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Rock On!
General Ned Ludd, 2005

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alphaPlus Quick Reference Guide

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alphaPlus

The key to the alphaSyntauri(TM) synthesizer is its operating system software. The first version of this software was alpha III, a part of the standard product package and still to be used as a learning vehicle in conjunction with the alphaSyntauri users' tutorial. The alphaPlus(TM) software,

based on the alpha III operating system provides many added capabilities and features.

This quick reference guide contains everything needed for use of the alphaSyntauri system using alphaPlus. Before using alphaPlus, please read on and take note of some of the primary differences between alphaPlus and alpha III.

The enhancements in the alphaPlus system over alpha III include:

- o Vibrato (pitch modulation)
- o Special effects (pitch bend, timbre scan, and pitch sweep)
- o Oscillator offset
- o Linear or exponential envelopes
- o Scale and intervals per octave adjustment
- o Error handling
- o Combining note files into an "album"
- o Utility program access through control characters
- o Faster waveform creation

All ALPHA III preset masters, preset files, wave files, and note files can be used with ALPHA PLUS with the exception of note files with a length greater than 2300 notes.

Two preset masters are provided on the alphaPlus diskette: ALPHA PLUS and INSTR.LIN. Both provide many new and interesting instrument sounds. The envelope format, however, is different between the two. The ALPHA PLUS preset master uses an exponential envelope setting as with the ALPHA III system software. INSTR.LIN, however, was created using a linear envelope setting, a feature of alphaPlus. Before using this preset master, the envelope format should be changed to linear (CTRL A). The linear envelope setting allows better control for non-percussive sounds such as strings and brass. The exponential envelope setting is best for percussive sounds such as pianos and organs.

Vibrato may be necessary to get a true-as-possible synthesized sound with some of the instruments. For example, strings slow and strings fast in the INSTR.LIN preset master can use paddle settings of PD0=21 and PD1=3 to add a rich fullness to the sound. Other instrument sounds may also benefit from vibrato depending on the desired effect.

Keep a few of these main points in mind while using alphaPlus. This software should prove to be a useful and intriguing enhancement to alpha III. Explanation of its use is covered completely in this quick reference manual.

!!! CAUTIONS !!! CAUTIONS !!! CAUTIONS !!!

- o AMPLIFIER VOLUME MUST BE OFF WHEN APPLE IS BOOTED!
- o DISKS FILL UP FAST. Each instrument ia a file pair 22+5 sectors in length.
- o AlphaPlus will not crash if a disk error occurs. It will inform you of the error, and then return to "live" mode.
- o NOTE: when a disk is full, any attempt to load a non-existent file will cause a DISK FULL error. Why? Because the system tries to open a file named the same as the non-existent file.

- o All parts must:
 - o Be in the right places - consistent with answers given when SETUP is run.
 - o Be solidly in place. Disk controllers work out of slots, fingers on connectors get dirty.
- o AlphaPlus requires the Apple game paddles to be in place.
- o Keep written records of your instrument settings... just in case.

FILE TYPES

Run Files

ALPHA PLUS is the primary file.
 function/parameter files, such as VELOCITY and WAVE.
 object code files <xxxx>..OBJ0/1/2/3.

Notes Files

Notes: <name>

are piece/sequence files. Up to 2304 plus notes per file.
 any number of these can be stored on a diskette until full.

Preset Master Files

Preset Master: <name>

10 presets and parameters for the 10 instruments which are loaded in when running the alphaSyntauri synthesizer (this file name is called when you load in a new 10-instrument set).

Wave Master Files

Wave Master: <name>

contains data for the waveforms which make up the 10 instruments in a PRESET MASTER. The wave master file has the same name as the preset master to which it belongs.

Waveform Files

Wave: <name>

Each WAVE: name contains the description of a (unique) waveform in a 256 byte table.

Envelope (Preset) Files

Preset: <name>

Each envelope and related parameters is stored in its own file.

Album File

Album: <name>

File containing a list of note files.

FX Files

Mod: <name>

Files containing the commands to load and invoke FX mods.

COMMANDS LIVE

```

^O      change detuning of oscillators by 32nd tones
^K      include/bypass initialization routine
^T      run velocity program for keyboard "touch" sensitivity
^C      run waveform program to build waveforms
^A      run log program for envelope log/linear curve
^N      change scale/intervals/octave
^V      change vibrato waveform
I<#>   select instrument by number:                <0..9>
^W      load waveform named:                    <name>
^L      load preset (envelope values) named:    <name>
^P      load preset master file (10 instruments) <name>
  S     save an individual preset (envelope) named: <name>
^E      save an individual waveform named:      <name>
^R      save a preset master file: (10 instruments) <name>
^ESC    "OOPS" - used before <RETURN> to correct an error
  RETURN to return to original status or to enter a
         change in one or more preset values
<-- --> to change playback speed by 5% increments
    
```

