Edit CDG Guide

This is a remarkable program for fixing and modifying CDG files. It just doesn't come with instructions <g>. Shaun Weston, who wrote it, made it for himself to use, and was nice enough to offer it for free to the rest of us.

After several months of learning, I have a pretty good handle on how to use this program, so it's *my* turn to share!

The first thing to do is familiarize yourself with the hot key commands, as they are the fastest way to use the program:

Single Command Forward Step-by-Step – F8
Single Command Backwards Step-by-Step – F7
Play CDG File – F5
Pause – F4
Jump To Selected Command – F9
Edit Command – F2
Recover Command – Ctrl+R
Wipe Command – Ctrl+W
Change Command – Ctrl+A
Forget the Change Channel Command – It never worked for me, and besides there's an easier way to do it, as you'll see.

Then there are only a few commands left which you must use the mouse and drop-downs for:

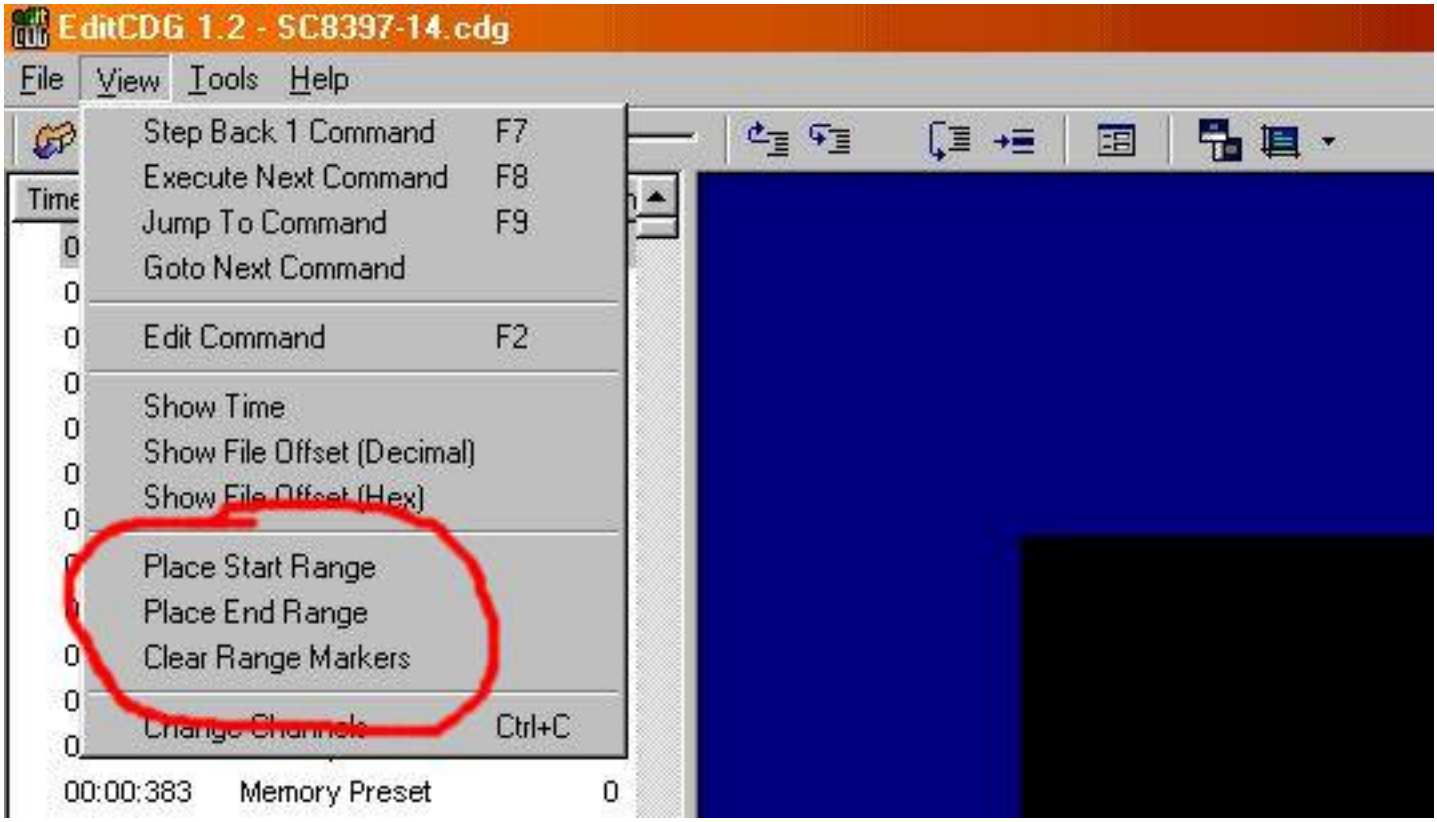


Fig 1. Placing & Clearing Range Markers

Fig 2. Range Commands (no range selected at the moment) & Clean File

OK! Let's load a cdg and see what we can do. The icon right below "file" lets you navigate to where your cdg file is located. If you have this MP3+G in a zip file, keep it until you're finished! If you screw this one up too badly, you can delete it and extract it again from the zip file and

start over. Always do this!

From playing this file in Karaoke Builder player, and using the elapsed time window, I know pretty much where the bad screens are: one's at roughly 3:53. EditCDG shows time by default, so I'm going to scroll down to 3:53 and click on one of them. You'll notice the screen is still blank (Fig 3). Hit F9 and you'll bring the program to that spot (Fig 4).

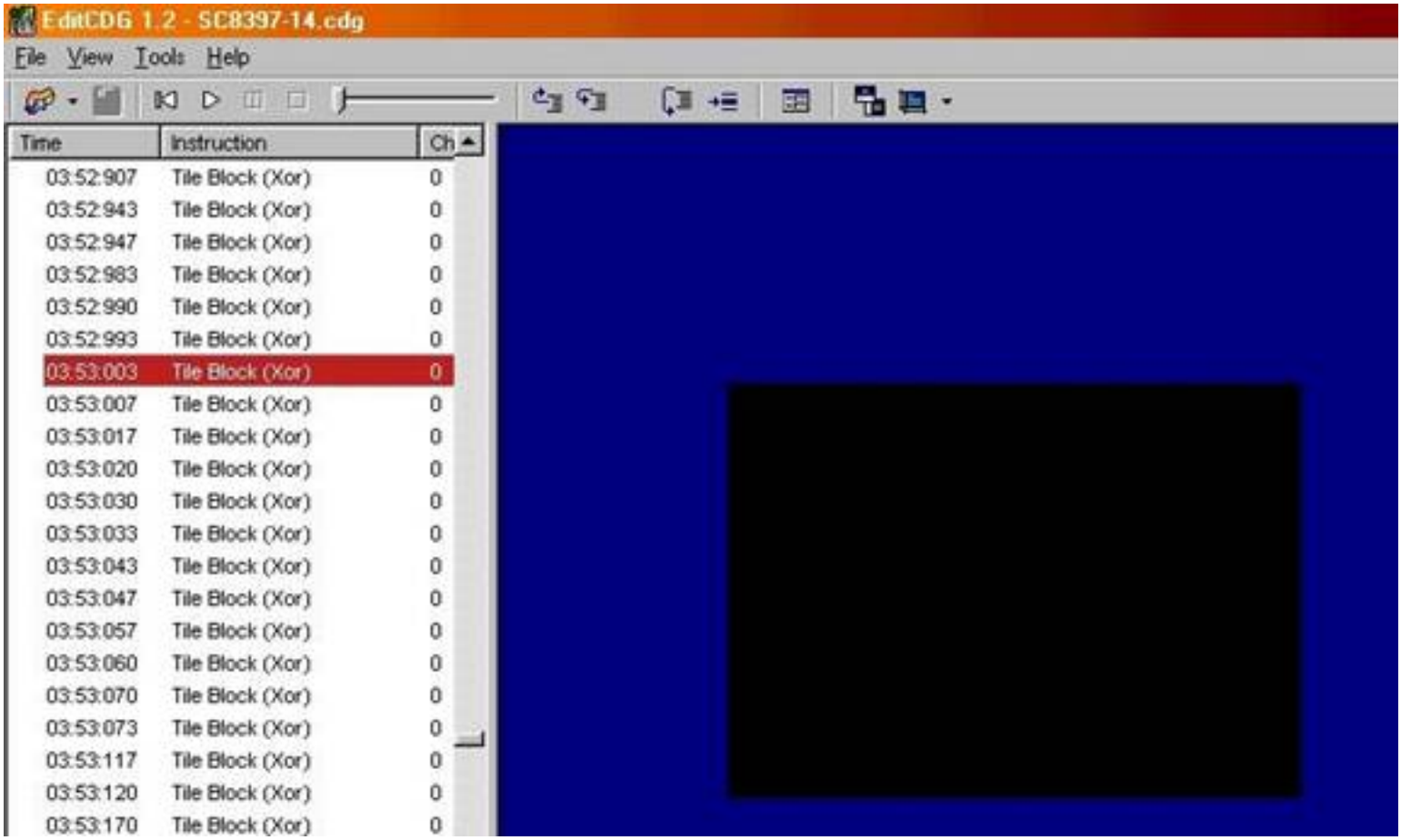


Fig 3

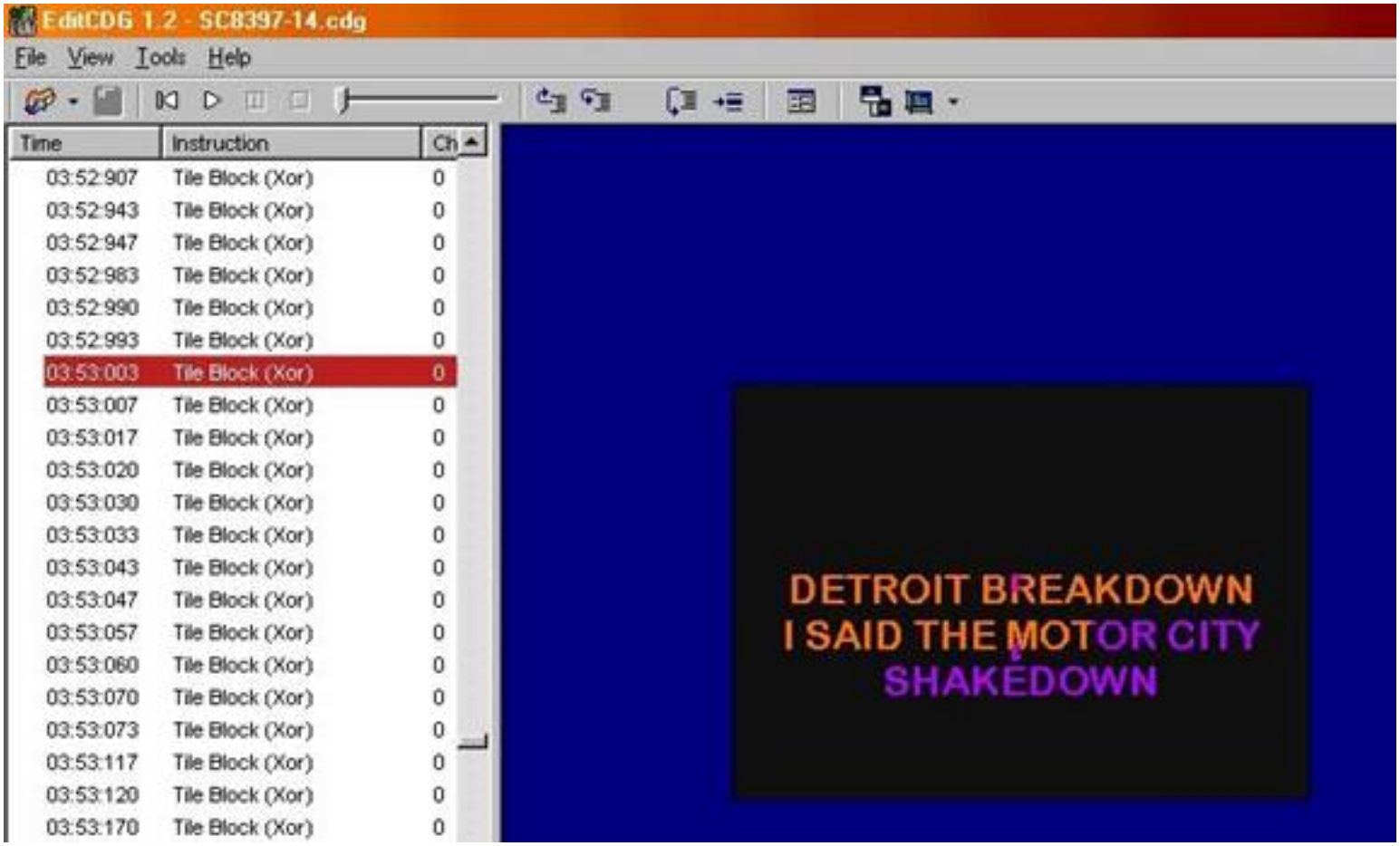


Fig 4

Ya know, it's hard to see the colors with that dark purple being the writing color. Sound Choice can show an appalling lack of taste in choosing colors. Let's change it so we can see better. In the player icons row at the top, click on "Rewind to Start of File." The screen is black, and we see the first commands are "Load Color Table (entries 0-7)", and "Load Color Table (entries 8-15)" (Fig 5). Some cdg's have dozens of these commands strewn throughout the file, but fortunately Sound Choice cdg's do not.

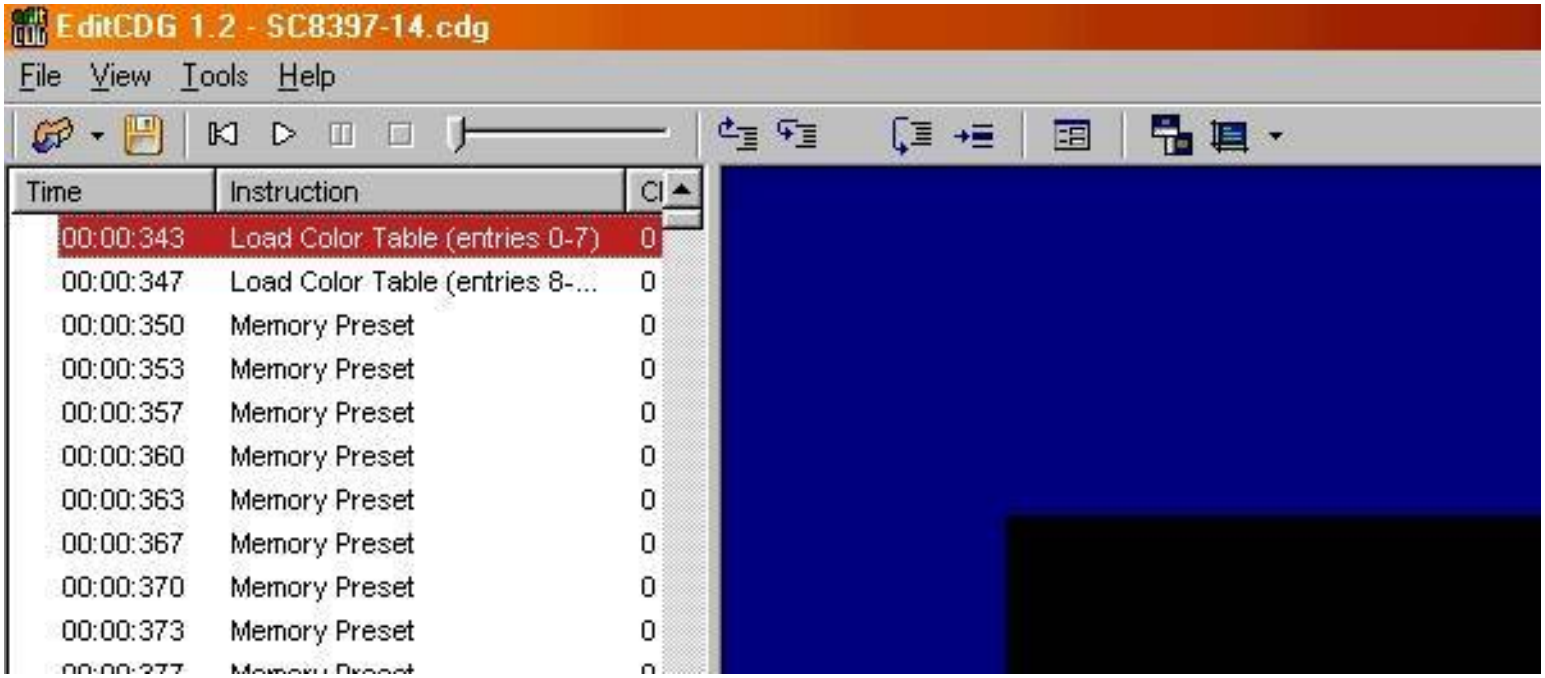


Fig 5

You may need to widen the column to see the #'s in parentheses, but they're the same for all cdg's. Since we're on the first one, let's hit F2 to see the colors. We're looking for the purple color to change it. Ahh, there's one – color 5 (Fig 6)! Put your pointer on the purple block and double-click it. You can now change the color (Figs 7&8) – I'm going to go with the light blue, or you can enter any #'s between 0-255 in the Red, Green & Blue windows at the bottom right to create any color you choose. Click OK on both windows. Now, hit F8 to go to the second color Table, and F2 to see it. No purple here (Fig 9), so we got the right one. Click either button to close the window. With this palette, we're lucky – there's only 1 purple on it. Sometimes they both have purple on them, and in that case we can either change both to the color we want, or move to a part of the screen where the purple is being written, hit F2, and see which purple is being used.

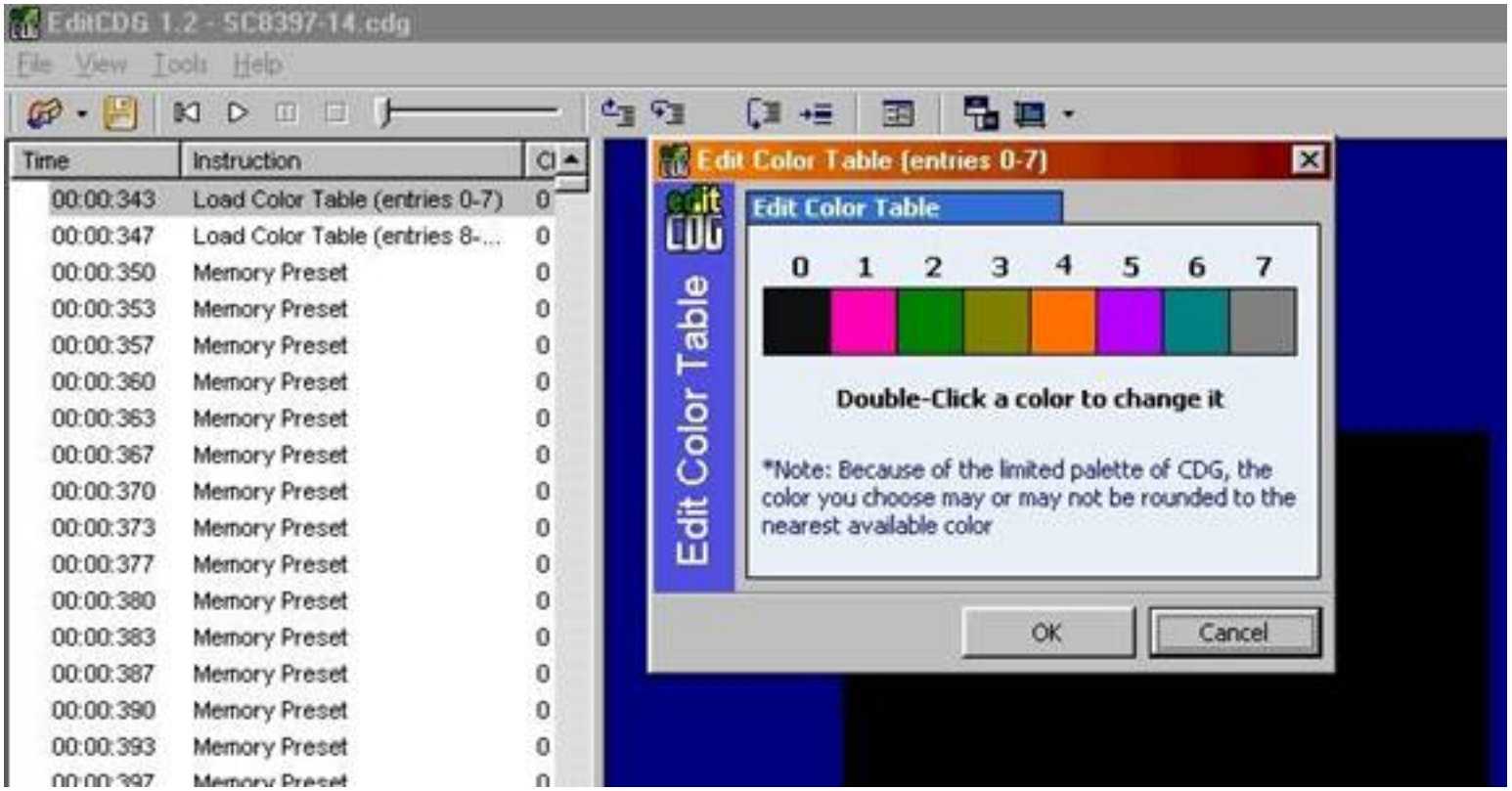
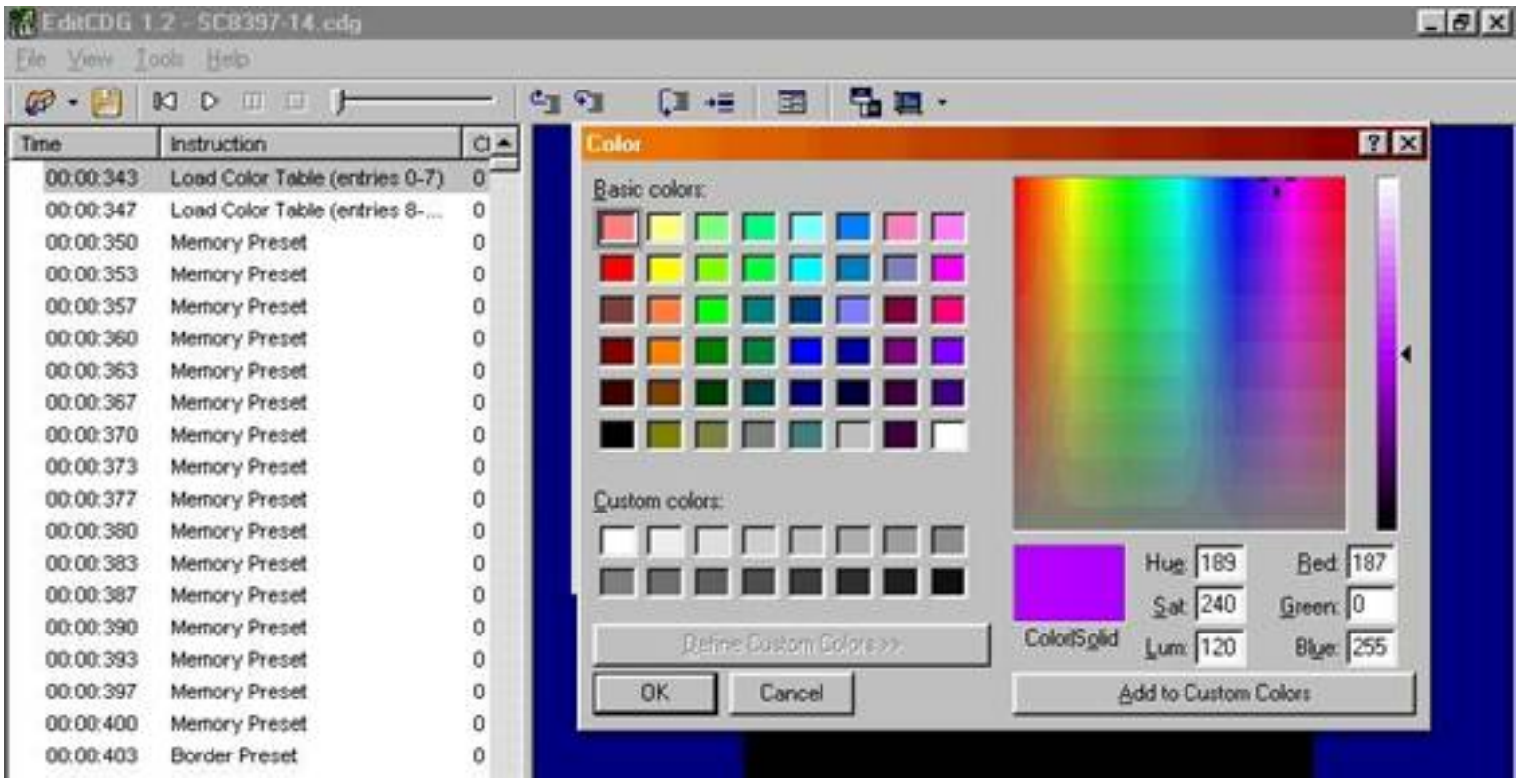

EditCDG 1.2 - SC8397-14.cdg
File View Tools Help
Time
Instruction
00:00:343 Load Color Table (entries 0-7) 0
00:00:347 Load Color Table (entries 8-... 0
00:00:350 Memory Preset 0
00:00:353 Memory Preset 0
00:00:357 Memory Preset 0
00:00:360 Memory Preset 0
00:00:363 Memory Preset 0
00:00:367 Memory Preset 0
00:00:370 Memory Preset 0
00:00:373 Memory Preset 0
00:00:377 Memory Preset 0
00:00:380 Memory Preset 0
00:00:383 Memory Preset 0
00:00:387 Memory Preset 0
00:00:390 Memory Preset 0
00:00:393 Memory Preset 0
Edit Color Table (entries 0-7)
Edit Color Table
0 1 2 3 4 5 6 7
Double-Click a color to change it
*Note: Because of the limited palette of CDG, the color you choose may or may not be rounded to the nearest available color
OK
Cancel

