

# **QuadraComposer**

Bo Lincoln

<b>COLLABORATORS</b>
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	<i>TITLE :</i> QuadraComposer		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## QuadraComposer

### 1.1 Main

QuadraComposer 2.1

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(Bo Lincoln)

U S E R M A N U A L

**Distribution** Who can spread and use QuadraComposer?

**How to use QuadraComposer** How do I use the program?

**Music with QuadraComposer** Facts about the music format etc.

**Appendix A: The IFF EMOD** Useful if you want to support EMOD:s

**Appendix B: History** What has been made since the last version?

### 1.2 Distribution

DISTRIBUTION:

You are hereby given permission to distribute the QC21.LhA archive (or the same decrunched), as long as it is redistributed in its original unmodified form. You may NOT take any fee for the program itself, only the costs for the media itself.

Files included in this package:

- \* QuadraComposer --- The program
  - \* QuadraComposer.guide --- This file
  - \* InstallQC --- The Installer script
  - \* QCReplay.s --- An ASM source
  - \* QCFastReplay.s --- An ASM source
  - \* QCCIAReplay.s --- An ASM source
  - \* QC.font sizes 6 & 8 --- The font
  - + icons
-

**SHAREWARE:**

QuadraComposer is SHAREWARE, and if you use it you should pay the shareware fee of US\$ 20 (or the equal amount is SEK) (The fee should be cashable in OUR local banks, so a \$20-bill is the most practical payment...). Please support us.

SWEDEN ONLY: Du kan betala på Bo Lincolns postgiro 920 74 13-7 (repeat 920 74 13-7).

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QC makes use of reqtools.library for the requesters.

ReqTools is Copyright © Nico François.

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**DISCLAIMER:**

(I made the program, but it's your fault!)

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## 1.3 How to use QuadraComposer

OPERATION OF QUADRA COMPOSER:

SPECIAL GADGETS:

Up / Down Gadget

Cycle Gadget

Little Red Dots

WINDOWS:

Menu Window

Main Note Window

Sample Window

Sample Edit Window

Disk Operation Window

Mixer Window

Text Window

Note Edit Window

Spectrum Analyzer Window

Quadrascopes Window

Split Keyboard Window

MIDI in window

Preferences Window

Keyboard Commands

## 1.4 Music with QuadraComposer

HOW TO MAKE MUSIC WITH QUADRA COMPOSER:

BASICS:

Notes

Sample Number

Patterns & Positions

EFFECT COMMANDS:

0yz Arpeggio

1yz Pitch Slide, Up

2yz Pitch Slide, Down

3yz Tone Portamento

4yz Vibrato

5yz Volume Slide + Sust. Tone Port.

6yz Volume Slide + Sustained Vibrato

7yz Tremolo

---

9yz Set Sample Offset

Ayz Volume Slide

Byz Position Jump

Cyz Set Volume

Dyz Pattern Break

Eyz see below.

Fyz Set Speed / Tempo

EXTENDED COMMANDS:

E0z Set Filter

E1z Fine Pitch Slide, Up

E2z Fine Pitch Slide, Down

E3z Set Glissando

E4z Set Vibrato Waveform

E5z Set Finetune Value

E6z Pattern Loop

E7z Set Tremolo Waveform

E9z Retrigger Note

EAz Fine Volume Slide, Up

EBz Fine Volume Slide, Down

ECz Note Cut

EDz Note Delay

EFz Pattern Delay

Effects that differ from the NT-Format

## 1.5 Decimal and Hexadecimal Numbers

DECIMAL AND HEXADECIMAL NUMBERS:

All numbers, EXCEPT for percent numbers, are hexadecimal. Hexadecimal?, you ask. Calm down, it will be explained.

Our normal number system has the base 10; The first place has the value 1, the second 10, the third 100, and so on. E.g:

236

$2 \times 100$

$3 \times 10$

$6 \times 1$

= dec 236

In hexadecimal, the base is dec 16:

3A4

$2 \times 256$

---

10\*16// <--- Those numbers showed in decimal.

4\*1\_\_/

= dec 676

But then there must be 16 numbers!?! Right, but since we only have our normal 10, you use A, B, C, D, E and F as 10, 11, 12, 13, 14 and 15. If you want to type dec (decimal, base 10) 11 in hex, it will be B. Simple. The reason of using this strange (?) system is that it takes less space; With just two digits you can write numbers up to hex FF (dec 255), not only up to dec 99.

## 1.6 Strange Words

STRANGE WORDS:

BPM = Beats Per Minute

EMOD = Extended MODule, the preferred disk format when using QC.

LMB = Left Mouse Button

LFO = Low Frequency Oscillation

RMB = Right Mouse Button

## 1.7 Up / Down Gadget

UP/DOWN GADGET:

+--+

| /|

|/ |

+--+

Pressing the **LMB** over the up/down-wards pointing triangle will in/de-crease the value in the recessed box beside. If the **RMB** is pressed simultaneously, the rate of change will increase.

All values are displayed in **hexadecimal**, except for the percentage values (otherwise it would be a bit confusing).

## 1.8 Cycle Gadget

CYCLE GADGET:

+---+

|/->|

|| |

|\-/|

+---+

Cycles through multiple choices then clicked on with **LMB**. Pressing shift while clicking will make the cycle go backwards.

## 1.9 Little Red Dots

LITTLE RED DOTS:

If a gadget has a little red dot in its upper right corner, then there is an option window attached to it. Clicking **RMB** brings it up.

## 1.10 Menu Window

MENU WINDOW:

This is the only window that must be open all the time. From this you can open the other windows. In this window are also the module control gadgets.

MENU

+---+---+

|1|2|

+---+---+

|3|4|

+---+---+

|5|6|

+---+---+

|7|8|

+---+---+

|9|10|

+---+---+

|11|12|

+---+---+

+---+---+

|13|14|

+---+---+

|15|16|

+---+---+

|17|18|

+---+---+

1) Opens the **main note window**.

2) Opens the **sample window**.

3) Opens the **disk operation window**.

4) Opens the **mixer window**.

5) Opens the **text display window**.

6) Opens the **note edit window**.

7) Opens the **spectrum analyzer window**.

- 8) Opens the **scope window**.
  - 9) Opens the **split keyboard window**.
  - 10) Opens the **MIDI in window**.
  - 11) Opens the **preferences window**.
  - 12) Displays the About requester.
  - 13) Plays the module from the current position.
  - 14) Plays the current pattern.
  - 15) Starts recording.
  - 16) Starts recording the current pattern.
  - 17) Stops the music, turns the sound off and turns edit off.
  - 18) Turns edit on.
- When you press the CLOSE gadget in the upper left corner, the whole program will be ended.

## 1.11 Main Note Window

MAIN NOTE WINDOW:

This is the main window of Quadra Composer. It displays the current pattern, and it contains most gadgets for note editing.

MAIN NOTE WINDOW

```
+-----+
|On On 1 On On|
+---+-----+
| 01 || 01 |
| 23 || 01 |
| 23 || On |
| 3F || 02 |
| 05 || 03 |
| 7D | Pattern Display | 04 |
| CI || 01 |
| 02 || Of |
| || 02 |
| C C || 50 |
| P C || Of |
+---+-----+
```

## 1.12 Dragbar

DRAGBAR (Main Note Window)

This one displays four On/Off's, which informs you about the voice status.

You can toggle a voice by clicking on it using **RMB**. If a voice is set to off, no sound will be heard from it.



## 1.13 PatternDisplay

PATTERN DISPLAY (Main Note Window)

This is the place where you edit the patterns, by using the keyboard. To edit the notes you must be in edit mode (press [space]). When you go into edit mode the cursor turns red (unshaded). To move around in the pattern, use the arrowkeys (NOT on the numeric keyboard). You can mark notes by using the mouse, or the keyboard (press Amiga-M).