COMMANDS MENU

```

spacebar  get to menu or pause during record

Q  quit using the alphaSyntauri system      ?  show disk catalog
                                         O  off - turns off play OR record

R  record                                     L  load notes file

E  "echo"/repeat                             S  save a recording

B  begin                                     F  invoke FX mods

P  play                                       A  play an album
    
```

ON-SCREEN PARAMETERS

```

AC  attack control (0=off, 1=on)
FC  frequency control (0 to 255, 30 is standard)
PC  percussion control (0 to 3)
     0 = percussion channel off, velocity sensing off
     1 =      "      "      on,      "      "      off
     2 =      "      "      off,     "      "      on
     3 =      "      "      on,      "      "      on
PD0 = Paddle 0 (0...255)      PD1 = Paddle 1 (0...255)
    
```

ON-SCREEN ENVELOPE CONTROLS (0...255)

```

Percussion channel: PR = percussion rate      FR = fall rate
                   PV = percussion volume    FV = fall volume
Primary channel    AR = attack rate          AV = attack volume
                   DR = decay rate          SV = sustain volume
                   RR = release rate        RV = release volume
    
```

^ = control key used simultaneously, as with a shift key.

COMPONENTS

Pedal One	SUSTAIN
Pedal Zero	PORTAMENTO
Paddle Zero	controls rate of vibrato. Also used to control FX mods.
Paddle One	controls depth of vibrato. Also used to control FX mods.
Switch 0 (on paddle)	Assigns current paddle values to vibrato
Switch 1 (on paddle)	Assigns current paddle value to the effects mod currently active.

KEYBOARDS

alphaSyntauri 61-note organ-style keyboard

- o to input notes, chords, sequences
- o velocity sensing
- o 8 voice polyphonic (with Mountain Computer MusicSystem oscillators)

Apple II or Apple II PLUS keyboard

- o enter/alter preset data; save and run files
- o change instruments
- o build envelopes
- o build waveforms
- o initialize system

Feedback

- o Auditory: real time, note(s)
- o Visual: note color assignments, all notes position of notes, and note patterns.

OPERATING/PLAYING PROCEDURES

Functions

TO:

- o Change instruments
- o Enter waveforms from disk
- o Enter preset master from disk
- o Record a piece
- o Play back a piece

Procedures

- o To boot system
 - o Insert alphaPlus diskette, turn on Apple (system will automatically boot-up with Apple II Plus). System comes up with a 10 instrument file loaded. Keyboard is "live" once booted.
 - o To boot from basic type, RUN ALPHA PLUS

- o To get the menu
 - o press <spacebar>

- o To change instruments
 - o type <I> <0..9> for instruments 0 thru 9

- o To change configuration or re-initialize:
 - o Modify set-up display after booting up
 - or
 - o Reset system, RUN SETUP and answer the questions!

- o To change scales or number of intervals per octave
 - o Default (standard) scale is equal-tempered, 12 tones/octave
 - o Hit <^N> (not that doing such will reload the default PRESET MASTER).
 - o Enter the new scale tuning (equal, international, just) and/or number of intervals (1-32) per octave, if desired.

- o To change velocity sensitivity (ie: keyboard "touch")
 - o System default is 0 (greatest sensitivity)
 - o To change, hit <^T>. You will be shown the current setting (0..7) and asked if you wish to change this.
 - o If you do, type <Y>. The program will exit through the standard exit routine (ie you will be given a chance to save the current notes file, if you record it, and a chance to save the current PRESET MASTER. If you choose not to save it, any changes will be lost.)
 - o Answer the questions. When completed, the alphaPlus instrument system will be reloaded with the default PRESET MASTER.

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- o To see Disk Catalog
 - o Type <?><RETURN>, or "question-mark" followed by "RETURN"

- o To look at an individual waveform named <name>

- o Type <^W>
- o Type <RETURN>.

- o To load a new waveform pair
 - o Type <^W>
 - o Answer with existing file names to:
 - PRIMARY WAVE: <filename>
 - PERCUSSION WAVE: <filename>

- o To save an individual waveform named <name>
 - o Look at the waveform in your current instrument.
 - o Type <^E>.
 - o Save the primary, the percussion, or both waveforms.

- o To load a new envelope
 - o Type <^L>.
 - o Answer with existing file name to:
 - PRESET: <filename>

- o To change envelopes dynamically
 - o Note that envelopes are defined for each waveform with numbers <0..255> for RATE (ie: slope of line) and VOLUME.
 - o You may change parameter(s) at any time by typing the parameter prefix, then the new value, then <RETURN>.
 - o Note that the Apple keyboard RIGHT and LEFT ARROW keys (use with the <REPT> key to "glide" from value to value!) increment or decrement the current value..<RETURN> actually enters the change. (Note: When playing back a notes file, the arrows change playback speed.)