Fig 6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00:00:343 Load Color Table (entries 0-7) 0
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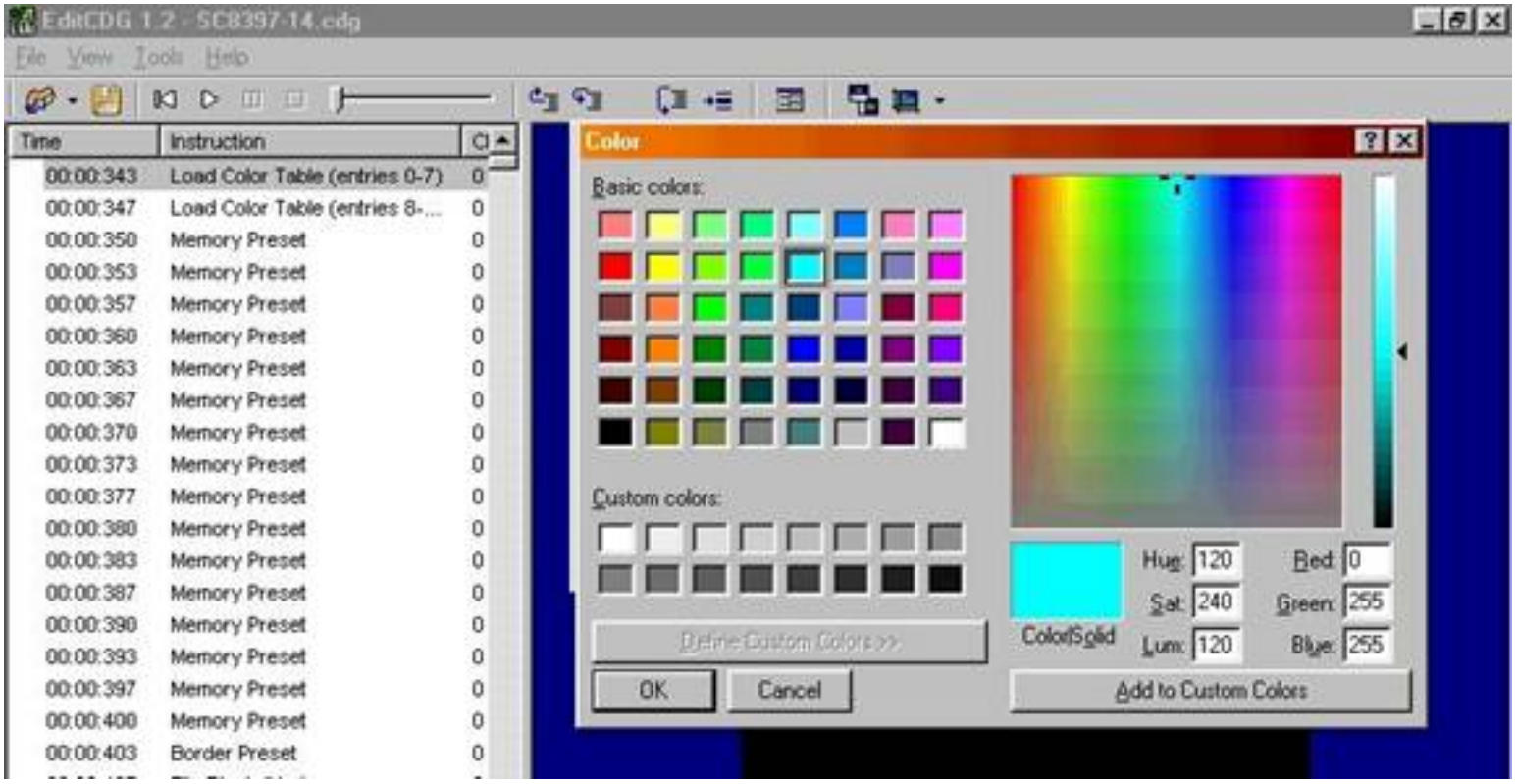
00:00:360 Memory Preset 0
00:00:363 Memory Preset 0
00:00:367 Memory Preset 0
00:00:370 Memory Preset 0
00:00:373 Memory Preset 0
00:00:377 Memory Preset 0
00:00:380 Memory Preset 0
00:00:383 Memory Preset 0
00:00:387 Memory Preset 0
00:00:390 Memory Preset 0
00:00:393 Memory Preset 0
00:00:397 Memory Preset 0
00:00:400 Memory Preset 0
00:00:403 Border Preset 0
Color
Basic colors:
Custom colors:
Define Custom Colors >>
OK
Cancel
Hue: 189
Sat: 240
Lum: 120
Red: 187
Green: 0
Blue: 255
Color|Solid
Add to Custom Colors

Fig 7


EditCDG 1.2 - SC8397-14.cdg
File View Tools Help
Time
Instruction
00:00:343 Load Color Table (entries 0-7) 0
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00:00:357 Memory Preset 0
00:00:360 Memory Preset 0
00:00:363 Memory Preset 0
00:00:367 Memory Preset 0
00:00:370 Memory Preset 0
00:00:373 Memory Preset 0
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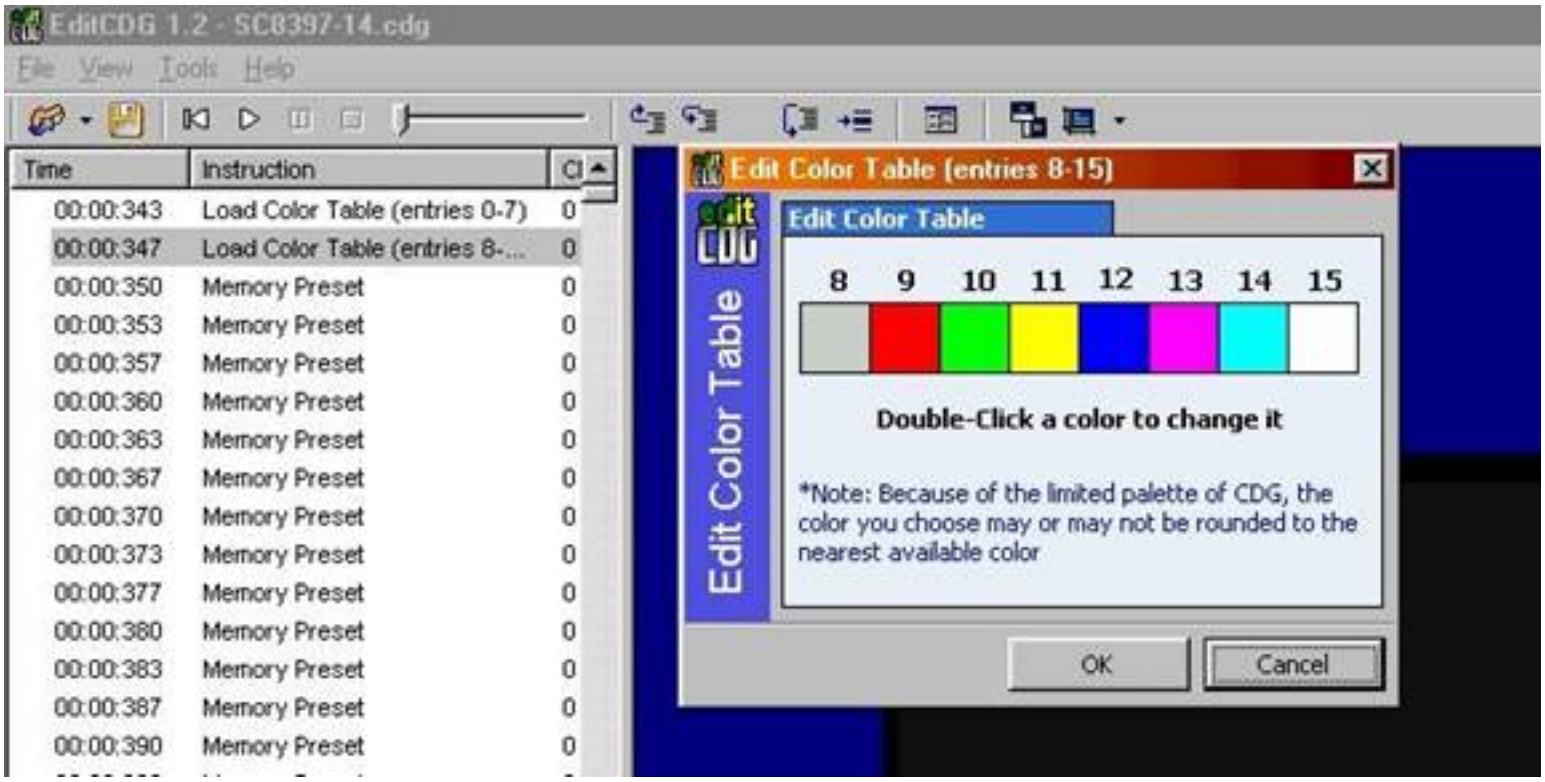
00:00:383 Memory Preset 0
00:00:387 Memory Preset 0
00:00:390 Memory Preset 0
00:00:393 Memory Preset 0
00:00:397 Memory Preset 0
00:00:400 Memory Preset 0
00:00:403 Border Preset 0
Color
Basic colors:
Custom colors:
Define Custom Colors >>
OK
Cancel
Color|Solid
Hue: 120
Sat: 240
Lum: 120
Red: 0
Green: 255
Blue: 255
Add to Custom Colors

Fig 8


EditCDG 1.2 - SC8397-14.cdg
File View Tools Help
Time
Instruction
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00:00:357 Memory Preset 0
00:00:360 Memory Preset 0
00:00:363 Memory Preset 0
00:00:367 Memory Preset 0
00:00:370 Memory Preset 0
00:00:373 Memory Preset 0
00:00:377 Memory Preset 0
00:00:380 Memory Preset 0
00:00:383 Memory Preset 0
00:00:387 Memory Preset 0
00:00:390 Memory Preset 0
Edit Color Table (entries 8-15)
Edit Color Table
8 9 10 11 12 13 14 15
Double-Click a color to change it
*Note: Because of the limited palette of CDG, the color you choose may or may not be rounded to the nearest available color
OK
Cancel

Fig 9

OK, now that we can see <g>, let's go back to 3:53. Scroll to it, click on it, hit F9, and here's what we have (Fig 10):

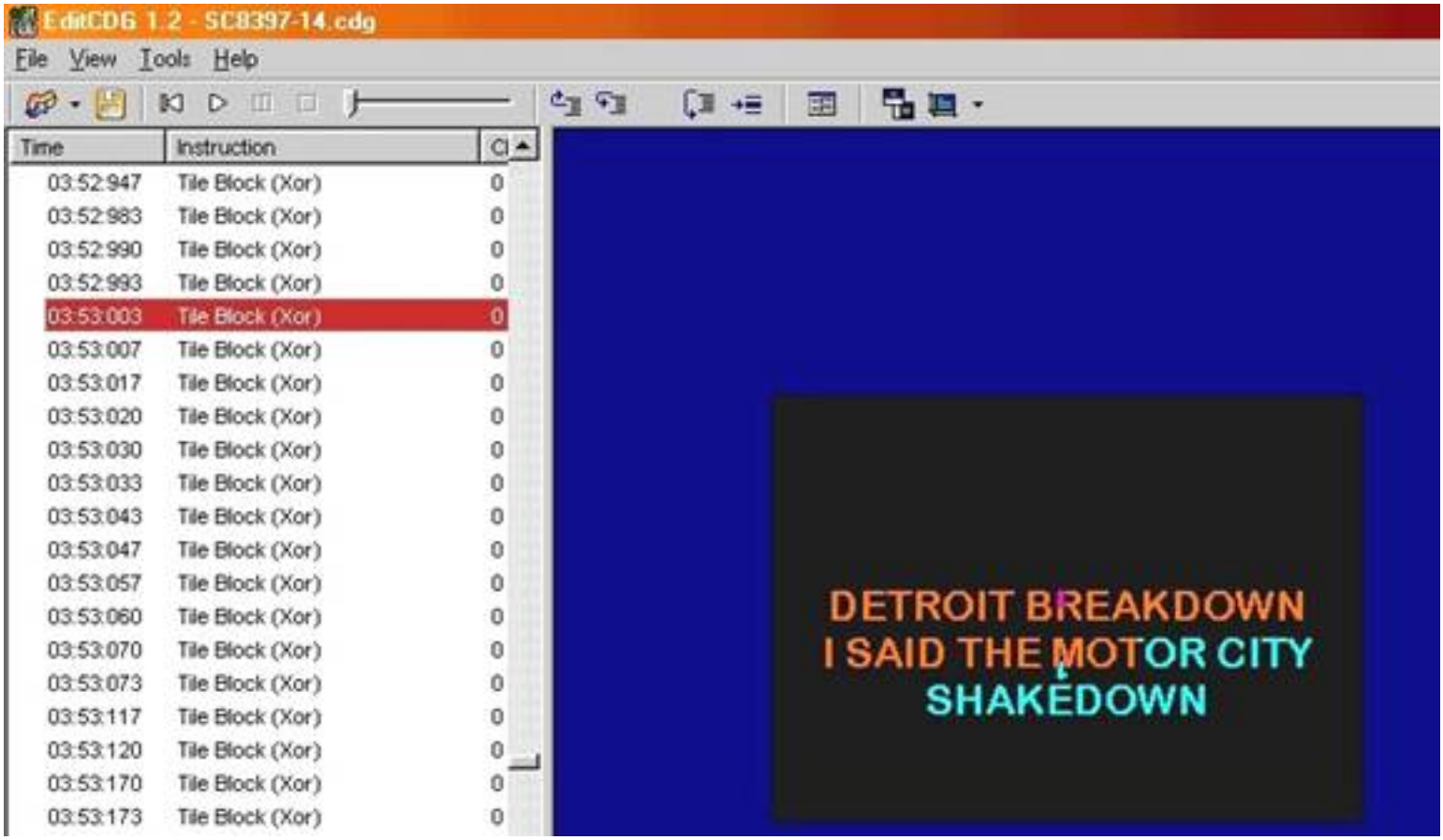


Fig 10

As you can see, right below the "M" in Motor City, there's a bad spot. It may be hard to see, but in the 1st line, the "R" in Breakdown is discolored (pink instead of orange). These can both be fixed at the same time. Actually, fixing the first error will automatically fix the other. Use F7 to back up, and as the swipe color is taken off, we see the "R" is broken (Fig 11).

Fig 11

We will keep using F7 to back up until we reach the bad spot (Fig 12)

Fig 12

as you can see, that looks like the top of the “R”, but it’s in the wrong place! To see and fix it, we have to use F7 to back up **1 more time** (Fig 13)

Fig 13

You will always have to back up that 1 step to get to the frame you want. Now, we hit F2 (Fig 14):

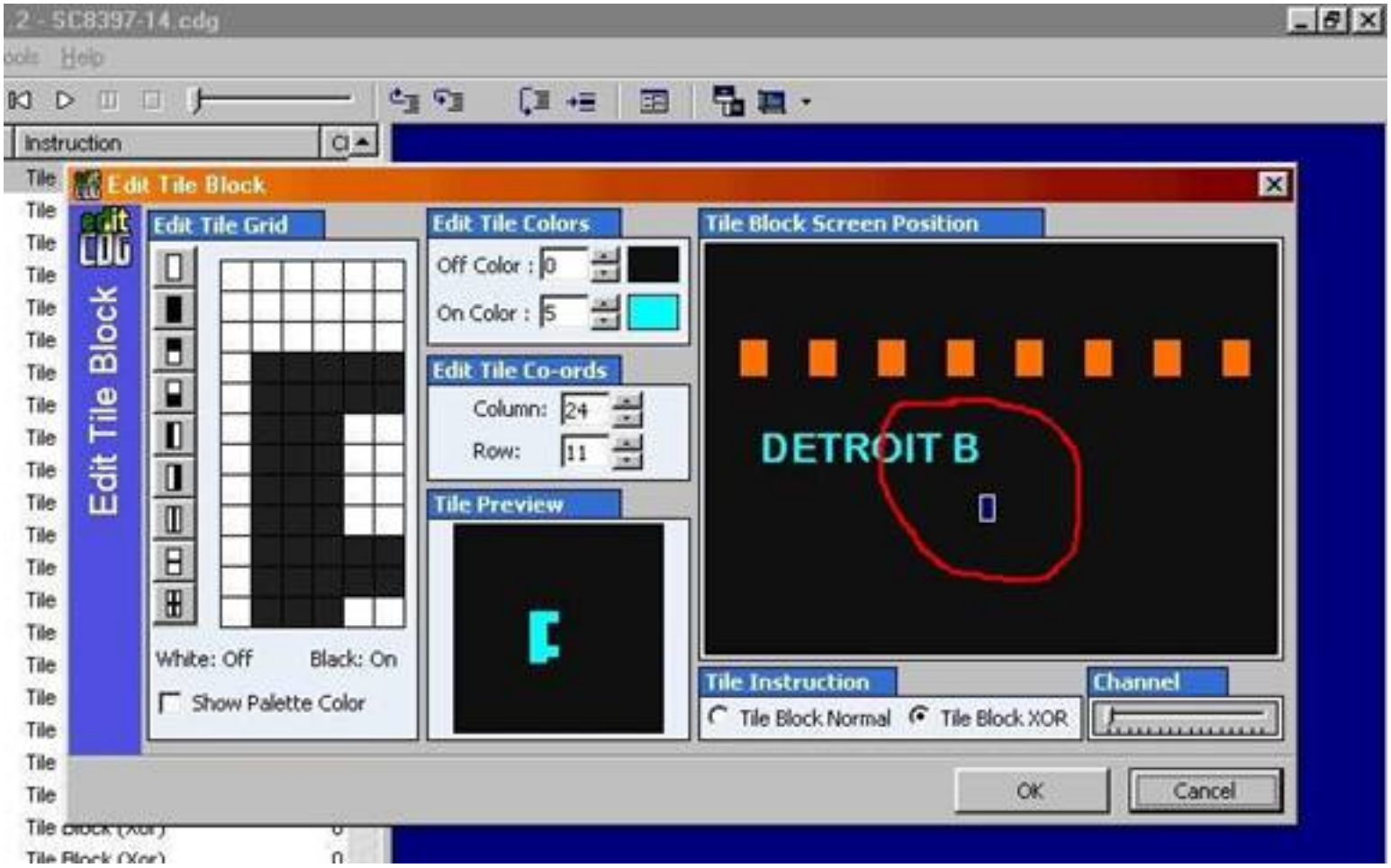


Fig 14

Sure enough the little “block” or cursor is in the wrong position. You may need to drag this window over to see all of it. To fix it, just put your pointer on the place you want the cursor to be, and click it (Fig 15)

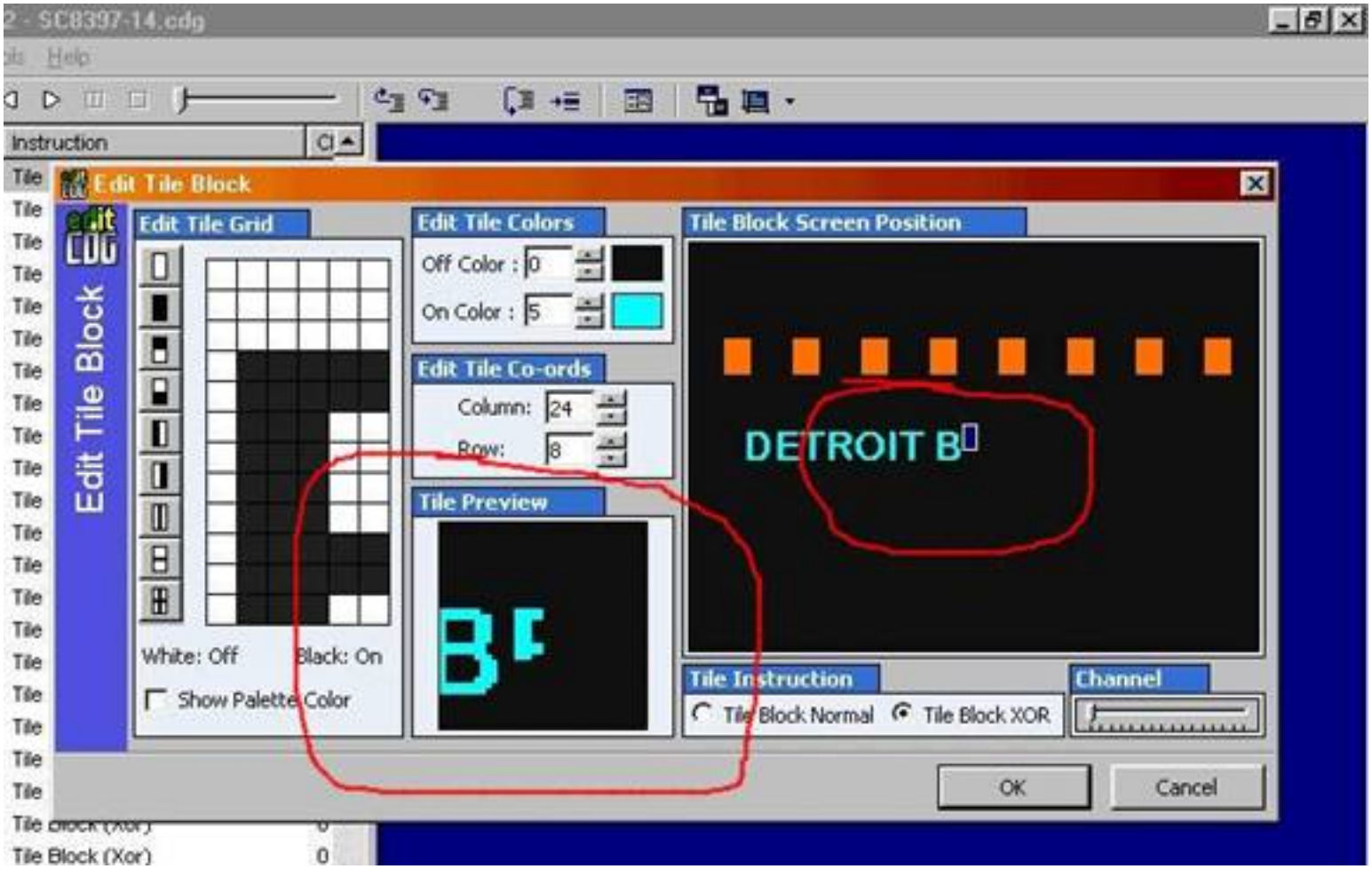


Fig 15

It's now where it belongs, and you can verify it in the "Tile Preview" window in the center. Click OK, and we're done with this repair! Let's use F8 to go ahead one frame and see: (Fig 16)

Fig 16

Yep. All fixed. We can use either Play (F5) or F8 to go forward to see if the swiping (orange) color is correct in that spot (Fig 17):

Fig 17

Yep, all is well. Hit “Save” in the row of icons at the top and your cdg file will now have these changes in it.

