

# HYPERSCORE

Software developed by Mary Farbood and Egon Pasztor

## Minimum System Requirements

Speed	400MHz or faster Hyperscore will run on other CPUs, but more slowly.
OS	Windows 98, 2000, XP (possibly ME, but untested)
Disk Space	3 megabytes or more of free space
Memory	64 megabytes or more of RAM
Sound	Able to play MIDI using either built in sound card or external synthesizer
Graphics	16 or 32-bit card supporting 3D acceleration Must have DirectX, which comes on computers running Windows XP

## Download the Install Program

There are two versions of Hyperscore: one that needs a display with a resolution of at least 1024x768, and one that works with displays that are only 800x600. Choose which version you'd like below.

If your browser asks you what to do with the file, choose "Run from current location" or "Open." Otherwise, save the file to your desktop and double click on it. The program will install Hyperscore on your machine.

- Windowed version 3.9
  - [780x540 resolution \(930k\)](#)
  - [1000x700 resolution \(930k\)](#)
- Fullscreen version 3.9
  - [800x600 resolution \(930k\)](#)
  - [1024x768 resolution \(930k\)](#)

**Important note:** The versions posted on this page are the most recent as of April 2003. If you have an older version, definitely upgrade. There are some bug fixes and other important changes in the latest version. Make sure you download a version that is *less than or equal to* your [display resolution](#). Hyperscore will not work if its resolution is greater than your machine's display resolution.

## DirectX

Hyperscore needs DirectX to run. Unless you are running Windows XP (which comes with DirectX) or are sure you have it installed, you must also download and run one of the files below:

- [DirectX8 for Win 2000](#) (7.7M)
- [DirectX8 for Win 98/ME](#) (11.8M)
- [DirectX8 for Win 95](#) (11.2M)

## Documentation

- [Getting Started - Web Tutorial](#)
- [Complete documentation of Hyperscore features](#)

## About the Developers

Hyperscore was developed by Mary Farbood and Egon Pasztor, both graduate students at the MIT Media Lab in Professor Tod Machover's [Opera of the Future group](#). We are not commercial software developers: Hyperscore is a research prototype, designed as an important component of the [Toy Symphony project](#). There are lots of features we'd like to add and lots of fixes we'd like to make, but unfortunately our lack of time as students has made it difficult to continue the development of Hyperscore. In the future we will try to fix bugs and add new features. Check back to this page for any developments. Thanks for trying our program!

## Trouble Shooting and Frequently Asked Questions (FAQ)

[Before you do anything else: read this](#)

[Is there a Mac version?](#)

[Is there a Linux \(or any other type of UNIX\) version?](#)

[Does Hyperscore work with Windows ME?](#)

[When running the Hyperscore install I get the error, "Not a valid Win32 exe."](#)

[What does "D3D8.dll not found" mean?](#)

[What does "Problem starting DirectX8 window" mean?](#)

[Is using DirectX 9 instead of DirectX 8 okay?](#)

[When running Hyperscore, I get nothing but a black, blank, green, or flickering screen.](#)

["Texture creation failed" error message](#)

[How do I quit the program?](#)

[Why can't I hear anything??](#)

[Can I change the default instrument sounds?](#)

[I can't save or open any files using ctrl-S, ctrl-O, or ctrl-M](#)

[I'm having trouble controlling the harmony line.](#)

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*Before you do anything else, read this:*

If you do not have the latest version of Hyperscore (available on this page as of April 11, 2003), [download it now](#). Try both windowed and fullscreen versions. With these new versions, you should not need to [auto-hide the taskbar](#) to solve any problems.

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*Does Hyperscore run on a Mac?*

Not yet. We'd love to port Hyperscore to the Mac (I'm a mac user myself at home!), but at this point, we're not sure whether it will happen, given the limited time we have as students.

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### *Is there a Linux (or any other type of UNIX) version?*

Unfortunately not. There may be a port in the future, but right now there are no immediate plans.

### *Does Hyperscore work with Windows ME?*

Yes, it does, but there seem to be more problems running it on Windows ME than other versions of Windows.

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### *When running the Hyperscore install I get the error, "Not a valid Win32 exe."*

This happens when the webserver does not let you download the entire install program. Try downloading again from [this page](#).

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### *When I try to run Hyperscore I get the following message: D3D8.dll not found.*

You are getting this message because DirectX is not installed. [Download DirectX now](#).

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### *What does "Problem starting DirectX8 window" mean?*

This most likely means that your graphics card does not have 3D acceleration. However, there are other possibilities:

- If you downloaded Hyperscore before April 11, 2003, try downloading the version on [this page](#).
- Try [auto-hiding](#) the taskbar -- it might help.
- Make sure you have your [display settings](#) at **16 or 32-bit color**. 24-bit color or 256 colors, for example, will *not* work with Hyperscore.

If none of these things work, the only other way of solving the problem is to upgrade your graphics card.

However, whether or not this is an option for you, we'd like to know what graphics card you are using if it does not work with Hyperscore. We wrote and tested Hyperscore on the computers here at the Media Lab, so obviously it works for the hardware we have. We'd like to make a list of specific graphics cards which don't work with Hyperscore.

You can find out what graphics card you have by right-clicking on your Desktop, selecting Properties, and going to Settings, then Advanced, then Adapter. Please send us an email with as much *specific* info about your machine and what happens as you can. You can help us make the program better. Thanks!

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### *Is using DirectX 9 instead of DirectX 8 okay?*

Theoretically it should work because DirectX 9 is backwards compatible, however we haven't tested it yet so we can't say for sure. There have been reported cases where it worked, and other cases where it didn't, but we were unable to determine if the problem was DX9 or something else (like the graphics card, which is more likely).