The pattern grafix routine is changed a bit in v2.1. It is now totally dynamic, thus saving the 80kb cache which it used to allocate before. Due to this, it might be a bit slower than before, but I hope you don't mind.

## 1.14 Position

POS. (POSITION) (Main Note Window)

Use this to cycle trough the **positions** (hex 00-FF).

## 1.15 Pattern

PATT. (PATTERN) (Main Note Window)

This is the pattern attached to the current position. You can change this to "mix" the patterns together to a song. But, it's better to use the mixer (see **Mixer Window**) instead to put your song together.

## 1.16 Current Pattern

C. PATT (CURRENT PATTERN) (Main Note Window)

This gadget is used to change the current displayed pattern, i.e NOT the pattern attached to a position.

## 1.17 Pattern Length

PATTL. (PATTERN LENGTH) (Main Note Window)

Use this gadget to change the length of the current pattern. The length may vary from 1 to 256 lines, but the value displayed is the number of the last line (number of lines - 1).

---

## 1.18 Sample Number

SAMPLE NUMBER (Main Note Window)

This gadget is actually duplicated, it can also be found in the

**sample window** Use this gadget to change the current sample number. You can use up to 255 samples (number zero cannot be used).

## 1.19 Tempo

TEMPO (Main Note Window)

This gadget sets the **BPM** rate. The tempo may vary from 32 to 255 (**hex**20 to FF) **BPM**. Normally this rate is set to 125 (**hex** 7D).

## 1.20 Timing

TIMING (Main Note Window)

Toggles between CIA (CI) and vertical blank (VB) timing. Normally you should use the CIA timing, because you can only change tempo in this mode. The vertical blank timing is mostly used by demo coders, who don't want to waste the level 6 or 2 irq on music. If you use the vertical blank timing in the speed will vary depending on the screen mode.

## 1.21 Song Length

SONGL. (SONG LENGTH) (Main Note Window)

Decides how many positions will be used.

## 1.22 Cut

CUT (Main Note Window)

Copies the **marked** note block to the note copy buffer, and moves the rest of the pattern up.

This function can be started by pressing "F3" too.

## 1.23 Copy

COPY (Main Note Window)

Copies the **marked** note block to the note copy buffer.

This function can be started by pressing "F4" too.

---

## 1.24 Paste

PASTE (Main Note Window)

Inserts the note copy buffer at the sample cursor. This can be achieved by pressing "F5", too.

## 1.25 Clear

CLEAR (Main Note Window)

Removes the **marked** note block and moves the rest of the pattern up.

## 1.26 Edit Skip

E. SKIP (EDIT SKIP) (Main Note Window)

Sets the number of rows to jump down after typing a note. Default is 01.

## 1.27 Quantisizing

QUANT. (QUANTISIZING) (Main Note Window)

Quantisizing lets you set if the notes you type should be on every two rows, every three rows, and so on. Very useful if you're recording e.g a drumbeat in realtime.

## 1.28 Multi

MULTI (MULTI KEYBOARD) (Main Note Window)

If you turn this on, the cursor will skip to another track after typing a note.

## 1.29 Multi 1 - 4

MULTI 1 - 4 (Main Note Window)

Multi 1 sets where the cursor will skip after typing a note in track 1, and so on.

## 1.30 Auto Echo

A. ECHO (AUTO ECHO) (Main Note Window)

This sets whether the funny little effect called Auto Echo will be on or off. Auto Echo makes a kind of echo after each note typed, based on the default volume of the sample.

---

## 1.31 Auto Echo Space

AE.SPC (Auto Echo Space) (Main Note Window)

Sets the space between the auto echoes.

## 1.32 Auto Echo Cut %

AE. CUT% (AUTO ECHO CUT %) (Main Note Window)

This is the percentage of volume cut off the volume for each echo. When the volume reaches 4 or lower, the echo stops.

## 1.33 Keyboard Split

SPLIT (KEYBOARD SPLIT) (Main Note Window)

This is where you tell Quadra Composer to use a keyboard split, and which one. A keyboard split lets you use more than one sample on the keyboard.

This is useful for i.e drums, or multisampled sounds.

## 1.34 Sample Window

SAMPLE WINDOW:

Well, this is actually the biggest part of Quadra Composer (in bytes), so we hope that it will be useful. You don't actually have to use Quadra Composer as a music program, you can use it only as a sample edit program. The sample editor supports 16 bit editing, but you can still not load and save 16 bit sounds (sorry :-(). If you own a sample synth, and would like to use Quadra Composer to edit the samples, please send us a reference for the sample and disk format, and we'll try to implement some 16 bit load and save functions.

SAMPLE

+-----+

||

||

| Sample Display |

||

||

||

+-----+

| C4 01A44 01 <> |

| 40 Play... Range All Backw. |  
 | +1 All Zoom Out Inverse |  
 | On Display Smp.+Info Center |  
 | Range Copy... Tone |  
 | Show... Clear... Sample... |  
 | C C All Edit... |  
 | P C Range |

+-----+

## 1.35 Sample Display

SAMPLE DISPLAY (Sample Window)

This is where the current sample, or a part of it, is shown. You can mark the sample or a part of it by using your mouse. If you want to extend or shorten the range, just press shift when clicking, and the nearest border will be changed.

## 1.36 Sample Display

SAMPLE DISPLAY (Sample Window)

## 1.37 Period

PERIOD (Sample Window)

This is where you set the standard period, used by the "Play" gadgets, and some effects like "Tune", "Resample" or "Pitch".

## 1.38 Volume

VOLUME (Sample Window)

This is where you set the default volume of the current sample.  
 When playing the sample (without setting a new volume) this volume will be used as default.

## 1.39 Finetune

F.TUNE (FINETUNE) (Sample Window)

This is where you set the finetune value of the current sample. Finetune is used to make "untuned" samples sound a bit better. Every finetune step corresponds to about 1/16 of a halftone.

## 1.40 Loop

LOOP (Sample Window)

You can turn the loop on or off by using this gadget (surprise!).

When the loop is on, the loop "pointers" will be shown in the

**Sample Display**. You can change the loop by clicking in the upper square of the loop "pointers".

## 1.41 Cut

CUT (Sample Window)

Cuts the range to the sample copy buffer. This can also be achieved by pressing "F3".

## 1.42 Copy

COPY (Sample Window)

Copies the range to the sample copy buffer. This can also be achieved by pressing "F4"

## 1.43 Paste

PASTE (Sample Window)

Inserts the sample copy buffer in the current sample, starting at the sample cursor if it exists, otherwise in the current range.

## 1.44 Clear

CLEAR (Sample Window)

Removes the marked range from the sample. This will NOT affect the copy buffer.

## 1.45 Length

SAMPLE LENGTH (Sample Window)

Here you can extend / shorten the current sample. If a sample is shortened more than 2 bytes, a "Are you sure?" requester will appear. This is because the sample will be cut after the endpoint, and all information will be lost...

If you want to extend / shorten the sample much, just keep the button pressed, 'cause the speed will be accelerated.

---

## 1.46 Play All

PLAY ALL (Sample Window)

Plays the whole sample (and the loop), using the standard pitch.

Note: If you're in edit mode, the computer multitasking will be turned off as the sound is played...

## 1.47 Play Display

PLAY DISPLAY (Sample Window)

Plays the the visible part of sample (excl. the loop), using the standard pitch.

Note: If you're in edit mode, the computer multitasking will be turned off as the sound is played...

## 1.48 Play Range

PLAY RANGE (Sample Window)

Plays the range (if present), using the standard pitch.