- o To save a preset or envelope
 - o Type <S>.
 - o Enter an existing file name in answer to
 - PRESET: <filename>

- o To record
 - o Type <space-bar> to enter the menu.
 - o Type <R> for record, then for begin.
 - o To pause, hit <space-bar>, then <RETURN>, then <RETURN> again.
 - o To continue a recording, just hit <RETURN>.

- o To continue recording on a pre-recorded place,
 - o Playback to the desired re-starting point, press <R> for record, then <RETURN>.

- o When recording, the current instrument is shown in reverse video.
 - o IMPORTANT: Recordings are independent of the instrument, waves and envelopes you are using unless loaded as a notes file from the disk.
- o To save a recording
 - o At the end of a play session, hit <spacebar>, then <S> for save, then enter name for recording in answer to
NAME TO SAVE:
- o To record with <ECHO>
 - o Hit <spacebar>, then <R>, then <E> for echo, then for begin.
 - o Play a piece, then hit <spacebar>.
 - o NOTE: that <E> is a system "switch" - when on it is always on unless you <Q>uit the system or turn it off with <spacebar>, <E>, <RETURN>.
- o To sequence live
 - o <spacebar>, <R>, <E>
 - o Play a sequence, then, ON THE DOWNBEAT or at any appropriate point for repetition, hit the <spacebar>.
 - o To stop the sequence, <spacebar>, then <O> for off.
- o To playback a sequence already in the Apple II
 - o <spacebar> to menu, <P> for play.
 - o then enter a percentage playback speed (100% is normal; the range is 50% to 200%).
 - o During playback the LEFT and RIGHT arrows control playback speed. <--> causes the speed to slow down. --> causes the speed to increase. Each key depression causes a change of 5%.
 - o During playback the keyboard is live... but the recording takes precedence over the keyboard. The footpedals are also live.
 - o IMPORTANT: The oscillator offset must be set to 0 to allow proper operation when playing along with a pre-recorded sequence.
- o To playback a recorded NOTES: file
 - o <spacebar> to menu, <L> to load a pre-stored notes file from the disk, then the file name. Once loaded, type <P><RETURN>, enter playback speed, then type <RETURN>.
- o To playback a recorded sequence with <ECHO>
 - o <spacebar>, <E>, <P> for playback, then usual playback sequence.
 - o During playback, <ECHO> may be turned off or on at any time by the sequence <spacebar>, <E>, <RETURN>

- o To change the key you are in (transpose)
 - o The system always comes up with the key set according to the FC value in the envelope/[reset file.
 - o Type <FC> for Frequency Control, then a any number <0..255>, then <RETURN>, or use the ARROW keys with or without <REPT> to "glide" from one value to another.
 - o FC increments or decrements in QUARTER-TONES.
 - o Significant values:
 - FC=30 Middle C
 - FC=6 Down one octave (24 Quarter-tones!)
 - FC=54 Up one octave from Middle C
 - FC=78 Up two octaves from Middle C
 - (And so on...)

- o To "glide transpose"
 - o Type <FC>, then use RIGHT or LEFT ARROW keys with <REPT>

- o To enable Velocity Sensing
 - o Set <PC> equal to 1 or 3

- o To create an album
 - o An album is a collection of notes files put together so they may be played in sequence automatically.
 - o <spacebar>, <Q>uit, RUN ALBUM
 - o Enter the desired note files, one at a time. To end the list, simply type <RETURN>, and the album will be saved.
 - o RUN ALPHA PLUS to get back to the system.

- o To play an album
 - o Make sure all notes files for the album are on a single diskette
 - o <spacebar>, <A> then name the album to be played.
 - o The system will then play the album.
 - o To prematurely stop an ALBUM, reset the system and RUN ALPHA PLUS.
 - o To skip a notes file in progress press <spacebar>
 - o The instrument number under which the note file was created is automatically switched to during album playback.

- o To change envelope slope characteristics
 - o Type <^A>. The current envelope characteristics will be shown (exponential or linear).

 - o If you wish to change, type <Y>. AlphaPlus will exit through the standard exit routine (see "changing velocity sensitivity" for consequences) and run the log program.

When log is done, alphaPlus will be re-run automatically.

- o Exponential envelopes are more suited to percussive sounds such as pianos, bells, etc. Linear envelopes are useful for less percussive sounds such as strings, brass, etc.

- o Note: if an instrument is created using a particular envelope type, changing the envelope type will make the instrument sound much different. We recommend you identify preset masters with envelope file types such as STRINGS.LIN for linear.

- o To create a new waveform

- o Type <^C>, <Y>, and save current preset master if desired.
- o Refer to WAVEFORM, later on in the manual.

- o To "kill" the setup program

- o Type <^K>, and answer <N> to the question.
- o Note that if you desire to modify any of the setup parameters, you will have to RUN SETUP from Basic.
- o You may Restore the setup Program by answering Y to the question after <^K>.