I also found a couple more bad spots that need fixing (Fig 18):

Fig 18

Here we have 2 orange spots above & below the lyrics, and one of the “O’s” in Motor has a pink color around it. Let’s use F7 to back up to whichever one we get to first (Fig 19):

Fig 19

Again, I backed up to the spot where the orange at the bottom last appeared, then backed up 1 more step. Now use F2 to see what's what (Fig 20):

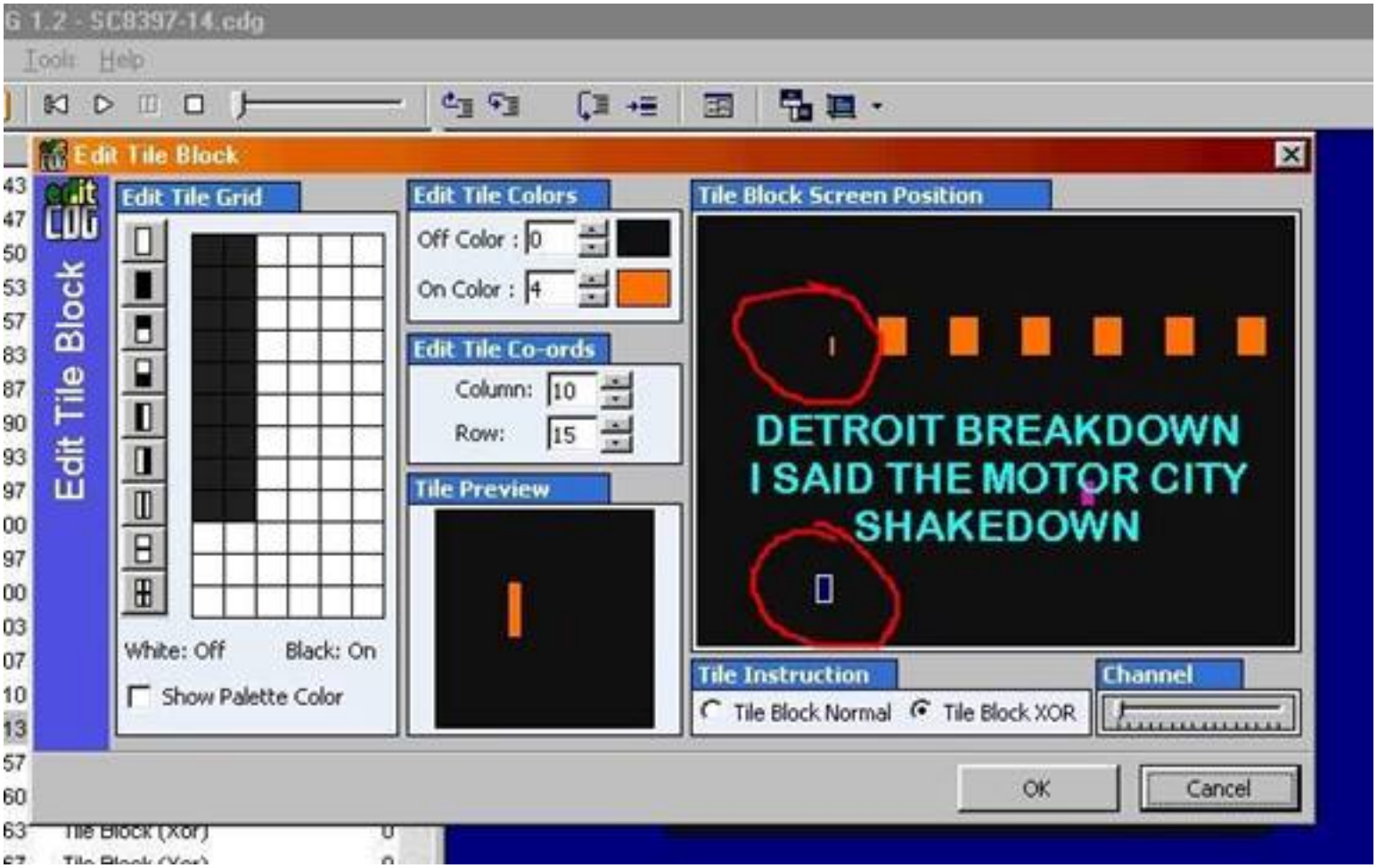


Fig 20

Again, the cursor is in the wrong position, so we click on where we want it (Fig 21):

Fig 21

Not sure where to put it? Well, we want it to erase that spot from the timing bars, and as you can see in the “Tile Preview” window, it’s black, so we got it right. Click OK. Now we’ll back up ‘til we get to the pink spot. Again, we back up the 1 extra step ‘til it disappears and hit F2 (Fig 22):

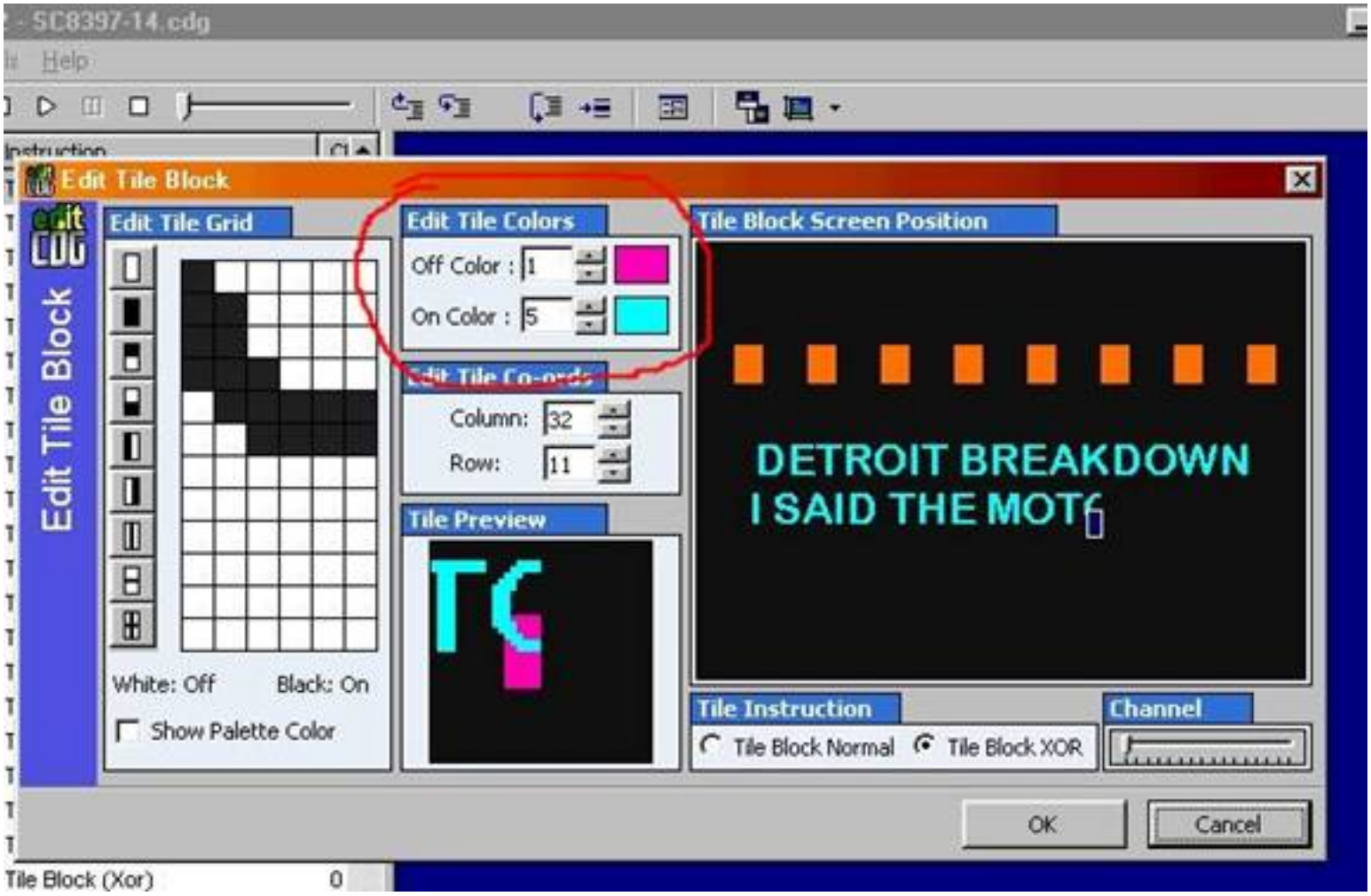


Fig 22

This time the cursor is in the right place, but the background color is wrong – it's pink, and should be black. You can see this in the "Edit Tile Colors" window upper center above. There are up & down buttons to the right of the number in the window – we need to go up or down until we find black (I'll give you a hint – the background color is almost always "0", or down one in this case). So we click it down to zero, we see black in the "Off Color" window, and we see the proper black background in the "Tile Preview" window below it (Fig 23). Click OK. Another successful repair (Fig 24)! Let's hit "Save" again.

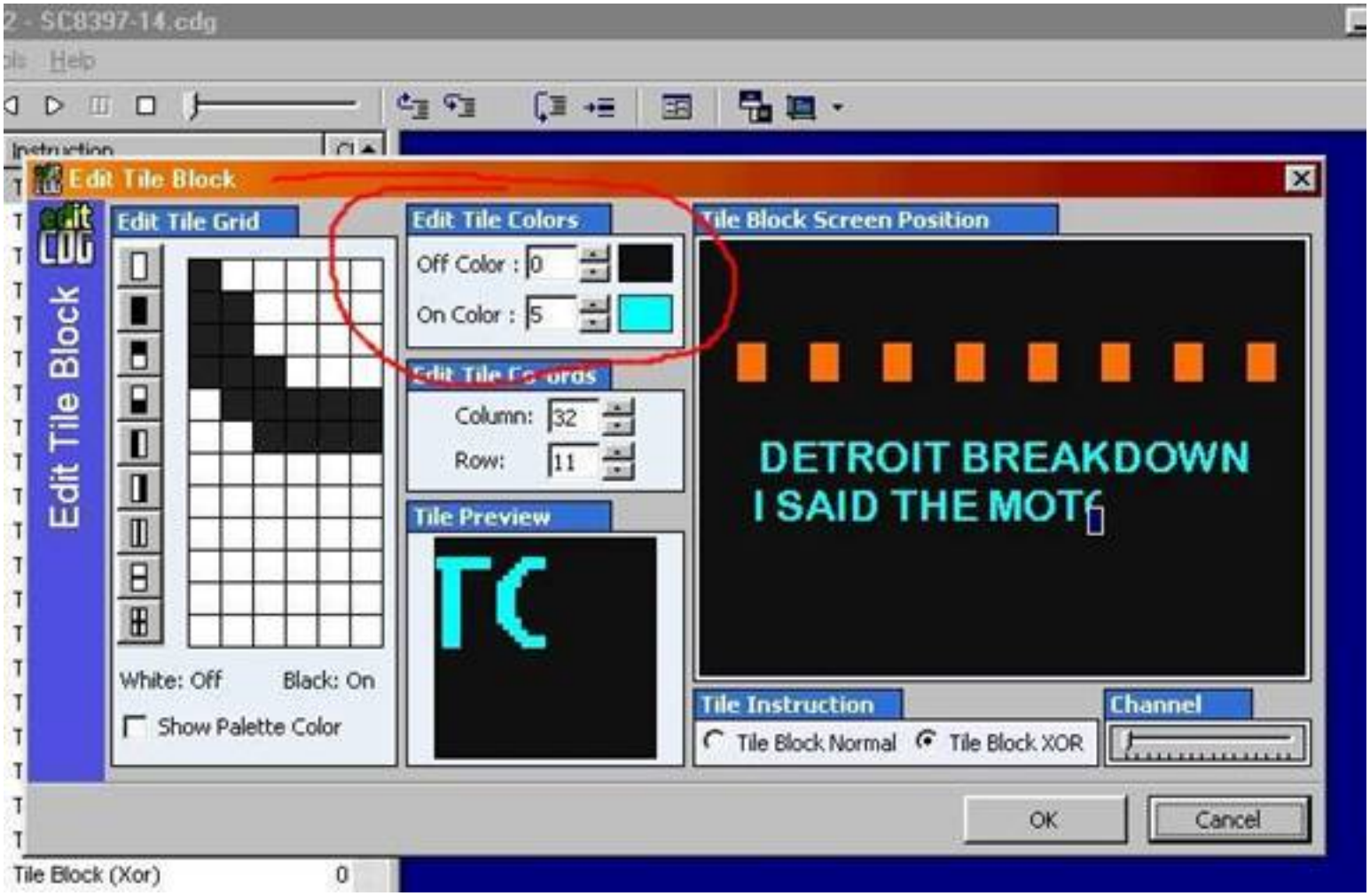

Edit Tile Block
Edit Tile Grid
Edit Tile Colors
Off Color : 0
On Color : 5
Column: 32
Row: 11
Tile Preview
Tile Block Screen Position
DETROIT BREAKDOWN
I SAID THE MOT
White: Off
Black: On
Show Palette Color
Tile Instruction
Tile Block Normal
Tile Block XOR
Channel
OK
Cancel
Tile Block (Xor)
0

Fig 23


DETROIT BREAKDOWN
I SAID THE MOTOR CITY
SHAKEDOWN

Fig 24

I found just one more error in this file - this time the swipe color had an error (Fig 25):

Fig 25

We'll back up the same way, and hit F2 to see the problem (Fig 26):

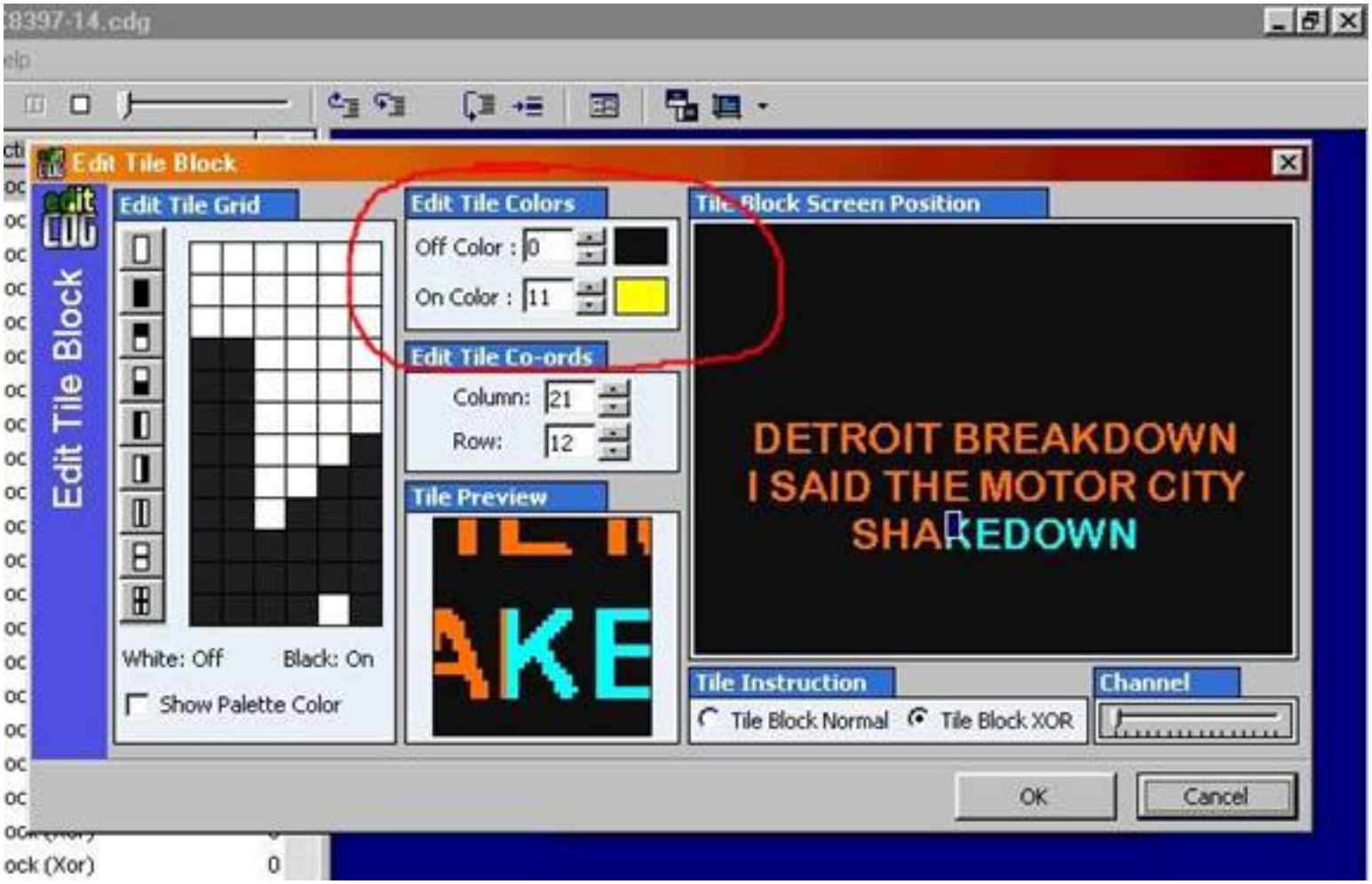


Fig 26

Again, the color is wrong, but in the swipe colors you can't use the obvious color! In Fig 21, it's using orange to go over orange to make it black. Here, we are looking at the "On" color in the "Edit Tile Colors" window circled above. We use the up & down buttons to go thru the palette colors, watching the "Tile Preview" window until the swipe color becomes orange. In this case, we had to go down to #1, which shows pink in the "On" color window to make the swipe color orange (Fig 27).

Fig 27

You have to look closely because pink and red look close to orange, and those colors are also in the palette. If you're in doubt, click Cancel to close that edit window, go forward or backward to a frame next door, hit F2 and you can see which "on" color is making the swipe orange. Than go back and change that frame. Click OK, and F8 a few frames ahead to admire your handiwork (Fig 28):

Fig 28

Ahh, it’sa beautiful! Click save. This one’s in the bag!

Let’s take on another one, since we’re feeling cocky!

Fig 29

On this one, I’ve circled 3 problem spots. There are a few more,

but they're redundant as far as examples go. At the top, under the timing bar, there's a red line that's probably hard to see in the pic above. Since there's no red on this screen, we know we're going to have to go back to where there *was* red to fix this one. The next bad spot is in the "O" in "to": there's an orange spot between the letters, and a black spot in the letter. The next one is the orange spot next to the "H" in "happy".

Since we're backing up from this point, we'll hit the last problem first. Again, we back up frame-by-frame using F7 'til we find the spot, then back up 1 more frame (it disappears from the screen), and hit F2 (Fig 30).

Fig 30

This problem is easy to fix. Just click on each of the two black pixels circled in the "Edit Tile Grid" window to the left above to turn them white (Fig 31).

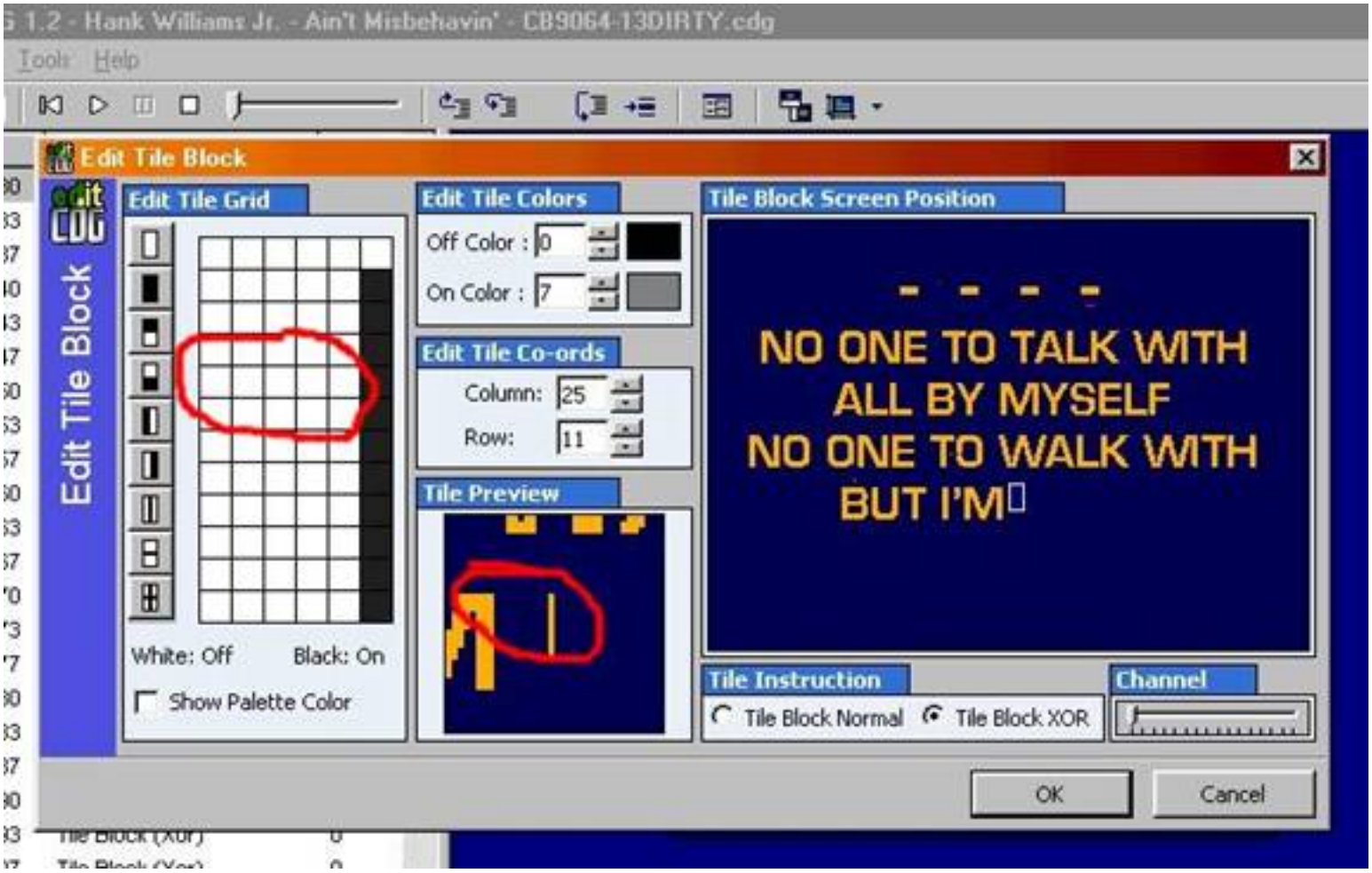


Fig 31

As you can see in the “Tile Preview” window in the center, that fixed *that* problem.

As we look at the next one in the word “to”, the usual problem is similar to the one we just fixed – there are pixels outside the letter that are “on”, causing the orange spot outside the letter, and there are pixels inside the letter that are “off”, causing the black spot inside the letter. When we get there, however, we find that the frame is just fine! Now what???

Fig 32

Those spots are from a previous screen where orange was used and didn't clear properly, so we'll keep going backwards (Fig 33)

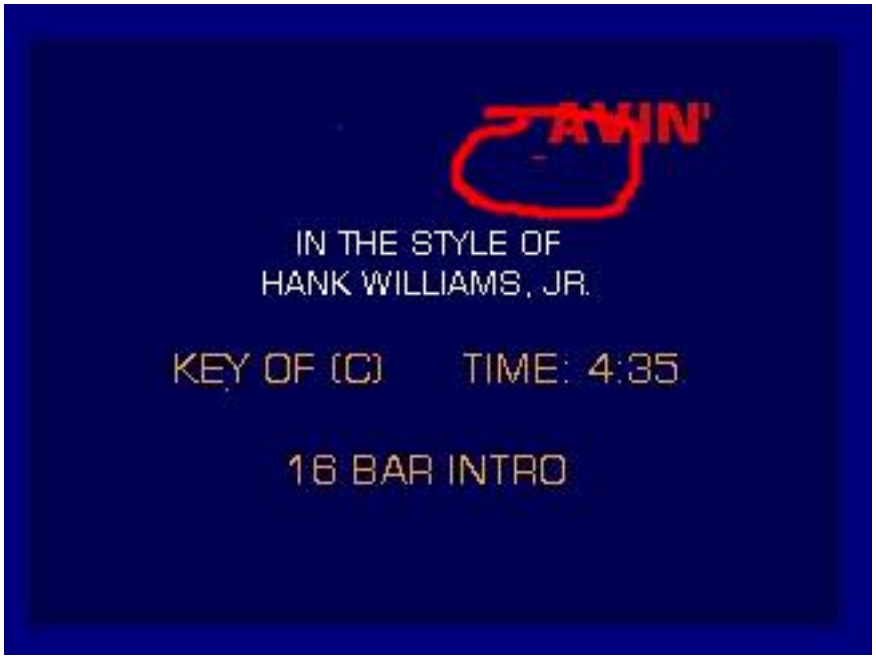


Fig 33

The spots we're looking for didn't "jump out" at us as we backed up, so we'll come back to them. We've backed up to the red line and

found where the problem is (it's easier to see in Fig 34 below):

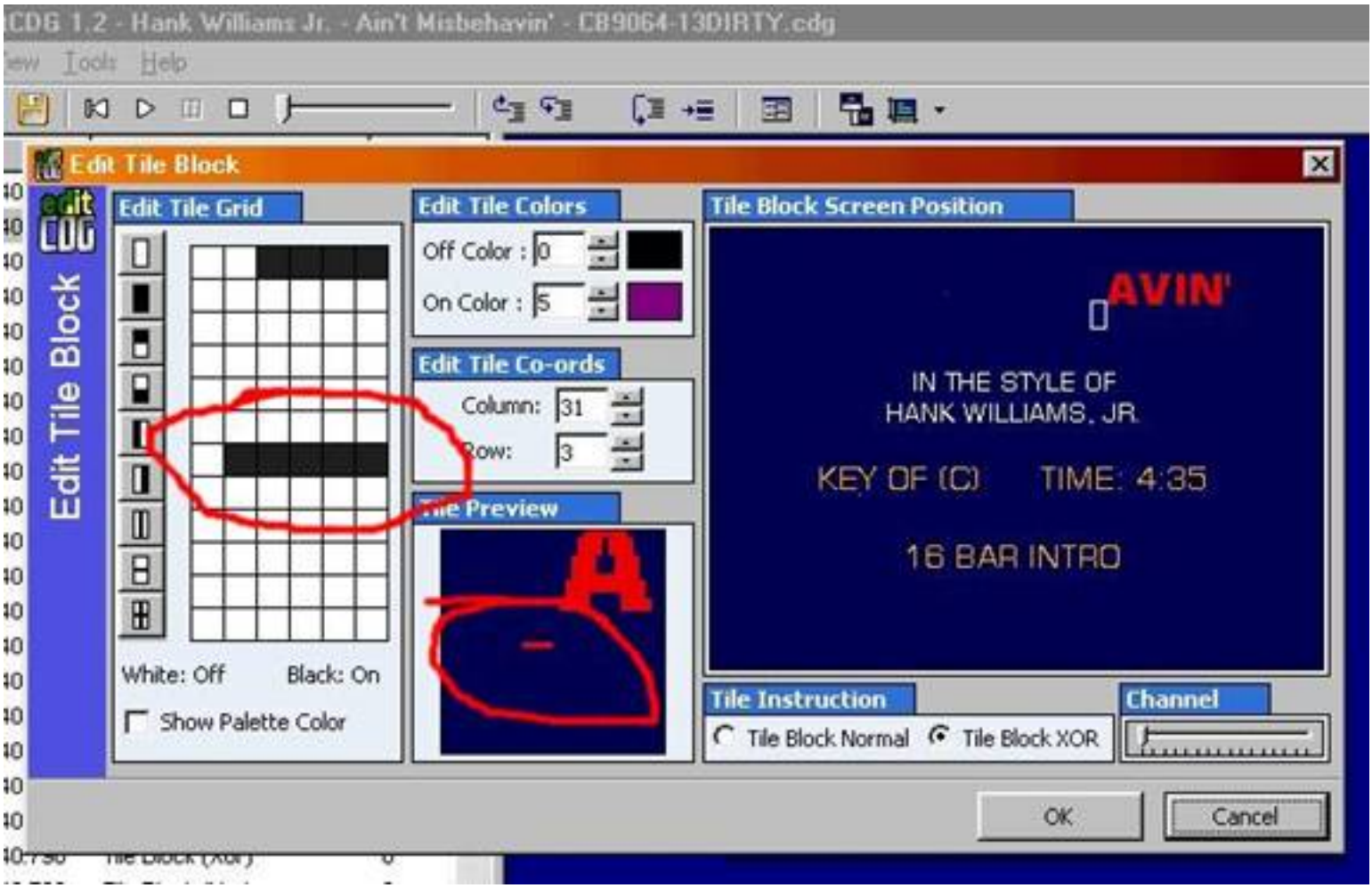


Fig 34

Yep, there it is. Another easy fix – we just click on each of the black pixels circled in the "Edit Tile Grid" above left to turn them white – no more red line! (Fig 35)