Note: If you're in edit mode, the computer multitasking will be turned off as the sound is played...

## 1.49 Show All

SHOW ALL (Sample Window)

Shows the whole sample (zooms out to the max.).

## 1.50 Show Range

SHOW RANGE (Sample Window)

Shows the range of the sample (most often means zooming in).

## 1.51 Sample Number

SAMPLE NUMBER (Sample Window)

This is where yu determine which sample to work with. This gadget can also be found in the [Main Note Window](#)

---

## 1.52 Range All

RANGE ALL (Sample Window)

Marks a range with exactly the same proportions as the whole sample (surprise!).

## 1.53 Zoom Out

ZOOM OUT (Sample Window)

Shows a bit more of the sample...

## 1.54 Copy Sample + Info

COPY SAMPLE + INFO (Sample Window)

Displays a very tiny window where you can set the destination sample number. Pressing copy will copy the current sample to the destination including all info such as volume, name, loop etc. (and not only the sound data).

## 1.55 Clear Sample + Info

CLEAR SAMPLE + INFO (Sample Window)

Clears the current sample data, name, volume and so on...

## 1.56 Sample Left

SAMPLE LEFT (Sample Window)

Moves the sample display left (i.e moves the sample to the right (hmm?!))...

## 1.57 Sample Right

SAMPLE RIGHT (Sample Window)

See [Sample Left](#) and put NOT! in the end.

## 1.58 Backwards

BACKW. (BACKWARDS) (Sample Window)

Will reverse the sample or the range.

---



## 1.59 Inverse

INVERSE (Sample Window)

This function will turn the sample upside down.

## 1.60 Center

CENTER (Sample Window)

This function will try to center the sample or the range.

## 1.61 Tone

TONE (Sample Window)

Pressing this gadget will play a boring tone, which is very useful when tuning your samples.

A option window is attached to the button. In this the period and voice of the tone can be set.

## 1.62 Sample

SAMPLE (Sample Window)

When pressing this gadget the computer will be frozen, a window opened, and the sampler data will be heard in your speakers. In the window the data will be displayed, so that you can adjust the input volume. If you press **RMB**, the sample operation will be canceled.

Otherwise the program will start sampling as you press **LMB**, and continue until you press **LMB** again, or until the sample is 128 kB (hex 1FFFFE bytes) long.

In the option window you can turn Autostart on / off, set Autostart Sensibility, and turn Oversample on / off. Autostart will cause the sampling operation to start immediately when a sound is heard (loud enough). Oversample samples faster than the actual sample period, to get rid of noise from the sampler.

## 1.63 Sample Edit Window

SAMPLE EDIT WINDOW:

This is the window which contains all the fun parts of sample editing, the effects...

When opening the window the current sample will be converted to 16 bit, to retain sound quality.

---

All disk operation is disabled. If you want to listen to the sample the processor will be used to play it (since the Amiga can only play 8 bit samples), which will cause the computer to freeze until you either press a mousebutton, or 'til the whole sound is played.

#### SAMPLE EDIT WINDOW

```
+-----+-----+
|Tune Chord...|
|Volume... Synth...|
|Mix... Pitch|
|Oct. Up Filters: |
|Oct. Down Analyze..|
|Echo... Delta...|
|Flange... Boost1|
|Resample Boost2|
||
|OK Cancel|
+-----+-----+
```

## 1.64 Tune

TUNE (Sample Edit Window)

## 1.65 Tune

TUNE (Sample Edit Window)

Use this function to tune samples so that they fit sound good together.

First, turn on the 'Tunetone'. Second, find the matching period and finetune (by listening), and set the values in the Period and F.Tune gadgets.

Third, if you want, you can set the desired Tune To period in the Tuning Options window. Fourth, press the 'Tune' button.

## 1.66 Volume

VOLUME (Sample Edit Window)

This function is used to change the volume of the sample.

In the window which appears, you can find the following gadgets:

#### VOLUME

```
+-----+
|Startvolume % |
```

```
| 100 |
|Endvolume % |
| 187 |
| |
|Maximum Norm Out In|
|Operate Op & Exit|
+-----+
```

## 1.67 Start / End Volume %

START / END VOLUME % (Volume Option Window)

The Startvolume is the amplification value used in the beginning of the range, and it will slide over to Endvolume.

## 1.68 Presets

PRESETS (Volume Option Window)

Maximum is a function which scans the sample to find out how much the volume can be raised without cutoff. Norm sets the sliders to 100%.

Out sets the Startvolume to 100%, and the Endvolume to 0%, to create a fade out. Guess what In is...

## 1.69 Operate

OPERATE (& EXIT) (Volume Option Window)

This will apply the current settings on the sample.

Note: If range is present, the volumechange will only affect it.

## 1.70 Mix

MIX (Sample Edit Window)

This function will mix the current sample with the copy buffer (it doesn't matter if the copy buffer is 16 or 8 bit).

```
MIX
+-----+
|Startmix % |
| 050 |
|Endmix % |
| 055 |
|HalfVol: |
| On Norm Out In|
|Operate Op & Exit|
+-----+
```

## 1.71 Mix

START / END MIX (Mix Option Window)

The Startmix sets how much the mixed sample will be affected by the sample and how much it will be affected by the copy buffer. E.g: If Startmix is set to 75%, the current sample will have 75% of the volume, and the copy buffer 25%. Just like the Startvolume the Startmix will slide over to the Endmix.

## 1.72 Half Volume

HALF VOLUME (Mix Option Window)

If this is on, the maximum mix settings will be 100%, otherwise 200%.

## 1.73 Presets

PRESETS (Mix Option Window)

These presets will set the sliders to 50 / 50, 100 / 0 and 0 / 100.

## 1.74 Operate

OPERATE (& EXIT) (Mix Option Window)

This will apply the current settings on the sample.

Note: If range is present, the mix will only affect it.

## 1.75 Octave Up

OCT. UP (OCTAVE UP) (Sample Edit Window)

Doubles the sample frequency (and cuts the length in two).

## 1.76 Octave Down

OCT. DOWN (OCTAVE DOWN) (Sample Edit Window)

Halves the sample frequency (and doubles the sample length).

## 1.77 Echo

ECHO (Sample Edit Window)

Creates an echo in the sample.

ECHO

---

```
+-----+
|Echo Rate: |
| 012 |
|Decay Rate: |
| 055 |
|Re-Echo: |
| On Echo Reverb|
|Operate Op & Exit|
+-----+
```

## 1.78 Echo / Decay Rate

ECHO / DECAY RATE (Echo Option Window)

Echo rate decides how fast the echo will return. Decay rate decides how fast the echo will vanish.

## 1.79 ReEcho

REECHO (Echo Option Window)

If you turn on Re-Echo, each echo will return more often.

## 1.80 Presets

PRESETS (Echo Option Window)

Echo and Reverb are presets, just like In and Out in the volume window.

## 1.81 Operate

OPERATE (Echo Option Window)

This will apply the current settings on the sample.

Note: If present, the range will be used as echo.

If you set the sample cursor while the echo window is open, the Echo Rate will be adjusted so that the first echo will be on the sample cursor position.

## 1.82 Flange

FLANGE (Sample Edit Window)

Creates a "swirling" effect in the sample.

FLANGE

+-----+

|Frequency: Amplitude: W.Form:|

| 011 020 /\ |

|Operate Op & Exit|

+-----+

## 1.83 Frequency

FREQUENCY (Flange Option Window)

This is where you set the speed of the flange.

## 1.84 Amplitude

AMPLITUDE (Flange Option Window)

This is where you set the amount of phasing in the flange. If you set this value higher, it doesn't necessarily mean that you hear the effect better.

