

First Steps with E-Scape

Getting Started

- On first installing, E-Scape will start automatically. To start it in the future, open the Windows 'start' menu and select 'All Programs' -> E-Scape -> E-Scape...
- E-Scape first pops up a small menu, asking you to choose a 'user' for E-Scape - each user has their own Scores and settings.
- Let's start by *not* using the mouse, but just two keyboard keys: Spacebar (to open and scroll menus) and Enter (to select item). The bottom panel reminds you what you are doing, and what to press.
- Press the Spacebar, then Enter to select the 'Demo' user. After a wait, E-Scape confirms which user is active, along with a few of the user settings. Press Enter to 'OK' and continue.
- E-Scape lets you compose or perform music in many ways – you can jump to page 2 for simple introductions to start you off doing both of these.

Operating E-Scape

- You can control every aspect of E-Scape via a series of pop-up menus. These can be operated in several ways: switches, the PC keyboard, or a MIDI controller. There are also keyboard shortcuts for every operation.
- There are also normal Windows drop-down menus, but using the pop-up menus is often quicker. As E-Scape is primarily designed to be operated via switches or keyboard, it is harder to use the mouse for many operations, and not recommended.

Using switches

- For more detail and to connect switches physically to the PC, see page 4.
- Press 'Switch 2' (the same as pressing the '2' key on the keyboard), or the Spacebar to scan to the next item.
- Press 'Switch 1' (same as the '1' key), or the Enter key to select the current item.
- If you want to use a *single* switch, also see page 4.

Quitting

Open the main menu (Spacebar or Switch 2), then select 'File', then 'More File options', then finally 'QUIT'. NB this is deliberately hard to get to, to prevent accidental quitting by a switch user. You can also use shortcuts Ctrl- Q or Alt- F4, or mouse as usual.

Starting Performing with E-Scape

E-Scape lets you perform music live - this can be chords or notes you've just entered yourself, or you can load in other Score files, or MIDI files. You can then press a switch (or the PC keyboard, or a key on a MIDI instrument) to perform these live in many different ways. For example you can 'conduct' the piece, playing small segments, phrases or even every note individually.

- First, let's load a Score which has been prepared earlier: Press Spacebar [or 'Switch 2'] to open the main menu, and scroll down to 'File', then press Enter (or 'Switch 1') to select it. From the File menu select 'Open Score'. From the list of files select 'Greensleeves2'.

'Track conducting'

- Press Spacebar (or Switch 2) to open the main menu again, then select 'Perform'.
- The 'Perform' menu gives you many ways of performing, but we will look at just the first two. There are many other options and variations to be explored later.
- Select the second item, 'Conduct Tracks'. You are now in an active 'conducting' mode, and the controls behave differently - until you exit by pressing Enter [Switch 1].
- While in 'Track conducting' mode, each press of Spacebar [Switch 2] will play the next segment of the music in turn. Notice that you are 'conducting' the top track (guitar) which is active (shown with green title bar). Try waiting until each segment has finished, or try interrupting (ie pressing Spacebar before it has finished) to go faster.
- Try pressing Switch 3 if you have it (or you can press 'Down cursor' or '3' on the keyboard). This changes to the second (flute) track. Pressing Spacebar [Switch 2] will now conduct through this track instead. Notice that you are now conducting every note of the melody, rather than longer phrases (segments) as you were on the guitar track. You can set the length of segments yourself to suit your musical and practical needs – see below.
- You can go up or down between the tracks at any time with switch 3 or up/down cursor.
- Exit 'conducting track' mode by pressing Enter [Switch 1].

'Score conducting'

- Open the 'Perform' menu again, and this time select the first option 'Conduct Score'. You are now in 'Score conducting' mode. The bottom info panel tells you what each key does.
- Each press of Spacebar [Switch 2] plays the next segment of the top track (guitar), and any other tracks (in this case just the flute track) will follow. Later on, you can choose which track you will conduct, and which will follow.