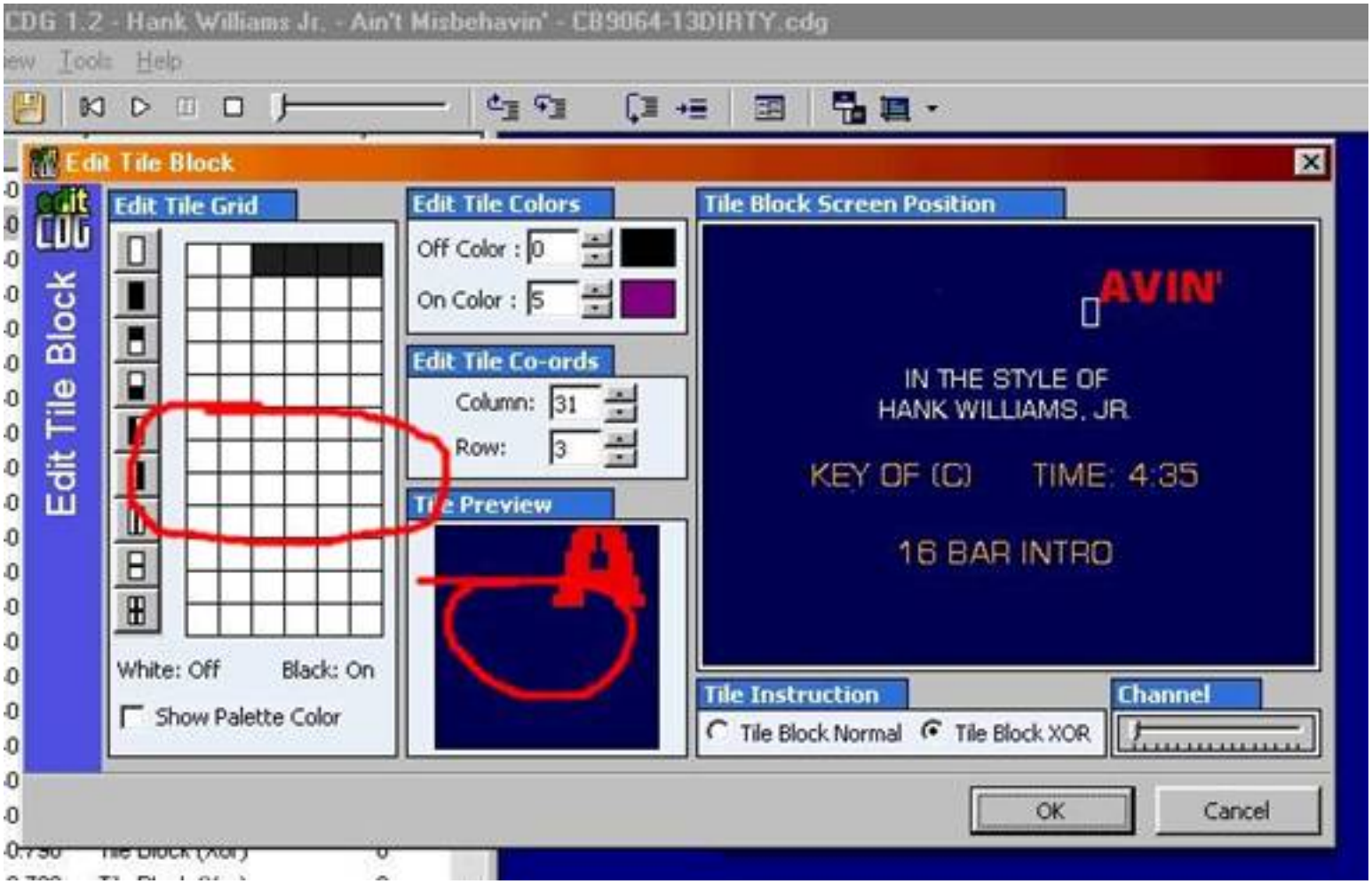


Fig 35

Now we'll go forward until we come to that pesky orange spot. As we go forward, it's easier to see it (Fig 36)

Fig 36

It's those few spots in the "Tile Preview" window causing the problem, and we just have to "click our way around" to find and remove them (Fig 37):

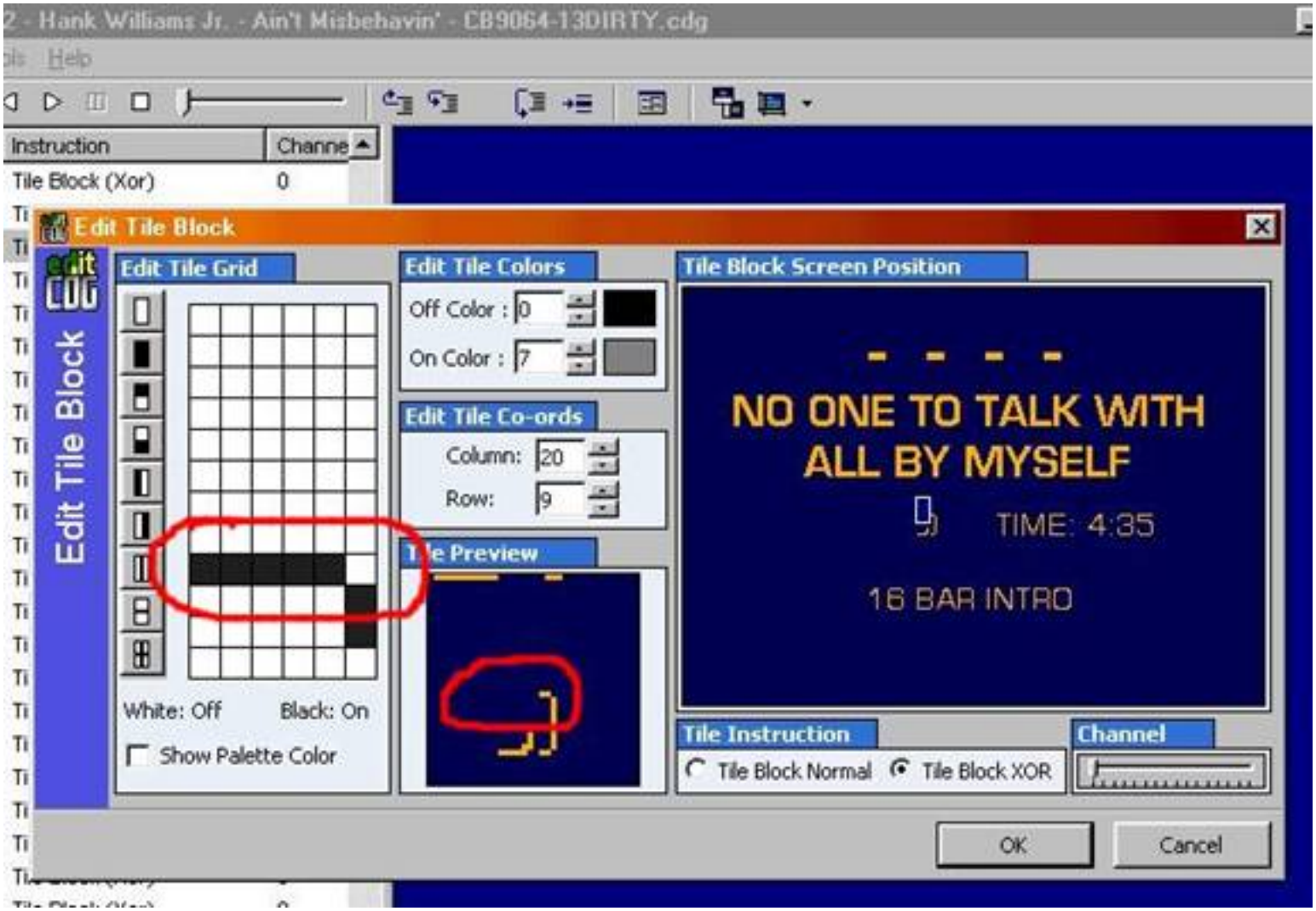


Fig 37

Here's our finished page (Fig 38):

Fig 38

As we hit F5 and let the cdg run, it doesn't take long to find the next mess (Fig 39):

Fig 39

Boy, just when we thought life was good, too! And we're still early in this song! The white specks in the 2 circles to the right, as you now

know, are caused by “missing pixels”. The CDG uses white in this case to overwrite the white in the swiped letters to remove the type and make the screen black again. And you now know how to fix these J. But there are big chunks of letters that didn’t erase; let’s back up and take a look (Fig 40):

Fig 40

Again, we backed up ‘til we had both of the spots onscreen, then backed up 1 more step and hit F2 (Fig 41):

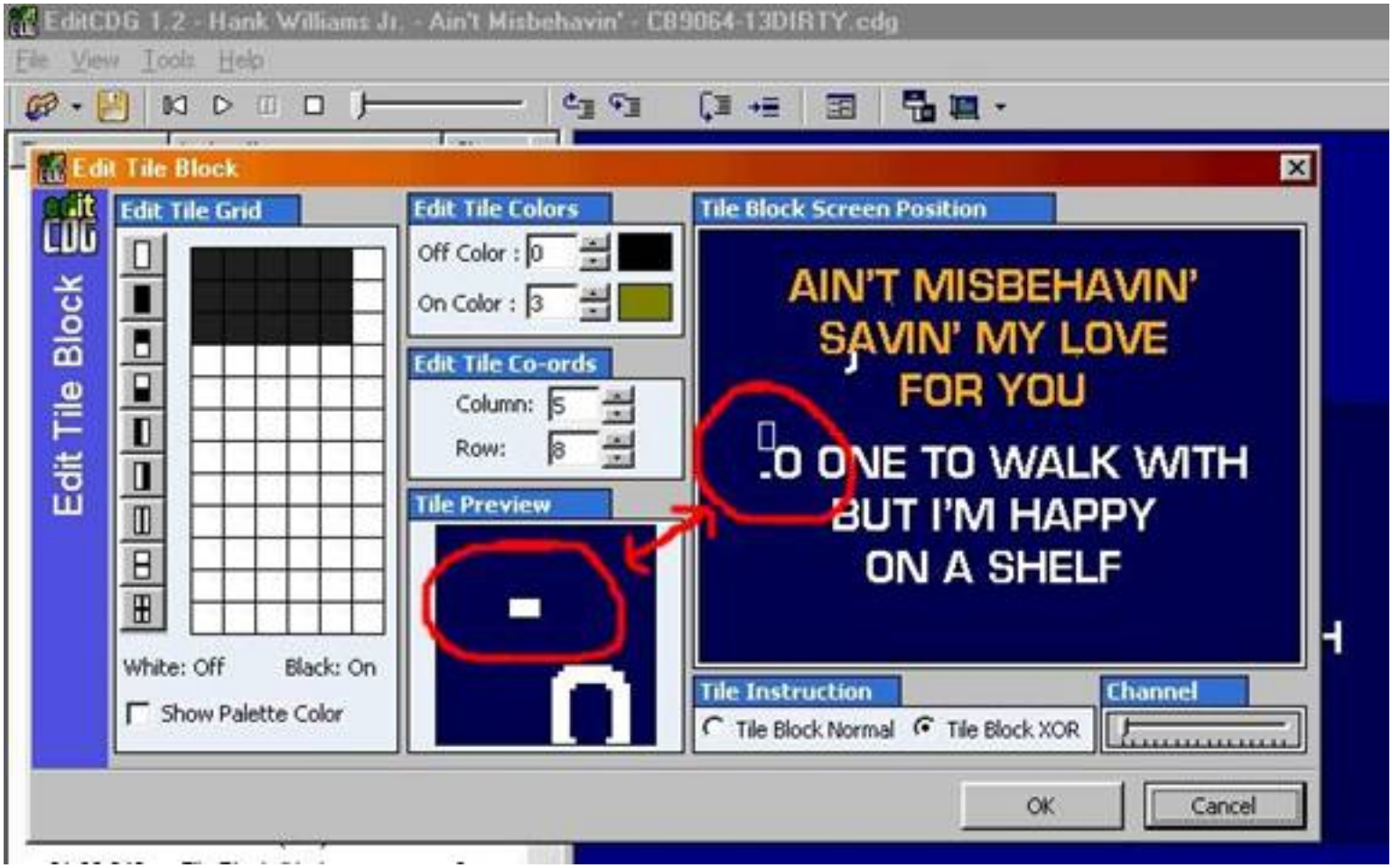


Fig 41

Hmmm… that spot in the Tile Preview window looks just like the spot to the bottom left of the “O”. I bet if we move it down… (Fig 42)

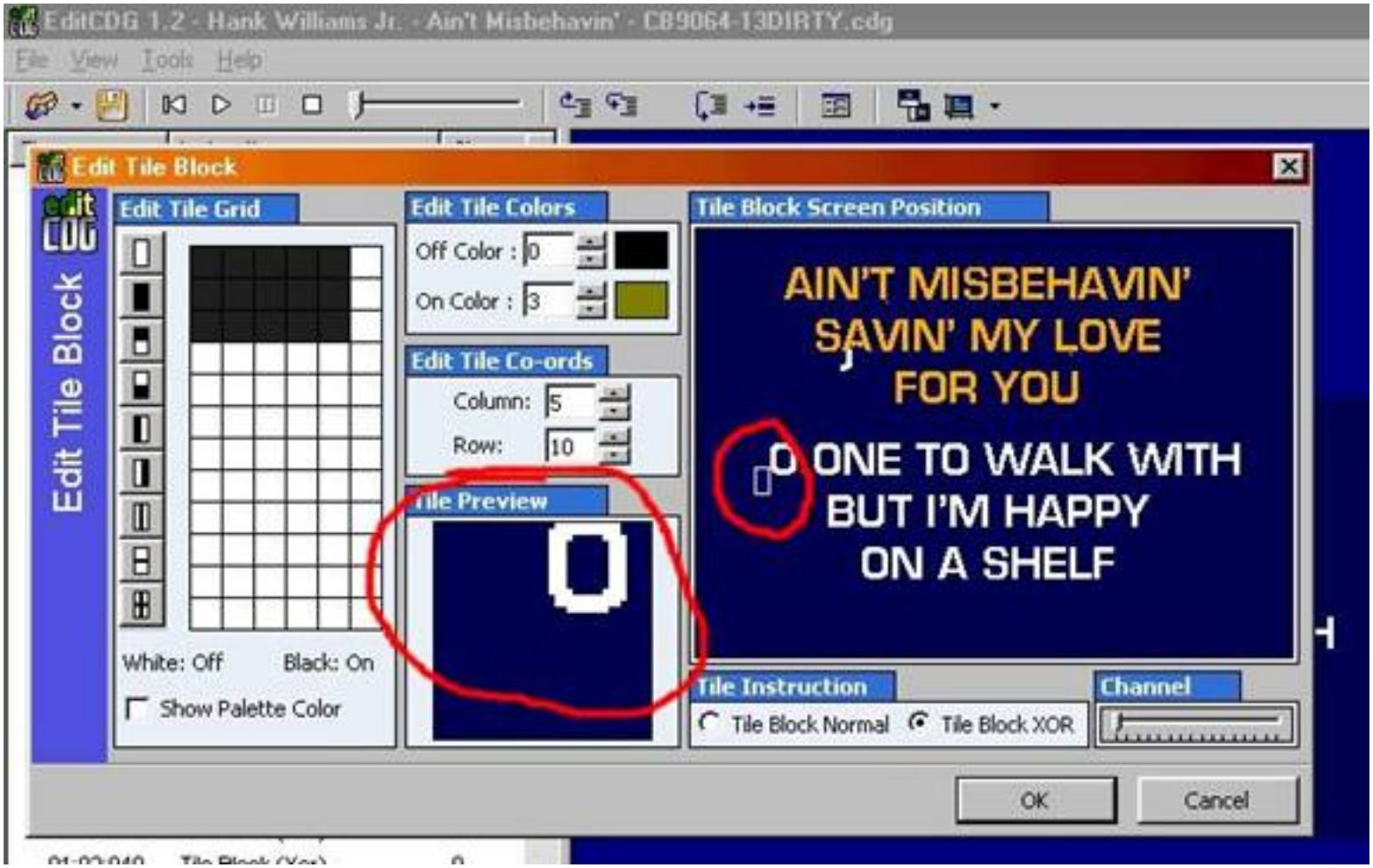


Fig 42

Aha! That got it! Now let's back up to the other one (Fig 43):

Fig 43

As we F7 & F8 our way back and forth over this error, we notice

that there are no “empty commands”. What I mean by that is: *every one of these “Tile Block” commands should do something.* They should either put up characters or take them off (you have to look closely sometimes because a command may only affect 1 pixel in the screen, but it’s still Doing Something). This tells us that a command is missing. If we look at the time index, we see that a command *is* missing: there’s a command at 01:01:140, and one at 01:01:147, but the one for 01:01:143 is not there. We’ll use “Recover Command”, Ctrl+R to find it (Fig 44):

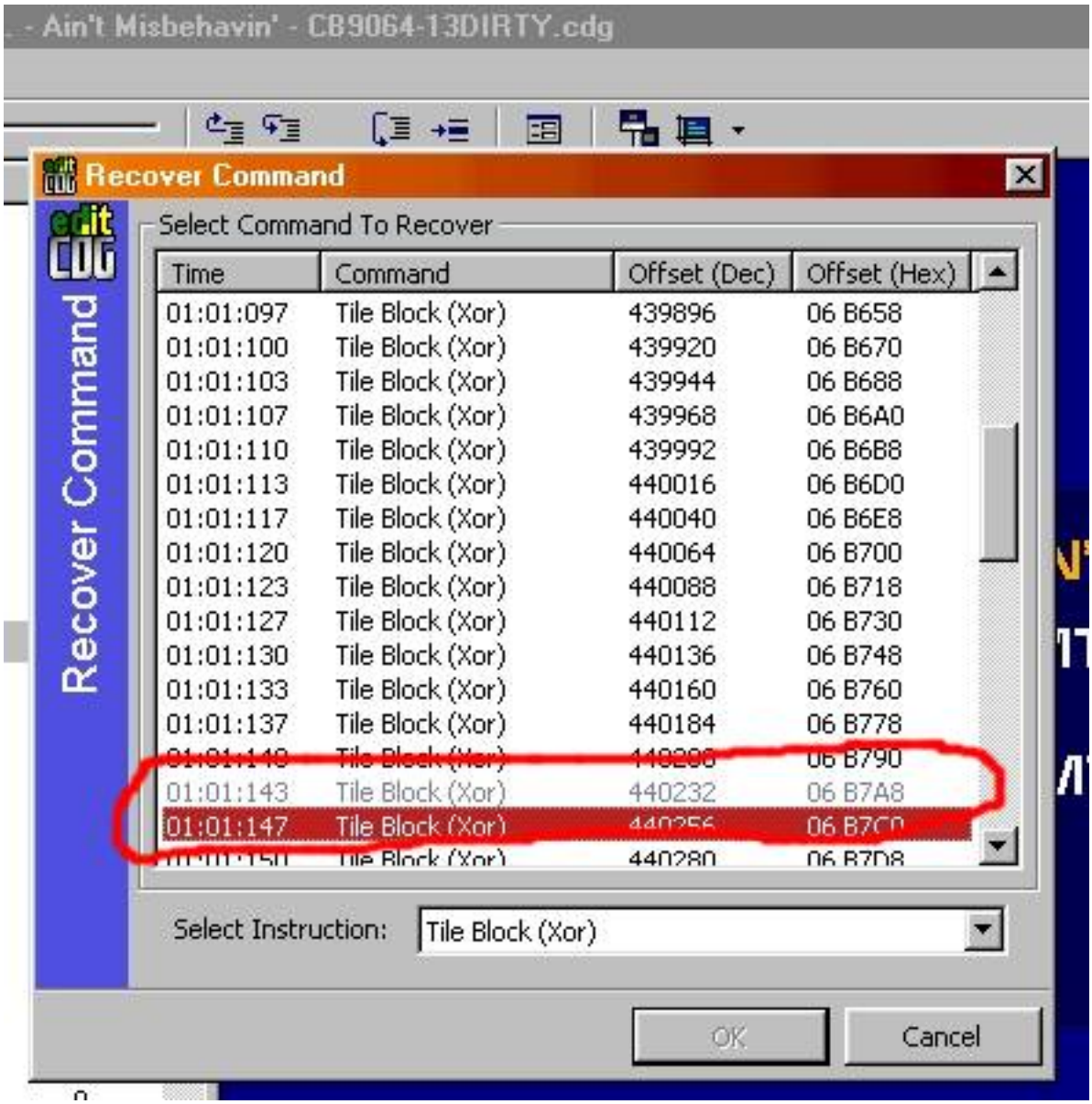


Fig 44

There it is. It’s a Tile Block (Xor) command just like the others, but

instead of being in black (active), it's in blue. Click on it, then click OK, and let's see what happens (Fig 45):

Fig 45

As you can see in the time index, we now can see the 01:01: 143 command, and as we F8 past it, we see it fixed the problem and removed the offending piece of type. **NOTE:** sometimes after recovering a command, you may still have to use F2 to edit it and make it work. The cursor may be in the wrong spot, etc. We "lucked out" this time (if you call dealing with a cdg this trashed "luck"!), and another successful fix is made! And yes, the rest of this cdg was just as bad, but I was able to clean up a good 99% of it.

OK. So far we've learned a lot, but what about type that's missing from the screen altogether? And I promised to show you an easier way to change channels didn't I (not to mention explaining why you'd want to in the first place)? So. One more example of doing repairs, and then we'll get into some fun stuff like removing screens or lines of lyrics altogether on purpose!

Fig 46

Jeez, just when you thought it was safe to download another file! The “E” looks trashed, the “P” is missing altogether, and the upright on the “L” isn’t as thick as it should be. And there’s something funky down there to the left that doesn’t look like much of anything. Let’s take a closer look (Fig 47):

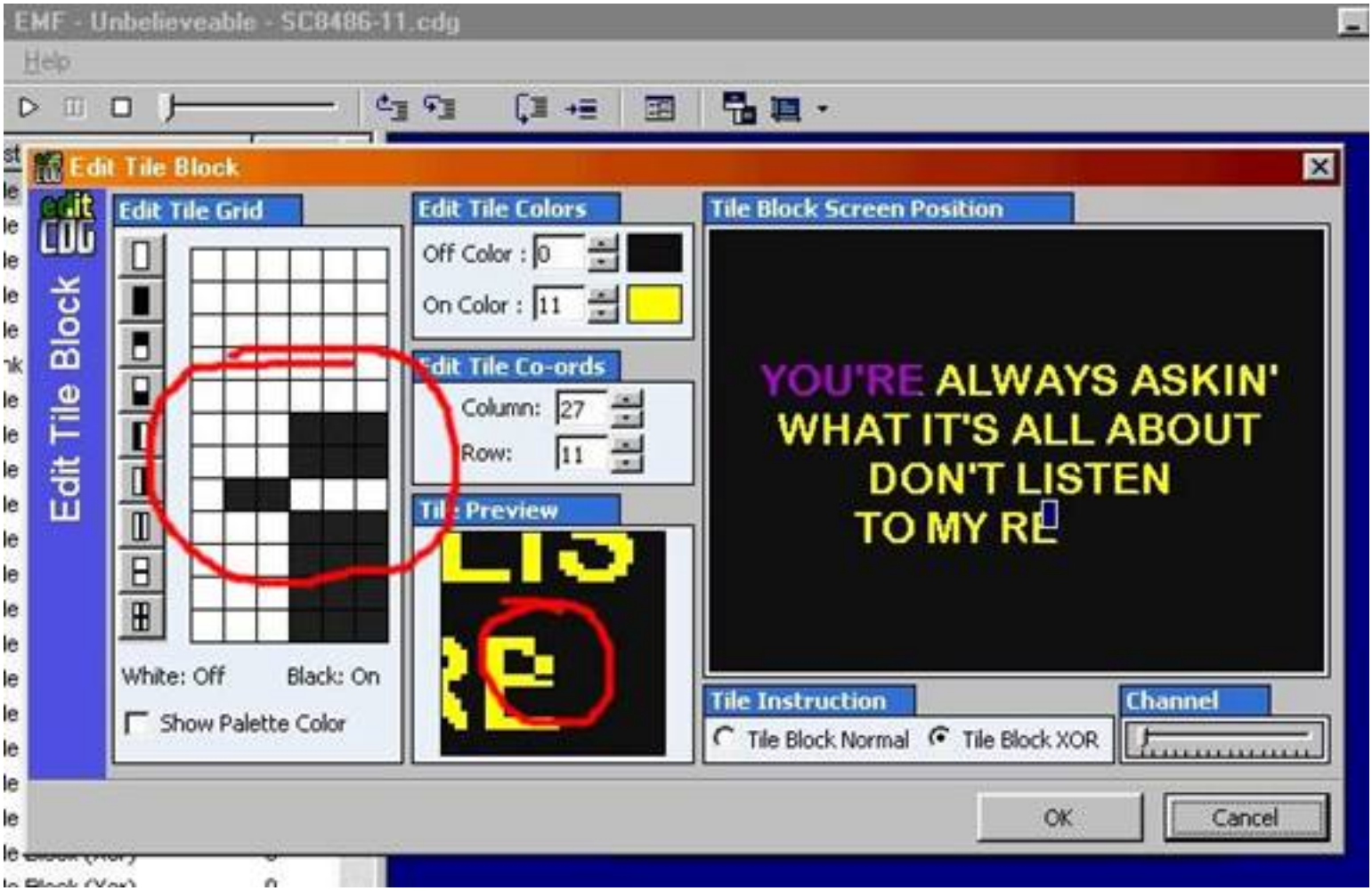


Fig 47

As we backed up to here we discovered that the “E” is actually fine – this part is printing on top of it and ruining it, so we know we’re going to move it over. It looks like the start of our missing “P”. And looking in the “Edit Tile Grid” window on the left, there are 3 pixels that should be black, and the 2 to the left should be white. We can fix that (fig 48)!