## 1.85 Waveform

WAVEFORM (Flange Option Window)

Here you set which waveform will be used in the phase shifting.

## 1.86 Operate

OPERATE (& EXIT) (Flange Option Window)

This will apply the current settings on the sample.

## 1.87 OK

OK (Sample Edit Window)

Converts the 16 bit edit buffer to 8 bit, and replaces the old 8 bit sample.

Then it closes the edit windows.

---

## 1.88 Chord

CHORD (Sample Edit Window)

Creates an chord by tuning and mixing the current sample.

CHORD

+-----+

[Note 1: Note 2: Note 3: Note 4:]

| C-3 E-3 G-3 Off |

|Major Major 7 Sus2|

|Minor Minor 7 Sus4|

|Operate Op & Exit|

+-----+

## 1.89 Note 1 - 4

NOTE 1 - 4 (Chord Option Window)

This is where you set the notes to be included in the chord. If you don't want all the four notes to be included, just set the last to Off (below C-1).

## 1.90 Presets

PRESETS (Chord Option Window)

Major, Minor, Major 7, Sus2, Sus4 and Minor 7 are presets, which builds a chord based on the first note.

## 1.91 Operate

OPERATE (& EXIT) (Chord Option Window)

This will apply the current settings on the sample.

Note: The length of the sample will be adjusted to the length of the longest sample in the chord.

## 1.92 Resample

RESAMPLE (Sample Edit Window)

This is a very useful function: It can rebuild a sample digitally from the current pattern. I.e: If you have made a really groovy drum beat on tree tracks and you don't want to waste them all in the module, just use this function to create a sample of the drum beat digitally and thus without quality loss...

How to use: Put the sample cursor on the first line in the pattern you want to resample. Choose the sample frequency you want to use in the period gadget, and press resample. The sample will now appear in the display, but the volume will probably be rather low. Use the **volume change** function to maximize the volume. This can of course be done without quality loss due to the 16 bit editing.

## 1.93 Synth

Synth (Sample Edit Window)

This is a rather BIG function, which makes sounds by adding sinewaves (additive synthesizer). In the window which appears you can find the following gadgets:

Synth

```
+-----+
|Envelopes: |
|Cut Off... Volume... Pitch...|
|Resonance... Phase... Noise...|
|Load... Save...|
|Operate Op & Exit|
+-----+
```

## 1.94 Cut Off

CUT OFF (Synth Option Window)

CUT OFF

```
+-----+
|Number of sinewaves: |
|+-----+ /|
|| | |
|| | &|
|| Envelope ||
|| |
|| |
|+-----+ |
|LFO Frequency: LFO Amplitude: W.Form:|
| 010 010 /|
+-----+
```



## 1.95 Envelope

ENVELOPE (Synth Option -> Cut Off Window)

This is where you draw a freehand filter curve. A flat line in the bottom means a single sine wave, and a line at the top of the display means a sharp sawtooth wave.

## 1.96 Draw Line

DRAW LINE (Synth Option -> Cut Off Window)

When this is activated the line tool is used when drawing the envelope.

## 1.97 Draw Freehand

DRAW FREEHAND (Synth Option -> Cut Off Window)

When this is activated the freehand tool is used when drawing the envelope.

## 1.98 LFO Frequency

LFO FREQUENCY (Synth Option -> Cut Off Window)

This is where you set the frequency of the **LFO**, which modulates the cut off envelope.

## 1.99 LFO Amplitude

LFO AMPLITUDE (Synth Option -> Cut Off Window)

This is where you set the amplitude of the **LFO**, which modulates the cut off envelope.

## 1.100 LFO Waveform

LFO WAVEFORM (Synth Option -> Cut Off Window)

This is where you set the waveform of the **LFO**, which modulates the cut off envelope.

## 1.101 Volume

VOLUME (Synth Option Window)

VOLUME

+-----+

```

|200%+-----+ /|
| | | |
| | | &|
|100%| Envelope | |
| | | |
| | | |
| 0%+-----+ |
| LFO Frequency: LFO Amplitude: W.Form:|
| 010 010 / \ |
+-----+

```

## 1.102 Envelope

ENVELOPE (Synth Option -> Volume Window)

This is where you draw a volume filter curve.

## 1.103 Draw Line

DRAW LINE (Synth Option -> Volume Window)

When this is activated the line tool is used when drawing the envelope.

## 1.104 Draw Freehand

DRAW FREEHAND (Synth Option -> Volume Window)

When this is activated the freehand tool is used when drawing the envelope.

## 1.105 LFO Frequency

LFO FREQUENCY (Synth Option -> Volume Window)

This is where you set the frequency of the **LFO**, which modulates the volume envelope.

## 1.106 LFO Amplitude

LFO AMPLITUDE (Synth Option -> Volume Window)

This is where you set the amplitude of the **LFO**, which modulates the volume envelope.

## 1.107 LFO Waveform

LFO WAVEFORM (Synth Option -> Volume Window)

This is where you set the waveform of the **LFO**, which modulates the volume envelope.

## 1.108 Pitch

PITCH (Synth Option Window)

PITCH

+-----+

|Pitch (One Octave Per Line): |

|+-----+ /|

|| |

|| | &|

|| **Envelope** |

|| |

|| |

|+-----+ |

|LFO Frequency: LFO Amplitude: W.Form:|

| **010 010** /|

+-----+

## 1.109 Envelope

ENVELOPE (Synth Option -> Pitch Window)

This is where you draw a freehand pitch curve.

A line far down in the display means a very low tone. The red lines point out where "C" is.

## 1.110 Draw Line

DRAW LINE (Synth Option -> Pitch Window)

When this is activated the line tool is used when drawing the envelope.

## 1.111 Draw Freehand

DRAW FREEHAND (Synth Option -> Pitch Window)

When this is activated the freehand tool is used when drawing the envelope.

## 1.112 LFO Frequency

LFO FREQUENCY (Synth Option -> Pitch Window)

This is where you set the frequency of the **LFO**, which modulates the pitch envelope.

## 1.113 LFO Amplitude

LFO AMPLITUDE (Synth Option -> Pitch Window)

This is where you set the amplitude of the **LFO**, which modulates the pitch envelope.

## 1.114 LFO Waveform

LFO WAVEFORM (Synth Option -> Pitch Window)

This is where you set the waveform of the **LFO**, which modulates the pitch envelope.

## 1.115 Noise

NOISE (Synth Option Window)

NOISE

```
+-----+
|100%+-----+ /|
||||
||| &|
|| Envelope ||
||||
||||
| +-----+ |
+-----+
```

## 1.116 Envelope

ENVELOPE (Synth Option -> Noise Window)

This is where you draw a freehand noise curve, which is only useful when making drums (I guess).

### 1.117 Draw Line

DRAW LINE (Synth Option -> Noise Window)

When this is activated the line tool is used when drawing the envelope.

### 1.118 Draw Freehand

DRAW FREEHAND (Synth Option -> Noise Window)

When this is activated the freehand tool is used when drawing the envelope.

### 1.119 Resonance

RESONANCE (Synth Option Window)

RESONANCE

+-----+

|+-----+ /|

|| |

|| | &|

|| |

|| Envelope ||

|| |

|| |

|| |

|+-----+ |

+-----+

### 1.120 Draw Line

DRAW LINE (Synth Option -> Resonance Window)

When this is activated the line tool is used when drawing the envelope.

### 1.121 Draw Freehand

DRAW FREEHAND (Synth Option -> Resonance Window)

When this is activated the freehand tool is used when drawing the envelope.

## 1.122 Envelope

ENVELOPE (Synth Option -> Resonance Window)

This window represents the relative volumes of the frequencies.

