

A quick tutorial

You have three soundfiles you want to work with. Let's call them *talk*, *whistle* and *knock*.

1) enter them in the first three forms, in this order, in the **soundfiles window**.

talk is a long soundfile and you want to use selected parts of it. *whistle* is the sound of someone whistling which you want to intersperse here and there, and *knock* is a simple annoying knocking sound.

2) you might have the following list in the **playnote** window

```
playnote(snd=1,track=1,amp(0,1,4,1,5,0), end=10) //give me 10 seconds of talk fading out at the end
playnote(snd=2,track=2,amp(0,0,1,1,2,0), skip=2,end=5,transp=-1,at=5)// give me times 2 through 5 of the whistle,
down 1 semitone starting at time5
trackgain(3,4, 3,1,3.4,2) //make a crescendo on tracks 3 and 4 from time 3 to 3.4 (a bit of overkill, but you get the
idea
playnote(snd=3,track=3,at=3,pan=.1)
playnote(snd=3,track=4,at=3.2,pan=.6)
playnote(snd=3,track=3,at=3.4)// several knocks, assuming that the knock is less than .4 seconds long
```

3) then hit play and listen. You notice that the balance and envelopes are all wrong so you open up the **tracks window** and adjust the gains individually, listing to the sounds individually.

4) You decide that the transposition level for the whistling is all wrong so you change the transp=-1 to transp=-2. Then select this line and hit the **load playnotes button**. Hit **play** and listen again

5) You then decide that the whistling comes in too soon, so you adjust its **at=5** to say **at=6**, select, load and play. Now you notice however, that the note still starts at time 5 and then starts again at time 6. In otherwords you haven't wiped out the first reference to it. The only thing to do now is to restart the driver.

- 6) You want to listen to the section from time 3 on now, so you type 3 in the **play from** form in the control window.
- 7) You decide it is good enough for your recording company so you write the mix to disk and go to bed happy.