- o To use an FX mod

- o <spacebar> to get to menu, then <F>. Now simply type the name of the module desired, and <return> to get out of the menu.
- o If you wish to see the current FX MODS, type a "?" instead of the name.

- o To turn off an FX mod

- o <spacebar>, <F>, <O>, <RETURN>

- o To change vibrato waveform

- o <^V>, then the name of the WAVE: <name> file to be loaded.

- o To change vibrato rate or depth

- o Move paddle zero for rate and paddle one for depth.
- o Then hit to read these new positions. (Both paddles turned to the extreme left turns off vibrato.)
- o Vibrato values are displayed aside PD0, PD1 but are NOT saved with a preset master.

- o To change FX mod characteristics

- o Move the paddles to desired locations.
- o The new positions do not take place until paddle switch 1 is hit. (Note that FX mod values are NOT displayed, and that

- switch 1 does not change the vibrato characteristics.)
- o PB is always live on paddle zero when used.

o To detune or offset oscillator pairs

- o Type 0, to set the current offset. (The offset is 1/16 of a keystack - ie: C to C# is a step in the 12 tone scale, 192 is an octave.)
- o Type the new offset or simply hit return to leave it unchanged.
- o When detuned, the percussion channel is offset up from the primary.

TIMBRE CONTROLS

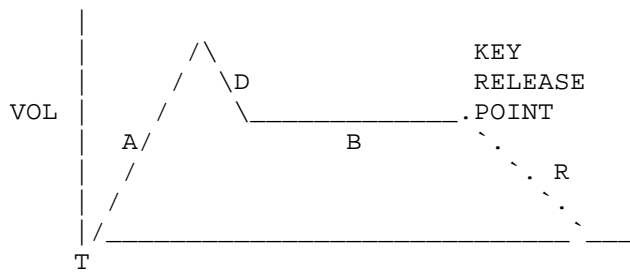
Envelopes

- o Are prestored by name
- o May be altered dynamically

An envelope represents the loudness of the note over time. The alphaSyntauri has two waveforms (one for each stereo channel, unmixed), and each waveform has its own envelope.

Envelopes are defined with Rates and Volume settings:

where A=Attack, D=Decay, S=Sustain, R=Release



To describe this ADSR curve, the alphaSyntauri uses:

AR	Attack Rate	0 --> 255
AV	Attack Volume	0 --> 255
DR	Decay Rate	0 --> 255
SV	Sustain Rate	0 --> 255
RR	Release Rate	0 --> 255
RV	Release Volume	0 --> 255

where 0 = shallowest or LEAST

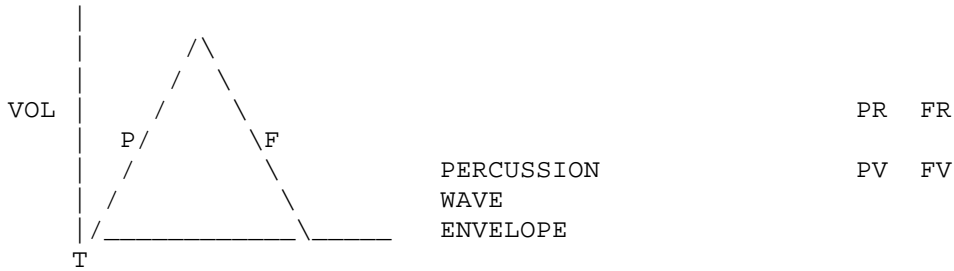
There are two waveforms, and thus two envelopes for each instrument.

- o The PRIMARY waveform has the envelope 'ADSR'

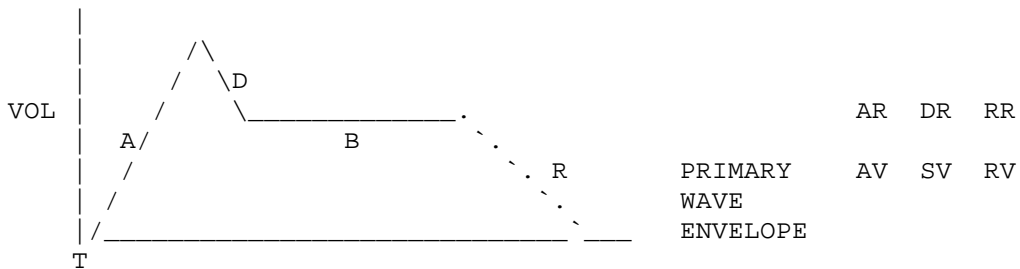
o The PERCUSSION Waveform has the envelope

```
PR      Percussion RATE 0 --> 255
PV      Percussion Vol.  0 --> 255
FR      Fall Rate       0 --> 255
FV      Fall Volume     0 --> 255
```

For the two waveforms we have:



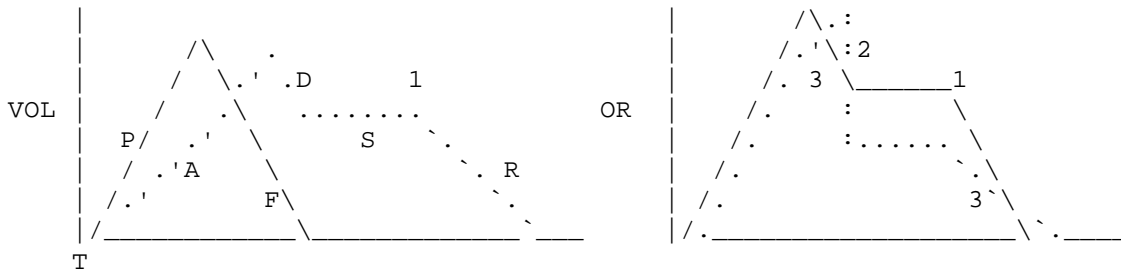
AND,



On the display screen you see:

```
PR : <*>   FR : <*>   AR : <*>   DR : <*>   RR : <*>
PV : <*>   FV : <*>   AV : <*>   SV : <*>   RV : <*>
PD0: <*>   PD1: <*>
```

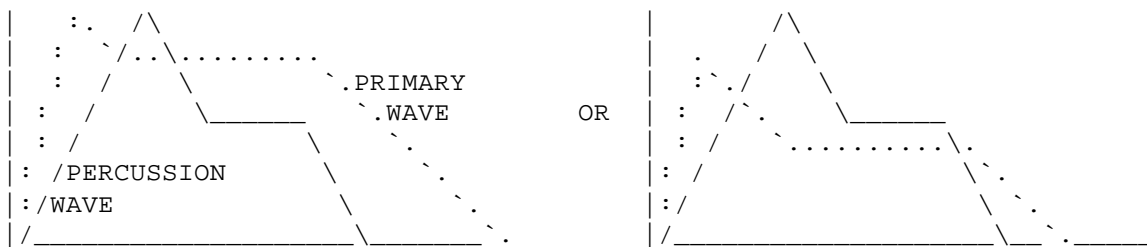
The two wave envelopes are independent, so many combinations are possible:



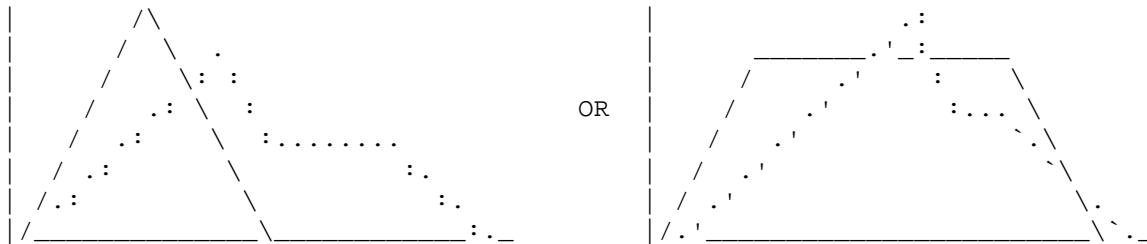
Note:

- 1 Release point
- 2 The Fall Volume, FV, is non-zero here.
- 3 The percussion wave Fall Rate = its Release Rate.
(The primary wave release rate is independent of its decay rate)

- o The envelope definitions may be used to alter the instrument as perceived by the listener - where AR = 255 the attack is sharp, where AR = 30 the attack is slow.
- o The Decay Rate (DR) and Fall Rate (FR) settings will greatly affect the perceived sharpness of the note. A large value, say 200 or greater, with a lesser Attack Rate or Percussion Rate will increase the sharpness effect.
- o The MIXING of envelopes to achieve new timbres can be achieved using the P/F and ADSR controls. Use the Decay Volume (DV) and Sustain Volume (SV) to get fairly fast results.



OR



AND SO ON

Special Controls

- PC Percussion Control
- FC Frequency Control
- AC Attack Control
- PD0 Paddle Zero
- PD Paddle 1

PC, or Percussion Control settings are:

- PC = 0, Percussion Wave OFF, Velocity Sensing OFF
- = 1, " ON, " OFF
- = 2, " OFF, " ON
- = 3, " ON, " ON

That is, when the percusiion control is zero or 2, the waveforms in both channels have the envelope ADSR.

FC, or Frequency Control settings are:

In quarter tone increments from 27.5 Hertz to greater than 13 kiloHertz. Middle C corresponds to FC = 30
Note that changes in FC transpose the entire keyboard during play, record and playback.
Recordings are independent of FC settings.

AC, or Attack Control:

For tremolo effect

AC = 0 standard ADSR.
AC = 1 Repeat A/D cycle as long as the key is held down.

Note that the settings of AR, AV, DR and SV may be altered to achieve different tremolos - from slow strums to fast buzzes.