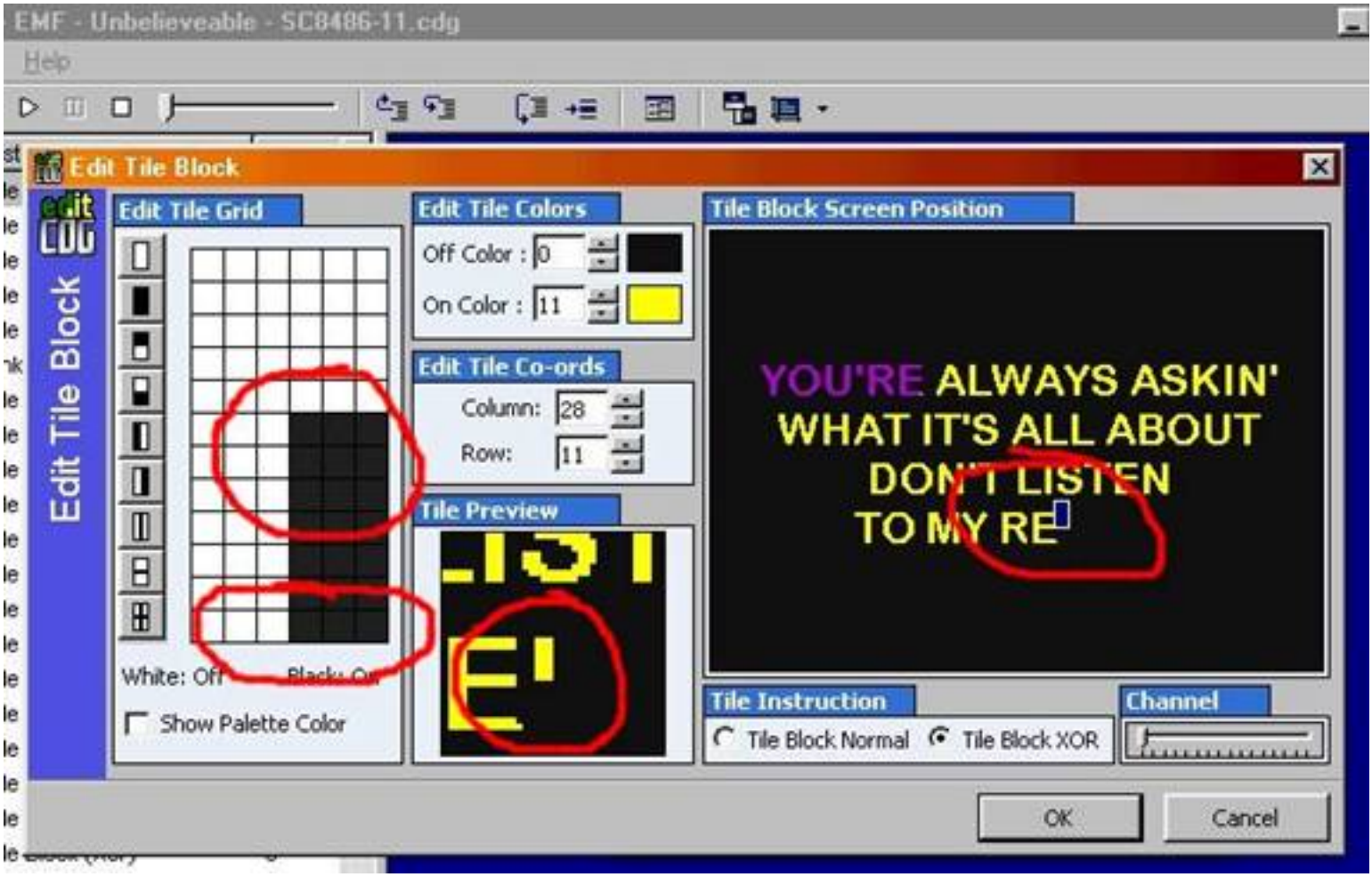


Fig 48

OK, we've got the start of our missing "P". Ignore the bottom red circle in the "Edit Tile Window" – sometimes I like making red circles too much J. Click OK and let's F8 to the next one (Fig 49):

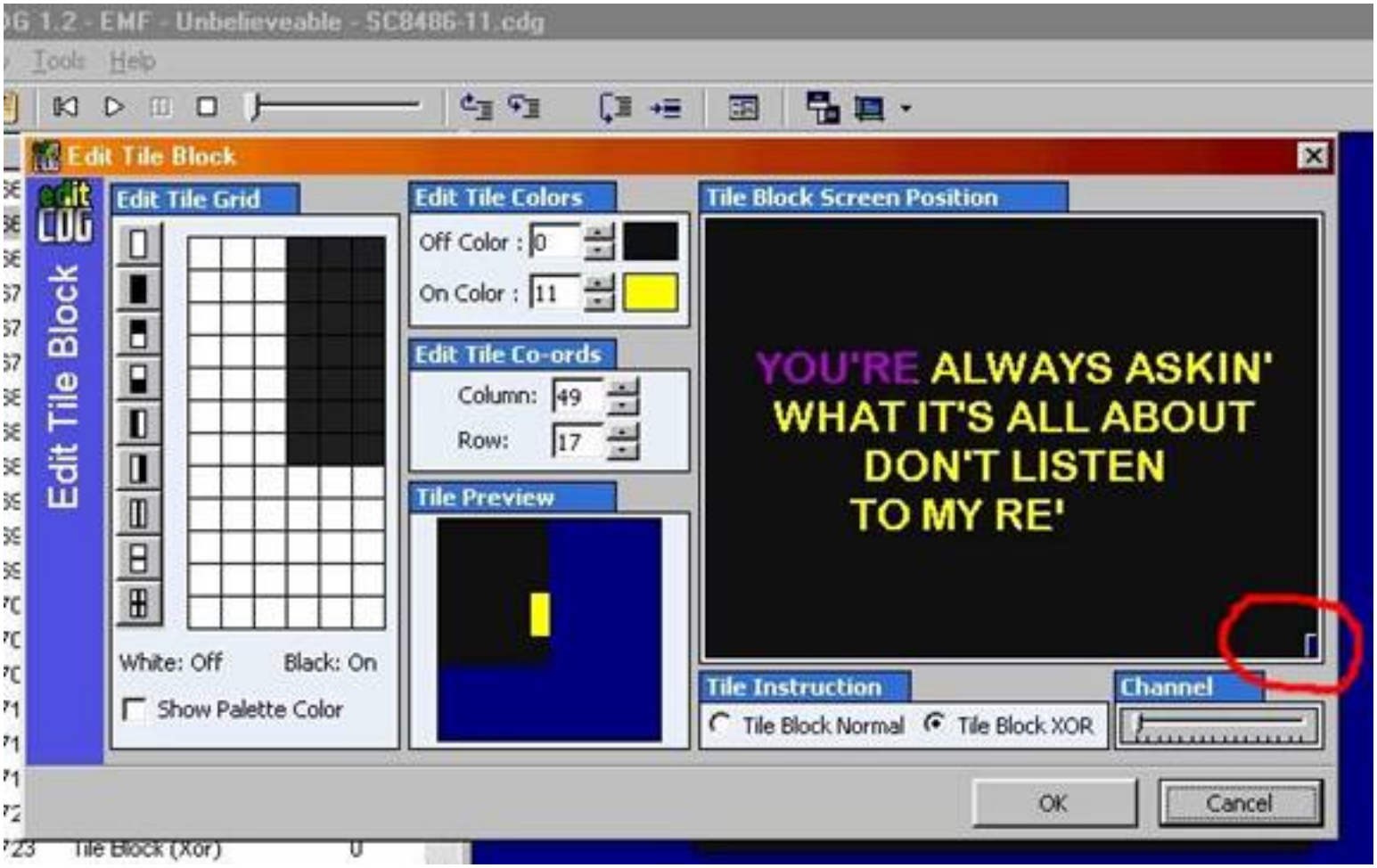


Fig 49

There's the next part – the cursor's in the wrong place. Let's move it and check it (Fig 50):

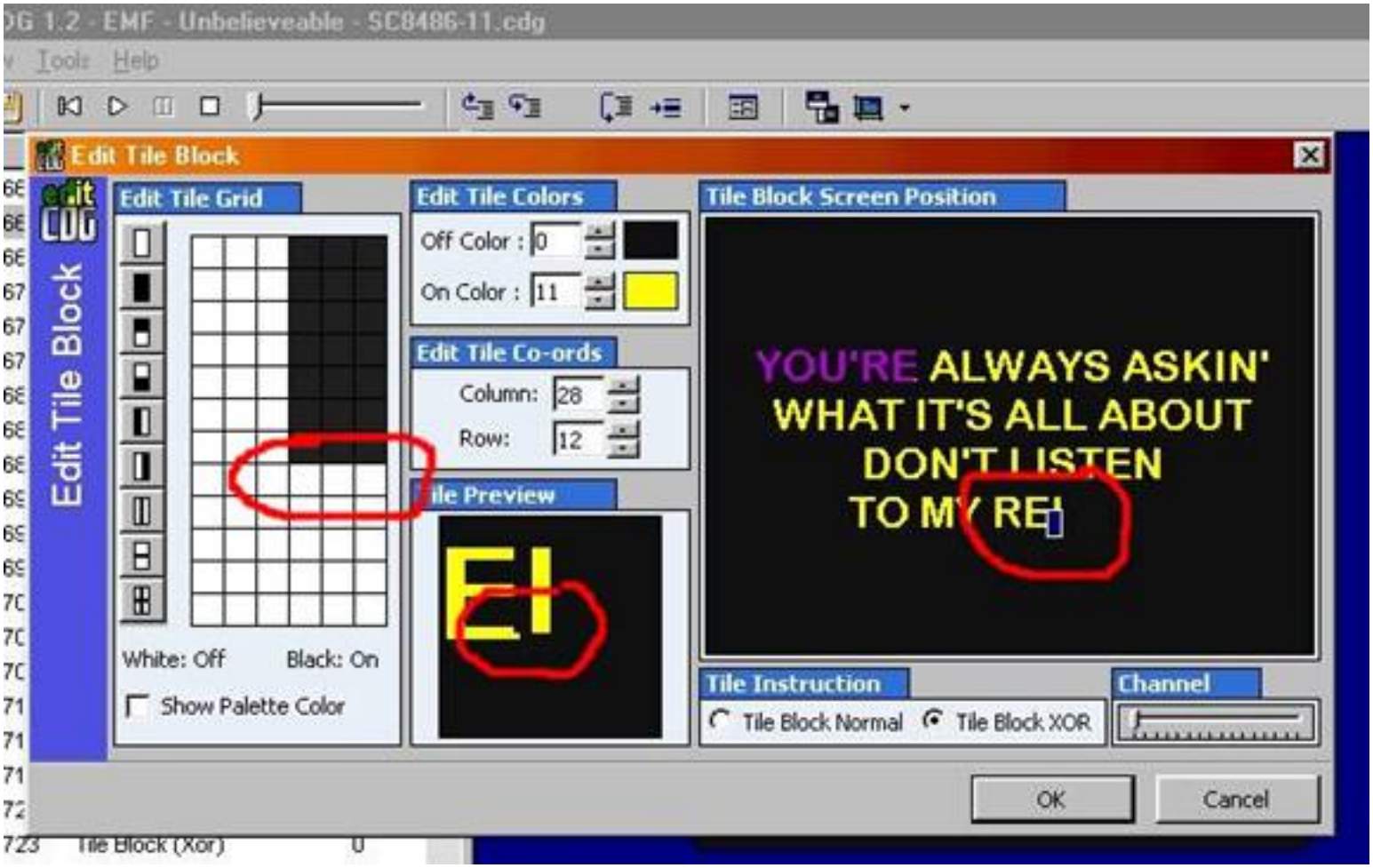


Fig 50

That's it, but looking in the "Tile Preview" window, we see it doesn't come down to the bottom of the previous letter, so we'll click on the next 3 pixels in the "Edit Tile Grid" window to the left (Fig 51):

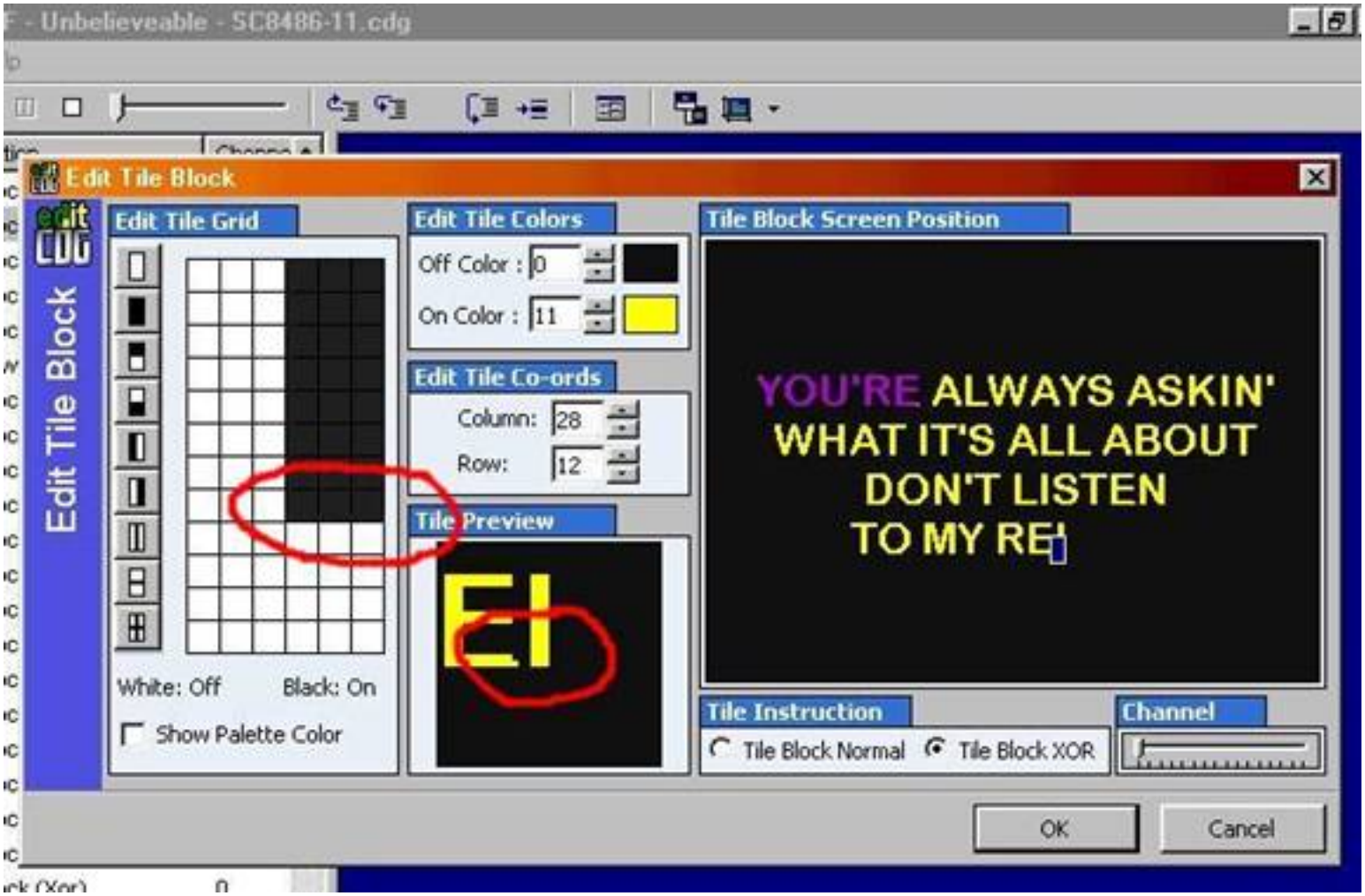


Fig 51

Alright! Good eyes!

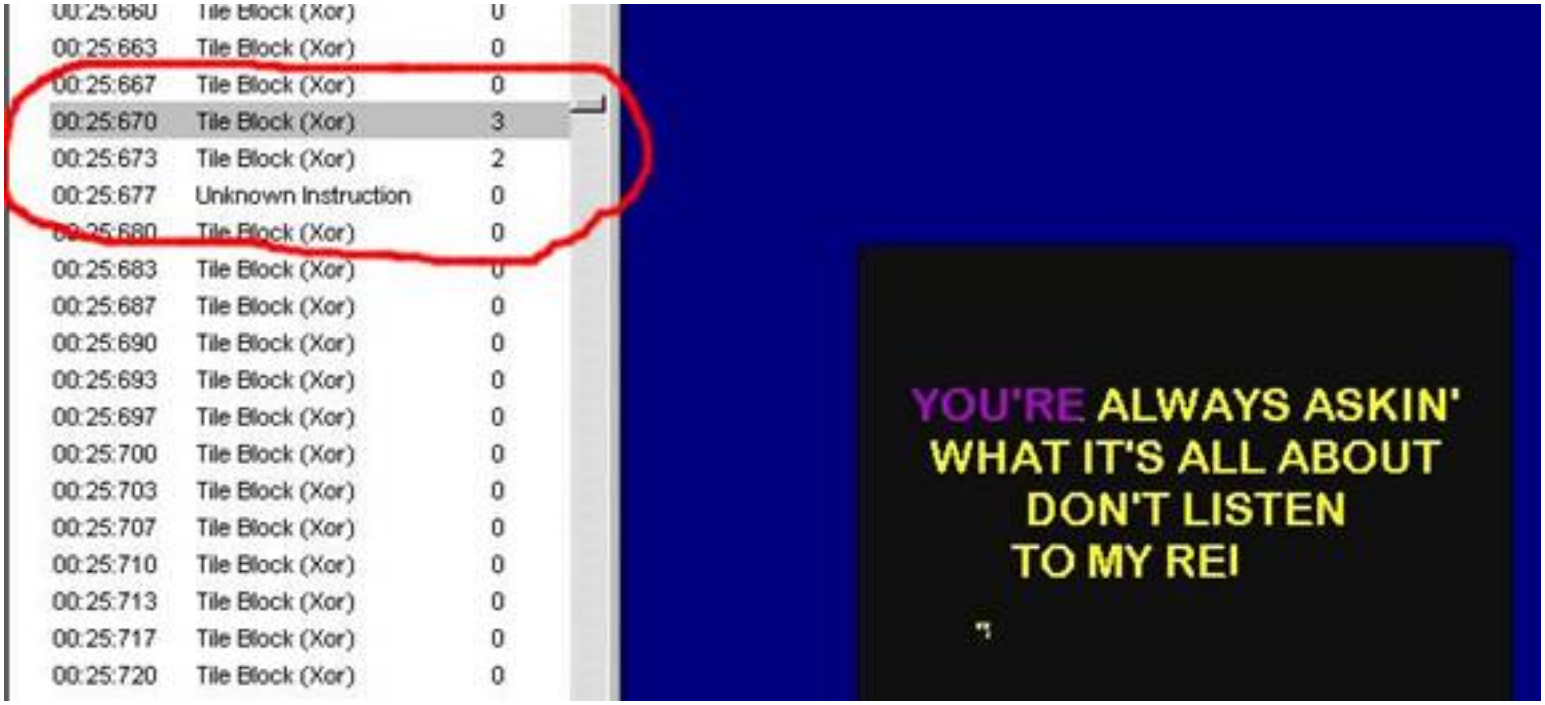


Fig 52

Uh-oh. As we move to that part hanging down there towards the bottom, we notice that there's more wrong in the time index window (Fig 52) – one command has a "3" after it, one has a "2" and one says "Unknown Instruction." BUT, since we have to back up 1 space to work on this frame, and since *that* one has a "0" like all the others, we'll deal with that in a minute.

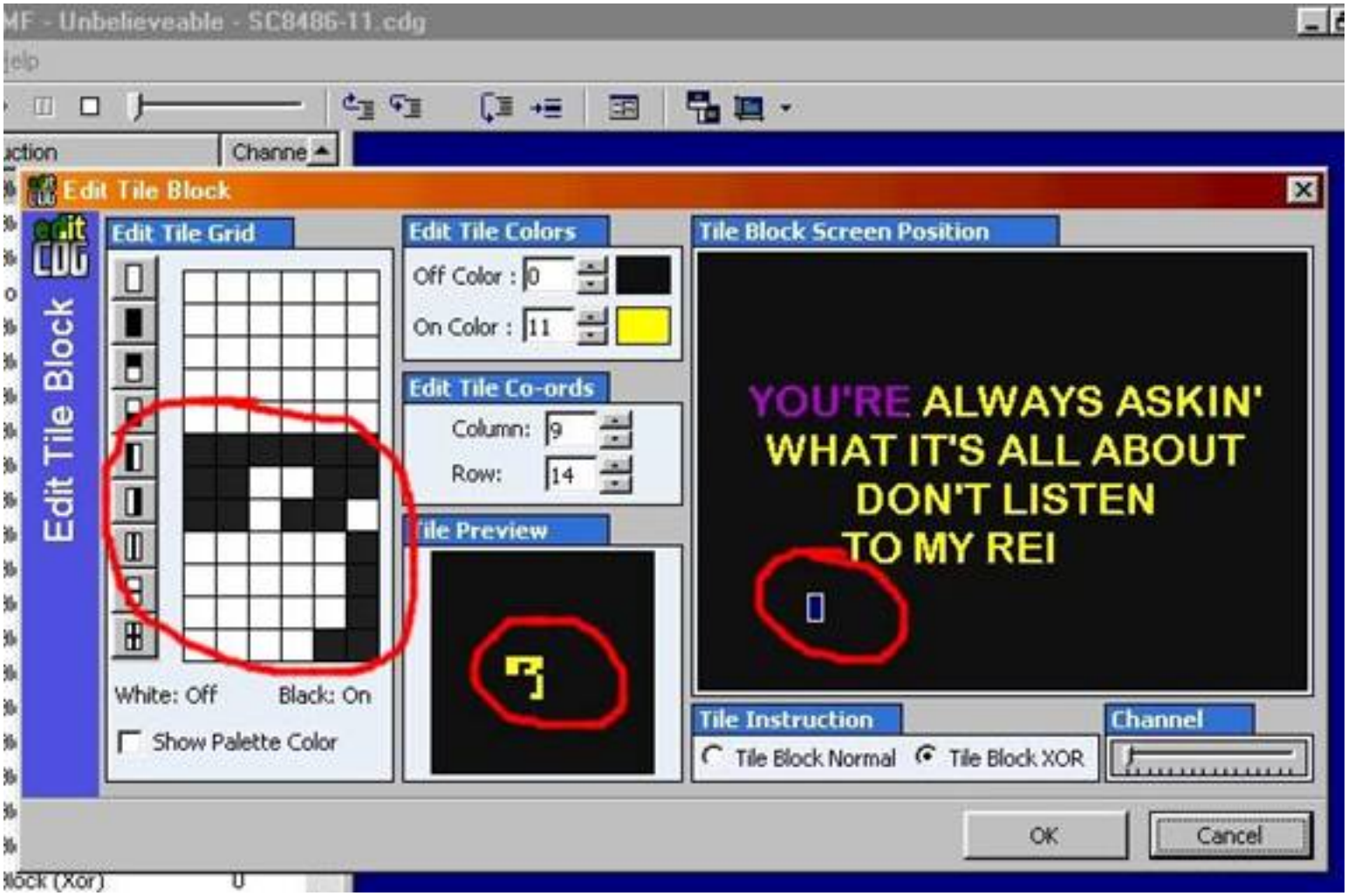


Fig 53

Jeez, with what we've already rebuilt, that kinda looks like the next part of our "P", out of place, but more than that, it sho' ain't right (Fig 53)! Alright, Mr Bright Guy! How're we gonna fix *that?* We're going to follow my old witch doctor's advice: Check the swipe color – if it's OK, we'll know how to fix this one (Fig 54):

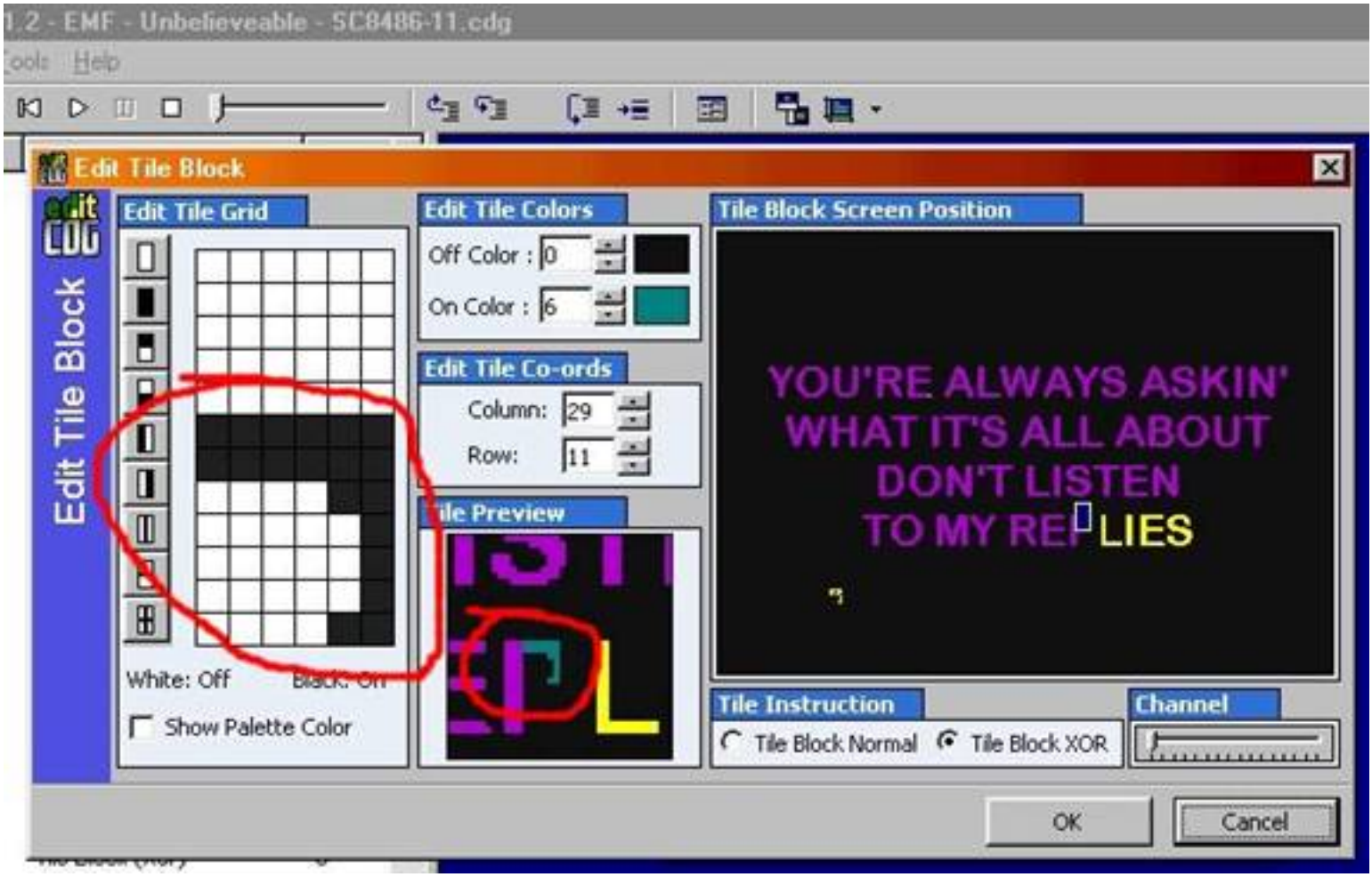


Fig 54

We use F5 or F8 to move ahead to where the purple swipe hits our problem area, (more purple!) Ahh! Now we know what it looks like! If you have a photographic memory, you're home free. If you're like the rest of us, it helps to have Print Key or some other program that lets you take a "snapshot" of this screen. Failing even that, you can always make a drawing if you need to (6 "dots" wide by 12 "dots" deep, and use "x's" for the black squares – my witch doctor didn't have a computer <g>). Now we can go back and fix it (Fig 55):

