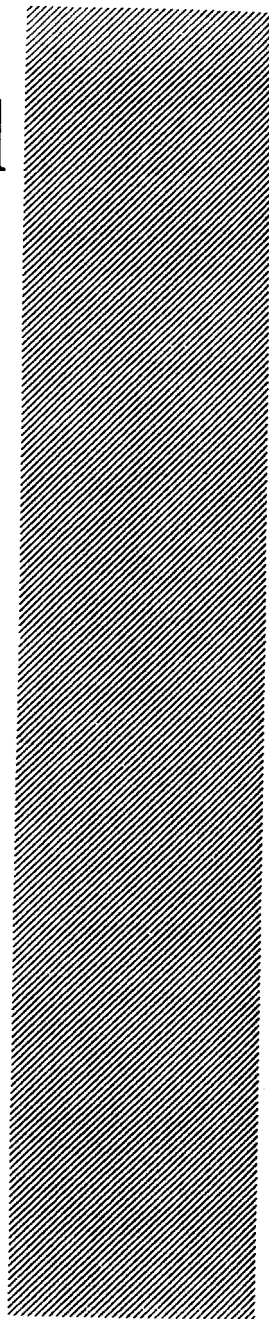


Command Summary

Revision 8



SERIES III COMMAND SUMMARY

Revision 8

1. Contents of <angle brackets> are specific keystrokes.
2. <SF1> means hold down <SHIFT> and press <F1>.
3. <CF1> means hold down <CTRL> and press <F1>.
4. A <function key> depression can be duplicated by a graphic pen "hit" on the correspondingly numbered ICON. <SF1> can be duplicated by holding the <SHIFT> key and "hitting" ICON1.
5. All letters in **PLAIN BOLD TYPE** must be typed to execute command. All commands must be terminated with the <RETURN> key, except when using Function keys.
6. When a **command** is listed next to a <FUNCTION KEY>, they have the same effect.
7. When using **string matching**, the following strings match FRED - :RED F:ED FRE: *D
*RED F*D F* FR* *
8. := any one character * = any number number of characters, including none
9. **Defaults** are used when numbers or options are omitted from a command.

GLOBAL

Command Line Editing

<ctrl-A>
 <ctrl-K>
 <ctrl-B>
 <ctrl-W><ctrl-B>
 <ctrl-F>
 <ctrl-W><ctrl-F>
 <ctrl-D>
 <ctrl-W><ctrl-D>

 <ctrl-W>
 <ctrl-H>
 <ctrl-T>
 <ctrl-I>
 <ctrl-R>
 <clear>
 ?

restore previous command from cursor position to end of line
 kill (delete) command from cursor position to end of line
 move cursor back one space
 move cursor back one word
 move cursor forward one space
 move cursor forward one word
 delete one letter to the right of cursor position
 delete one word to the right of cursor position
 delete one letter to the left of cursor position
 delete one word to the left of cursor position
 move cursor to head of command line
 move cursor to tail of command line
 insert mode - typed letters will be inserted at the cursor position
 replace mode - typed letters will write over existing ones
 delete whole line
 display all information about command line editing

Going to Display Pages

<esc>F1 LARGE TIME CODE DISPLAY
 <esc>F2 SYSTEM CONFIGURATION
 <esc>F3 FX (Real Time Effects)
 <esc>F4 FUNCTION EDIT
 <esc>F5 FLANGER
 <esc>F6 WAVE EDIT
 <esc>F7 SAMPLE
 <esc>F8 MIX
 <esc>F9 FAST FOURIER TRANSFORM
 <esc>F10 RHYTHM SEQUENCER
 <esc>F11 CAPS
 <esc>F12 DISK RECORDER
 <esc>F13 CUE LIST
 <esc>F14 TRACK SPLIT
 <esc>F15 DIRECTORY

File Management

SYSTEMLOAD *systemname*
 (option) Q
SYSTEMSAVE

(option) *systemname*
SYSTEMRESET
INSTRUMENTLOAD *instrumentname*

INSTRUMENTSAVE
INSTRUMENTCREATE
 (option) *instrumentname*
 (option) *n*

INSTRUMENTRESET
INSTRUMENTUNLOAD
VOICECREATE *voicename*

(option) A or S
VOICESAVE
 (option) O
 (option) M
VOICEUNLOAD

Loads Instruments, voices and all sync and MIDI configurations
 Loads the voices with default (sinewave) waveforms
 Saves information about currently loaded voices, sync and MIDI, using the filename currently assigned to the SYSTEM.
 Saves the system under a new name
 Empties Waveform RAM, apart from Disk Recorder files

Loads all the voices associated with the named Instrument
 Saves information about currently loaded voices (not waveform)
 Creates new unnamed, empty Instrument
 Applies this name to the new Instrument
 Creates *n* Instruments (all named if previous option used)
 Replaces current instrument with default (i.e. empty) Instrument
 Removes current Instrument from WRAM, including voices
 Creates default voice in current Instrument if empty, otherwise creates new Instrument as well
 buddy to current voice or stereo voice
 Saves waveform and all other parameters. Prompts if voice exists
 overwrite existing file on disk without prompting
 resave only subvoices that have been modified since last save
 Removes current voice from WRAM

Global

VOICERESET	Replaces current voice with default (sinewave) voice
VOICELoad	Reloads current voice from hard disk (reverts to saved version)
VOICELoad <i>voicename</i> (option) A	Replaces current voice with named voice (from hard disk) buddies to current voice
SUBVOICECREATE (option) <i>subvoicename</i>	Creates extra unnamed subvoice in current voice applies name to the new subvoice
SUBVOICELOAD	Reloads current subvoice from hard disk (reverts to saved version)
SUBVOICELOAD <i>voicename s</i> (option) S (option) R (or L)	Loads subvoice number <i>s</i> of named voice from hard disk into new subvoice in current voice substitute for current subvoice load mono subvoice to right (or left) side of current stereo voice, or load right (or left) side of stereo subvoice into current mono voice
(option) W (or P)	load waveform (or parameters) only
SUBVOICEUNLOAD	Remove current subvoice from memory
EXTERNALVOICECREATE <i>voicename port channel</i>	Creates new Instrument containing MIDI output voice directed at the named MIDI Port and Channel
EXTERNALVOICEUNLOAD	Remove current external voice from memory

Current Selection sets the chosen entity to be the current one

INSTRUMENT <i>i</i> (option) v (option) s	Choose by Instrument number specify current voice also specify current subvoice also
INSTRUMENT <i>name</i>	Choose by Instrument name (string matching applies)
<esc><ctrl-right arrow>	Select next Instrument as current
<esc><ctrl-left arrow>	Select previous Instrument as current
<esc><ctrl-down arrow>	Select first of next group of Instruments as current
<esc><ctrl-up arrow>	Select first of previous group of Instruments as current
INSTRUMENTSWAP <i>n1 n2</i> (option) O	Swap Instruments <i>n1</i> and <i>n2</i> (swaps names, voices, MIDI inputs, keyboard split contributions and CAPS parts) swaps only positions and voices
VOICE <i>v</i> (option) s	Choose by voice number specify current subvoice also
VOICE <i>name</i>	Choose by voice name
PLAYCURRENT	Play current subvoice right across the keyboard (ignoring map)
PLAYMAP	Play keyboard map as defined on FX Page
NPHONY <i>n</i>	Allows voice to play <i>n</i> notes at once (if channels are available)
SPLIT <i>n</i>	Activates keyboard split <i>n</i> (determined on SC Page <F5>)
SPLIT 0	Deactivates keyboard splits
OPENDIRECTORY <i>dirname</i>	Changes current directory (use ^ for /c0/cmifiles)

Sync Status

<esc><SF1>	SYNC INTERNAL	Sets all sync to Internal crystal
<esc><SF2>	SYNC SMPTE (preoption) <i>framerate</i>	Sets all sync to timecode at previously-used framerate (default 25) At specified framerate (choices are 24, 25, 29 (dropframe) or 30) Preoption means: type the framerate first, then <esc><SF2>
<esc><SF3>	SYNC MIDI (preoption) <i>port</i>	Sets all sync to MIDI Clock and Song Pointer, arriving at previously-used Port (default port A) Arriving at specified port (choices are A, B, C or D)
<esc><SF4>	SYNC EXTERNAL (preoption) <i>frequency</i>	Sets all sync to EXTERNAL (tone) at 2000 Hz. Specifies frequency of sync tone.
<esc><SF5>	SYNC MTC (preoption) <i>port</i>	Sets all sync to MIDI timecode (framerate auto detected) Arriving at specified port (choices are A, B, C or D)
<esc><SF6>	PLUS 0	Starts sequencers on first MIDI Clock in MIDI sync
<esc><SF6>	PLUS 1	Starts sequencers on second MIDI Clock in MIDI sync
<esc><SF8>	TIMECODEGEN (preoption) CAPS (preoption) RS (preoption) CL	Starts SMPTE generator (start time specified on SC Page <F7>) SMPTE generator follows CAPS playback SMPTE generator follows RS playback SMPTE generator follows Cue List playback

<esc><SF9>
<esc><SF15>

TIMECODEGEN - or + SMPTE generator Pause or Continue
Redraw screen display

Info Window (in top right of screen)