PD0, PD1: These are parameters that display the setting of the game paddles used for vibrato and FX mods explained in "Dynamic Controls".

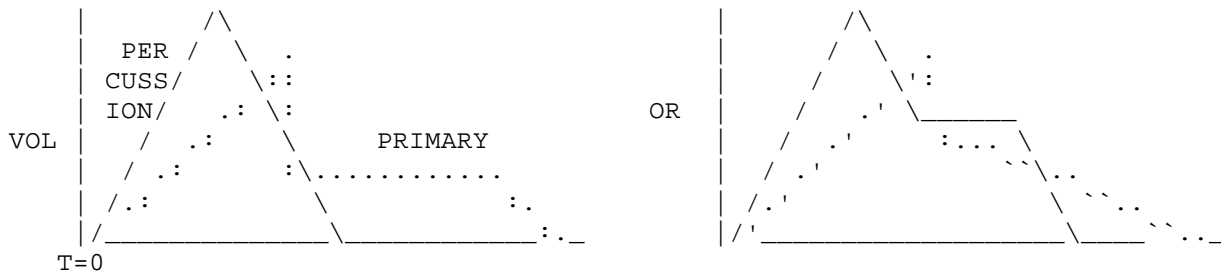
Waveforms

The alphaSyntauri instrument uses 2 separate waveforms to make one timbre or sound. Each waveform is pre-defined, usually through additive synthesis, and may be stored and recalled by name at any time.

For the Mountain Computer oscillators, the two waves are on 2 separate outputs, and may be mixed or not, depending on the effect desired. The oscillators may be detuned from 1 to 192 32nd tones through the use of <^O>. The percussion channel is detuned up from the primary channel.

PRIMARY, where the envelope is defined as ADSR
PERCUSSION, where the envelope is defined as PF

ANY two waves may be combined to create one instrument.



- o To load in a new waveform, use CTRL-W (denoted by <^W> followed by the waveform names(s) as asked by the system. <RETURN> is used when you do NOT want to change the waveform already there.

- o To create a waveform
 - o Type <^C>
 - o Select the wavetype (sine, square, sawtooth, triangle or any wave name on diskette).
 - o Specify the harmonic (or 'partial')
 - o Specify the amplitude

In practice, the WAVE program will let you build new waveforms by repeatedly adding harmonics. Any harmonic number >0 may be used; however harmonic numbers greater than 18 tend to distort. NON-integer values, such as 5.2, add unusual effects.

You may add OR SUBTRACT any harmonic by specifying an amplitude >0 or <0. (a reference tone at 132 Hz is given to aid in 'tuning' the resulting sound.)

- o To save a waveform for future use
 - o Type a 0 when you are asked for the next harmonic number. The program will now smooth and 'normalize' the waveform.
 - o Name the waveform when asked to do so.
 - o Upon quitting, WAVE will return you to alphaPlus. When the standard 10-instruments file is in place, you can then use <^W> (CTRL-W) to load the new waveform.

- o To analyze a waveform
 - o Type <spacebar>, then <Q>.
 - o RUN ANALYZER.
 - o Name the waveform when asked.
 - The program will provide a list of partials or harmonics through the 20th harmonic number.

DYNAMIC CONTROLS

Dynamic controls of the alphaSyntauri synthesizer are:

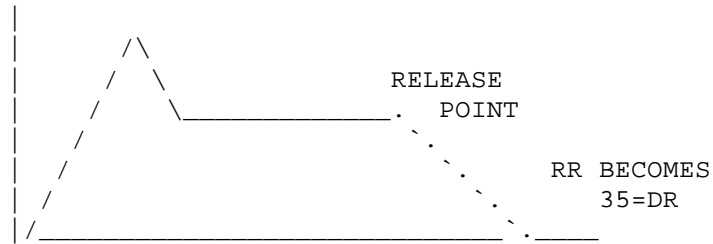
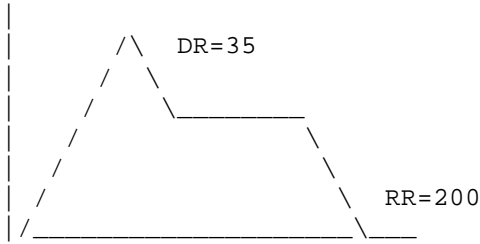
- o The notes you play.
- o The expression with which you play, where PC=1 or 3 to enable velocity sensing (a faster keystroke results in a louder sound).
- o The key you are in (use the FC setting).
- o The pedals you select.
- o The envelopes and waveforms used.
- o The PC and AC settings.
- o The vibrato feature which is controlled by the paddles.
- o The FX mods that are controlled by the paddles.