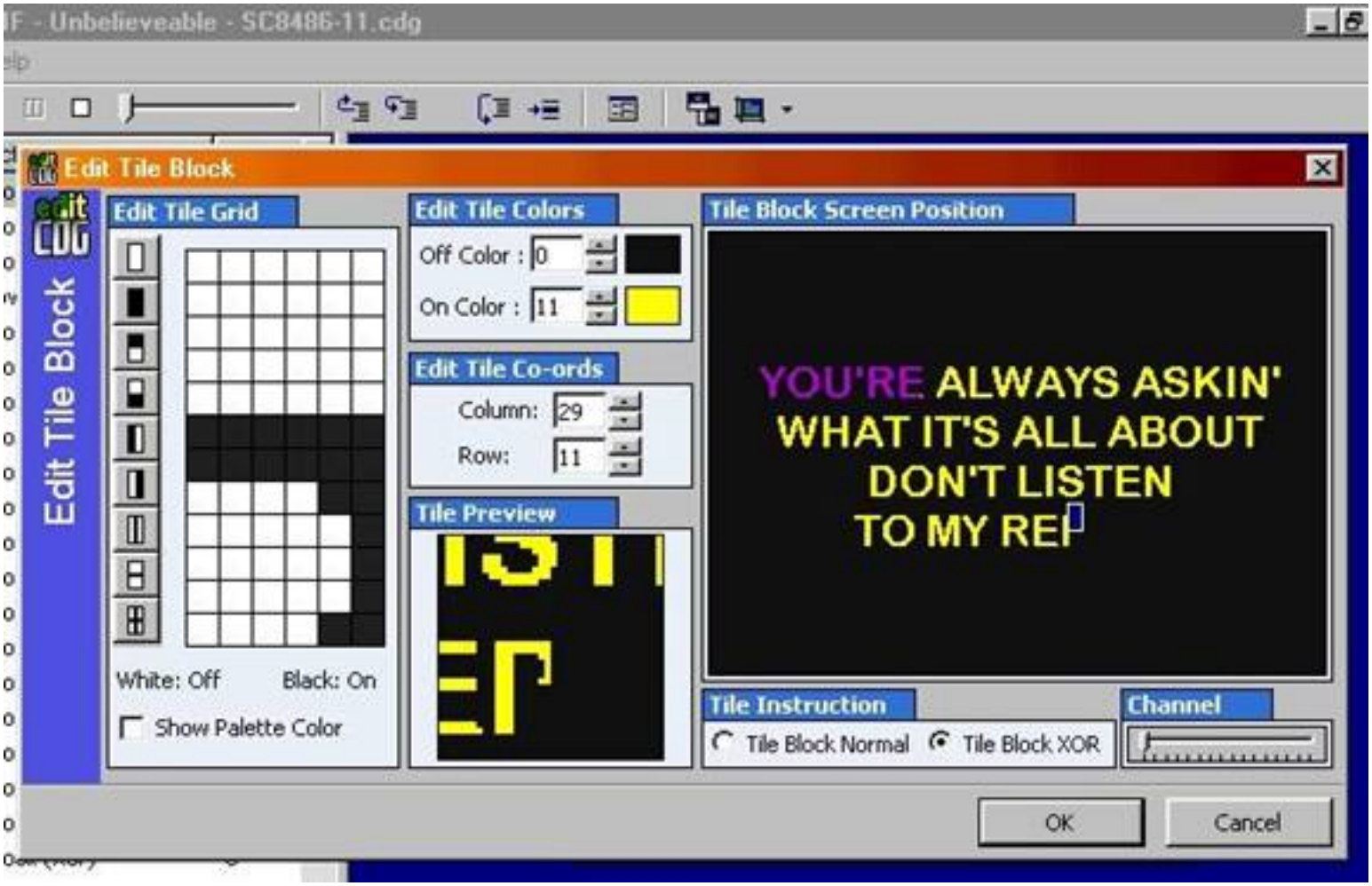


Fig 55

Good as gold!
OK, now we get to the strange ones (Fig 56):

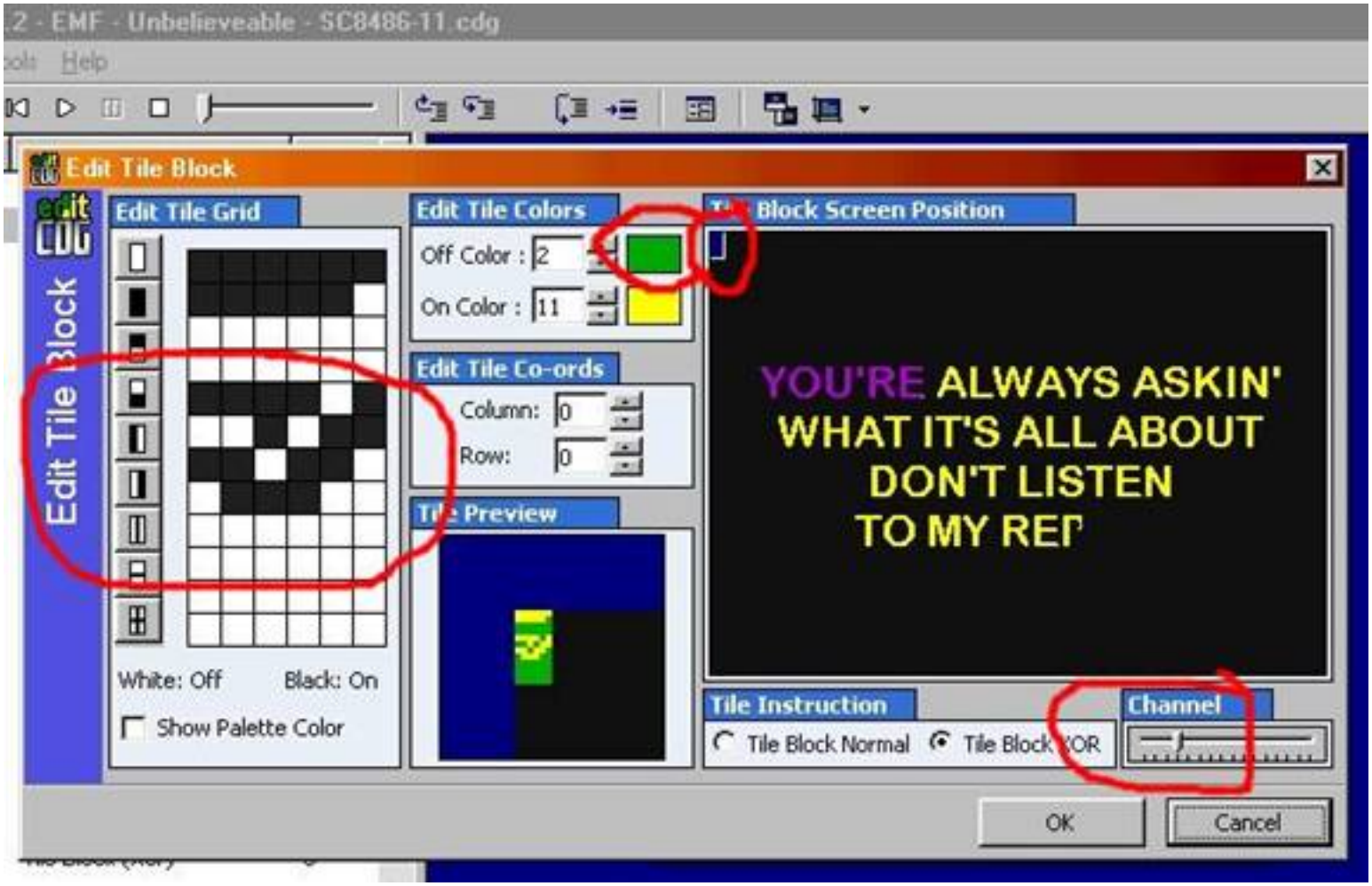


Fig 56

First off, every cdg file I've ever seen operates on Channel 0 by default. Therefore, *every command you see should be on Channel 0.* While I have seen a rare command or two that seemed to work on another channel, these are extremely rare, and it's so easy to change that there's no reason not to do it.

So let's look at the edit screen for the first of them above. Jeez, what's *not* wrong with this picture? The cursor is in the corner, the background is green not black, in the grid to the left the pixels at the top look like they might be something, but the pixels below look like a great design for an Indian blanket, and in the lower right corner we see a slide that says "Channel". The slide *should* be all the way to the left, on zero, but it's not. Let's see what we can do (Fig 57):

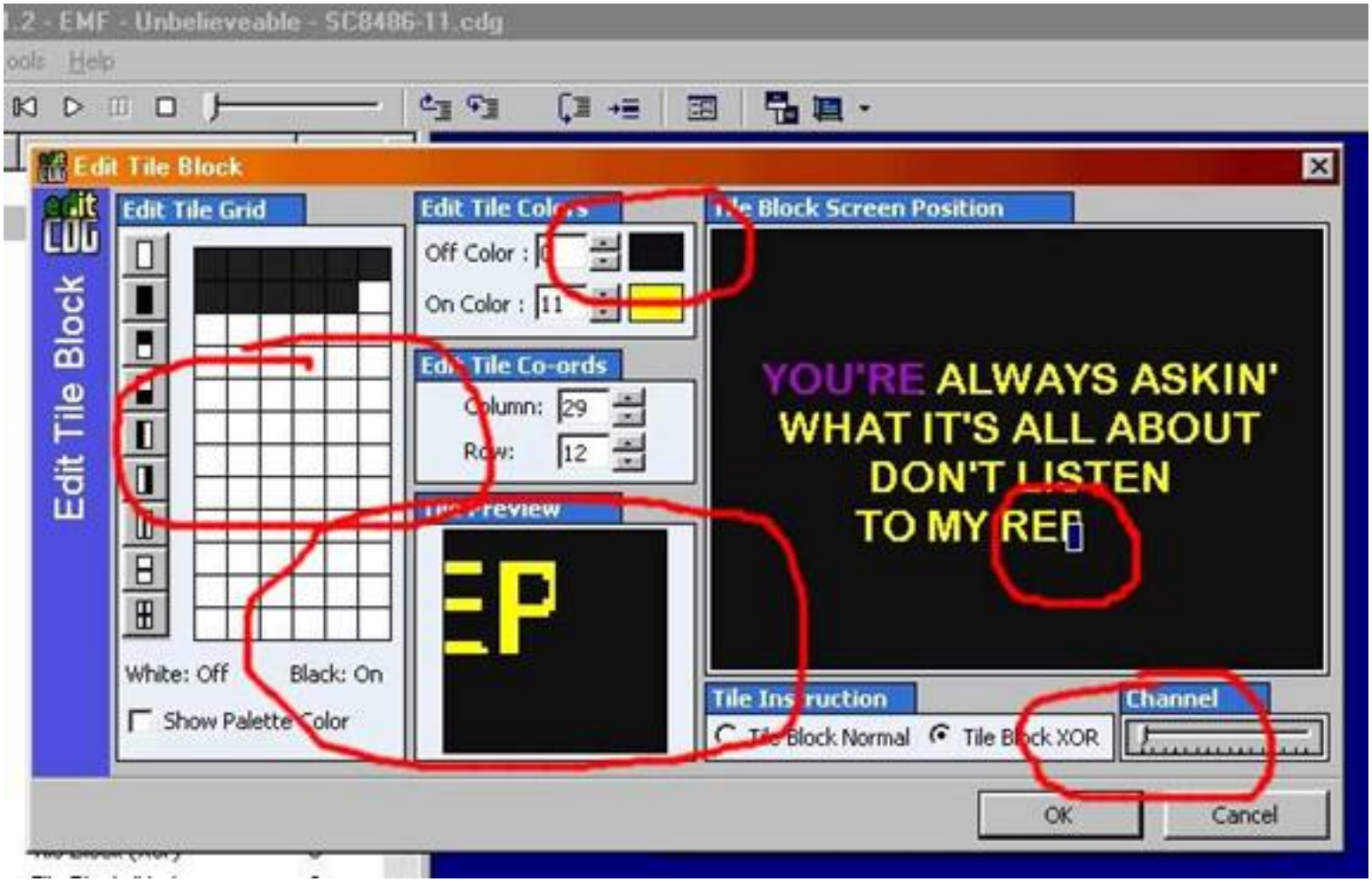


Fig 57

We take them one at a time. First, we move the cursor down and find that we have another part of our “P”. We change the “off” (top) color to black, we remove the extraneous pixels from the grid to the left, and we slide the Channel bar to “zero”. That oughta do it. Let’s move to the next (Fig 58):

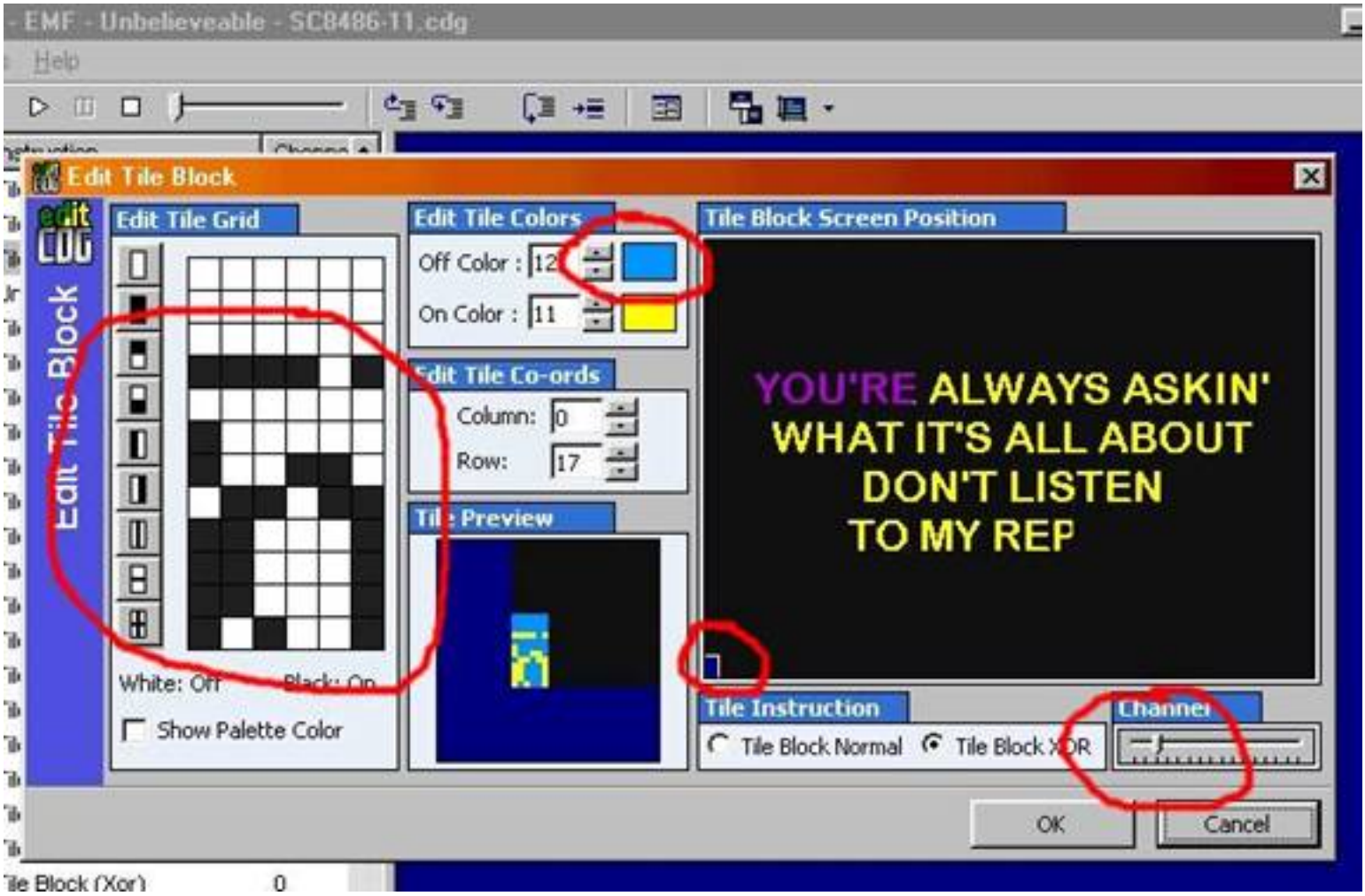


Fig 58

More of the same. That pattern is really messed up, but we know where it should go, because: 1) it's the very next command time-wise, and 2) the cursor moves top to bottom and then left to right to form each line. So this tile should start the next top column – the end of the "P" should be on the left side, and the first part of the missing upright on the "L" should be on the right. Let's change the channel to "0", change the background color to black ("0" again) and move the cursor to the right spot (Fig 59):

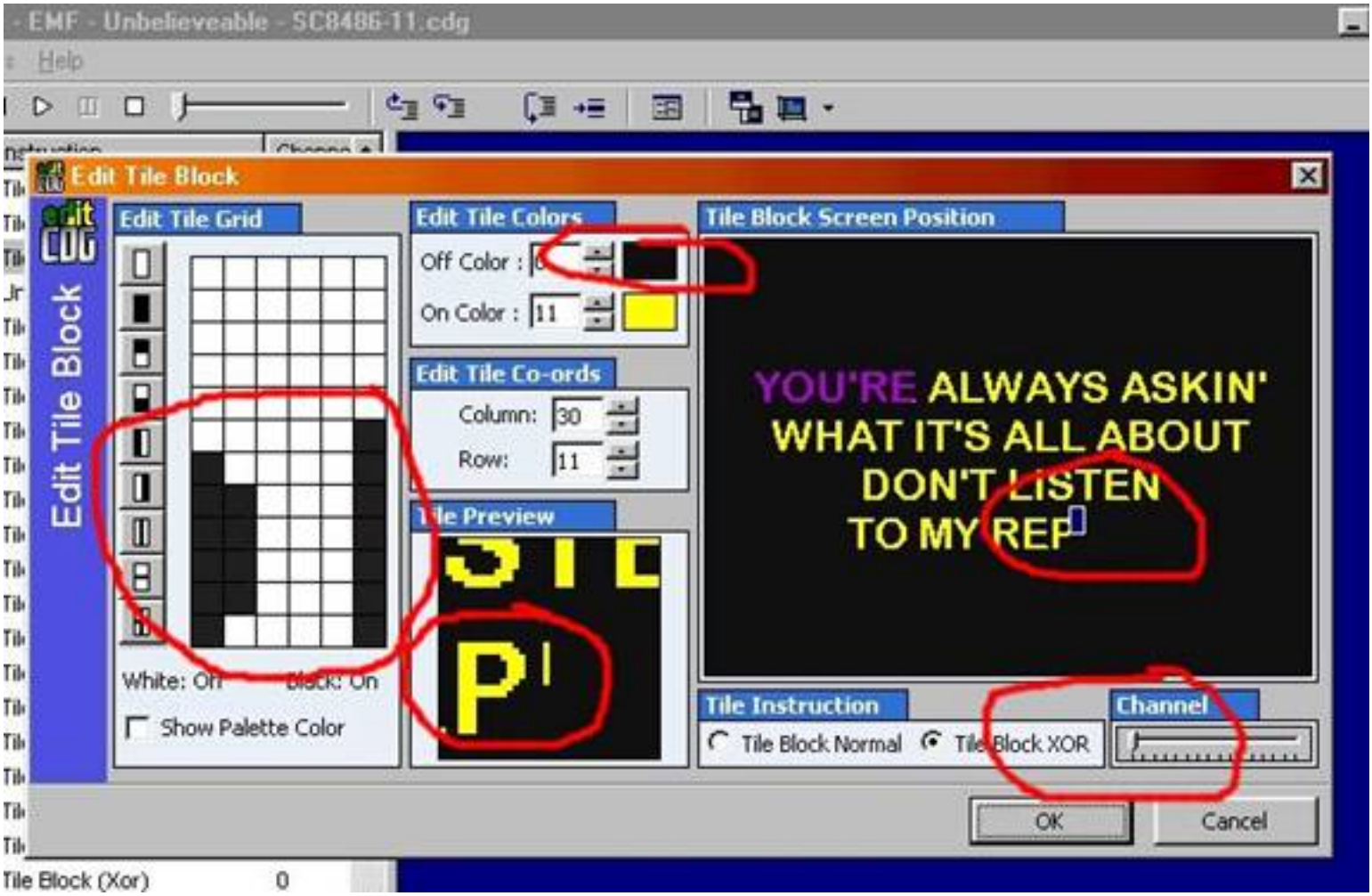


Fig 59

Once we moved the cursor, it made sense. The upright on the ”L” was easy, but we guessed on the shape of the “P”. We know we’re close on it, and we’ll double-check when we finish by going forward and watching the swipe when it gets to the “P”. Well, only one more problem command to look at (the only thing missing now is the last part of the upright on the “L” (Fig 60)

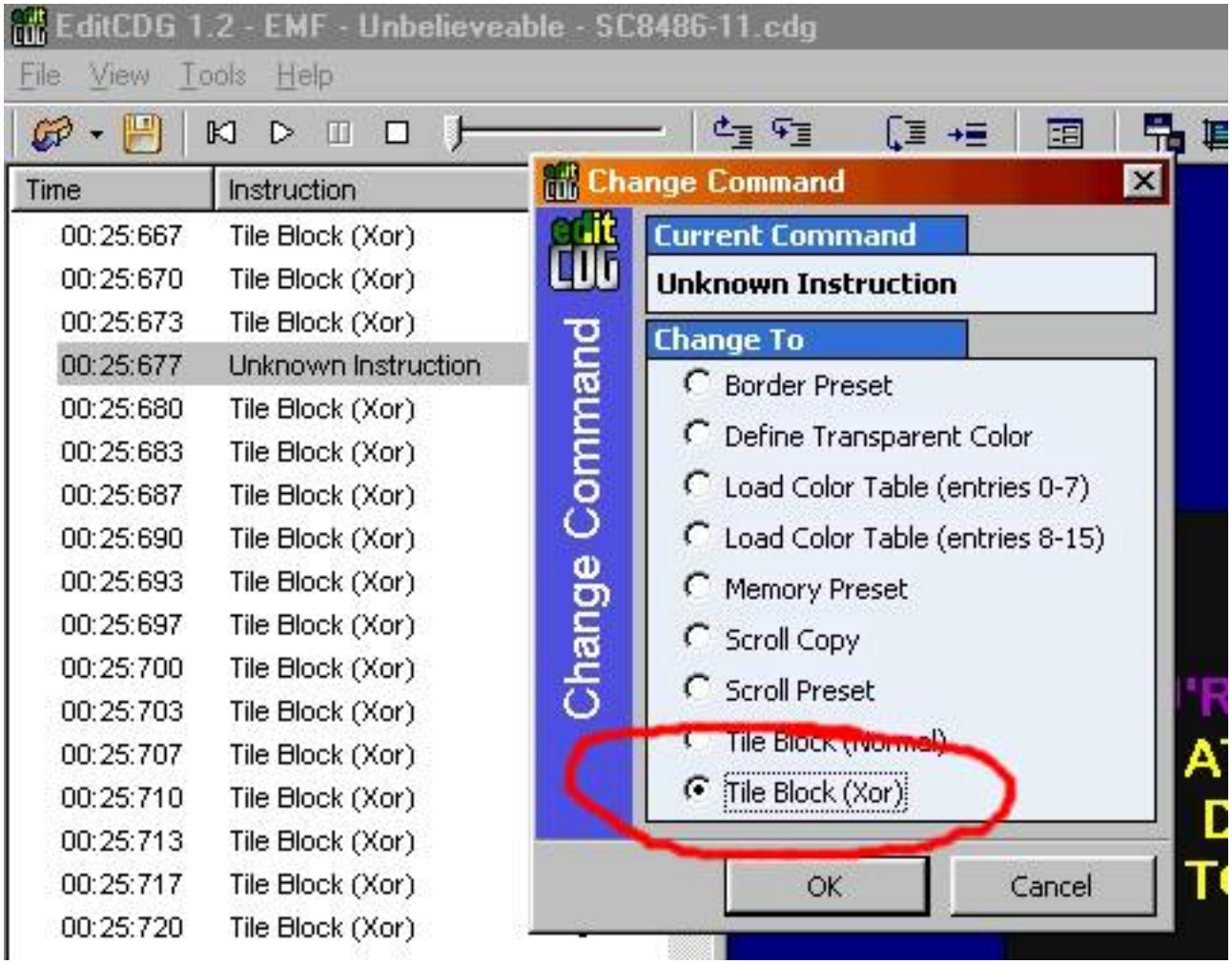


Fig 60

We have to change the “Unknown Command”. To do that, use F8 to get on the command, and simply use Ctrl+A to bring up the “Change Command” window above. Click the radio button for “Tile Block (Xor)” and hit OK. If all the commands were “Tile Block (Normal)” instead, then you would choose that command.