MIDI files

- If you can use the keyboard or mouse, you can open a 'MIDI file'. Quickest is to use the keyboard shortcut: Ctrl- Shift- O.
- From the dialog you can then use mouse to select a MIDI file to open (NB. you need to *double* click to open folders on left hand side). If the MIDI file is 'on the beat' then this is straightforward - and will conduct OK using a specified segment size.. You can change the size of the segments, if it has an irregular rhythm you will probably need to split it into segments yourself to be able to conduct it nicely. There are many ways to do this - see the Getting Started Guide, section 6.5.6.
- Conducting with a single switch? If you are using a *single* switch, you can still conduct music. First, set up for single switch use (see pg 3 below) and use switch 1. You can't change track until the end of the page, but the conducting itself is under your control.

Starting Composing with E-Scape

- Let's start with an empty Score – open the main menu again, and select File. Then select 'New Score', and an empty Score window will open.
- Again open the main menu, then select 'Enter Notes'. This menu has a number of options to do with adding and editing notes.
- Select the first item 'Add note...' to enter a new note - you will first be asked to choose an instrument sound. The note then auditions repeatedly until you press return (or switch 1). Then follow the questions you are then asked.
- When you have a few notes entered, try selecting 'Copy' from the main menu and again follow the instructions.
- Also try other options from the 'Edit' menu, and explore what is in 'Other things'...
- The idea is that a switch user is only presented with relevant choices and can't get 'lost' so it should be easy to explore. E-Scape is a bit 'different' and quirky, and doesn't have all the features of a standard 'sequencer' program - if you have any problems or questions, please contact the developer Tim Anderson at the address below.

Changing Settings

- To change settings, press shortcut 'S', or open the main menu (Spacebar or Switch 2) and select 'Other things', then 'Settings'. This opens a 'Settings' window, with a number of mouse-operated controls and menus. This window also has a switch-operated 'main menu' - press Space or switch 2 as normal to open it.
- To close the Settings window, press shortcut 'S' again, or press Spacebar [Switch 2] to open the 'Settings' menu, then select 'Go back to Score window'.

- As an example, try changing two settings:
 1. Tell E-Scape you are using a *single* switch:

Open the main settings menu (Spacebar or Switch 2) and select 'Switches', then 'Select one or two switches'. Then choose 'Single Switch (scanning)', and finally 'OK'. All menus and notes etc will now scan by themselves (each item is selected in turn). When the item you want is selected, press Space or 'Switch 1' to select or stop. A helper can also use the cursor keys or switch 2 or 3 as well.

If you open the 'Switches' menu again, you will now see an option to change the speed of scanning.
 2. Change the 'Note entry mode', which controls how notes are entered. By default, a new note is entered with the same pitch as the previous one, and you can then change this while listening - good for beginners in music. However, you can instead choose the pitch of the new note from a menu (C, D, E etc). To do this, open the Settings main menu, then select 'Pitch entry mode', then 'Pitch chosen from Menu'.

Using Switches with E-Scape

- There are many interface boxes that let you connect switches to a PC. E-Scape uses ones that connect via USB and emulate the keyboard, such as the 'DJ Switch Interface Pro' (www.DonJohnston.com), or the JoyBox or JoyCable (www.sensorysoftware.com). There are many more options and issues – for more details see sections 2.2.7 and 3.2 of the 'Getting Started Guide'. This is on the CD, or in the folder C:\Program Files\E-Scape\.
- Switch interfaces have sockets which let you plug in switches which then appear to the PC as if you are typing '1' '2' or '3' on the keyboard, and this is what E-Scape calls 'Switch 1', 'Switch 2' etc. If you don't have a switch interface but want to try out how E-Scape works with switches, you can thus simulate it by simply pressing the 1, 2, or 3 keys on the keyboard.
- You need to *tell* E-Scape whether you are using two or more switches, or are only using one switch (see Changing Settings, above).
- If you have E-Scape set to use 'two switches', then use the '1' and '2' sockets. Switch 2 scans down menus, or forwards through notes or segments. Switch 1 normally always 'finishes' things - eg selects the current menu option, or stops conducting etc.
- If you can also use a third switch, then use socket '3'. Switch 3 can scan *up* menus, or scan backwards through notes etc, or change track when conducting.
- If you have E-Scape set to use a 'single switch', then plug this into socket '1'.