<esc><CF1> TOD
<esc><CF2> SYSTEM
<esc><CF3> IVSV
<esc><CF6> WRAM
<esc><CF7> MCODE
<esc><CF8> TCOUT
<esc><CF9> TCODE
<esc><CF10> RSI
<esc><CF11> CAPI
<esc><CF12> DRI
<esc><CF13> CLI
<esc><CF14> ATP
<esc><CF15> PROJ

Time of day clock
Current System (allows renaming)
Current Instrument, Voice and Subvoice (allows renaming)
Shows amount of available waveform memory, and largest block
Song Position of incoming MIDI clocks, and tempo
Start, Pause and Continue the Timecode generator
Timecode In and Timecode Out
RS Bar count and Start and Stop Controls
CAPS Bar count and Start and Stop Controls
Disk Recorder Info (not implemented yet)
Cue List Info (not implemented yet)
Audio Trigger page (for drum replacement etc)
Current project (open directory). May be changed by assignment

CAPS Control

CPLAY
CSTOP
CPAUSE
CCONTINUE
CLOAD *sequencename*
CCLOSE

(see CAPS listing for options)

RS Control

RPLAY
RSTOP
RPAUSE
RCONTINUE
RLOAD *sequencename*
RCLOSE

(see RS listing for options)

Cue List Control

QPLAY
QSTOP
QPAUSE
QCONTINUE
QLOAD *modulename*

Disk Recorder Control

DPLAY
DSTOP
DPAUSE
DCONTINUE
DLOAD *sequencename*
DCLOSE

Streaming Tape Control - works only in the Shell i.e. after typing \$ or QUIT

BACKUP /*devicename*

(option) /*tapename*
RESTORE /*devicename*

Backup all of specified device to tape. Must be an entire hard disk partition. Files can only be recovered by Restore command, i.e. all at once. Use TOTAPE for individual file access.
Supply name for tape
Copy the entire streaming tape over the named device. Only tapes made using the BACKUP command may be used. All files on the target device will be crased.

TOTAPE filename filename...

(option) -A
(option) -W
(option) -S

(option) -T
(option) -E
(option) -C

FROMTAPE filename filename...

(option) -W
(option) -S

(option) -T
(option) -M
(option) -C

Note: Options may be grouped with a single minus sign e.g. FROMTAPE * -TM <RETURN>

DIRTAPE

Write the listed files to tape. Wildcards may be used, including * (all files in the current directory) If .SY or .TP files are included, all the files they contain will be written also (if they are not in the current directory the command will abort)

Append to the files already on tape (without querying you)

Wipe tape first (without querying you)

Do not not expand .SY files to include their component voice files

Do not not expand .TP files to include their component files

Give extended listing of each file (attributes, size etc)

Do not clear screen. Allows concurrent OS9 operations.

Write specified files to current OS9 directory. Wildcards may be used, including * (all files in the current directory) If .SY or .TP files are included, all the files they contain will be written also

Write over existing file of the same name (without querying you)

Do not not expand .SY files to include their component voice files

Do not not expand .TP files to include their component files

Gives you the choice to load each file as it is encountered

Do not clear screen. Allows concurrent OS9 operations.

Show all files on the currently loaded tape (must play whole tape)

System Commands

QUIT

Leave CMI program, exit to OS9 Shell

\$ Temporarily exit to OS9 Shell. May return by pressing <esc> key

As above, but reverting to base directory

WSCAT /k1>=/c0/cmi8fast

Creates a file called /c0/cmi8fast which contains all of the Page displays for fast page changing. It is loaded into Waveform RAM upon bootup, and consumes 1 meg of WRAM. This command is only necessary if cmi8fast has been deleted, or if you are testing beat software.

CM18

(option) -F

Re-enter CMI program from Shell, with fast page changing ON with fast page changing OFF (all WRAM available for files)

! Display a list of available commands. Hit <RETURN> to scroll one line at a time, <space> bar to scroll one screen at a time, or to scroll to the end

? commandname

Show syntax of named command (symbolic language)

?/ Show possible entries for currently tabbed field

<ctrl-Q>

Halt currently executing operation as soon as possible. May need to be held down for some time to take effect. Cannot stop all operations.

<ctrl-P>

Clear type-ahead queue (current command will be the last)

ECHODELAYCALC tempo

(option) n/d

Calculates the duration of one quarter note at the given tempo.

(option) T

Duration of n notes of beat value d, e.g. 3 eighth notes = 3/8 Beat value in triplets.

TUNINGFIELDCALC r

Calculates FX Page microtuning needed to play a sample recorded at r kHz (may include decimals) at its original pitch at middle C. Result can be <SET> into tuning field directly.

(option) #n

at keynumber n instead of middle C (Can also write as C6, F-5 etc)

(option) :f

Tuning frequency, expressed as the frequency of A440 (default 440)

PREVIEW voicename

Plays the waveform of each sample in the named voice (from hard disk) Output channels 1 and 2.

(option) subvoicenummer

Only plays the waveform of the specified subvoice.

TRANSMITSYSEX filename port

Transmits the named .SX file from disk, out of the specified MIDI port

DIRECTORY

<F1>	PREVIOUS	Shows previous section of directory
<F2>	NEXT	Shows next section of directory
<F3>	GROUP	Opens Grouping window
<F4>	QUERY	Shows info on highlighted file including list of subvoices (if highlighted file is a voice) which can be "hit" to audition
	(option) <i>filename (with suffix)</i>	
	QUERY VOICE <i>voicename</i>	Queries named file
		Queries named voice (saves you the trouble of typing the .VC suffix.)
<F5>	QUERY SYSTEM <i>systemname</i>	Queries named system
	LOAD	Loads the highlighted file
	(option) <i>filename (with suffix)</i>	
<F6>	DELETE	Loads the named file
	(option) <i>filename (with suffix)</i>	Deletes the highlighted file from the hard disk (prompts first)
<F7>	COPY	Deletes named file
	(option) <i>filename (with suffix) filename</i>	Copies highlighted file, prompts for name of copy
<F8>	RENAME	Copies first file to second, prompts if second already exists
	(option) <i>filename (with suffix) filename</i>	Renames highlighted file, prompts for new name
<F9>	GRAB	Renames first file as second, prompts if second already exists
<F10>	PREVIEW	Copies name of highlighted file to command line
	(preoption) <i>n</i>	Plays each subvoice of highlighted voice file from hard disk
	(option) <i>voicename</i>	Plays only subvoice number <i>n</i>
<F11>	CLOSE	Previews named voice
<F12>	OPENDIR	Closes currently open directory
	(option) <i>dirname</i>	Opens highlighted directory
<F13>	CLEAR TOTAL	Opens named directory
<F14>	PREVIOUS PAGE	Clears file size total in Query window
<F15>	NEXT PAGE	Displays previous page of subvoices (in voice Query window)
<SF1>	BEGINNING	Displays next page of subvoices (in voice Query window)
<SF2>	END	Display first part of directory
<SF3>	ETCETERA	Display last part of directory
<SF4>	QUERY FAST	Activates auxiliary directories
	(option) <i>filename (with suffix)</i>	Displays query window for highlighted System file, without waveform sizes
<SF5>	LOAD INSTRUMENT	Fast queries named file
<CF4>	QUERY OFF	Creates a new Instrument and loads highlighted voice into it.
<CF5>	SYSMAKE	Removes Query (and Group) windows
<CF6>	MASSDELETE	Make a System file from marked files (prompts for name)
<CF7>	MASSCOPY	Deletes all marked files (prompts first)
<CF8>	TAPEMAKE	Copies all marked files (prompts for destination directory)
<CF9>	MASSMOVE	Makes .TP file including all marked files
<CF10>	KILL MARKS	Moves all marked files to a different directory on the same hard disk
	MAKEDIRECTORY	Unmarks all marked files
	(option) <i>dirname</i>	Creates a new subdirectory in the current directory (prompts for name)
	MARK	Supply name in command
	UNMARK	Marks highlighted file (<ADD> key also does this)
	Q <i>device name</i> @	Unmarks highlighted file (<SUB> key also does this)
	MOVE	Query free space on named device
	(option) <i>filename</i>	Moves highlighted file to a directory on the same hard disk.
	(option) <i>dirname</i>	Prompts for destination
		Moves named file
		Moves to named directory

