

## ***Self Portrait for Network*** *User Manual*

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### **System Requirements**

PC running Windows 95 or later (98 or XP recommended)  
Screen resolution set to 1024 x 768, 32 bit colour  
30MB free hard-drive space  
Connection to other computers on a P2P network via TCP/IP protocol (note that the software communicates via port 1626 - make sure this is not blocked by any firewall software)

### **Preface**

This software is part of an ongoing investigation into the use of *Active Notation* to replace the need for the conventional score and music stand set-up. This document provides information on how to set up the software for the networked version of Nigel Morgan's *Self Portrait*, for seven musicians.

In this version of *Self Portrait*, each player will have their own screen, showing the music for their allotted group (as part of either the quartet or continuo players). This screen will display their current position within the score. The software run by the players will be referred to as the *Client* software.

Page-turns and movement between the four block that make up the piece are controlled by a musical director. The director's computer runs a special version of the software, referred to as the *Server* software.

### **Installing the Software**

*Self Portrait* must be run from the local hard-drive of each machine involved in the performance – it will not run directly from the CD-ROM. To install the software, open the CD-ROM folder and copy the folder entitled *Self Portrait* to a suitable location on each computer.

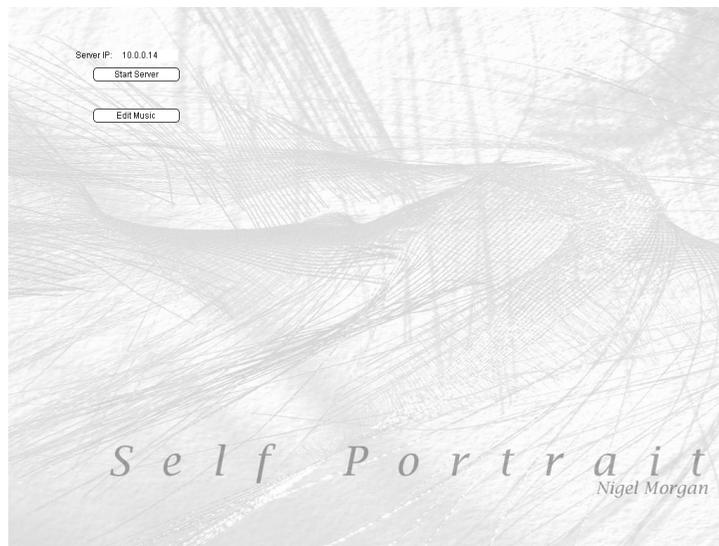
### **Running the System**

To start the system, browse to the location where you copied the *Self Portrait* folder. Open this folder. The musical director should run the program *Server.exe* on his computer. All other players should run *Client.exe*.

There now follows a discussion of the *Server* and *Client* software.

## The Server Software

After double clicking Server.exe you should be presented with the following screen:



First, make a note of the server IP number – this will need to be provided to the clients so that they can connect to the server. There are two buttons on this screen. *Start Server* will begin waiting for connections from potential clients – which is covered in the section *Running the Server*. The other button is *Edit Music*, and will be discussed in the next section.

## Editing Repeats

The director may like to indicate that certain phrases or passages should be repeated a number of times. In order to indicate repeated sections, click on the button *Edit Music*. The screen should switch to a score display, like this:

The highlighted section indicates that the phrase should be repeated three times. To add another repeated section you must first select the number of repeats. To do this click on the – and + buttons at the foot of the screen:



These buttons increase and decrease the number of repeats.

The music editing section has two modes – *draw* and *erase*. The button in the bottom left of the screen is used to toggle between the two. Click on the button, which should initially be labelled *Draw Mode*. The mouse pointer will now turn into a target – this indicates that you are in *draw mode*. Next, click the starting-point of your repeat, and then click the end-point. A new highlighted area should

appear on the display with the number of repeats you entered shown between the quartet and continuo systems.

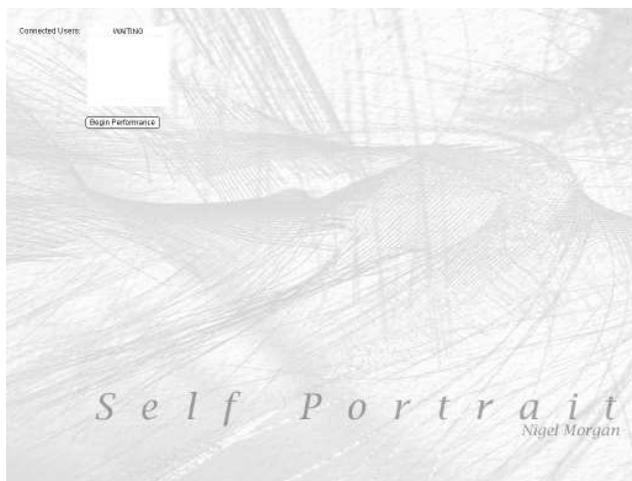
If you want to delete a repeated section, switch to *Erase Mode*, by pressing the toggle button. The mouse pointer will now turn into a block. Click within the area of a repeated section to remove the indication from the score.