Particular PLAY dynamics are:

Pedals

- o Sustain: substitutes the DECAY rate for the RELEASE rate in the ADSR of the primary wave. This may be used for a

sustain, OR it may be used to create staccato sounds, for example:



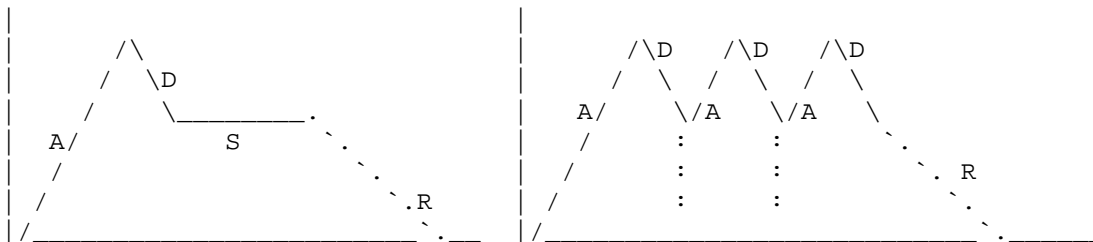
When the pedal is pressed:

- o Portamento: glides the frequency smoothly from one key to another, either up or down the scale, by halftones. Any key(s) or chords can be played. The next key(s) or chords following will sound very unusual due to the glide.

A stepped portamento or glissando effect can be created when you use the pedal and hold down the <REPT> (repeat) key and one of the arrpws at the same time.

Preset Controls

- o PC, Percussion Control, Set PC=1 or 3 for velocity sensitive/loudness effects. Set PC=0 or 2 to eliminate the percussion cycle and just use the ADSR settings.
- o AC, Attack Control. Use for tremolo, where AC=1. To alter the EFFECT of the tremolo, use the AR, AV, DR, SV values.
- o When AC=1, the software tells the alphaSyntauri to repeat the Attack/Decay cycle while a note is held:

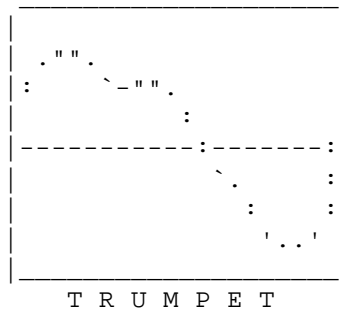
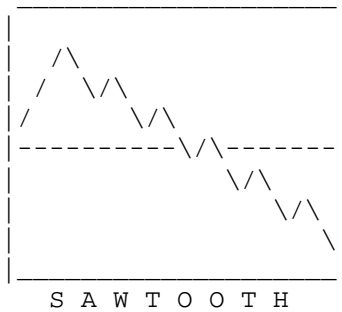


TYPICAL ADSR
WHERE AC=0

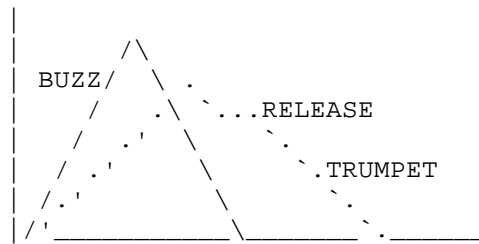
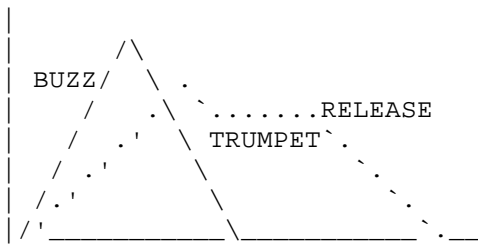
SUSTAIN,
KEY HELD DOWN

Combination effects:

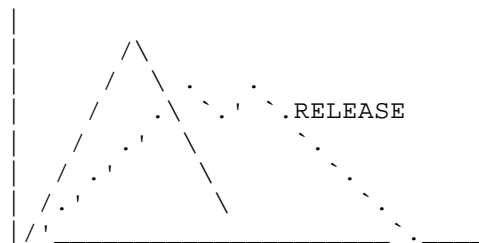
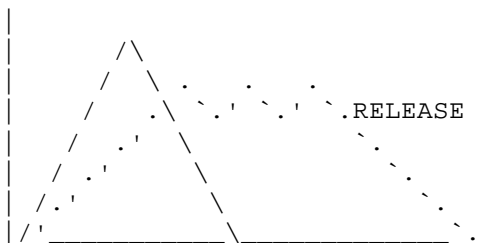
- o By varying expression, AND choosing appropriately varying waveforms and envelopes, you may get 3 or 4 'timbres' out of one instrument setting.
- o For instance: just using sustain with tremolo, a note will sound different, with an effect similar to frequency modulation for AR=200, DR=200, and AC=1.
- o A waveform mix of two waves having radically different envelopes can let you go from a staccato to a note with a swelling effect - just by controlling the note release point.
- o To illustrate, choose a buzzy sawtooth and a smooth trumpet wave as percussion and primary:



Just by changing the note release point:

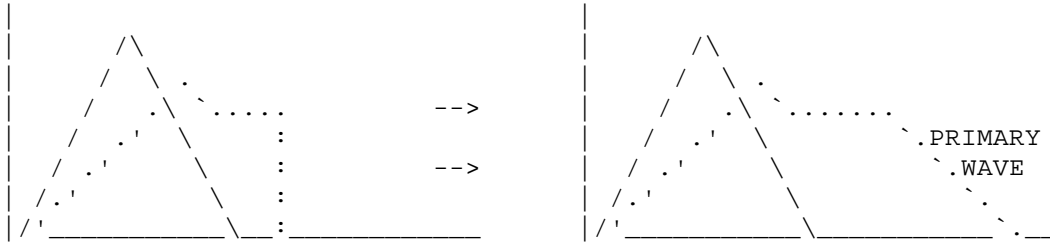


and adding tremolo;



By using the sustain pedal, you effectively emphasize the

primary wave:



By varying just ONE envelope parameter dynamically, you can affect the musical outcome, for example:

- o Set up a standard instrument/envelope and set AC=0. Now use the <-- and --> arrow keys to add or remove tremolo.
- o Change any single parameter with one keystroke: the <RETURN> key enters values, so an envelope value may be changed in advance and the <RETURN> key used to enter it quickly.

Vibrato

Vibrato is the modulation of frequency at a specified rate of change and depth. The Apple II game paddles are used to control vibrato. The settings are displayed by PD0 and PD1.

PD0 = Paddle 0, vibrato rate
PD1 = Paddle 1, vibrato depth

To update vibrato settings type

Any waveform can be used for the vibrato waveform.
To change type <^V>

FX Mods

The FX mods are used to post process sounds of a preset master. Access to the FX mods is accomplished through the menu. Three effects (pitch sweep, timbre scan, and pitch bend) and an FX OFF condition are provided for selection. A menu of the FX is displayed by typing <?><RETURN> after the FX mod question becomes available.

- o PS - Pitch Sweep. Automatically and dynamically varies pitch in or out of "aliasing". Pitch Sweep is controlled by the specific envelope used and the position of paddle 1. The position of paddle 1 is read when switch 1 is pressed.
- o TS - Timbre Scan. Scans through all the primary and percussion waveforms of the preset master in the following sequence then repeats:

	Instrument #									
Primary	1	2	3	4	5	6	7	8	9	10

Percussion 10 9 8 7 6 5 4 3 2 1

The rate of scan is controlled by paddle 0. Pitch is controlled by paddle 1. The positions of these paddles are read when switch 1 is pressed.

- o PB - Pitch Bend. Allows the use of paddle 0 to dynamically vary the pitch of the instrument. Turning the paddle all the way counter-clockwise references the keyboard to the initial frequency.

Vibrato can be used with any of the FX by first setting the paddles to a desired vibrato position and typing for screen update. After this, the FX can be used with the paddles.

To create an instruments file (the PRESET MASTER/WAVE MASTER pair):

Structure

- o Each PRESET MASTER: file contains 10 unique instrument definitions (envelopes plus parameters). It is paired according to file name with a matching WAVE MASTER: file when the named preset master file is loaded, either at boot-up, or with <^P> (CTRL-P).

To Alter Instruments

- o Any time a preset master file is loaded (at boot) from disk, you are give instrument 0 as default. You can change from instrument 0 to any other by typing <I> <#> or just <#>, where <#> denotes the instrument number.
- o A preset (envelope) or new waveform may be called in to modify or totally redefine the instrument you are in..Why?
- o The instrument definitions are loaded into RAM memory and, when you change envelope values or load in new waves, you overwrite whatever was there. Then, if you call for that instrument by number, you will get the modified version! Note that you have NOT YET saved the modification: the preset master on disk remains as it was.

To Save Instruments

- o As you modify an already up-and-running 10-instrument preset master file, you are overwriting RAM. Now, the NAMES of the INSTRUMENTS in the preset master file are the same as the PRESET: <filename> name. Thus to RENAME the individual instruments in a new file, you must follow the procedure for naming and saving a preset (envelope) itself.
- o So, when you want to name an instrument (the one you are in), type:
 - o <^S> (CTRL-S), and then the desired name for the preset
 - o <RETURN>
- o Then the new name will show on the screen (for that instrument).
- o Go through all ten instruments in the above fashion if you

want to give them all new names. Renaming, of course, is not required.

- o Once all names are given, type
 - o <^R> (CTRL-R), <RETURN>. You will be asked for the name of a preset master.
 - o The new name.
 - o <RETURN>. The file will now be saved to disk.

If you want to leave (quit) the system, say to RUN ALBUM, then type

- o <spacebar> to get into the menu
- o <Q> to quit the system. You will be asked to name a preset master.
- o The new name.
- o <RETURN>.

alphaPlus Reference Guide ----- END

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