From the right, the first pixel shows the volume of the last sine wave (determined in the **Cut Off** window), and so on...

The resonance effect is created by pulling the low frequencies low, like this:

```
+-----+
|
| |
| / |
| _ |
| _ |
| _ |
+-----+
```

## 1.123 Phase

PHASE (Synth Option Window)

PHASE

```
+-----+
|+-----+ /|
|| | |
|| | &|
|| |
|| Envelope ||
|| |
|| |
|| |
|+-----+ |
+-----+
```

## 1.124 Draw Line

DRAW LINE (Synth Option -> Phase Window)

When this is activated the line tool is used when drawing the envelope.

## 1.125 Draw Freehand

DRAW FREEHAND (Synth Option -> Phase Window)

When this is activated the freehand tool is used when drawing the envelope.

## 1.126 Envelope

ENVELOPE (Synth Option -> Phase Window)

This is where you draw a freehand phase distortion curve. The curve is a kind of translation table for angles. E.g if it is a normal corner to corner straight line,  $10^\circ$  will be  $10^\circ$  when the sound is made. If you draw the line from the left-bottom corner to the middle of the right edge,  $10^\circ$  will actually be  $5^\circ$ .

## 1.127 Load

LOAD (Synth Option Window)

Asks for an IFF ENVL (Envelopes) file to load. This file contains all of the data above.

## 1.128 Save

SAVE (Synth Option Window)

Saves your current envelopes etc. as an IFF ENVL file.

## 1.129 Operate

OPERATE (& EXIT) (Synth Option Window)

When pressing this gadget, a sound with the length of the current sample will be made. The length must be at least 256 (hex 100) bytes long. If you want to change the length of the sample, use the **length** gadget.

## 1.130 Pitch

PITCH (Sample Edit Window)

This function doesn't work as good as I want it to, but it's funny to use on your voice to make you sound like someone else...

How to use: Set the desired period in the **period** gadget, and press "Pitch". The pitch of the sound will now be changed, without altering length of the sound.

The option window attached to this function contains a pitch gadget, where you can set the pitch you use on the current sound.

---

### 1.131 Pitch

ANALYZE (Sample Edit Window)

This function will FFT (Fast Fourier Transform) analyze the sample, i.e split the sound in sinewaves of different phase, amplitude and frequency. When this is done, it is very simple to cut the frequencies you don't want, or to amplify them. When you try to play the sample, the analyzed data will first be converted to a sample (if the data has been changed).

ANALYZE

```
+-----+
| Filter: |
| Scale.. |
| Curve...|
| Rem Noise...|
||
|Display...|
|ReAnalyze...|
|Make Sound|
+-----+
```

### 1.132 Scale

SCALE (Analyze Option Window)

This is a function to amplify the selected range in the analyzed data. But actually, it's mostly used to cut certain sounds from a complex sound (set the Scale Amplitude% to 0).

ANALYZE

```
+-----+
|Scale Amplitude%|
|000|
|Operate Op & Exit|
+-----+
```

### 1.133 Scale

SCALE (Analyze Option -> Scale Window)

This is where you set the amplification factor.

---



## 1.134 Operate

OPERATE (& EXIT) (Analyze Option -> Scale Window)

Scales the current range in the analyzed data, but the sample will not be recalculated.

## 1.135 Cruve

CURVE (Analyze Option Window)

Using this function you can easily draw a freehand filter curve.

CURVE

```
+-----+
|200%+-----+ /|
||| |
||| &|
|100%| Filter Curve ||
|||
|||
| +-----+ |
|Operate Op & Exit|
+-----+
```

## 1.136 Draw Line

DRAW LINE (Analyze Option -> Curve Window)

When this is activated the line tool is used when drawing the cruve.

## 1.137 Draw Freehand

DRAW FREEHAND (Analyze Option -> Curve Window)

When this is activated the freehand tool is used when drawing the curve.

## 1.138 Filter Curve

FILTER CURVE (Analyze Option -> Curve Window)

This is the filter curve display. Bass is shown to the left and treble to the right.

## 1.139 Operate

OPERATE (& EXIT) (Analyze Option -> Curve Window)

Applies the current filter on the analyzed data, but the sample will not be recalculated.

## 1.140 Rem Noise

REM NOISE (REMOVE NOISE) (Analyze Option Window)

This is a very useful function, which can remove noise from your samples.

It will only remove "random" noise, and thus not harmonic noise, like a tone. Unwanted tones can easily be removed by hand by using the **Scale** function. To see a harmonic tone, just use the right amplification factor in the display, and it will appear as a vertical line.

REM NOISE

+-----+

|NOISE LEVEL 1/100%|

| 034 |

|Operate Op & Exit|

+-----+

If this function is used in a good way, you may achieve a result like this:

Sample Before filter    Sample After Filter

## 1.141 Noise Level

NOISE LEVEL (Analyze Option -> Rem Noise Window)

This is where you set the level of the noise to be removed. If a sample is very noisy, a higher level should be used. The number corresponds to percents of percents of a maximum amplitude curve. If you use a too high level the sample may sound strange. Just keep trying until it sounds good.

## 1.142 Operate

OPERATE (& EXIT) (Scale Option -> Scale Window)

Removes the noise from the current range in the analyzed data, but the sample will not be recalculated.

## 1.143 Display

DISPLAY (Analyze Option Window)

This is a window displaying the current analyzed data.

The data is splitted into analyze blocks, which each corresponds to 256 bytes of the sample. One block is drawn in one line. Bass is shown to the left of the display, and treble on the right.

DISPLAY

```
+-----+
|Show All Show Range Zoom Out |
|++++-----++|
|| || ||
|| || ||
|| || ||
|| || ||
|||| ||
|| || Display ||
|| || ||
|| || ||
|| || ||
|| || ||
|++++-----++|
+-----+
```

## 1.144 Show All

SHOW ALL (Analyze Option -> Display Window)

Shows the whole sample analyze.

## 1.145 Show Range

SHOW RANGE (Analyze Option -> Display Window)

Shows the current range, if present.

## 1.146 Zoom Out

ZOOM OUT (Analyze Option -> Display Window)

Shows a bit more of the sample analyze.

---

## 1.147 Right

RIGHT (Analyze Option -> Display Window)

When this is active, the sample will be plotted so that you can look at it from the right.

## 1.148 Left

LEFT (Analyze Option -> Display Window)

Opposite to **Right...**

## 1.149 Use Lines

USE LINES (Analyze Option -> Display Window)

When this is active, the sample will be plotted using lines (this option is much faster than **Use Hidden Lines**).

## 1.150 Use HiddenLines

USE HIDDEN LINES (Analyze Option -> Display Window)

When this is active, the sample will be plotted using hidden lines (this option is much slower than **Use Lines**).

## 1.151 Amplification

AMPLIFICATION (Analyze Option -> Display Window)

The higher this slider is set, the more the sample will be amplified when it's plotted it.

## 1.152 Position

POSITION (Analyze Option -> Display Window)

This slider marks the current position in the sample analyze, in case you don't show all of it at once.

## 1.153 Display

DISPLAY (Analyze Option -> Display Window)

This is where the sample analyze data is plotted. To mark a range, use your mouse. It might be a bit hard to hit the right spot in the beginning, but

---

you'll learn.

How to interpret the display:

If you want to remove a certain sound from a sample, it is important to be able to see exactly where that sound is in the display. Here are some examples:

Bass drums: Are most often shown as sharp "mountains", quickly moving from the center of the display to the left edge.

Example Picture Sounds like this

Tones, harmonic sounds: Shown as "mountains" going from top to bottom vertically, with "valleys" in between.

Example Picture Sounds like this

Unwanted harmonic sampler noise: Looks like a tone, often in the far right of the display. Use a high amplification level to see them.