You can navigate around the score by using the *Next Page* and *Previous Page* buttons. The computer keyboard can also be used to jump between sections and rehearsal marks – see the appendix entitled *Keyboard Navigation* for more information.

If you would like to save the changes you have made to the repeats, click on the *Save* button. Finally, when you have finished editing, click on the *Exit* button to return to the main menu.

### Running the Server

If you click on the *Start Server* on the main menu, the software will begin to wait for users to connect. You will be presented with this screen:



At this moment the server is waiting for clients to connect. For information about how to connect clients, see the section entitled *The Client Software*.

As each client makes a connection their usernames will appear on the list, for example:



Once all your clients have connected, click on the *Begin Performance* button. This will send a signal to the clients to start.

Once the performance has begun you will see a screen not unlike the music editing screen:

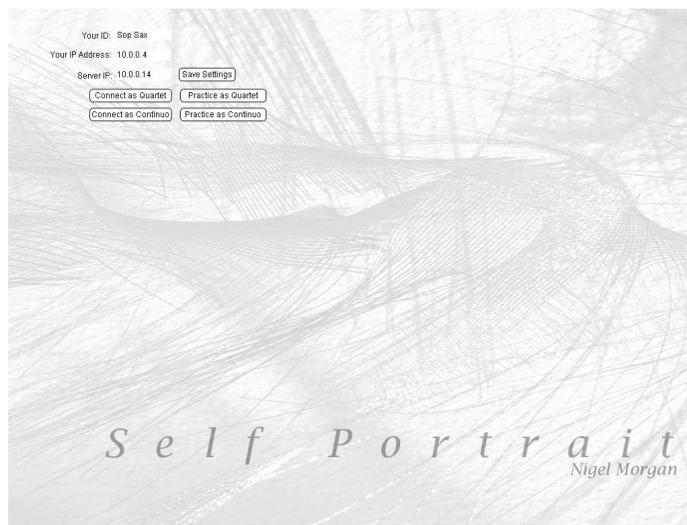


The buttons along the bottom of the screen, with the exception of *Terminate Session* are used to move between sections of the score. The keyboard can also be used. Each time a page is turned or a section moved to a signal is sent to the connected clients, which also updates their displays to show the correct position within the score.

If you need to stop, for example, to return to the music editing section, click the *Terminate Session* button. This will send a message to the clients to disconnect, taking all the systems involved back to their main menus.

### The Client Software

After double clicking the Client.exe icon, you should be presented with this screen:



First each player should type in the name of the part they are playing in the field labelled *Your ID*. Note that no two players can have the same ID. Second, each player will need to type in the IP address of the server in the *Server IP* field. This address can be found on the main screen of the machine running the Server

software. Once this information been input it is recommended that each player clicks the *Save* button to save their ID and Server IP for future sessions.

The client software has two modes – one of which is a stand-alone practice mode for when the player is away from the other computers on the network and will be discussed later. The other mode is the network connected mode and will be detailed next.

### Connecting to the Server

In order to connect, the server machine should be waiting for incoming connections (see *Running the Server*, above). The client should then press the appropriate *Connect* button, depending on whether they are playing as part of the quartet or continuo. The screen should clear and you should get the message:

CONNECTING....

After a few moments a connection to the server should be made and the message will change to the following:

You are connected. Waiting for signal to start!

The screen will remain like this until the server computer sends a message to begin. Once this occurs there will be a slight pause, during which the server is sending information about repeated phrases to each client. The clients should then see a screen that displays the score for their part (either quartet or continuo, see overleaf).

This display will update as messages are received from the server instructing the clients about which pages to display.



As you can see, there is only one option on the screen – *Exit*. Clicking this will terminate the session, returning all the computers in the network to their main screens.

### Practice Mode

By clicking on one of the two practice options on the main page an individual player can practice their part away from the network. The screen display is similar to that of the connected mode (above), but with extra buttons to allow free navigation between pages and blocks in the score. The keyboard can also be used, for details see the appendix entitled *Keyboard Navigation*. To leave practice mode, click *Exit*.

## Appendix – Keyboard Navigation

At certain points in the server and client software, detailed above, the computer keyboard can be used to navigate through the score. The controls are:

Spacebar or right cursor key–	Next page
Backspace or left cursor key	Previous page
A, B, C ... R, S, T	Move between rehearsal marks A-T
0,1, 2, 3	Move between blocks 0 to 3

## Troubleshooting

- I get a script error when I run the server or client software

This can be caused by the file attributes still being set to Read-Only after copying from the CD-ROM. To remedy this select all the files in each directory (CTRL+A) and right click one of them. Select *Attributes* from the pop-up menu and un-tick the *Read-Only* tab in the subsequent window. It is critical that *an.cfg* and files in the *Modules* directory are not read-only.

- The client will not connect to the server

Quit the client software (ALT+F4) and run it again. Check that the Server IP address field matches that of the machine running the server software – if it does not match, change it and try again. If this does not work, check that your network connection has the following items:

- Client for Microsoft Networks
- File & Printer Sharing for Microsoft Networks
- Internet Protocol (TCP/IP)