SYSTEM CONFIGURATION

- <F1> LINEUP
- <F2> OUTPUT
- <F14> (when output mapping displayed by F2) SORT
- <F3> MIDI INPUT
- <F4> CONTROL MAPPING
- <F14> (when contrl mapping displayed by F4)
- <F15> (when contrl mapping displayed by F4)
- <F5> KEYBOARD SPLITS
- <F14> (when keyboard splits displayed by F5)
- <F15> (when keyboard splits displayed by F5)
- <F6> METERS
- <F7> SYNC SUBPAGE
- <F8> ROUTER SUBPAGE
- <F14> (when router control displayed by F8)
- <F15> (when router control displayed by F8)
- <F10> LOCK
- <F11> INSTRUMENTS
- <F12> VOICES
- <F13> EXTERNAL VOICES
- <SF10> SPLIT 1
- <SF11> SPLIT 2
- <SF12> SPLIT 3
- <SF13> SPLIT 4
-]
- [
- <SHIFT-]>
- <SHIFT-[>
- Display Instrument Lineup
- Display Voice to Channel mapping
- Attempt to rearrange outputs along a diagonal line running upper left to lower right (has limited success when channels are shared or when there are stereo voices loaded)
- Display MIDI Input channels
- Display MIDI Controller remapping
- Display previous group of controls and switches
- Display next group of controls and switches
- Display Keyboard to Instrument Splits
- Move keyboard split display left
- Move keyboard split display right
- Display Channel and Output Meters
- Display System Sync Status
- Display Subvoice output Routing
- Display previous block of 21 subvoices
- Display next block of 21 subvoices
- Freezes left side of page when moving between subpages, instead of selecting the appropriate display for that subpage
- Display Instruments one to a line, regardless of buddying
- Display only Internal voices
- Display only External Voices
- Toggles Split 1 on/off
- Toggles Split 2 on/off
- Toggles Split 3 on/off
- Toggles Split 4 on/off
- Scroll the screen one line upwards
- Scroll the screen one line downwards
- Scroll the screen 16 lines upwards
- Scroll the screen 16 lines downwards

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FX PAGE

- <F1> VOICE
<F2> SUBVOICE
<F3> CONTROL ASSIGN
<F4> FUNCTION
<F5> RANGE
<F6> OVERVIEW
<F7> FILL
- <F8> PATCH INPUT
<F9> CENTRE MAP
<F10> UPMAP
<F11> DOWNMAP
<F12> LEFTMAP
<F13> RIGHTMAP
<F14> PREVIOUS SUBVOICE
<F15> NEXT SUBVOICE
<SF4> KILL WINDOWS
<SF5> REVERSE EFFECT
<SF6> ZERO PARAMETER
<SF7> KBD MAP INPUT
<SF8> JILL
<SF9> KEYVEL
<SF10> KEYPRESSURE
<SF11> CHANNELPRESSURE
<SF12> CONTROL 0
<SF13> SWITCH 0
<SF14> KEY RELEASE
T<SET>
- <CF1> SIGNED / UNSIGNED
<CF2> FUNCTION CREATE
SUBVOICE COPY *n1*
[option] *n2*
SUB VOICES WAP *n1 n2*
FUNCTION *n*
DEFAULT VOICE (or SUBVOICE)
- <Shift-down arrow>
<Ctrl-down arrow>
- Display Voice parameters
Display Subvoice parameters
Display MIDI Control assignment window
Display Function window
Display Range window for selected parameter
Display Subvoice overview
Fill the gap between the last two points mapped on the keyboard to subvoice mapping display
Allows assignment of controller to parameter by wiggling it.
Restore the keyboard to subvoice map to its centre position
Move the keyboard to subvoice map upwards
Move the keyboard to subvoice map downwards
Move the keyboard to subvoice map to the left
Move the keyboard to subvoice map to the right
Make the previous subvoice current
Make the next subvoice current
Close all screen windows
Reverse the effect of controller/switch on highlighted parameter
Set the parameter to zero
Keys played will be assigned to the current subvoice
Toggles keyboard activity display on / off
Assigns key velocity to the highlighted parameter
Assigns key pressure to the highlighted parameter
Assigns channel pressure to the highlighted parameter
Assigns Controller 0 to the highlighted parameter
Assigns Switch 0 to the highlighted parameter
Assigns key release to the highlighted parameter
Assigns TIME to the highlighted parameter (used with Function curves, which draw a time function for the parameter)
Change signed function to unsigned and vice versa
Create a new function curve
Copies the current subvoice to subvoice *n1*
Copies subvoice *n1* to subvoice *n2*
Swaps numbered subvoices (waveform and mapping)
Selects current function curve
- Save the FX Page settings for the current voice (or subvoice) so that all newly created voices (or subvoices) have these settings
Display small numeric range display for highlighted parameter
Move cursor into subvoice mapping display (or use graphics pen)

X.H

FUNCTION EDIT

<F1> DISPLAY TWO
<F2> DISPLAY ONE
<F3> UNDO
<F4> HEAR EFFECT
<F5> CREATE
<F6> KILL
<F7> INVERT
<F8> STEPWISE
<F9> SMOOTHED
<F10> SIGNED / UNSIGNED
<F11> ZERO
<F12> TIME SCALE
<F13> KEYBOARD SCALE
<F14> CONTROLLER SCALE
<F15> JILL
<SF4> JOIN MODE
<SF5> PLOT MODE
FUNCTION *n*

Display a second function
Display one function only
UNDO the changes on the screen (too late if you've pressed F4)
Write the drawn function to the channel playing the sound
Create a new function
Kill the current function
Invert the current function curve
Display function curve stepwise (realistic view)
Display function curve smoothed
Toggle current function between signed and unsigned mode
Zero the current function
Display time scale on x-axis
Display keyboard scale on x-axis
Display MIDI controller scale on x-axis (1 to 127)
Keyboard activity display on / off
Fills graph between last two pen touches ("hits")
Only draws points you actually hit
Selects current function curve

FE

WAVE EDIT

WE

- <F1> AUDITION
Audition large display window / rotate PARTIAL AUDITION mode (sweep, loop, scrub) when turned on by <F2>
- <F2> ROCK
Toggle Partial Audition on / off
- <F3> DISPLAYVOICE
Display sample between Start and End flags in both windows
- <F4> DISPLAYWAVEFORM
Display entire waveform of subvoice in both windows
- <F5> VOICEISDISPLAY
Set Start and End flags at the ends of the Large Display
- <F6> TRIM
Trim sample to current Start and End flags
- <F7> GAIN
Gain adjustment over display (default=max before clipping)
(option) *n*
(option) *
Multiply all samples by *n*%
Adjust over entire Waveform not just display
- <F8> FADE
Gain adjustment over display (default=max before clipping)
(option) *l* or *L*
(option) *n*
(option) *
Multiply all samples by *n*%
Adjust over entire Waveform not just display
- <F9> DISPLAYLOOP
Display Loop as large display
- <F10> AUDITION
Audition large display and turn off <F2> if enabled
- <F11> SETLOOP
Sets loop flags at nearest zero crossings inside display. Turns loop on.
Sets loop flags at best loop within large display. Turns loop on.
Crossfades waveform at loop ends (default 50%)
- <F12> AUTOLOOP
Blend over *n* samples (cannot exceed loop) or over *n*% of loop
- <F13> BLEND
(option) *n* or *n*%
Select Previous numbered subvoice for display and editing
- <F14> PREVIOUSSUB VOICE
Select Next numbered subvoice for display and editing
- <F15> NEXTSUB VOICE
Copy contents of large display to waveform buffer
- <SF2> COPY
Cut contents of large display and put in waveform buffer
- <SF3> CUT
Paste contents of waveform buffer to the mid point of the display
- <SF4> PASTE
(option) < or >
(option) *n*
Paste at the start or the end of the displayed waveform
Paste *n* copies of the waveform buffer (limit=100)
- <SF5> ZERO
Zero large displayed waveform
- <SF6> PITCH
Zero entire waveform, not just what is displayed
Calculates average period of waveform in large display and reports the value in the status line (as a segment length in samples)
- <SF7> MERGE *s1 s2*
Crossfade between segments *s1* and *s2* (default the segments at each end of the large display). Replaces all of the intervening waveform.
Horizontally reverses the displayed waveform
- <SF8> REVERSE
(option) *
Reverses entire waveform, not just what is displayed
- <SF9> INVERT
(option) *
Inverts large displayed waveform vertically
Inverts entire waveform, not just what is displayed
- <SF10> ROTATELEFT *s*
Rotate large waveform left by *s* segments (default 1)
- <SF11> ROTATERIGHT *s*
Rotate large waveform right by *s* segments (default 1)
- <SF12> PC / PM
Play current / Play map
- <SF13> TOGGLESTEREOSIDE
Display other side of stereo subvoice
- <SF14> TOGGLESTEREOLINK
Toggle editing link between sides of a stereo subvoice
- <SF15> STEREWAP
Swap sides of stereo subvoice in WRAM
- <CF1> TURNLOOP
Toggles loop off or on
- <CF2> LOCK FLAGS
Lock flags on off (flags remain active after placement)
- <CF3> DC / AC
DC/AC mode
- <CF4> TIME / SAMPLES
Toggles between Time and Samples on x-axis of display
- <CF5> DISPLAYAUDITION
Places waveform just rockced with "ear in large display.
- <CF6> DCSHIFT
DC shifts waveform by amount of DC offset
- <CF10> LOOPDISPLAY
Sets loop flags at large display ends. Turns loop on.
SUBVOICECOPY *n1*
(option) *n2*
Copies current *sv* to numbered *sv*.
SUB VOICESWAP *n1 n2*
Copies first *sv* to second *sv*.
Swaps numbered subvoices.
- ZOOM*n*
Zoom-in large display *n* times (default 1, max 50)
- WIDE*n*
Widen large display *n* times (default 1, max 50)
- LEFT*n*
Move large display window left *n* times (default 1, max 50)
- RIGHT*n*
Move large display window right *n* times (default 1, max 50)

