information saying which part and which track the row is. If you look at the row for Part 2 Track 3 in the image shown above you will see that it contains a Ghost pattern (its green). You will also note that at the head of the row is a second piece of Part/Track information. You have probably worked out already that it is telling you which real pattern it is a Ghost of.

As you have just been looking at the patterns in Part 1, Track 3 and in Part 2, Track 3 you will also see that there are 2 shades of Red and Green. As you are aware, P3 now has a feature where you can set up an internal loop within a pattern. The lighter shade of red and green are bars that are not part of the internal loop. The darker shade of red and green are bars that are part of the internal loop.

The Bank View has a set of "Right-Mouse-Click Menus". Through here you can find functions such as copy/paste pattern and so on. I'll let you discover them for yourself.

Try bringing up the menu by clicking on bars that are part of a pattern and by clicking on empty bars. You'll see that the menu will offer you some different functions in each case. You'll also see slight differences if you bring up the menu by clicking on a Real pattern or a Ghost pattern.

The Config View

If you now click on the Config Tab you will see a representation of the configuration.

Errrrrr well as you can see there isn't much there at the moment.

But that doesn't mean that you shouldn't bother selecting this tab. For instance if you wanted to transmit just the configuration data to a P3, then you need to be looking at this tab to do it.

Obviously I have plans for this tab in the future.

P3 Capacity Status

Std	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	192	192
	28	77	42	86	23	41	43	56	31	47	38	58	0	0	0	0	205	365
Bank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Odd	Even
	28	77	42	86	23	41	43	56	31	47	38	58	0	0	0	0		
Ext	224	224	224	224	224	224	224	224	224	224	224	224	224	224	224	224		

Beneath the image of the P3 is set of status information showing how the capacity of the P3 will be affected by the data you have in the current selected P3 image.

The capacity status is shown for the current Standard (Std) memory model that we all have at the moment, **and at the same time** for the new Extended (Ext) memory model that we are all desperate to get our greedy hands on. Take note of the status that matches your memory model and ignore the other one.

The numbers in the coloured cells show the number of Bars used up by the patterns loaded into the various banks. (Note the Odd and Even Bank indications in the Standard Memory Model status)

The colour of the cell gives you extra information as follows.

Green

No problem.

Yellow

No real problem, but that bank has more than the average number of Bars allocated to it.

Orange

(Not shown in the example image above). Could be problematic. The image can be loaded into P3 and should play. But you will have problems with editing as you do not have enough available free Bars to allocate an edit buffer.

Red

Serious Problem. The P3 image cannot be loaded as it stands onto the P3 as it will not fit.

As a basic rule ... As long as you don't see red or orange in the status for your memory model, you can load it and are going to be able to edit it.

The Toolbar



Some of the basic functions of P3Tools2 are accessed through the toolbar. Some of these buttons bring up screens specific to the function being performed. I won't describe those in detail now, I'll let you work them out.



Clear P3

You can delete patterns and configuration data in a P3 image. When you clear the config, it is set to the standard P3 default. A bank is cleared to an empty bank.

You can select to clear the whole image, just the bank you are looking at, or just the config if you are looking at it.



Open P3 file.

Load P3 data from a SYX file or from an SP3 file, into the P3 image.

This does not simply replace an entire P3 image with the content of the file. It merges the content of the file into the image.

For example, if your SYX file contains just the data from a single P3 bank, then that bank alone in the image will be entirely replaced by the data from the file. All the other banks and config will be untouched. If your SYX file contains a full P3 image of config and 16 banks then that is the same as loading the image with a new P3 image.

With a lot of help from Colin, there is inbuilt intelligence to convert files saved using a V3 P3 so that they can be loaded into a V4 P3. The conversion is done automatically as the file is loaded.

I don't think either Colin nor I would claim that the conversion is a guaranteed process. There is a possibility that if you saved the file from an early version of the V3 firmware there may be a chance that there could be problems, and you may have to do some fixing to the converted patterns. Results have been good with some of Mr Nagles latest V3 files though.



Save to File

Save data from the current P3 image to a SYX file.

You can select to save the whole image, just the bank you are looking at, or just the config if you are looking at it.



Transmit V4 data from File to P3

Select a SYX file containing V4 data and transmit it to a P3 using the P3/P3Tools2 protocol.

As in the original P3Tools, this protocol will ensure that the data is transmitted as fast as possible and without errors.



Transmit P3 image to P3.

Transmit the current P3 image to a P3 using the P3/P3Tools2 protocol.

You can select to transmit the whole image, just the bank you are looking at, or just the config if you are looking at it.

The P3 will have to be in Receive Mode before you start the actual transmission.



Transmit data from a P3.

Receive data from a P3 using the P3/P3Tools2 protocol.

You must start P3Tools2 listening before you manually start the transmission of the data on the P3. You can transmit just the config, a single bank or the whole P3 from your P3, and P3Tools2 will receive it all until it believes that nothing else is coming its way.

Once P3Tools2 has decided that it has received everything, it lets you decide if you want to save this data straight to a SYX file or loaded it into the currently selected P3 image.

If you load it into the selected P3 image, a similar merge operation takes place as occurred in the File Load.



Transmit Firmware to P3.

Select a SYX file containing P3 firmware and transmit it to the P3 using the P3/P3Tools2 protocol.



Send SYX Data.

Transmit data contained in a SYX file to any midi device capable of receiving Sysex data.

ie You can use P3Tools to send Sysex data in a SYX file to devices other than a P3.



Receive SYX Data.

Receive Sysex data from any midi device and save it to a file.



Define Devices.

Define a device by giving it a name and configuring which midi inport and output ports it is connected to.

All the receive and transmit functions described above require you to input which device you are going to be talking to. This is where you define them.

HAVE FUN !!!!!!!