Example Picture Sounds like this

## 1.154 ReAnalyze

REANALYZE (Analyze Option Window)

When pressing this, the current sample will be reanalyzed.

## 1.155 Make Sound

MAKE SOUND (Analyze Option Window)

This is the same function which is executed when playing the sound: The analyzed data is converted to a sample again. This will not be done automagically when closing this window, so remeber to do it yourself.

## 1.156 Delta

DELTA (Sample Edit Window)

DELTA

+-----+

|Cut Frequency |

| 001 Range|

|Operate Op & Exit|

+-----+

## 1.157 Cut Frequency

CUT FREQUENCY (Delta Option Window)

This is where you set the sample cut frequency. The filter will cut this frequency and all multiples of it, so it may sound strange when filtering low frequencies.

## 1.158 Range

RANGE (Delta Option Window)

This is where you set the the Cut Frequency so that a sinewave with the same period as the range will be cut.

## 1.159 Operate

OPERATE (& EXIT) (Delta Option Window)

This will apply the current settings on the sample.

Note: If range is present, the delta filter will only affect it.

## 1.160 Boost 1

BOOST 1 (Sample Edit Window)

Can make relatively "sharp" sounds sound even worse...

## 1.161 Boost 2

BOOST 2 (Sample Edit Window)

This filter can actually "anti filter" samples, i.e make the sound clearer.

If you use it more, it makes the samples really "sharp".

## 1.162 Cancel

Cancel (Sample Edit Window)

Forgets the 16 bit sample, and returns to the old 8 bit sample.

## 1.163 Disk Operation Window

DISK OPERATION WINDOW:

This is the menu which contains all the disk operation functions (load, save).

DISK

---

```

+-----+
|Module: |
|Load...|
|Save...|
|Load From |
|Module: |
|Pattern...|
|Track...|
|Sample...|
|Sample: |
|Load...|
|Save...|
|Settings: |
|Load|
|Save...|
|Sample List:|
|Use|
|Load|
|Temp...|
|Add...|
|Save...|
+-----+

```

## 1.164 Load Module

LOAD MODULE (Disk Operation Window)

Displays a file requester, in which you should pick the desired module.

If you load a new module, the old one will be lost.

Quadra Composer 2.1 supports IFF **EMOD** and NoiseTracker modules.

## 1.165 Save Module

SAVE MODULE (Disk Operation Window)

Displays a requester asking which module format you want to use. Default, and the best, choice is "IFF **EMOD**".

"NT" is short for the other choice, "NoiseTracker".

## 1.166 Load From Module

LOAD FROM MODULE (Disk Operation Window)

Lets you pick an IFF **EMOD**. The patterns / samples of the module will be displayed in a window. To load a pattern / track / sample on top of the current pattern / track /sample, just double click on it.

In the option window, you can turn Load Samples on / off. Load Sample mean that all the samples in the loaded pattern / track will be added to the module, unless you don't already have a sample with the same name.

A little tip: You can build up "clip" modules with e.g drumtracks, which you can include later in your music.

## 1.167 Load Sample

LOAD SAMPLE (Disk Operation Window)

Loads a sample, IFF 8SVX or raw.

## 1.168 Save Sample

SAVE SAMPLE (Disk Operation Window)

Lets you pick a file format, IFF 8SVX or raw, in which the sample will be saved.

## 1.169 Load Settings

LOAD SETTINGS (Disk Operation Window)

Loads your previously saved settings from the file "ENVARC:QuadraComposer.prefs".

## 1.170 Save Settings

SAVE SETTINGS (Disk Operation Window)

Saves your settings.

## 1.171 Use Sample List

USE SAMPLE LIST (Disk Operation Window)

Displays the sample list window. A sample list is just a list in which names and paths of samples are stored. This is very useful if you have loaded all your sample disks to the list. You can then easily find THAT

---



sample you're looking for. Another advantage is that you don't have to wait for the computer to read the directory every time. To load a sample from the list, just double click on it. If the disk is not in your drives, the computer will ask for it as usual.

### 1.172 Load Sample List

LOAD SAMPLE LIST (Disk Operation Window)

Loads your previously saved sample list file "s:QuadraComposer.samplelist".

The sample list file is actually an ASCII text, which you can edit from any text editor.

### 1.173 Load Temporary Sample List

LOAD TEMPORARY SAMPLE LIST (Disk Operation Window)

Asks for a directory, which will be read and used as a temporary sample list. This function is used if you want to load more than one sample from a disk which is not in your sample list.

### 1.174 Add Sample To List

ADD SAMPLE TO LIST (Disk Operation Window)

Displays a multiselect file requester, from which you can choose one, or by pressing shift, more, samples to be added to the current sample list.

### 1.175 Save Sample List

SAVE SAMPLE LIST (Disk Operation Window)

Saves the current sample list to the file "s:QuadraComposer.samplelist".

### 1.176 Mixer Window

MIXER WINDOW:

This window is used to mix your patterns together to a song.

MIXER

+-----+

|Pattern: Pos: |

|+-----+ +---+|

|| ||

|| ||

---

```

|| || | |
|| || |
|| Pattern List | | P||
|| || |
|| || |
|| || |
|| || |
|+-----+ +---+|
|P C |
+-----+

```

## 1.177 Pattern List

PATTERN LIST (Mixer Window)

Here are the 256 patterns plus numbers listed. If you click on a pattern, it will be marked, and if you drag it, you can insert the patternnumber in the position list.

## 1.178 Position List

POSITION LIST (Mixer Window)

Here are the <songlength> positions listed. Just like the pattern list, you can mark positions, and move them around by dragging with the mouse.

## 1.179 Paste Pattern

PASTE PATTERN (Mixer Window)

Inserts the marked pattern number in the position list, at the marked position.

## 1.180 Clear Position

CLEAR POSITION (Mixer Window)

Deletes the marked position.

## 1.181 Text Window

TEXT WINDOW:

This is just a tiny text window.

TEXT

+-----+

| Groovier funk|

| ©1994 A. Dent|

| FunkGuitar 3|

| Intro fade in|

| OK!!

| 123876 (hex 1e3e4) bytes|

+-----+

## 1.182 Song Name

SONG NAME (Text Window)

This is where the name of the current module is displayed.

## 1.183 Composer Name

COMPOSER NAME (Text Window)

This is where the name of the composer of the current module is displayed.

## 1.184 Sample Name

SAMPLE NAME (Text Window)

This is where the name of the current sample is displayed.

## 1.185 Pattern Name

PATTERN NAME (Text Window)

This is where the name of the current pattern is displayed.

## 1.186 Status Line

STATUS LINE (Text Window)

This is where all error messages and other status messages are displayed.

---

## 1.187 Module Length

MODULE LENGTH (Text Window)

This is where the length of the current module is displayed.

## 1.188 Note Edit Window

NOTE EDIT WINDOW:

Here are some note and track editing functions.

NOTE EDIT

+-----+

|Track: |

|Expand Clear...|

|Swap... Exg.Smp...|

|ACTIVE SMP: ALL: |

|TRACK: PATT: TRACK: PATT: |

|Note | Note | Note | Note ||

|Note | Note | Note | Note ||

|Oct. | Oct. | Oct. | Oct. ||

|Oct. | Oct. | Oct. | Oct. ||

+-----+

## 1.189 Expand Track

EXPAND TRACK (Note Edit Window)

This function doubles the space between notes in the current track, starting from the current line.

## 1.190 Swap Tracks

SWAP TRACKS (Note Edit Window)

Swaps the active track with another.

## 1.191 Clear Track

CLEAR TRACK (Note Edit Window)

Clears the current track from the current line.