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### *When I run Hyperscore, I get nothing but a black, blank, green, or flickering screen. What's wrong?*

These problems are most likely due to your graphics card behaving in a way Hyperscore does not expect. Installing a more advanced graphics card may solve the problem. Unfortunately we have yet to pinpoint the exact cause of these problems. One thing that might help is [auto-hiding](#) the taskbar or [downloading a newer version](#) if you haven't done so already.

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### *"Texture creation failed" error message (or any other message with "texture" in it).*

See answer [directly above](#).

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### *How do I quit the program?*

If Hyperscore is in fullscreen mode, there is no quit button because there is no window bar. Type 'q' to quit.

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### *Why can't I hear anything??*

There are a number of things that might be causing this problem:

1. another multimedia program is using the MIDI port to your sound card
2. you have more than one copy of Hyperscore open.
3. you do not have a MIDI synth or a soundcard (unlikely)
4. Hyperscore is not locating the right MIDI device

Here are some things you should try:

1. Try to play a [regular MIDI file](#). If you can hear something, Hyperscore is definitely able to produce sound on your machine. If not, it's a system problem that affects more than just Hyperscore.
2. The default MIDI port designated by Windows should be the MIDI synth on your soundcard. There are two ways to find out what MIDI devices are available on your machine:
  - Go to your Sounds & Audio (or Multimedia) control panel. What is your default MIDI output device?
  - Run Hyperscore. What exactly do the Generic Console messages say when the program starts up? There should be some information about finding MIDI output ports.

Here's an example:

```

Hello world - Hyperscore Started

Reading config file
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Directory:      [C:/Hyperscore/]
Midi_Output:    [A:/SB Live! Midi Synth]
Midi instruments: [49,45,46]
-----

Scanning Midi Ports
-----
Found 2 MIDI output ports:
0: [YOUR MIDI DEV 1]
1: [YOUR MIDI DEV 2]
-----

Successfully requested port -1

DirectX8 Initialized
Trying to create Direct3D device on adapter 0, [windowed [window IS
fullscreen] formatsat [32-bit [x8r8g8b8]] refreshRate [0] - Success!
Init Complete. Entering Message Pump Loop!
Hyce-Window On-Create beginning

```

In place of "YOUR MIDI DEV 1" and "YOUR MIDI DEV 2" in the brackets, you should see your machine's MIDI device names. You also might have more than two MIDI output devices.

3. Knowing the above info, open up in a text editor the file C:\hyperscore\_config.txt
4. After "Midi\_Ouput:" delete whatever it says (might be "A: SB Live! MIDI Synth" or something like that by default) and put (exactly) whatever is in place of YOUR MIDI DEV 1. Then try running Hyperscore again. If that still doesn't work, go back to hyperscore\_config.txt and try putting in your machine's substitute for YOUR MIDI DEV 2, and so on for all the devices listed. Hopefully specifying one of these devices will solved the problem.

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### *Can I change the default instrument sounds?*

Yes, you can change them but it's not recommended. This version of Hyperscore is designed to be used with string sounds. If you change the instrumentation, it will affect the playback of all pieces previously composed in Hyperscore. In order to change the sounds, open up the file C:\hyperscore\_config.txt. Change the numbers following *SmoothStroke\_instrument*, *CourseStroke\_instrument*, and *Droplet\_instrument*. The default values are set to 48, 45, and 46. You can change these numbers to any value between 0 and 127. For a complete list of number to instrument mappings, check out the [General MIDI specification](#).

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### *I can't save or open any files using ctrl-S, ctrl-O, or ctrl-M*

This should only happen when Hyperscore is in fullscreen mode -- no dialog window appears to select or type in file names. There are two ways to fix this:

1. [Auto-hide the taskbar](#)
  2. If you downloaded Hyperscore before April 11, 2003, try the version available on this [this page](#).
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### *I can't control the harmony line. What am I doing wrong?*

Easy manipulation of the harmony line is something we haven't perfected yet. Until the next version comes out, here are some hints about how to control it:

If you are drawing smoothly *\*in one direction\** then the spine should follow your drawing. Now, if you are drawing more or less smoothly across the screen, i.e. moving left to right then, to the left of your pen, where you've just drawn, the spine should not really move at all, it should just stay where you draw it like a trail of ink. You can draw detail, add small up/down vibrato, or go fast and draw big rolling waves -- as long as you keep moving left->right, you leave the spine behind you like a trail. But to the right of your pen, where your pen is heading, the spine will lift up or push down to meet your pen, to avoid a discontinuity. (And of course, the same works if you are drawing right to left.) However, if you stop moving left or right with your pen, and your pen is just idling, then the whole area around your pen will be attracted to your pen, a bit like it was before.

The "SPIKES" deserve special attention: the "SPIKE" -- a key-modulation region -- is a specific shape that needs to be smooth, vaguely symmetric, and concave to be recognized as a SPIKE. *\*Don't\** try to draw a spike directly, up and down. Instead, *\*flatten\** a region, by moving your pen back and forth quickly (remember if you are moving sideways, the pen just draws and overwrites, it doesn't nudge what's already there.) Then, when you've flattened the region that you want to be the modulation area, release the mouse and *\*grab the middle\** of this flat region, and pull this middle point carefully upward without moving right or left. The surrounding curve will follow, providing a nice smooth spike. Notice that once you have a spike, you can grab the vertex point and push it up or down vertically, and it'll maintain its shape. The y-position of the vertex is the target key of the modulation -- so this makes it easy to change the key: just grab the vertex and slowly adjust up or down.)

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### *Auto-hiding the taskbar*

Right-click on your taskbar and select "Properties." Check "Auto hide."

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### *Changing/checking your display settings*

Go to control panels, Display, then the Settings tab. You can also right-click on a blank space in your desktop area to get the Display properties control panel.