Well, we F8 and F7 back and forth, and we weren’t so lucky this time – changing the command alone wasn’t sufficient, so we have to hit F2 and do more (Fig 61):

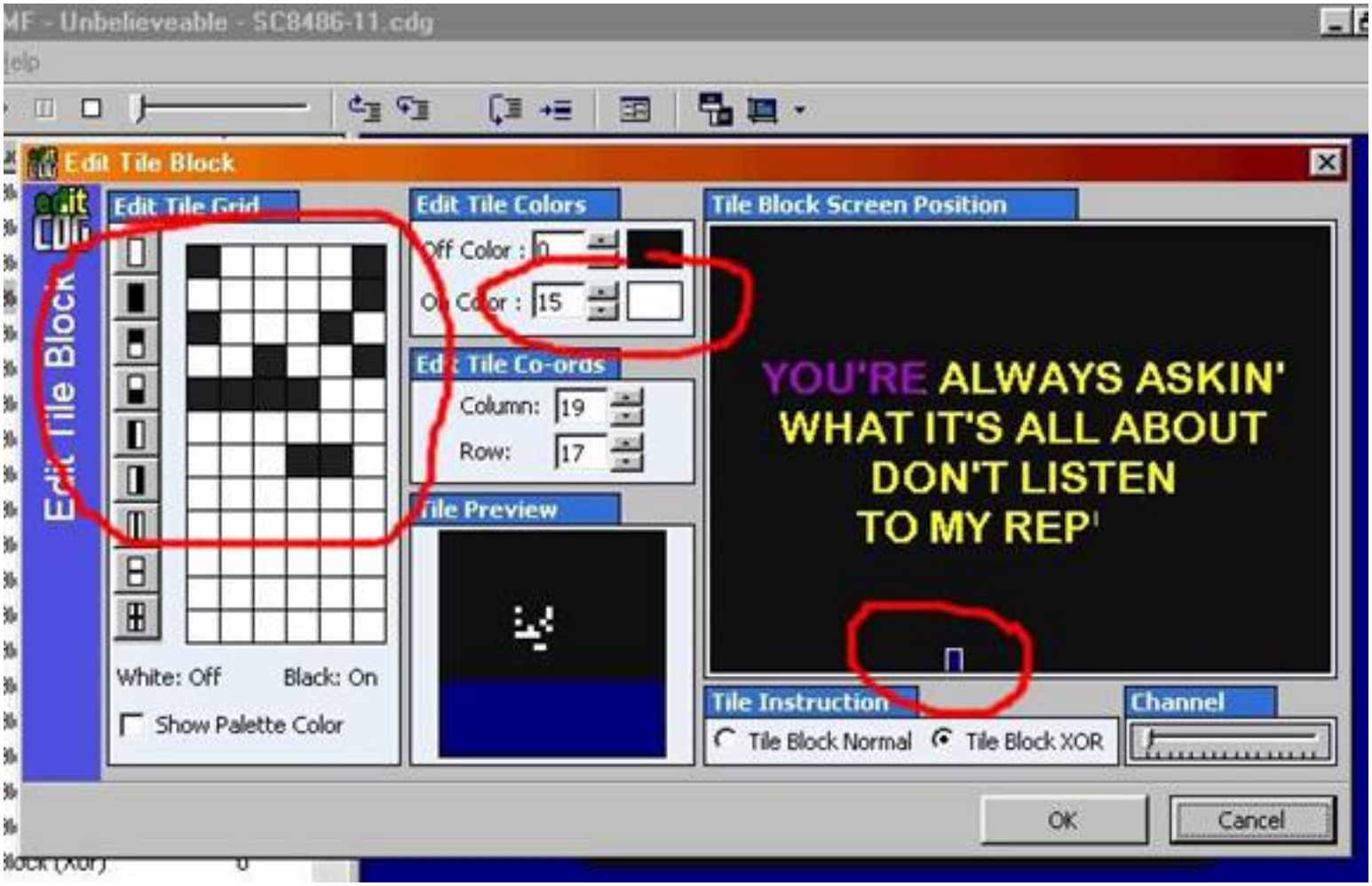


Fig 61

Well, at least the channel is on “0” <g>. This is an easy fix because we know where it goes and we know what it looks like, so, we set the “On” color to yellow and move to the “Edit Tile Grid”. If you look to the left of the grid, there’s a column of buttons with different combinations of black and white on them. Since we want to start over once we move the cursor to it’s proper position, we’ll click on the top one to turn the whole grid white, then move the cursor to where it belongs (Fig 62):

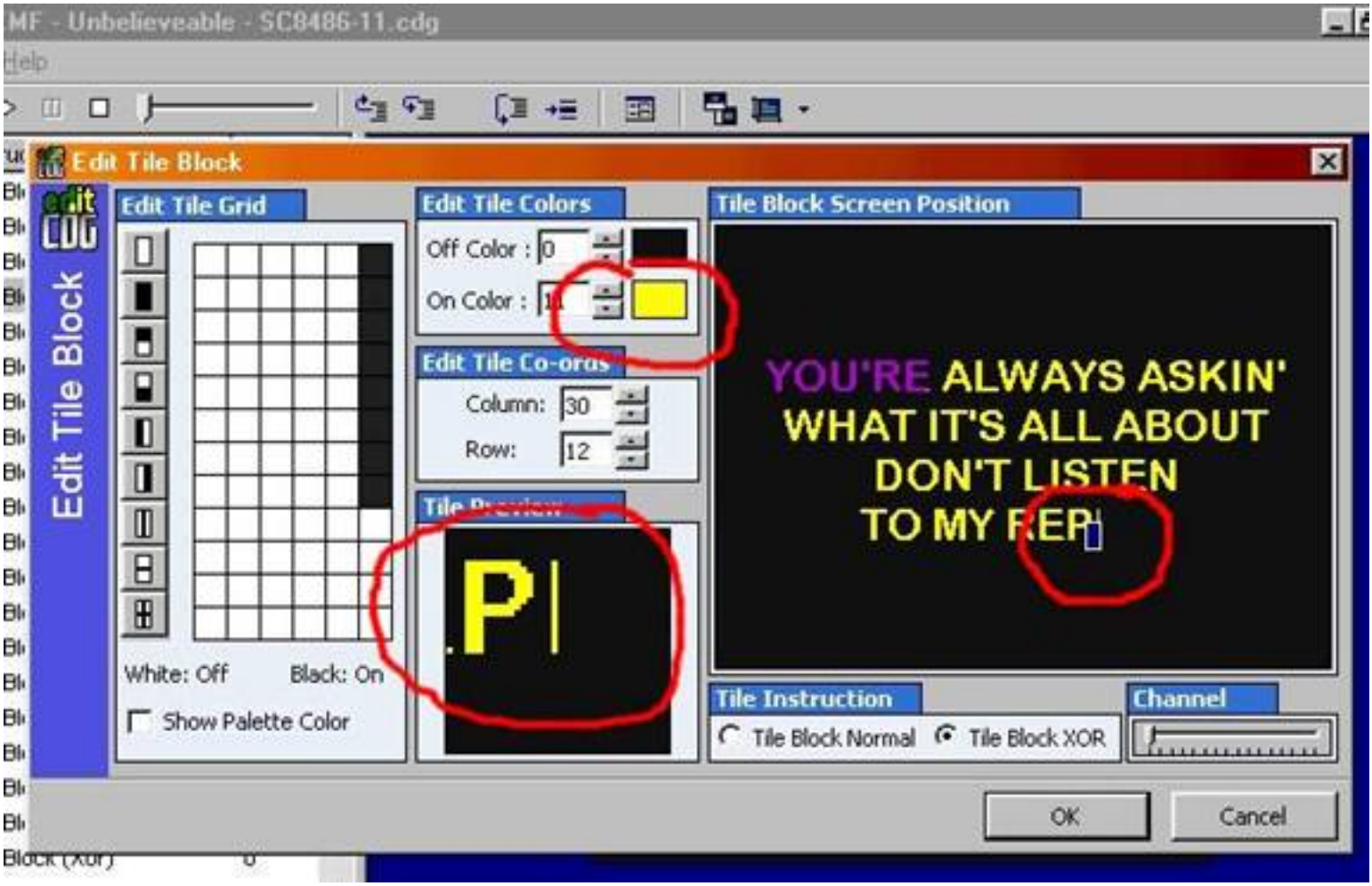


Fig 62

Even “I” can click in a straight line J ! Let’s see what we did (Fig 63):

Fig 63

Hey, we're getting scary good at this! Let's F5 or F8 our way forward to check the swipe on that one part of constructing the "P" we kinda guessed at (Fig 64):

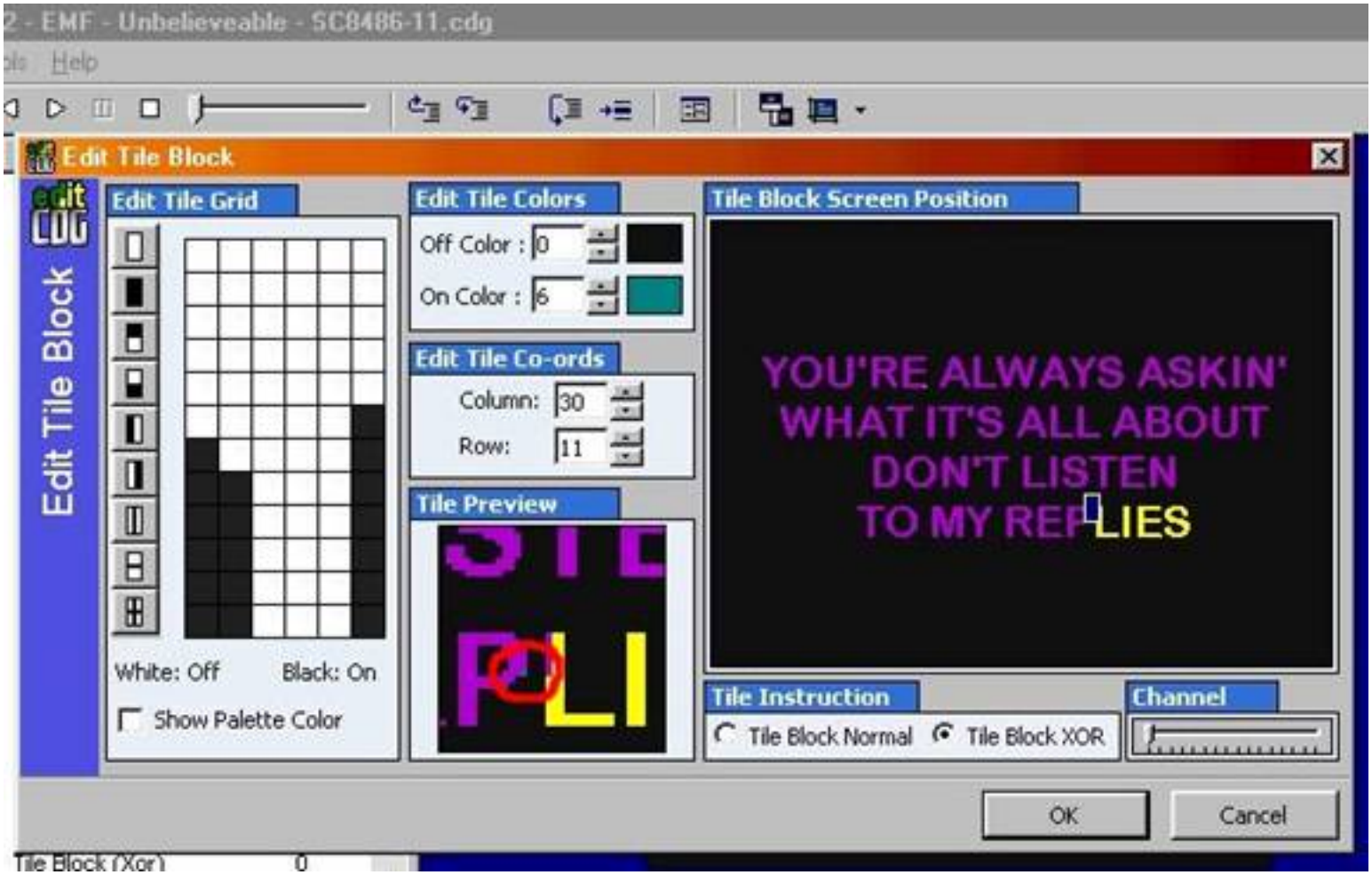


Fig 64

Wow, we were off by 1 pixel! I circled it above. It's hard to see because it came through in dark blue instead of purple. And for that reason you could get by leaving it as is. We know the problem is back where we repaired the bad command, and to be 100% accurate, *that's* where we should go to ADD the missing pixel, but here in the real world, we're probably not going to go to that much trouble. It's easier to just REMOVE that pixel from the swipe, since we're right here. The "P" will be missing 1 pixel, but who's really going to notice?

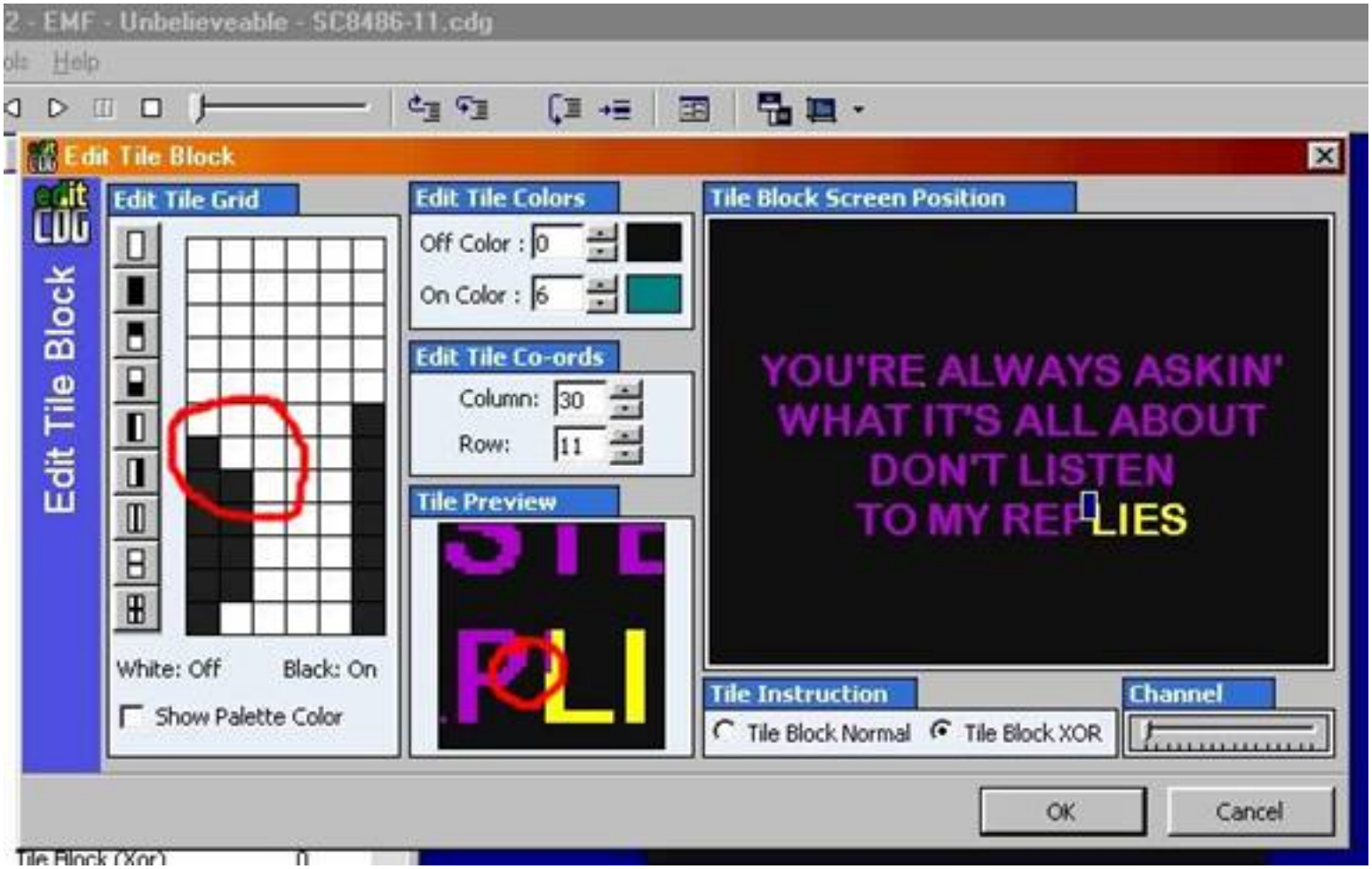


Fig 65

I'm not offering a prize for catching bloopers, and above you can see why: I circled the top part to show where we removed that pixel, and it really came from the bottom! But we have our "P" back, and didn't have to pay a penny of ransom to get it. Let's F8 to the end of this screen and admire our work (Fig 66):

Fig 66

Everything down below looks great, but I found one more spot that needs touching up, circled above at the bottom of the “E”. Since the yellow shows much more than the dark blue did, we ought to fix it while we’re here, but I’ll leave that one up to you!

Now let’s see what else this program can do! I recently came across a song where the music faded out before the lyrics did. The lyrics were repetitive, and a few more or less wouldn’t make any difference, so I decided to remove the last 2 lines so it would match the music fade better (Fig 67):

Fig 67

Yeah, we can do without these (there are 2-3 more screens full of ‘em before this one). You’ll notice that the swipe has already started on the word “baby” above. First, we have to back up to find the start of the lines we want to remove (Fig 68):

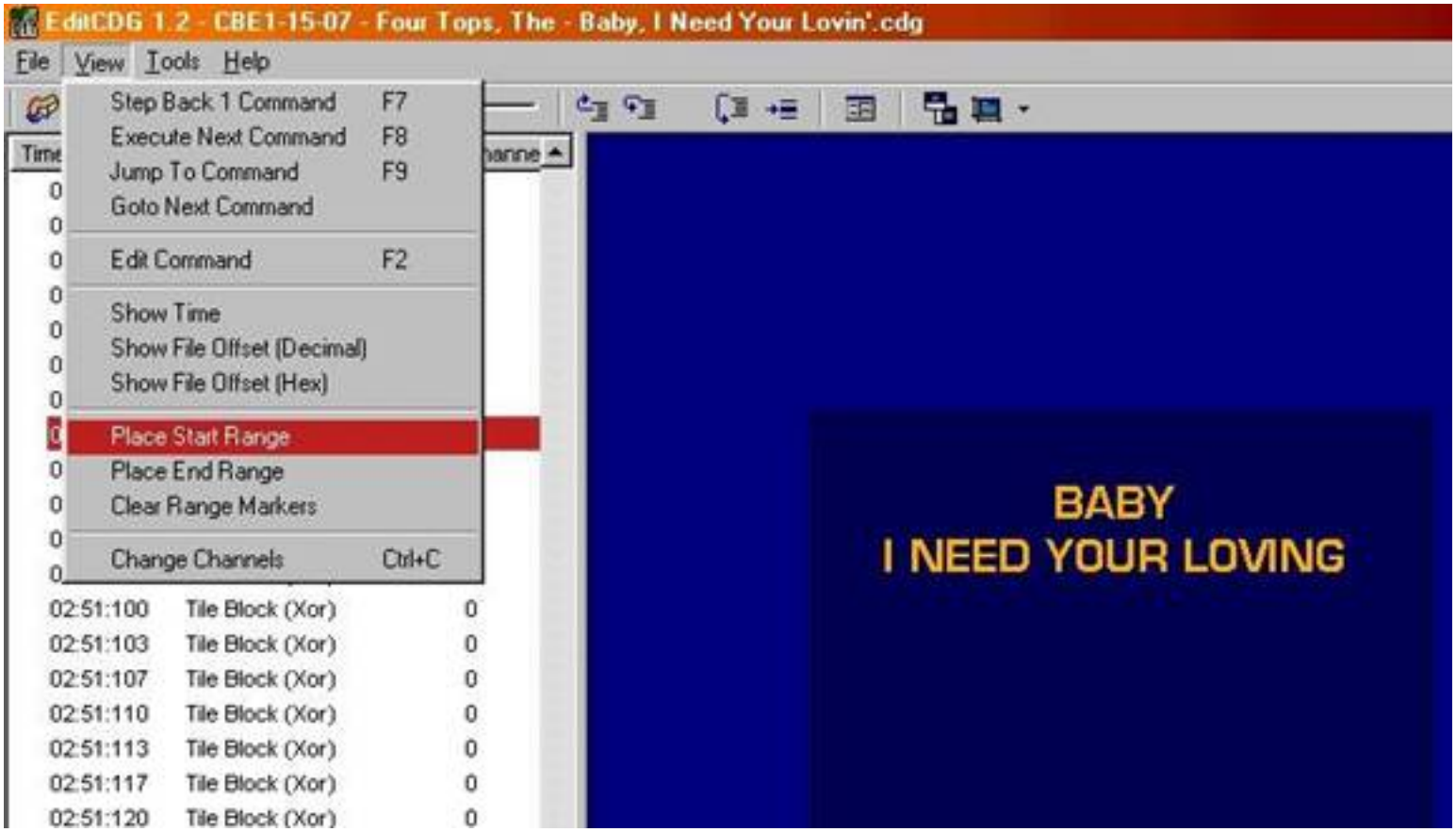


Fig 68

We back up ‘til we see the first speck of the type we want to remove, then back up 1 more space. **NOTE:** sometimes F7 works very slow backing up. When it does, I just scroll back up a ways and use F9 to put me there. With a little practice you’ll see what I mean. So, one way or another, we’re back to the point where the circled line we want to remove starts. Since we can remove a lot at one time, we don’t want to go to each one individually and use Ctrl+W to wipe them – we’ll use the range commands. Since we’re at the beginning, we want to put our start range here. Now we use F8 and watch the line appear to find the end. Simple, right? Yes, and no (Fig 69):

Fig 69

We were going great guns when we noticed the white swipe starting on the top line circled above. We don't want to remove *that.* What do we do? Use F7 to back up. We back up 'til the first white of the swipe disappears, then back up 1 more step 'til the last part of the line we're deleting disappears (Fig 70):

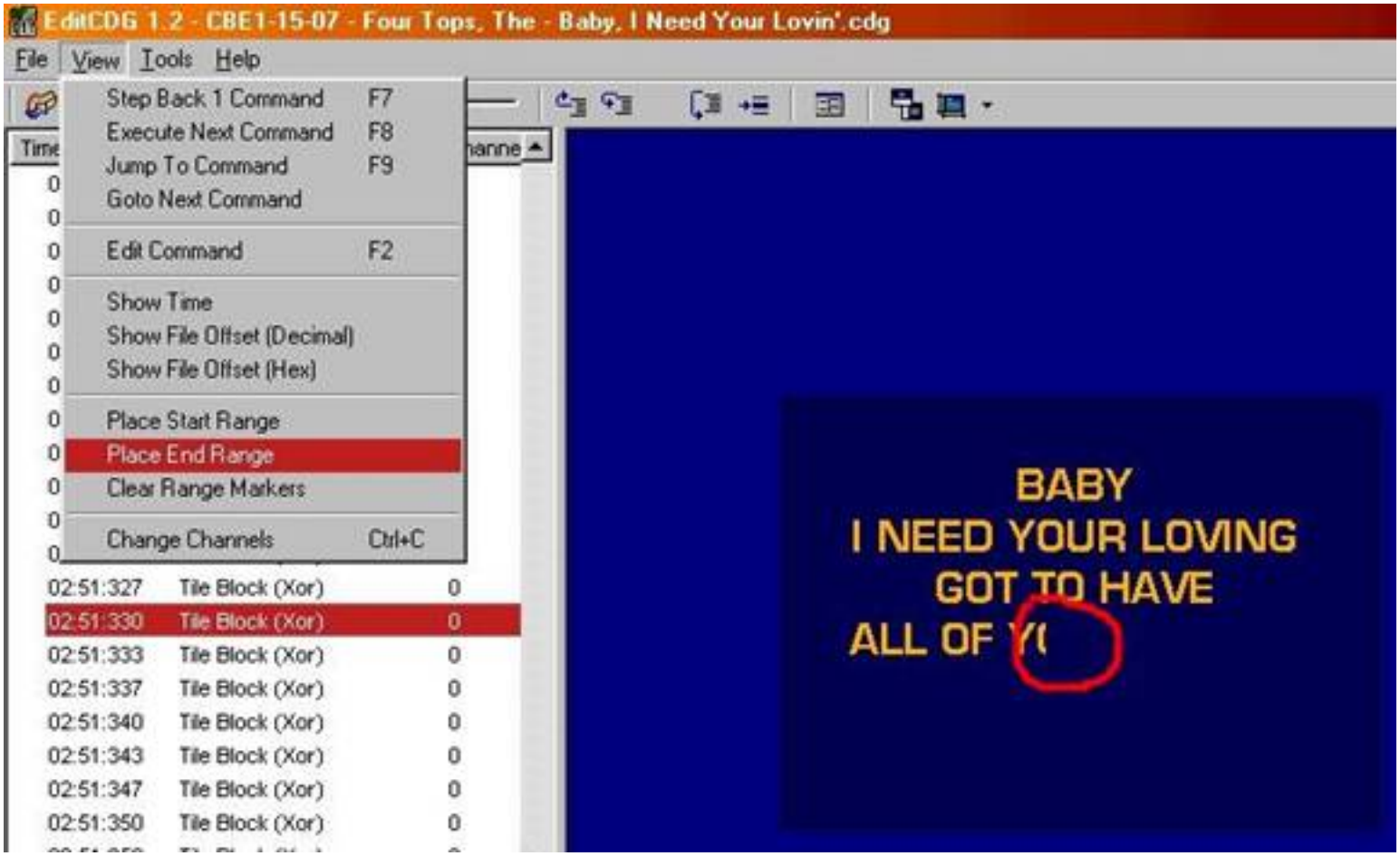


Fig 70

This is where we place our end range. We're not going to be able to just do the whole line at once (that'd be too easy!). You notice in Fig 70 that there's a little less of the "O" circled in red than there is in Fig 69. We had to back up that 1 more step, as there's always a one frame difference between which frame shows and which frame we have access to. Once you click "Place End Range", the selection in the column turns blue (Fig 71):