---

## 1.192 Exchange Samples

EXG. SMP (EXCHANGE SAMPLES) (Note Edit Window)

Replaces the current sample number in the track with a new one.

## 1.193 Transposing

TRANSPOSING (Note Edit Window)

These gadgets lets you transpose notes up or down. Active sample means that only notes with the active sample number will be affected.

## 1.194 Spectrum Analyzer Window

SPECTRUM ANALYZER WINDOW:

This is a little window showing a spectrum analysis of the sounds being played. It works remarkably well, although it doesn't use FFT. If you size the window to maximum size, the spectrum analyser will change, and get bigger (and slower).

When the analyser is small, each line represents 1/4 of an octave.

Otherwise the each line represents 1 note.

## 1.195 Quadrascope Window

QUADRASCOPE WINDOW:

This is also a way of showing the samples being played. If the window is small, four "scopes" are being displayed, one for each voice. Otherwise only one, including all voices is displayed.

## 1.196 Split Keyboard Window

SPLIT KEYBOARD WINDOW:

This is an editor used to put samples in different spots on the keyboard.

E.g, if you're using a set of drums, you may want to put one on C-1, one on D-1, and a third on E-1, or maybe you want a multisampled piano.

SPLIT

+-----+

|Split Add...|

| 01 Delete...|

|From Smp +--+|

|+-----+||

```

|| || ||
|| || ||
|| Display || ||
|| || ||
|| || ||
|+-----+---+|
|From Base |
| C3 C3|
|Add Part|
+-----+

```

## 1.197 Add Split

ADD SPLIT (Split Keyboard Window)

Adds a new keyboard split to the list.

## 1.198 Delete Split

DELETE SPLIT (Split Keyboard Window)

Deletes the current keyboard split from the list.

## 1.199 Split Number

SPLIT NUMBER (Split Keyboard Window)

This gadget is duplicated, it can be found in the **Main Note Window**.

When this is set to off, the current sample will be used on all keys.

Otherwise, when a key is pressed, the program scans the current split, to find the first "part" with "From" less or equal to the current key.

If no sample is found, the current sample will be used.

## 1.200 Split Display

SPLIT DISPLAY (Split Keyboard Window)

From Base Smp

C1 C3 01

D1 C3 02

E1 C3 03

The example above will play sample 01 when one of the keys C1 or C#1 is pressed, using pitch C3. When one of the keys D1 or D#1 is pressed 02 will be played, and so on.

If G1 is pressed, sample 03 will be played, using pitch  $(G1-E1) + C3 = D\#3$ .

## 1.201 From Key

FROM KEY (Split Keyboard Window)

This value will be stored in the key column when pressing **Add Part**.

## 1.202 Base

BASE (Split Keyboard Window)

This value will be stored in the base column when pressing **Add Part**.

## 1.203 Add Part

ADD PART (Split Keyboard Window)

This function will add a new line to the current split, using the current sample, the "From" and the "Base" values.

## 1.204 MIDI In Window

MIDI IN WINDOW:

If you've got a synth and a MIDI interface, you're able to play the notes on it instead of using the Amiga keyboard. You might also want to use the Amiga as a sample module in a bigger MIDI and synth system.

MIDI In

+-----+

|MIDICh. Split Voice Vel. N.Off|

|1 01 02 ?? 08 Off|

|2 04 01 ?? 10 On|

|3 Of Of Of 00 Off|

|4 Of Of Of 00 Off|

|Oct. Enable |

| 04 On |

+-----+

## 1.205 MIDI In Channel

MIDI IN CHANNEL (MIDI In Window)

This is where you set which MIDI channel the program should recognize.

## 1.206 Split

SPLIT (MIDI In Window)

When a MIDI message is recieved, this split will be used to play a sample.

If this is set to off, the current sample will be used.

## 1.207 Voice

VOICE (MIDI In Window)

This is the voice the sample will be played on. If this is set to

off, the current voice will be used. If it is set to "??" the first free

voice will be used.

## 1.208 Velocity

VEL. (VELOCITY) (MIDI In Window)

This determines the velocity sensitivity. If it's set to 16 (hex 10)

the velocity from the MIDI keyboard will be used, and if it's set to 0

the default sample volume will be used.

## 1.209 Note Off

N. OFF (NOTE OFF) (MIDI In Window)

This determines whether the program should recognize note off messages.

If this is on, and a note off message is recieved, the current sample will

be cut.

## 1.210 Octave

OCT. (OCTAVE) (MIDI In Window)

This is where you set the base octave on the MIDI keyboard. If this

is set to 3, the C-1 will be on C in the third octave on the MIDI keyboard.

## 1.211 Enable

ENABLE (MIDI In Window)

Do you want MIDI in to be in action?

---



## 1.212 Preferences Window

PREFERENCES WINDOW:

PREFERENCES

+-----+

|Screen Mode...Big Scope Accuracy: |

|Palette... 200 |

| Hex 0 Big Spect Accuracy: |

| Dec 0 003 |

|Fake |

|Chipmem RMB Fast |

|(ECS) Activate Graphics |

| On Of Of |

+-----+

## 1.213 Screen Mode

SCREEN MODE (Preferences Window)

Lets you pick a screen mode, minimum 640x256 pixels.

## 1.214 Palette

SCREEN MODE (Preferences Window)

Lets you adjust the palette.

## 1.215 Big Scope Accuracy

BIG SCOPE ACCURACY (Preferences Window)

Sets how many pixels should be displayed per voice in the big scope.

## 1.216 Big Spect Accuracy

BIG SPECT ACCURACY (Preferences Window)

Sets how many frequencies the analyser should try to find.

## 1.217 Hexadecimal - Decimal

HEXADECIMAL - DECIMAL (Preferences Window)

This is a translator from **hexadecimal** to decimal and decimal to hexadecimal.

Just type the number in the gadget and press <enter>.

---

## 1.218 Fake Chipmem

Fake Chipmem (Preferences Window)

If this is on, Quadra Composer will try to use the internal fast memory expansion on A500's as chipmem. This will not work if you don't have at least ECS.

## 1.219 RMB Activate

RMB ACTIVATE (Preferences Window)

If this is on, you'll be able to activate windows with the right mouse button.

## 1.220 Fast Graphics

FAST GRAPHICS (Preferences Window)

Fast graphics means that the window graphics is drawn by internal `_fast_` routines in Quadra Composer. If it's off `graphics.library` will be used. Note: If you have a graphics card, like Merlin, Picasso, Retina etc. you `_must_` turn this function off!

## 1.221 Keyboard Commands

KEYBOARD COMMANDS

Many of these commands can also be found in the menus, using Amiga standard (amiga + key).

The main keyboard is used for entering notes.

(Am. layout)

2 3 6 7 8 9

Q W R T Y U I O P Higher octave

\\_/\_

\\_\_\_\_\_ The same notes

\\_

/\

S D G H J L ;

Z X C V B N M , . / Lower octave

The default lower octave is 2.

MISC KEYBOARD COMMANDS.

RIGHT SHIFT Record song.

RIGHT ALT Play song.

RIGHT AMIGA Play pattern.

< Turn off all samples. (Not available on some Am.

keyboards.)

SPACE Toggle editing on/off.

RETURN Insert blank row in track.

A-RETURN Insert blank row in pattern (all tracks).

C-RETURN Insert blank row in track (effect cmd only).

BACKSPACE Delete previous row and move rest of the track upwards.

A-BACKSP. "-" - pattern "-" -

C-BACKSP. As BACKSPACE but only effect command.

DELETE Delete note/effect of the current track, row.

S-DELETE Delete note+effect "-" -

TAB Move cursor to next track (right).