SAMPRATECONVERT *r1 r2* Convert sample rate from segments of *r1* samples to ones of *r2* samples (default next highest power of 2)

JUSTIFY *r1 r2/p* Justify waveform from sample rate with segments of *r1* samples to sample rate with ones of *r2* samples (default next highest power of 2) testing variation to a limit of *p*% (default 25%)

SUBVOICEEXPAND *n*
(option) < or >
(option) M or S Expand subvoice at the tail by *n* kilobytes
add to head of subvoice or revert to adding at tail
n is milliseconds or samples

TRANSCOPE *octaves:semitones.cents*
Transpose sample using sample rate convert
Insert *n* kilobytes of silence at the cursor position
add to head or tail of subvoice
n is milliseconds or samples

SILENCE *n*
(option) < or >
(option) M or S
n is milliseconds or samples

SWEEP *r1*
(option) *r2*
(option) *n*
Sample rate convert so that pitch of sample is multiplied by *r1*
pitch is swept from *r1* times current pitch to *r2* times current pitch
over duration of sample
Time dedicated to calculation from 0 to 7. Longer time gives
better quality. Default is 4 (adequate quality)

MS *p*
Convert stereo subvoice from Middle/Side recording. Then:
Left=*p*% middle + (100-*p*)% side and
Right=*p*% middle - (100-*p*)% side

<F1> AUDITIONSOURCE
 <F2> AUDITIONDEST
 <F3> AUDITIONENVELOPE
 <F4> PAD/SOURCE

 <F5> GRAB
 <F6> DELETE
 <F7> GAIN
 <F8> PROPORTION
 <F9> ADD
 <F10> MULS
 <F11> INSERT
 <F12> SOURCE
 <F13> DESTINATION
 <F14> PREVIOUSSUB VOICE
 <F15> NEXTSUB VOICE
 <SF1> DESTINATION CURRENT
 <SF2> SOURCE CURRENT
 <SF3> ENVELOPE CURRENT
 <SF4> FUNCTION/DESTINATION

 <SF5> ZERO
 <SF8> CUT
 <SF9> HARD

 <SF12> SOURCESTEREO
 <SF13> DESTSTEREO
 <SF14> DESTINATIONLINK
 <CF1> LEVEL
 <CF2> SINE
 <CF3> HALF
 <CF4> INVERT
 <CF12> SOURCEZOOM
 <CF13> DESTINATIONZOOM
 SUBVOICECOPY *n1*
 (option) *n2*
 SUBVOICESWAP *n1 n2*

MIX

Audition source waveform
 Audition destination waveform
 Audition selected mixing pot waveform
 Toggle display between available waveforms and source waveforms
 Grab the current subvoice from the Pad into the Mixing Pot
 Delete highlighted waveform from the mixing pot
 Adjust destination amplitude to maximum before clipping
 Shows larger waveform at full size, with smaller in proportion
 Adds gained source to destination within marked sections
 Multiplies the source and destination waveforms
 Inserts source waveform into destination waveform
 Select highlighted waveform in mixing pot as the Source
 Select highlighted waveform in mixing pot as the Destination
 Select previous subvoice
 Select next subvoice
 Keyboard plays destination waveform right across
 Keyboard plays source waveform right across
 Keyboard plays highlighted mixing pot waveform right across
 Toggles between Function curve and Destination waveform in lower display
 Zero the destination waveform
 Stops mixing/inserting at end of source waveform
 Toggles Hard Mode (pointers used exactly as specified) / Soft Mode (pointers moved to nearest zero crossings)
 Toggles source Left/Right in display
 Toggles destination Left/Right in lower display
 Link left and right of stereo destination waveform
 Draw level (unity) gain curve
 Draw sinusoidal gain curve
 Draw semi-sinusoidal gain curve
 Invert gain curve
 Large display of source waveform
 Large display of destination waveform
 Copies current sv to numbered sv.
 Copies first sv to second sv.
 Swaps numbered subvoices.

MIX

FLANGER

<F1> PLAY
<F2> GO
<F3> SUBVOICELOAD
<F4> GAIN
<F5> PLAY
<F6> PC/PM
<F14> PREVIOUSSUBVOICE
<F15> NEXTSUBVOICE

Audition source waveform
Start flanging according to parameters
Reload subvoice from disk
Increase amplitude to maximum before clipping
Audition source waveform
Toggle Play Current / Play Map
Select previous subvoice
Select next subvoice

FL

SAMPLE

<F1>	PLAY	Audition current subvoice
<F2>	STOP	Stop sampling (sampled waveform is trimmed to current length)
<F3>	ANALOGUE	Select variable-rate analogue sampling
<F4>	CRYSTAL	Select crystal-locked analogue sampling
<F5>	DIGITAL	Select digital sampling input
<F6>	HEARITON/HEARITOFF	Toggles sample input monitoring
<F7>	CONTINUOUSON/CONTINUOUSOFF	Toggles loop mode mode sampling and one-shot sampling
<F8>	PEAKON/PEAKOFF	Toggles Peak Hold on the meters
<F9>	PEAKCLEAR	Clears meter peak
<F10>	PLAY	Audition current subvoice
<F13>	SAMPLE	Start sampling into current subvoice
<F14>	PREVIOUSSUBVOICE	Select previous subvoice
<F15>	NEXTSUBVOICE	Select next subvoice
<SF1>	SUBVOICERESET	Loads default subvoice in place of current
<SF2>	SWAP	Swap stereo sides of subvoice
	EDIT	Go to the Wave Edit Page
	MONO	Selects mono (filtered) mode when in Analogue sampling (F3)
	UNFILTERED	Selects Unfiltered sampling mode when in Analogue sampling
	UP/DOWN	Changes sample rate so that the segment length goes to the nearest power of 2 above / below the current segment length. (Designed for use with FFT)
	MS p	Convert stereo subvoice from Middle/Side recording. Then: Left=p% middle + (100-p)% side and Right=p% middle - (100-p)% side

SA

CUE LIST

Display Subpages

- <esc>J 3-TIER EDITOR
- <esc>O OVERVIEW EDITOR
- <esc>G GRAPHIC DISPLAY
- <esc>A ACTIVITY DISPLAY
- <esc>F FUNCTION EDITOR
- <esc>S SYNC DISPLAY
- <esc>K KEEP FILTER
- <esc>P PRINT PARAMETERS
- <esc>I INFORMATION PAGE
- <esc>T TAG CRITERIA

- Detailed editing of events
- Basic editing with view of 12 events
- Moving graphic display of current module
- Moving graphic display of all modules
- Draw function curves for controllers
- Shows Timecode input and sync status
- Sets criteria for selection of events during Keep operation
- Sets Print options
- Shows modification history of module, and allows comments
- Sets parameters for automatic tagging of events

Commands

- <F1> TRACE ON
- <F2> TAGMODE
- <F3> NEXT EVENT
- <F4> PREVIOUS EVENT
- <F5> ALLOCATE
- <F6> DELETE
- <F7> CREATE FUNCTION
- <F8> KILL FUNCTION
- <F9> CAPTURE TIME
- <F10> COMMAND LOCK
- <F11> TIME LOCK
- <F13> RECORD
- <F14> STOP
- <F15> PLAY

- Trace on/off - toggles arrows that point to current event
- Switches Tag Mode on - any change to a tagged event causes the same change to occur to all other tagged events
- Scroll screen up by one event
- Scroll screen down by one event
- Create a new event in the current module (a default event)
- Delete currently tabbed event
- Create a function curve for the current event
- Removes function curve from the current event
- Writes the current Timecode input to the Start of the current event
- Prevents event parameters changing when editing on the fly
- Prevents event times changing when editing on the fly
- Start recording MIDI events into the Take File
- Stop playing or recording
- Play all activated event modules and the Play File if ON. (Always plays the last option entered)
- Play only event number n in the current module
- Play from the time event n starts
- Play everything (used after one of the previous options)
- Scroll the screen to show the next page of events
- Scroll the screen to show the previous page of events
- Make the default event be the current event - then every time you allocate a new event it will be a copy of the current one
- Restore the Default event to what it is at bootup
- Start recording a Key Sequence into the current event
- Constrains the cursor to the large edit window
- Prevents the Jogger on the MFX from changing parameters
- Play all the tagged events
- Tag all events in the current module that are selected by the Tag Editor criteria
- Clear the tags from all events in the current module that are selected by the Tag Editor criteria
- Show the next Event Module
- Show the previous Event Module
- Show the event Buffer
- Cut all the tagged events from the current module and put them in the Buffer
- Copy all the tagged events in the current module and put them in the event Buffer, overwriting it
- Copy all the tagged events in the current module and add them to the events in the Buffer
- Paste the events in the Buffer into the current event module
- Paste the events in the Buffer over the equivalent number of events in the current event module, starting at the current event
- Delete all tagged events in the current module