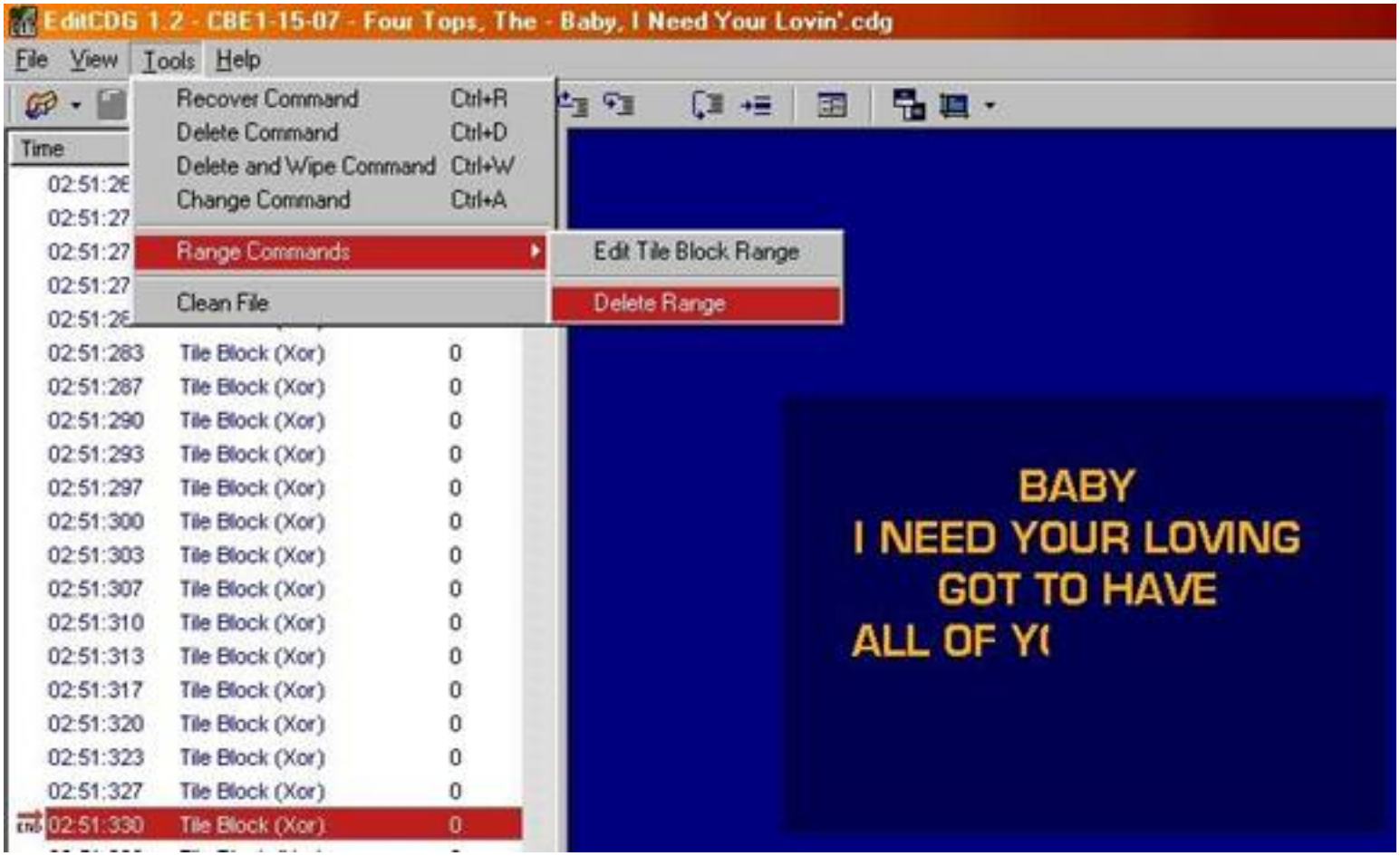


Fig 71

Now we go under Tools above to Range Commands. We're going to delete that range. A dialog box will appear asking if you're sure, click yes. A confirmation box will appear saying "Range Deleted", click OK. Hit F7 once to back up, and that type will disappear (Fig 72):

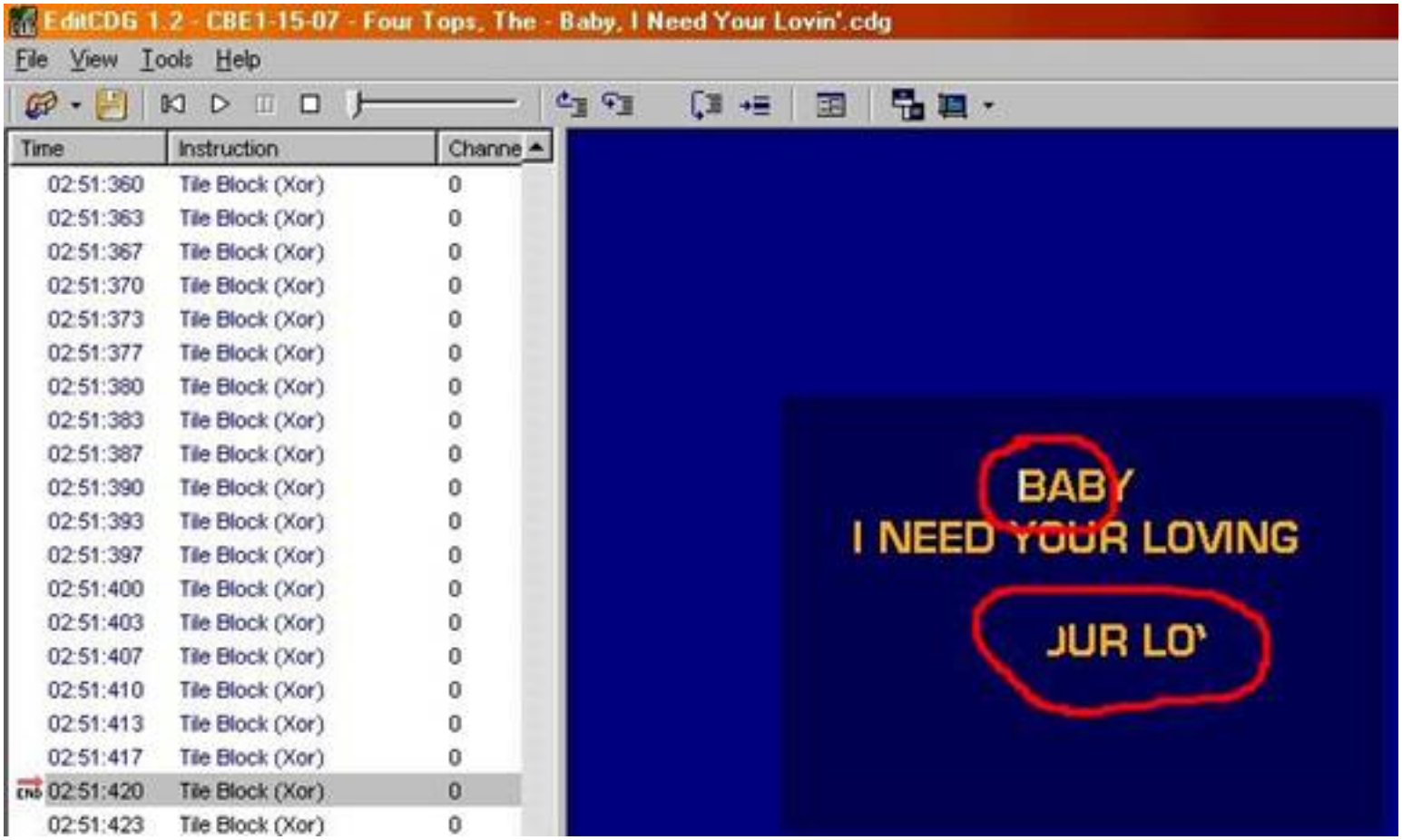


Fig 72

NOTE: Since we're deleting the ranges we're marking, they clear themselves. If you're using range markers to change type colors, for instance, you'd have to use the "Clear Range Markers" to remove the previous range before marking another one.

OK, we removed the first part. As you can see, we're going to have to remove those lines in sections, keeping our eye on the white swipe of the first line to tell us how far we can go each time. In Fig 72 above, you can see how big the second piece is we can delete. I won't show the last piece, as you get the picture by now. Once we delete all of the orange type, we hit F5 to play on and we see we now have to remove the swipe on those lines (Fig 73):

Fig 73

Since we removed the original type, the swipe is now gray. But, since there's nothing else printing on the screen, we *can* remove these in one fell swoop. Since we're at the end, we'll use F7 to back up until the first end piece of type disappears, and place our END range there, then back up to the beginning until the first beginning piece disappears and place the start range, and then delete it. Sure beats doing it one frame at a time! You can scroll up a ways and hit F5 to let it play and admire your handiwork! There's just one more thing to do (Fig 74):

Fig 74

We've got to make sure all those commands we deleted are gone for good, so we go to tools, and click on Clean File, and get the following choices (Fig 75):

Fig 75

All we need to use on this job is the 2nd one, "Blank all timing commands." This will insure those commands we deleted aren't picked up by some players and put back in! If we were having other problems with this cdg, we could check all 3 boxes and do a thorough cleaning *after we fixed any bad spots.* If you do a thorough cleaning before you fix the errors, you could lose commands you need to recover, like that Tile Block (Xor) we recovered in Fig 44. You may find upon playing the file after

cleaning that checking the “set all instructions to play on Channel 0” doesn’t do anything. If so, you’ll have to change them individually, but you know how to do that!

Hit save, and your custom job is through!

Since we only removed 2 lines of type in the example above, we didn’t have to worry about the screen sitting there for the few seconds the type we removed didn’t show. The end screen will appear just when it did before.

There’s just a couple more examples I want to show you of what this program can do, and you’ll be an EditCDG Warrior in no time!

I’m going to take a Legends file to use as an example: While I don’t mind the yellow title screen background, I’m not in love with it either. I’m not crazy about the yellow type used for the lyrics, and that awful “Pepto-Bismol Pink” they use for the swipe color has absolutely gotta go! Also, in many of their instrumental break screens, they use a black background, white border and green type which I find better looking than the one they used here, so I want to revert to it (Fig’s 76a,b,c):

Fig 76a Fig 76b Fig 76c

We load the file into EditCDG, and the first 2 commands are the Load Table Entries. The first one (0-7) doesn’t have the offending colors in it, so we F8 to the next one, hit F2, and there they are (Fig 77):

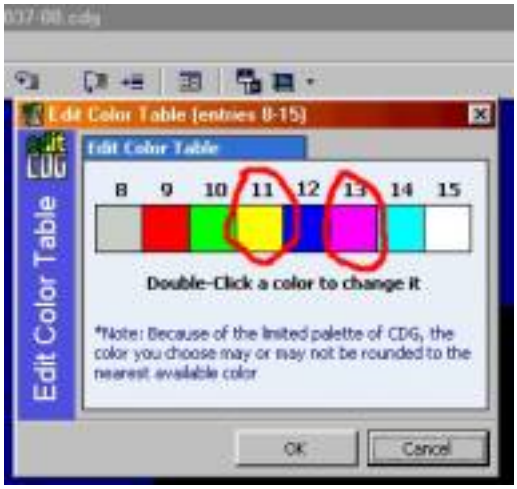


Fig 77

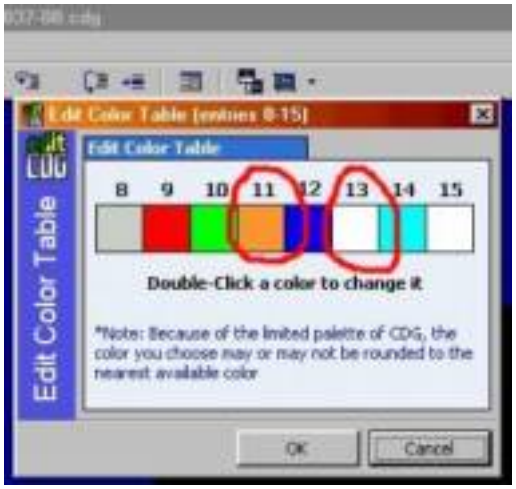


Fig 78

I've decided that I'll use orange for the type color, and white to swipe, so I change the appropriate colors, #'s 11 & 13, to the colors I want. But wait, you say – there's already a white color on that palette! Yes there is, but it's #15, and all the swipe commands are set to #13. If you used the white color that's already there, you'd have to go in and change every swipe command! OK, but wait again you say – if you change the yellow to orange, won't it change the title screen background to orange as well? Good thinking! The answer is "Yes". Like I said, I can take or leave that yellow, and I like the orange background just as well. I'll show it to you in a minute.

As I looked at the palettes, I noticed that the black, white & green colors I need for the "instrumental" screen are all present, and that's the only thing left to change (Fig 79):

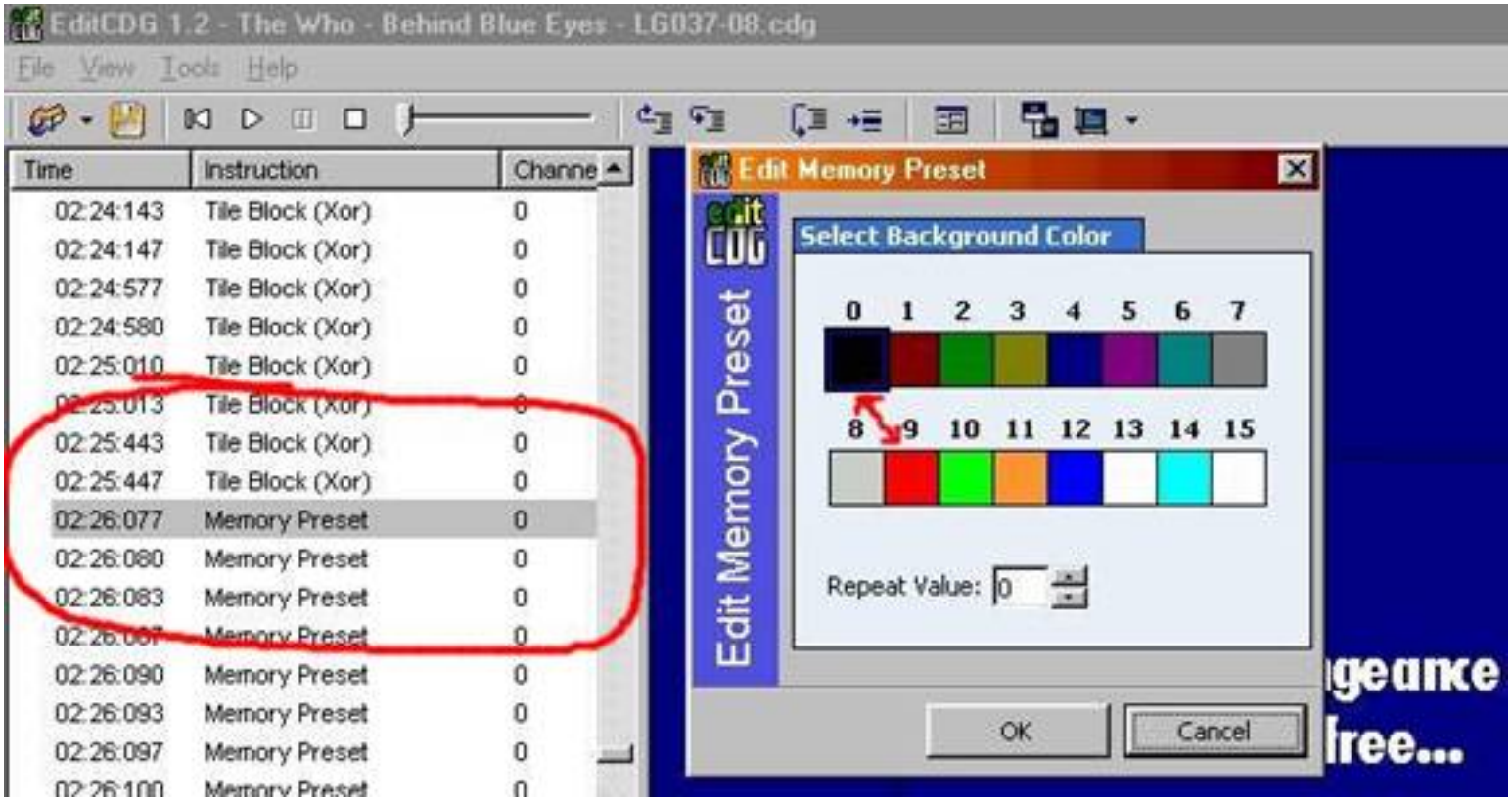


Fig 79

I use a combination of F5 play and F8 to get to the command I want to change above. **HINT:** F5 is usually fastest to make the screen display, but then it has to obey the timing commands that may take seconds to execute. Once the screen has displayed, it's often faster to use F4 to pause and F8 to quickly advance to the next screen.

The Memory Preset and Border Preset commands usually precede every screen. They tell it to clear the last screen, and they tell it what background and border colors to use for the coming screen.

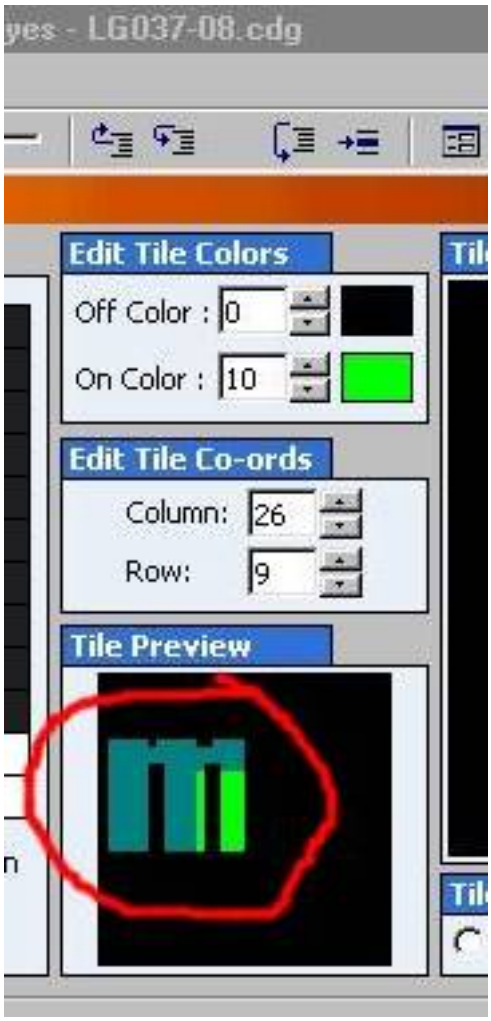
There are 16 Memory Presets, for each of the channels cdg's can operate on, but since Channel 0 is the default channel, *it's the only one we have to change, and it's always the first one in line.* We're working on the "instrumental" screen now, where we want to change the background from red to black. We F2 on the first Memory Preset command, and see the "0" in the "Repeat Value" box in the middle, so that's channel 0. We just click on the black #1 color, and the highlighting frame shows us it'll now use black for the background. We then F8 to the end of the Memory

Presets where we find the Border Preset and we do the same thing to it.

The *very next command* will be the start of the border that we want to change, so F8 once to get there and place your start range there. We'll then let the whole screen come up to see what effect changing the background color had (Fig 80):

Fig 80

We'll back up to the middle of both the word "Instrumental" and the border and use F2 to be sure what colors we'll need to use, *because you can't see how each color will appear when you use the range commands.* (Figs 81 & 82):



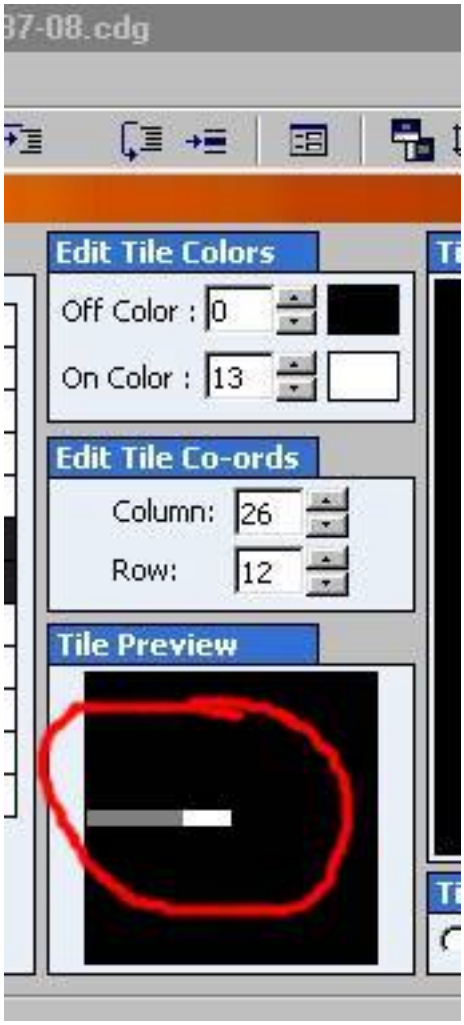


Fig 81 Fig 82

We click up and down on the numbers and watch the results in the “Tile Preview “ window. This time, it’s easy – green is green and white is white! Make sure you click “Cancel” and *NOT* “OK” when you check these, as you’ll be changing them all at the same time in a minute.

We already placed our start range at the beginning of the border, so now we’ll back up and place the end range at the end. Again, back up to the end and then back up 1 more step and place the end range there (see the circled part of Fig 83):

Fig 83

This time, we choose “Edit Tile Block Range” instead of “Delete Range.” And we get a new window (Fig 84):

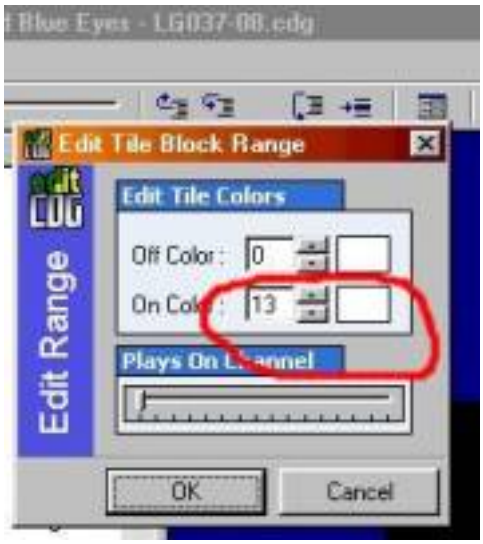


Fig 84

We click up to #13, the first white we come to, and click OK. A box will come up telling us how many commands were changed. Click OK You should have the last command of the range we just re-colored highlighted. We now have to clear that range so we can do the next one (Fig 85):

Fig 85

Clear the range markers by clicking on the command above. Now F8 once to the very next command and place the start range there. That should be the start of the word “Instrumental”. You can F8 forward to verify that, and then F8 to the end of the word, back up 1, and place the end range there. Again, go to Range Commands, Edit Tile Block Range, and set the green color (Fig 86):

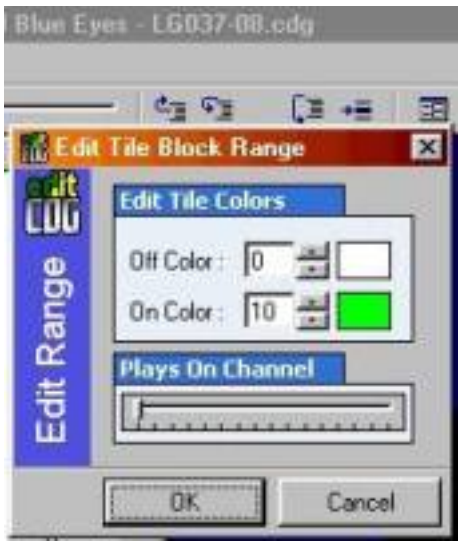


Fig 86

Hit F7 once, then F8, and admire your wizardry! Here's what the cdg looks like now (Fig's 87a,b,c):

Fig 87a Fig 87b Fig 87c

I hope you found this guide useful. I'll end it with a few notes on various makes of karaoke cdg's. I used Sound Choice, Chartbusters and Legends in these examples to show how similar they are, and also because they only use *one set of Load Color Table commands.* Some others, Like DK and EK, feel the need to place these commands at the beginning and end of every screen, To me, that's like putting rest areas along every mile of an Interstate highway, but that's the way they are. If you want to change colors on a DK cdg, say, on a duet, you change the very first ones like we did in these examples, and then you *find and wipe* every one after that! As you play your way through, you'll know if you missed a set because the colors will immediately revert back to what they were. The only exception to this is when DK uses a graphic in place of an "Instrumental Break" screen in the *middle* of a song. You would then delete the Load Table Color commands up to the ones that set the colors for the new graphic, then change the first set after that back to the colors you want, then delete every one after that point (unless there's also a graphic at the end – stop before that.)
Sweet Georgia Brown also uses graphics in the middle of a song

sometimes, but you might get away with not having to go thru this on their cdg's.

Some DK cdg's use an amazing array of complexity to build their letters, and can be difficult (make that virtually impossible) to repair more than the simplest errors. It won't take you long to figure out which ones I mean <big,evil grin>.

I hope this guide helps you discover how awesome a program EditCDG is, and how to make your cdg's look new, or even better than new (unless purple and Pepto-Bismol are your favorite colors)!

B Flat