

Music Cartridge Demonstration

FOR USE WITH THE MUSIC EDITOR CARTRIDGE

Introduction

These programs are designed to provide entertainment and show what the Music Editor cartridge is capable of producing. The cassette contains 10 pieces including classics, carols and contemporary music.

Titles

1. Hooked on Computer Classics
2. The Entertainer
3. Hark! The Herald Angels Sing 3'50
4. Beethoven's Minuet in G 6'4
5. The Sailor's Hornpipe
6. From Russia With Love
7. Yume-No-Tochyu
8. Rydeen
9. Nocturne
10. Beautiful Dreamer




Hints On Creating Your Own Music

1. Attain some simple sheet music e.g. beginners piano or organ scripts.

DO NOT TRY ANYTHING TOO COMPLICATED TO START WITH

2. You need at least one bar sign (this is to be found on the pound sign key) on each page of music, otherwise it is impossible to continue.
3. Certain lower chords may not be accepted by the computer. If the computer does not display or play the chord you are inputting, try adjusting the chord.

QUICK REFERENCE GUIDE

	Main operation menu and other green screen	Play Mode	Direct Input Mode
	Moves the cursor up one line	No effect	Moves the cursor back to the beginning of the piece of music
	Moves the cursor down one line	No effect	Moves the cursor on to the next page of music
	Moves the cursor left or right	No effect	Moves the cursor left or right
BREAK	Returns to the main operation screen	No effect	Returns to the main operation screen
INS/DEL	Unshifted: Deletes a character one space to the left of the	Unshifted: No effect	Unshifted: Deletes the note chord, bar line or rest beneath

	to the left of the cursor		sign or rest beneath the cursor
INS/DEL	Shifted: Inserts the next character in the blank space formed without removing any of the following text	No effect	Shifted: Returns from the change facility to the INS/DEL facility
CLR	Clears the screen	No effect	Clears the last note, chord bar sign or rest inputted from the blue display and the keyboard at the bottom of the screen
CHG	No effect	No effect	Allows you to change the note, chord bar sign on rest beneath the cursor without changing the preceding or following music
TEST	No effect	No effect	Plays the page of music currently on

END	No effect	No effect	Returns to the arranged option screen	Returns to the arranged option screen
PLAY	Enables the play mode	Returns to the direct input mode or the main operation screen, this disenabling this mode	Enables the play mode	Enables the play mode
SHIFT 1	Produces !	Changes instrument piano 1	Gives a 4 beat rest	Gives a 4 beat rest
SHIFT 2	Produces "	Changes instrument to piano II	Gives a 2 beat rest	Gives a 2 beat rest
SHIFT 3	Produces #	Changes instrument to organ	Produces a 3 beat rest	Produces a 3 beat rest
RESET	Returns to the title screen. Music in the buffer is not erased.	Returns to the title screen. Music in the buffer is not erased.	Returns to the title screen. Music in the buffer is not erased.	Returns to the title screen. Music in the buffer is not erased.



A B C D E F G A B C D E F G A B C D E

E-
C D

A B

F G

E

D

C

B

A

F

E

D

C

A

F

E

D

C

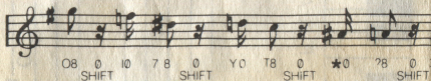
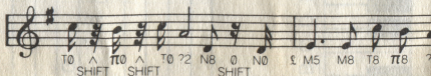
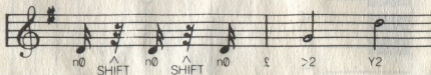
B

A



COMPOSITION

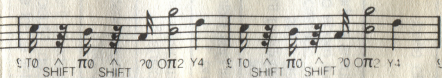
1. Return to the main operation menu, press 2 [CR] to compose
2. Key in the music name #Star Wars# [CR]
3. *Key signatures*
2 [CR] (1 sharp #)



DEMONSTRATION

and

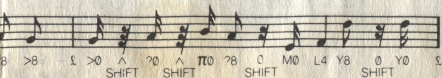
4. Time signature
4/4 [CR]
5. Tempo
= 140 [CR]



ξ T0 ^ π0 ^ 20 OTT2 Y4 ξ T0 ^ π0 ^ 20 OTT2 Y4 ξ

SHIFT SHIFT

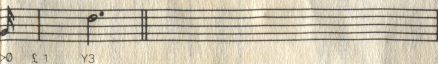
The first staff of music contains two measures. The first measure has four notes: a quarter note G4, an eighth note F#4, a quarter note E4, and a quarter note D4. The second measure has four notes: a quarter note D4, a quarter note E4, a quarter note F#4, and a quarter note G4. The notes are marked with various symbols and accents.



8 >8 ξ >0 ^ 20 ^ π0 28 0 M0 L4 Y8 0 Y0 ξ

SHIFT SHIFT SHIFT

The second staff of music contains two measures. The first measure has four notes: a quarter note G4, an eighth note F#4, a quarter note E4, and a quarter note D4. The second measure has four notes: a quarter note D4, a quarter note E4, a quarter note F#4, and a quarter note G4. The notes are marked with various symbols and accents.



ξ 1 Y3

The third staff of music contains two measures. The first measure has a quarter note G4. The second measure has a quarter note D4. The notes are marked with various symbols and accents.

MUSIC CARTRIDGE DEMONSTRATIONS

Tape Loading Instructions

1. Connect computer as shown in the users instruction card and insert the Music Editor cartridge.
2. Connect a lead from the earphone socket to the tape recorder in socket at the back of the computer.
3. Switch computer on.
4. When the main menu is displayed press 7 and [CR] to load music into the buffer.
5. The message "Key in music name or [CR]" will appear. Press [CR].
6. Insert the tape in tape recorder, rewind to the start, to the piece of music which you wish to load in, and press the play or load button on your Cassette or Data Recorder.

If everything is set up correctly the computer will put up a message telling you that it has found the piece of music. The piece will now be loaded from the Tape Recorder into the computer.

7. Upon pressing [CR] key, the computer will return to the main menu. Repeat from step 4 onwards to load in any other pieces of music.

NB. The music cartridge can store all 10 pieces of music on this cassette in its buffer at once.

8. When you have finished loading in all the pieces you require return to the main menu and press 4 to play the music.

NB. If a single r is entered the computer will play all the pieces of music in its memory repeatedly.

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