CL

- (option) n
- (option) #n
- (option) *

- <SF3> NEXT PAGE
- <SF4> PREVIOUS PAGE
- <SF5> DEFAULT

- (option) D
- <SF6> KEYSEQUENCE
- <SF10> TAB LOCK
- <SF11> JOG LOCK
- <SF15> PLAYTAGGED
- <CF1> SET TAGS

- <CF2> CLEAR TAGS

- <CF3> NEXT MODULE
- <CF4> PREVIOUS MODULE
- <CF5> BUFFER
- <CF6> CUT

- <CF7> COPY OVER

- <CF8> COPYAPPEND

- <CF9> PASTEINSERT
- <CF10> PASTE OVER

- <CF11> DELETETAGGED

<CF12>	PLAYON/PLAYOFF	Toggles playback of the Play File
<CF13>	SOUNDONSOUND	Toggles Sound on Sound, which adds the Play File events to the Take File while it is recording
<CF14>	BUMP	Increment the number of the Take File by one (or the Play File if it is highlighted)
<CF15>	PLAYCURRENTEVENT	Play only the currently tabbed event
	NEW <i>modulename</i>	Create a new event module
	LOAD <i>modulename</i>	Load an existing event module from disk
	SAVE	Save current version of module to disk
	(option) <i>modulename</i>	Save named module(s) - string matching applies
	(option) *	Save all modules
	UNLOAD	Remove current module from memory
	(option) <i>modulename</i>	Remove named module(s) from memory - string matching applies
	(option) *	Remove all modules from memory
	RESET	Remove all modules from memory
	EVENT <i>n</i>	Scroll the screen to place event number <i>n</i> under the cursor (at the top if the cursor is not in the edit window)
	ACTIVATE	Make current module respond to Play Command
	(option) <i>modulename</i>	Make named module(s) respond to Play Command - string matching applies
	(option) <i>modulenumber</i>	Make numbered module respond to Play Command
	(option) *	Make all modules respond to Play Command
	DEACTIVATE	Prevent current module responding to Play Command
	(option) <i>modulename</i>	Prevent named module(s) responding to Play Command - string matching applies
	(option) <i>modulenumber</i>	Prevent numbered module responding to Play Command
	(option) *	Prevent all modules responding to Play Command
	EVENTMODULE <i>modulename</i> or <i>modulenumber</i>	Display named or numbered event module (string matching applies)
	CONTROLMODULE <i>modulename</i> or <i>modulenumber</i>	Make the named or numbered module play solo, regardless of ACTIVE status (string matching applies)
	CONTROLMODULE	Turn off soloing of modules
	DOWN	Copy name from Take File to Play File
	UP	Copy name from Play File to Take File
	KEEP	Compile the MIDI events in the Take File into an Event Module listed on the screen, retaining only events that meet the Keep Filter criteria. Also turns Play File OFF
	(option) P	KEEPS the PlayFile instead of the TakeFile
	(option) T	Reverts to KEEPing the Take File
	(option) Z	Offsets the whole list so that the first event starts at zero, and inserts a Library Module in the current Event Module to call the new module at the appropriate time
	(option) N	Reverts to KEEPing normally (no offset or Library module)
	TAG	Tag (mark) the current event
	(option) <i>n</i>	Tag event number <i>n</i> in the current module
	(option) <i>n1 n2</i>	Tag event numbers <i>n1</i> to <i>n2</i> in the current module
	(option) *	Tag all events in the current module
	UNTAG	Untag (unmark) the current event
	(option) <i>n</i>	Untag event number <i>n</i> in the current module
	(option) <i>n1 n2</i>	Untag event numbers <i>n1</i> to <i>n2</i> in the current module
	(option) *	Untag all events in the current module
	SORT	Rearrange the events on the screen in chronological order
	UNDO	Reload the current event module from disk
	(option) <i>modulename</i>	Reload named module from memory - string matching applies, but only one module will be reloaded (the first one that matches)
	CONVERT <i>filename</i>	Convert a .TT file to a Cue List Event Module
	GETTIME	Grab current Timecode to command line
	GETTABBEDTIME	Grab time from tabbed field to command line (if cursor is not tabbed to a time field, grab Start time)
	GETCOMMENT	Grab Comment from current event to the command line

<CF12>	PLAYON/PLAYOFF	Toggles playback of the Play File
<CF13>	SOUNDONSOUND	Toggles Sound on Sound, which adds the Play File events to the Take File while it is recording
<CF14>	BUMP	Increment the number of the Take File by one (or the Play File if it highlighted)
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	LOAD <i>modulename</i>	Load an existing event module from disk
	SAVE	Save current version of module to disk
	(option) <i>modulename</i>	Save named module(s) - string matching applies
	(option) *	Save all modules
	UNLOAD	Remove current module from memory
	(option) <i>modulename</i>	Remove named module(s) from memory - string matching applies
	(option) *	Remove all modules from memory
	RESET	Remove all modules from memory
	EVENT <i>n</i>	Scroll the screen to place event number <i>n</i> under the cursor (at the top if the cursor is not in the edit window)
	ACTIVATE	Make current module respond to Play Command
	(option) <i>modulename</i>	Make named module(s) respond to Play Command - string matching applies
	(option) <i>modulenumber</i>	Make numbered module respond to Play Command
	(option) *	Make all modules respond to Play Command
	DEACTIVATE	Prevent current module responding to Play Command
	(option) <i>modulename</i>	Prevent named module(s) responding to Play Command - string matching applies
	(option) <i>modulenumber</i>	Prevent numbered module responding to Play Command
	(option) *	Prevent all modules responding to Play Command
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	(option) P	KEEPS the PlayFile instead of the TakeFile
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	TAG	Tag (mark) the current event
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	(option) <i>n1 n2</i>	Tag event numbers <i>n1</i> to <i>n2</i> in the current module
	(option) *	Tag all events in the current module
	UNTAG	Untag (unmark) the current event
	(option) <i>n</i>	Untag event number <i>n</i> in the current module
	(option) <i>n1 n2</i>	Untag event numbers <i>n1</i> to <i>n2</i> in the current module
	(option) *	Untag all events in the current module
	SORT	Rearrange the events on the screen in chronological order
	UNDO	Reload the current event module from disk
	(option) <i>modulename</i>	Reload named module from memory - string matching applies, but only one module will be reloaded (the first one that matches)
	CONVERT <i>filename</i>	Convert a .TT file to a Cue List Event Module
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	GETTABBEDTIME	Grab time from tabbed field to command line (if cursor is not tabbed to a time field, grab Start time)
	GETCOMMENT	Grab Comment from current event to the command line

DISK RECORDER

<F13> RECORD

<F14> STOP

<F15> PLAY

NEW *filename*

NEWTRACK *trackname n*

[option] 32K or 44K or 48K
[option] S

[option] /*devicename*

LOAD *filename*

LOADTRACK *trackname*

CLOSE

CLOSETRACK *n*

VOICECONVERT *voicename n*

Start recording on tabbed track(s). This may be a mono track, a stereo track, or two mono tracks. There must be a track occupying Output 1, or recording will not proceed. This track need not be one of the ones in Record.

Stop playing or recording

Play all loaded tracks from their Start times to End times

Create a new Disk Recorder file. This is necessary before creating or loading Track Files

Create a Track File, of length *n* seconds. This will be a .TR file, an independent recording that can be loaded while any .DR file is open

Set sample rate (default is 44.1 kHz)

Track is stereo (Cannot be split later into a pair of mono tracks)

Will maintain a true stereo image, unlike a pair of mono tracks

Creates a track in the identically named directory on another device

Load an existing .DR file from disk. All the Track Files that were loaded the last time this file was loaded will be loaded again, if they can be found -

Add the named track to the ones on screen.

Unload the .DR file and all of its tracks

Unload the numbered track. It remains on disk and can be reloaded at any time

Converts subvoice *n* from the named voice into a .TR file. This is placed on disk in the current open directory, with the same name as the voice. It can then be loaded into an open .DR file

DK

<F1> PARAMETERS
 <F2> SEGMENTS
 <F3> PROFILES
 <F4> DRAW

 <F6> THREEDEE
 <F7> RESTORE
 <F9> ANALYSE
 <F10> SYNTHESIZE
 <F11> ZERO
 <F12> REVERSE
 <F13> REFRESH
 <F14> PULL1

 <F15> PULL0
 <SF1> LINEAR
 <SF2> LOGARITHMIC
 <SF3> STEP
 <SF4> INTERPOLATE
 <SF5> JOIN
 <SF6> PLOT
 <SF7> MOVE
 <SF8> DRAW
 PREVIOUSSUB VOICE
 NEXTSUB VOICE
 SUBVOICECOPY *n1*
 (option) *n2*
 SUBVOICESWAP *n1 n2*
 SUBVOICEXPAND *n*
 (option) < or >
 (option) M or S

FFT

Opens analysis/synthesis parameters window for editing - second hit closes windows and computes parameters
 Selects displays of length one segment (frame)
 Selects displays of profile length (whole sample)
 Opens large waveform display for redrawing waveform, profiles etc
 Creates 3-dimensional wave display
 Restores the original harmonic display as analysed
 Analyses sample into harmonic components
 Reassembles harmonic components into a sample
 Zeroes current large display
 Reverses order of 3D display
 Redraws displays (used after parameter change)
 Cycles small display between Waveform, Harmonic and Phase (when in edit mode)
 Cycles large display between Waveform, Harmonic and Phase
 Selects linear vertical scale for displays
 Selects logarithmic vertical scale for displays
 Selects step-like waveform display
 Selects interpolated (smooth) waveform display
 Selects join mode for drawing
 Selects plot (individual point) mode for drawing
 Selects cursor movement across display (stops drawing)
 Selects cursor to drawing mode
 Select previous subvoice
 Select next subvoice
 Copies current sv to numbered sv.
 Copies first sv to second sv.
 Swaps numbered subvoices.
 Expand subvoice at the tail by *n* kilobytes
 add to head of subvoice or revert to adding at tail
n is milliseconds or samples

H
 H
 I

RHYTHM SEQUENCER

Display Subpages

<esc>P PATTERN EDITOR
 <esc>S SONG EDITOR
 <esc>I INFORMATION DISPLAY
 <esc>M MIDI MAP
 <esc>U USED PATTERN DISPLAY

Display and edit a single measure of music
 Arrange the patterns into section and Song structure
 Display information about the sequence
 Allocate controls and switches for recording
 Show which patterns are used and which available

For All Displays

<F1> AUTODROP
 <F11> PAUSE
 <F12> CONTINUE
 <F13> RECORD
 (option) p or !
 (option) S or *
 (2nd option) #n or n
 <F14> STOP
 <F15> PLAY
 (option) p or !
 (option) S or *
 (2nd option) #n or n
 <SF11> PATTERN
 <SF12> E P
 SONG
 E S
 <SF13> USED
 E U
 <SF14> MIDIMAP
 E M
 <SF15> INFO
 E I
 <CF1> INTERNALSMPTESWAP
 <CF2> INTERNALMIDISWAP
 <CF3> INTERNAL
 <CF4> EXTERNAL
 <CF5> SMPTE
 <CF6> MIDI
 <CF7> AUTO TRIGGER CHASE
 <CF8> TRIGGER
 <CF9> CHASE
 <CF10> METRONOME
 <CF11> COUNTIN
 (option) n
 NEW filename
 CLOSE
 LOAD filename
 SAVE
 TIME n d
 TEMPO n
 (option) p1-p2
 SEEK h:m:s:f
 RATIONALISE

Toggles automatic drop-in/out
 Playback is paused
 Continue playback after a Pause
 Record the section last played or recorded
 Record pattern p (a number) or the current pattern indefinitely
 Record Section S (a letter) or the whole song, once
 Record it from bar n or n times
 Stop playing or recording
 Play the section last played or recorded
 Play pattern p (a number) or the current pattern indefinitely
 Play Section S (a letter) or the whole song, once
 Play it from bar n or n times
 Display Pattern Editor
 Display Pattern Editor
 Display Song Editor
 Display Song Editor
 Display Used Patterns
 Display Used Patterns
 Display MIDI Assignments
 Display MIDI Assignments
 Display Information
 Display Information
 Toggles Internal sync with SMPTE chase and trigger
 Toggles Internal sync with MIDI sync (including Song Pointer)
 Selects Internal Sync
 Selects External (Fairlight tone) Sync
 Selects Timecode Sync
 Selects MIDI Clock Sync
 When on, causes trigger and chase to go on automatically when SMPTE sync is selected globally. Status saved with file
 Toggles SMPTE trigger on/off
 Toggles SMPTE chase on/off
 Toggles metronome on/off
 Toggles count-in on/off
 Set count-in to n beats (default 4)
 Creates a new sequence
 Closes the current RS file, saving it beforehand
 Loads an existing sequence from disk
 Saves the file to disk (done automatically at regular intervals)
 Sets time signature to n/d for whole song
 Sets tempo of the current pattern to n% of the overall tempo
 Sets the tempo for patterns p1 to p2
 Places cursor at SMPTE time H:M:S:F
 Corrects MIDI controllers at start of bar by writing last value of previous bar to first microbeat, allowing correct playing of the bar in isolation
 Display tempo in Beats per Minute
 Display tempo in Frames per Beat
 Copies the first range of patterns to the second range (multiples of the first range are allowable within the second range, including non-whole multiples)

BEATSPERMINUTE
 FRAMESPERBEAT
 COPY n1-n2 n3-n4

RS

SWAP X Y (option) <i>p1-p2</i>	Swaps the named parts in current pattern for patterns p1 to p2
ROTATELEFT s (option) <i>p1-p2</i>	Rotates current pattern left by s microbeats for patterns p1 to p2
(option) <i>parts</i> or <i>-parts</i>	for listed parts or for all except listed parts
ROTATERIGHT s (option) <i>n1-n2</i>	Rotates current pattern right by s microbeats for patterns p1 to p2
(option) <i>parts</i> or <i>-parts</i>	for listed parts or for all except listed parts
KEY n = <i>n</i> <i>n%</i> <i>n-</i> (option) <i>p1-p2</i> (option) <i>parts</i> or <i>-parts</i>	Raises key of current pattern by n semitones (n may be negative) Sets key numbers in current pattern to n Raises key numbers in current pattern by n% Randomly offsets key numbers in current pattern by up to n for patterns p1 to p2 for listed parts or for all except listed parts
VELOCITY	Affects key velocities of notes. Options identical to KEY command
DURATION	Affects duration of notes in microbeats. Options identical to KEY
RELEASE	Affects release velocities of notes. Options identical to KEY
ERASE n1-n2 (option) <i>parts</i> or <i>-parts</i>	Erases all notes in patterns n1 to n2 (default the current pattern) for listed parts or for all except listed parts
EXPAND n1-n2 (option) <i>parts</i> or <i>-parts</i>	Expands melody covering first two beats of measure into four beats, for patterns n1 to n2 (default the current pattern) for listed parts or for all except listed parts
COMPRESS n1-n2 (option) <i>parts</i> or <i>-parts</i>	Compresses melody covering four beats of measure into two beats, for patterns n1 to n2 (default the current pattern) for listed parts or for all except listed parts
REVERSE n1-n2 (option) <i>parts</i> or <i>-parts</i>	Reverses melody in patterns n1 to n2 (default the current pattern) for listed parts or for all except listed parts
MERGE n1-n2 [sourceparts][destinationparts]	Adds each source part to its corresponding destination part in patterns n1 to n2 (default the current pattern)
TRANSFER n1-n2 [sourceparts][destinationparts]	Substitutes each source part for its corresponding destination part in patterns n1 to n2 (default the current pattern)
EXTRACT songname [n1-n2] [n3-n4]	Copies patterns n1 to n2 of the named RS file over patterns n3 to n4 of the current song

Info Subpage

<F3>	FRAME RATE	Cycles SMPTE frame RATE
<F4>	MIDI PORT	Cycles MIDI sync input PORT
<F5>	MIDI CLOCK RATIO	Cycles MIDI clock RATIO

Pattern Editor

<F2>	TOGGLE EVENT EDITOR	Toggles between Event Editor and Instrument list
<F3>	PREVIOUS MEASURE	Retard display by one bar (except after block edit)
<F4>	NEXT MEASURE	Advance display by one bar (except after block edit)
<F5>	INSERT (option) *	Causes note specified in edit window to be inserted at the cursor Inserts at the cursor position in all highlighted note lines
<F6>	DELETE (option) *	Removes note under cursor Deletes from all highlighted note lines
<F7>	LOCK	Used before Insert or Delete command to lock them on. Causes Insert or Delete to occur as soon as the cursor moves Removes lock
<F8>	CANCEL	Advances cursor to next available position after note played
<F9>	AUTO ADVANCE	Display CONTROL recordings
<F10>	DISPLAY CONTROLS	Display SWITCH recordings
<SF1>	DISPLAY SWITCHES	Toggles Monophonic / Polyphonic record
<SF2>	MONO	Turns on Polyphonic recording
<SF2>	POLY	Toggles audible feature - notes heard when the cursor touches them
<SF2>	AUDIBLE ON	
<SF3>	SCREEN UP	Scroll the screen up one line
<SF4>	SCREEN DOWN	Scroll the screen down one line

- <SF5> SCREEN TOP
- <SF6> SCREEN BOTTOM
- <SF7> QUANTISE UP
- <SF8> QUANTISE DOWN
- <SF9> ZERO
 - (option) *
 - (option) C or S
 - (option) n
- <SF10> FILL
 - (option) *
 - (option) n
- <CF12> ENABLE *
- <CF13> DISABLE parts
- <CF15> MAGNIFY
 - DISABLE parts
 - MAGNIFY
 - Pn or P=n
 - SOLO parts
- SOLO
- SOLO -
- GRAB part
- MUTE parts or!
- E Go to Song display (same to come back)
- SETINSTRUMENTS

- Display top line of music
- Display bottom line of music
- Quantise value increase (longer note value)
- Quantise value decrease (shorter note value)
- Empties current line of pattern
- Empties all highlighted note lines
- attached controls or switches also
- for n quantise divisions, limited to the end of the bar
- Places the note in the event editor at every quantise division
- Fills all highlighted note lines
- for n quantise divisions, limited to the end of the bar
- Enables all parts to be recorded at once (cursor must be HOME)
- Enables all named parts to be recorded (cursor must be HOME)
- Disables all parts from simultaneous recording
- Disables all named parts from simultaneous recording
- Magnifies control stream for easy viewing (disables note cursor)
- Display pattern n
- Turns off parts not listed. When already in SOLO mode, can add parts to those soloed
- Defeats / restores solo
- Defeats solo. Second time destroys solo group
- Copies named part into current part. Mono only.
- Turns off listed parts or highlighted part by soloing others
- Changes RS Instrument list to match SC Page lineup

Song Subpage

- <F2> DISPLAY SONG
- <F3> PREVIOUS MEASURE
- <F4> NEXT MEASURE
- <F5> DISPLAY A
- <F6> DISPLAY F
- <F7> DISPLAY K
- <F8> DISPLAY P
- <F9> DISPLAY U
- <F10> DISPLAY Z
- <SF3> DISPLAY UP
- <SF4> DISPLAY DOWN
- <SF7> HOLD
- <SF8> SWAP
- SHOW section step
- DELETE n
- INSERT *steprange*
 - (option) ^repeatcount
- OVERWRITE *steprange*
 - (option) ^repeatcount
- MAKEINSERT *step section number*
- MAKEOVERWRITE *step section number*
- DUPLICATEINSERT *step section number*
- DUPLICATEOVERWRITE *step section number*

- Places SONG at top of display
- Retard display by one bar (except after block edit)
- Advance display by one bar (except after block edit)
- Places section A at top of display
- Places section F at top of display
- Places section K at top of display
- Places section P at top of display
- Places section U at top of display
- Places section Z at top of display
- Moves display up one section (letter)
- Moves display down one section (letter)
- Copy song structure to buffer ready for transfer
- Copy song structure from buffer to current song
- Displays named section from specified step
- Deletes n steps from cursor position (default 1, limit 255)
- Inserts the specified range of patterns or sections at the cursor
- each with the specified number of repeats
- Overwrites the specified range of patterns or sections at the cursor
- each with the specified number of repeats
- Removes specified number of steps from cursor and inserts into section starting at specified number (default 1)
- Removes specified number of steps from cursor and writes them over specified section starting at specified number (default 1)
- Duplicates specified number of steps from cursor and inserts into section starting at specified number (default 1)
- Duplicates specified number of steps from cursor and writes them over specified section starting at specified number (default 1)

MIDI Subpage

- <F9> CONTROLS
- <F10> SWITCHES

- Display control assignment
- Display switch assignment

CAPS

Display Subpages

<esc>O OPUS EDITOR
 <esc>M MEASURE EDITOR
 <esc>D DRUM EDITOR
 <esc>Q QUANTISE MENU
 <esc>P PART CONTROL PANEL
 <esc>C CONTROLLER DISPLAY
 <esc>N NOTE EDITOR
 <esc>S SYNC PANEL
 <esc>I INFORMATION PANEL
 <esc>L LITTLE OPUS EDITOR
 <esc>A ACTIVITY DISPLAY
 <esc>H HIT POINT DISPLAY
 <esc>T TIME LINE

Transport Control

<SHIFT-|>

<SHIFT-|>

<SHIFT-left arrow>
 <SHIFT-right arrow>
 <SHIFT-up arrow>
 <SHIFT-down arrow>
 <CTRL-left arrow>
 <CTRL-right arrow>
 <CTRL-up arrow>
 <CTRL-down arrow>
 <SHIFT-HIT>
 <SHIFT-HOME>
 <SHIFT-CLEAR>
 <CTRL-CLEAR>

GOTON

GOTOSn

GOTOSMPTE-time

<esc><CTRL-left arrow>
 <esc><CTRL-right arrow>
 <esc><CTRL-up arrow>
 <esc><CTRL-down arrow>

Commands

Range in the following commands may be specified:

1. by default as the *edit range* (the highlighted section), or if there is none, the current measure
2. by a single measure number or a relative reference $+n$ or $-n$ (the measure n after this one or n before this one)
3. by a range of measures $n1-n2$ (from $n1$ to $n2$) or a relative reference and an end measure $+n1-n2$ (from $n1$ measures after this one to measure $n2$). Omitting $n2$, as in $n1-$ means from $n1$ to the end of the Opus
4. by a start measure and a number of measures forward from it $n1_n2$ (starting from measure $n1$, for $n2$ measures) or a relative reference and a number of measures forward from it $-/+n1_n2$ (starting from $n1$ measures before/after this one, for $n2$ measures)
5. by a number of measures forward from the current measure $_n2$ for $n2$ measures from here

Any absolute measure reference may be replaced by *AB* (the measure labelled AB)

Overview of the Bar structure
 Staff-like display of a single measure
 A single measure display with a line for each subvoice
 Display of all possible quantisation / shuffle settings
 Solo, Mute, Safe and Control allocation for all parts
 View and redraw controller recordings
 Edit parameters for individual notes and chords
 Display sync status and trigger/offset times
 Comment fields plus tempo mode and packing
 Small overview for quick measure location
 Eight parts viewed for one measure
 SMPTE Hit Points
 Line showing location of Hit Points in measures

Move cursor to next chord (next note in "ONE NOTE" mode)
 Move cursor to previous chord (previous note in "ONE NOTE" mode)
 Move cursor to next quantise division (next microbeat if quantisation is set to zero)
 Move cursor to previous quantise division (previous microbeat if quantisation is set to zero)
 Go back one measure
 Go forward one measure
 Go back eight measures
 Go forward eight measures
 Move cursor and edit range back one measure
 Move cursor and edit range forward one measure
 Move cursor and edit range back eight measures
 Move cursor and edit range forward eight measures
 Begin edit range - second and subsequent times: end edit range
 As above - at current cursor position
 Clear edit range
 Make a used edit range revert to unused mode - i.e. will not disappear when the cursor is moved
 Display measure n and make it the current measure
 Display the measure containing Hit Point n , and put the cursor on the Hit Point
 Display the measure containing the given SMPTE time, and put the cursor on that time
 Choose previous part (Instrument)
 Choose next part (Instrument)
 Choose last of the previous group of eight parts
 Choose first of the next group of eight parts

CAPS

Parts in the following commands can be:

1. @n (part n)
2. @ (all armed parts)
3. * (all parts)

Target (used in Copy and Move commands only) may be specified:

1. by default as the cursor position
2. as a measure number (meaning the beginning of that measure)
3. as *measure/beat/microbeat* or *measure/beat.decimal* where decimal is a fraction of a beat from 0 to .999

NOTE: All commands with F-key equivalents may be entered by typing the arguments first, then the function key.
For example: **n n1-n2<F3>** equals **TEMPO n n1-n2<RETURN>**

<F2>	INST/SV (NON-GLOBAL) DRAWING (NON-GLOBAL) NEXT PAGE (NON-GLOBAL)	Places SONG at top of display Places SONG at top of display Places SONG at top of display
<F3>	TEMPO n or n% range	Set tempo to n or n% of current value for the specified range. N is in beats per minute or frames per beat, depending on the Info display field
<F3>	TEMPO +n or -n range	Increase or decrease tempo by n for the specifies range
<F3>	TEMPO +n% or -n% range	Increase or decrease tempo by n% for the specifies range
<F4>	REPEATS	Set repeats at the ends of the edit range - specify number of repeats as preoption (default 2)
<F5>	PASTE	Paste contents of note buffer at cursor position, merging
<F6>	CUT NOTE	Removes the (notes) at the cursor position to the note buffer
<F7>	COPYMERGE (options) range target parts:t	Copy the specified range to the specified target position, merging with existing notes, but overwriting armed controllers, for the specified parts, t times (default once)
	{options): ? P? N C AC A	Only copy 50% of the notes (chosen at random) Only copy P% of the notes (chosen at random) Copy notes only, not controls Copy armed controls only, not notes Copy all controls only, not notes Copy everything, i.e.all controls and notes
<F8>	MOVEMERGE	As CopyMerge above, except that original music is removed
<F9>	ARM ARM n1 n2 n3-n4 ...	Toggles ARM (record ready) GROUP on/off. When off, the current instrument or split is the only one armed Arms the instruments (parts) named. They become the READY GROUP
<F10>	CONTROLLERS SAFE	Prevents controller recording and editing
<F11>	AUTODROP	Toggles automatic drop-in over edit range. Must be disabled and re-enabled for each new edit range
<F12>	PAUSE/CONTINUE	Pause / Continue
<F13>	RECORD	Record the section last played or recorded. Details as in Play command
<F14>	STOP	Stop playing or recording
<F15>	PLAY filename	Opens and plays the named file, closing the current one
<F15>	PLAY	Play the section last played or recorded
<F15>	PLAY range	Play the given range once, indefinitely if the range is a single measure. (May be typed as range<F15>)
	PLAY #n1 PLAY #n1-n2 PLAY #n1- PLAY * or 1- (option):x	Play bar n1 indefinitely Play bar n1 to n2 once Play the Opus from bar n1 Play the whole Opus Play it x times (x=0: indefinitely)
<SF3>	PREVIOUS PAGE (HITS)	Shows the previous page of hit points (Hit Point Display only)
<SF3>	LABEL	Creates a "rehearsal mark" at the current measure. Type a letter, then any other character, then<SF3>
<SF4>	KILL REPEAT (option)< or >	Removes repeats from edit range
<SF5>	PASTE OVER	Remove only repeat start or end Pastes note buffer into cursor position, overwriting what is there.

<SF6>	COPY NOTES	Copies note(s) at cursor position, prior to pasting
<SF7>	COPY (options) <i>range target parts:t</i>	Copies the specified range to the specified target position, overwriting existing notes and armed controllers, for the specified parts, t times (default once)
	(options):	
	?	Only copy 50% of the notes (chosen at random)
	P?	Only copy P% of the notes (chosen at random)
	N	Copy notes only, not controls
	C	Copy armed controls only, not notes
	AC	Copy all controls only, not notes
	A	Copy everything, i.e.all controls and notes
<SF8>	MOVE	As Copy above, except that original music is removed
<SF10>	CONTROLALLOCATE	Detects next moved controller and opens for recording
	CONTROLALLOCATE <i>ctrl1 ctrl2 ...</i>	Opens controls and switches for recording. <i>Ctrl</i> may be the number of a control up to 99 (switches start at 64), a two-letter name (PB=Pitchbend, PC=Patch change, KP=Key pressure) or ? which will detect the first control moved
	CONTROLDEALLOCATE <i>ctrl1 ctrl2 ...</i>	Unloads the named controls for the current part. All data recorded into that control will be lost
<SF13>	STEP TIME RECORD	Toggles recording between step time and real time recording
<SF14>	SOLO	Toggles solo group between solo and normal
	SOLO <i>n1 n2 n3-n4 ...</i>	Solos parts n1, n2 and n3 to n4. They become the solo group
<SF15>	LOOP PLAY	Takes all the same arguments as the Play command, looping the specified range indefinitely. By default loops the edit range
<CF1>	UNDO	Toggles most recent destructive operation
<CF3>	TIME <i>n1 n2 range</i>	Sets Time Signature to n1/n2 for the specified range
<CF4>	NOT LAST TIME	Creates a not-last-time ending for repeats in the current measure
<CF5>	ONE NOTE	Toggles all Note Editing operations between chord and single note
<CF8>	ERASE (options) <i>range target parts</i>	Erase notes and armed controllers in the specified range for the given parts
	(options):	
	?	Only erase 50% of the notes (chosen at random)
	P?	Only erase P% of the notes (chosen at random)
	N	Erase notes only, not controls
	C	Erase armed controls only, not notes
	AC	Erase all controls only, not notes
	A	Erase everything, i.e.all controls and notes
<CF11>	TRACE ON/OFF	When trace is off, the display does not show the currently playing measure, but can be made to show any desired measure
<CF13>	MERGE/OVERWRITE	Toggles between merge recording (adding to existing notes) and overwrite recording (erase as you record). Note that controllers are always in overwrite record
<CF14>	MUTE	Toggles mute group on and off
	MUTE <i>n1 n2 n3-n4 ...</i>	Mutes parts n1, n2 and n3 to n4. They become the mute group
<CF15>	PLAY FROM HERE	Play from the current measure to the end of the Opus
	NEW <i>filename</i>	Creates a new CAPS Opus
	LOAD <i>filename</i>	Loads the named Opus from disk, closing the current one
	MINSERT <i>n1 n2</i>	Inserts n2 measures in front of n1
	MPPPEND <i>n1 n2</i>	Appends n2 measures after n1
	MDELETE <i>range</i>	Permanently removes the specified measures (NO UNDO)
	MCOPY <i>range n:t</i>	Makes t copies of the range and overwrites them starting at measure n (NO UNDO)
	WRITE	Saves the CAPS file without closing it
	CLOSE	Closes and saves the current CAPS file. <u>NOTE: this must be done before switching off the machine. QUIT or WRITE may be substituted</u>

- PARTCOPYMERGE** (options) *range @p1 p2*
Copies part p1 to part p2 within the specified range, merging with existing notes, but overwriting armed controllers. P2 defaults to the current part
- {options):
?
P? Only copy 50% of the notes (chosen at random)
N Only copy P% of the notes (chosen at random)
C Copy notes only, not controls
AC Copy armed controls only, not notes
A Copy all controls only, not notes
 Copy everything, i.e. all controls and notes
- PARTCOPY** (options) *range @p1 p2*
Copies part p1 to part p2 within the specified range, overwriting. (options): as above
- PARTMOVEMERGE** (options) *range @p1 p2*
Moves part p1 to part p2 within the specified range, merging.
- {options): as above
- PARTMOVE** (options) *range @p1 p2*
Moves part p1 to part p2 within the specified range, overwriting.
- {options): as above
- TEMPORAMP** *range*
Creates exponential tempo ramp between the start and end of the given range (default start and end of the edit range)
- CONTROLSET** *ctrl n1-n2 range*
Sets the named controller to the values n1 to n2 over the range. If no value for n2 is supplied, the controller is set to n1 for the whole range
- QUANTISE** *parts*
Toggles quantisation of playback on/off
- QUANTISE** *beat SHUFFLES.degree parts*
Sets the type of playback quantisation for the specified parts. *Beat* may be 0 (no quantisation) 4 (quarter note) 8 etc up to 64. It may include an appended T (for triplets) Q (for quintuplets) or S (for septuplets)
s (optional) may be 8, 16 or 32 for 8th, 16th or 32nd shuffle
Degree (optional) sets the shuffle depth from 0 to 43 (triplets)
When on, quantisation affects the playback of notes but does not change the data
also turns quantisation on or off
- {option) *n or f*
SHUFFLE *degree parts*
Sets the depth of shuffle for the given parts from 0 to 43
- QUANTSET** =*beat SHUFFLES.degree parts*
Writes the selected quantise/shuffle type into the notes in the file. This is a permanent change. When no argument is given, command uses the current quantise type of the part, whether on or off. Compress file data to occupy less memory (lose UNDO)
- PACK**
Expand packed file and regain UNDO feature
- UNPACK**
Creates a new Hit Point at the time stated. Time must be fully specified in Hours Minutes Seconds and Frames.
- MAKEHITPOINT** *SMPTE-time*
Comments are displayed and stored with the file
- {option) */comment*
DELETEHITPOINT *n-m*
Removes Hit Points n to m
- RENUMBERHITPOINTS**
Restores chronological order of Hits
- TEMPOCOMPAND** *\$n [or SMPTE-time] range*
Adjusts tempo over the specified range so that the musical point represented by the cursor lands exactly at the SMPTE time represented by Hit Point n (or the typed SMPTE time). The shape of existing tempo ramps is preserved

VELOCITY p? n1-n2 [X or L or M] K ~r range parts

- Change velocities of notes in the edit range for the selected parts as follows:
- ? - 50% of notes are affected
- p? - p% of notes are affected
- n1 or n1% - each velocity is increased by n1 or n1%
- n1 or -n1% - each velocity is decreased by n1 or n1%
- =n1 - each velocity is set to n1
- n1-n2 - a range of amounts is added progressively to each velocity (for crescendo and decrescendo effects)
- n1-n2% - a range of percentages is added progressively to each velocity
- n1-n2 - a range of amounts is subtracted progressively from each velocity
- =n1-n2 - a range of values is imposed progressively on each velocity
- =n1-n2% - a range of percentages is imposed progressively on each velocity
- M - velocities are increased uniformly so that the greatest becomes 127. -M reduces all values so that the smallest becomes 1.
- X - the range of velocities is expanded to n% of its possible maximum. If n is negative, the range is contracted to n% of its current size. The lowest velocity is unaffected in either case
- L - velocities are limited to n% of the current dynamic range. If n is negative, velocities are lower limited to n% of the current dynamic range.
- K - velocities are scaled by keynumber. If n is negative, they are scaled inversely
- ~ - velocities are increased by a random number between -8 and 8
- r - velocities are increased by a random number between -r and r

All entries are optional

REL or RV Change release velocity - as for velocity

DURATION p? n1-n2 K ~r range parts
Change durations of notes in the range for the named parts.
Parameters as for velocity command

KN or KE p? n1-n2 K ~r range parts
Change key numbers of notes in the range for the named parts.
Parameters as for velocity command

KEYDOUBLE p? n1-n2 K ~r range parts
As for the KE command above, but the original notes remain.
Parameters as for velocity command

SYSTEM EXCLUSIVE

- <F1> STOP
 - <F3> TRANSMIT A
 - <F4> TRANSMIT B
 - <F5> TRANSMIT C
 - <F6> TRANSMIT D
 - <F7> RECORD SYS EX
 - <F8> CLOSE
 - <F9> NEW *filename*
 - <F10> LOAD *filename*
 - <F12> COMMENT BOX
 - <F14> NEXT PAGE
 - <F15> PREVIOUS PAGE
- Terminate recording of System Exclusive message
 - Transmit currently loaded message out of Port A
 - Transmit currently loaded message out of Port B
 - Transmit currently loaded message out of Port C
 - Transmit currently loaded message out of Port D
 - Start recording a Sys Ex message from any Port
 - Unloads the current loaded message, leaving the page empty
 - Creates a new SX file in memory and on hard disk
 - Loads the named SX file and displays it
 - Opens comment box for current SX file
 - Display next page of hex bytes in SX file
 - Display previous page of hex bytes in SX file

XS