S-TAB "-" - prev "-" - left

F1 Set lower octave to "1"

F2 Set lower octave to "2"

F3 Cut block to buffer.

S-F3 Cut entire track (notes only).

A-F3 Cut entire pattern (notes only).

F4 As F3, but Copy instead.

F5 Paste buffer.

S-F5 Paste from top of track (notes only).

A-F5 Paste from "top left corner" of track (notes only).

F6-F10 Move to "bookmark", default are 00/10/20/30/40

S-(F6-F10) Set "bookmark".

A-(F6-F10) Play pattern from "bookmark".

C-(F6-F10) Record "-" -

S-(1-9) Store current effectcommand in effectbuffer 1-9.

A-(1-9) Paste effectbuffer 1-9 into current cursorpos.

C-(1-9) Set editskip to 1-9. Ie the number of rows the editor jumps after a note is struck.

A-(Z,X,C,V) Toggle voice 1-4 on/off

A-MINUS (Main keyboard, Am. layout)

Copy previous effect command and decrease its argument.

A-PLUS (Main keyboard, Am. layout)

Copy prev. fx cmd and increase its arg.

A-\ Copy prev. fx cmd.

C-A Toggle current voice on/off.

C-C Copy block.

C-D Clear block.

---

C-E Expand track.

C-F Toggle filter on/off.

C-G Toggle AutoEcho on/off.

C-I Paste buffer.

C-K Clear to end of track.

C-M Toggle MultiMode on/off

C-P Paste buffer.

C-Q Turn all voices on.

C-R Restore "bookmarks".

C-T Swap tracks.

C-V Paste buffer.

C-X Cut block.

Am-M Mark block

A-M Mark block

ARROW KEY OPERATION

UP Move cursor up.

DOWN Move cursor down

LEFT Move cursor left.

RIGHT Move cursor right.

S-UP Move cursor up 8 rows.

S-DOWN Move cursor down 8 rows.

S-LEFT Decrease position.

S-RIGHT Increase position.

C-LEFT Decrease sample number.

C-RIGHT Increase sample number.

A-LEFT Decrease current pattern number.

A-RIGHT Increase current pattern number.

NUMERIC KEYPAD (Not available on A600. ;-(

+--+--+--+

|1|2|3|4|

+--+--+--+

|5|6|7|8|

+--+--+--+

|9|A|B|C|

+--+--+--+

|D|E|F|0|

+--+--+--+ |

| | | |

+---+--+--+

^ ^

| \\_ Increase sample number by **hex** 10.

\\_\_\_\_\_ Decrease -"-

## 1.222 Basics

### BASICS:

Quadra Composer works with four voices (limited by the Amiga), which are represented by the four tracks you can see in the main note window.

These four tracks of a certain length form a pattern. Up to 256 patterns can form a song, and finally, a song plus all samples form a module.

## 1.223 Notes

### NOTES:

The first space in every line of a track is reserved for the note.

C#101000

\ /

\\_ The note.

The note range is from C-1 (lowest) to B 3 (highest). Each time the track finds a note when playing, it will play the sample connected to it, using the note frequency. But, it's not like a synthesizer, since the sample will not stop when you release the key. It keeps playing until the entire sample is played, or until you play another sample in the sample voice. If you want to cut a sample before it's completely played, you'll have to use the volume effect command (see chapter 2.1).

## 1.224 Sample Number

### SAMPLE NUMBER:

To each note there must be a sample number, so that Quadra Composer will know what sound to play.

C#101000

V

\\_ The sample number.

The sample number will automatically be written when typing a note.

Using this little knowledge you can make your first modules. If you want to make the more advanced, check out the next chapter.

## 1.225 Patterns & Positions

### PATTERNS & POSITIONS:

When you've made some patterns, you can mix 'em together to a song, either by using the Pos. and Patt. gadgets, or by using the mixer.

---

## 1.226 Basics

EFFECT COMMANDS:

The effect command is the last three (3) digits of each line of a track.

| C 101xyz |

~~~~~

\ \ \ / \_\_\_\_ Effect command

\ \ \_\_\_\_ Sample number

\ \_\_\_\_ Note.

## 1.227 Arpeggio

Command 0yz: ARPEGGIO:

Arpeggio is a rapid pitch change. The pitch changes between the played note and the notes Y resp. Z halftones higher.

## 1.228 Pitch Slide, Up

Command 1yz: PITCH SLIDE, UP:

Slides the pitch up YZ halftones. The resulting pitch cannot be higher than the highest possible pitch (B 3).

## 1.229 Pitch Slide, Down

Command 2yz: PITCH SLIDE, DOWN:

Slides the pitch down YZ halftones. The resulting pitch cannot be lower than the lowest possible pitch (C 1).

## 1.230 Tone Portamento

Command 3yz: TONE PORTAMENTO:

Slides the pitch up/down to played the note at YZ halftones per frame. The effect must be reactivated on each row. If YZ=00 then the last YZ will be used.

| C 101000 |

| C 201302 |

| 00300 |

| 00300 |

| ... |

When the desired pitch is reached, the effect will not do anything.

### 1.231 Vibrato

Command 4yz: VIBRATO:

Makes a vibrato effect on the sample played. The command must be reactivated on each row. Y is the speed of the vibrato and Z is the depth. If an argument is "0" then the previous value used will be used.

```
| C 101445 | +-----+
| 00406 | <--| Makes the vibrato deeper and deeper |
| 00407 | +-----+
| 00408 |
| 00409 |
```

### 1.232 Volume Slide + Sustained Tone Portamento

Command 5yz: VOLUME SLIDE + SUSTAINED TONE PORTAMENTO:

Adds a volume slide to a tone portamento. The portamento must be initialized with the [3yz] effect before this effect can be used. The Y argument represents the volume increase rate and Z the decrease.

```
| C 101000 | +-----+
| C 201305 | <--| Continues the portamento and slides |
| 00501 | | the volume down |
| 00501 | +-----+
|... |
```

### 1.233 Volume Slide + Sustained Vibrato

Command 6yz: VOLUME SLIDE + SUSTAINED VIBRATO:

Similar to command [5yz], see above. The vibrato should be initialized before using this command.

### 1.234 Tremolo

Command 7yz: TREMOLO:

Creates a volume vibrato. The speed is set with the argument Y and the depth with Z. If an argument is "0" then the last value for that argument is used.

## 1.235 Set Sample Offset

Command 9yz: SET SAMPLE OFFSET:

Used only when a note is played, to skip a bit into the sample. The argument YZ is multiplied with **hex** 200 and that many bytes of the sample are skipped.

| C 101923 | <--| Skips **hex** 23 \* 200 = 4600 bytes |

NOTE: This differs from the NT-format, where the offset was **hex** YZ\*100.

## 1.236 Volume Slide

Command Ayz: VOLUME SLIDE:

Slides the volume up at the speed set by Y or down at the speed set by Z. The effect must be reactivated on each row.

| C 207A20 | +-----+

| 00A20 | <--| Slides the volume up. |

| ... | +-----+

## 1.237 Position Jump

Command Byz: POSITION JUMP:

Skips the rest of the current pattern (It's a good idea to pull the length down to save some bytes of memory...) and jumps to position **hex** YZ.

NOTE: This differs from the NT-format, where the argument to this effect was given as a decimal number.

## 1.238 Set Volume

Command Cyz: SET VOLUME:

Set the volume for a channel. The argument YZ sets the new volume. The volume must be between **hex** 0 and 40.

## 1.239 Pattern Break

Command Dyz: PATTERN BREAK:

Skips the rest of the current pattern (see command Byz) and the first YZ rows of the next pattern (YZ should not exceed the length of the next pattern).

---



## 1.240 Set Speed / Tempo

Command Fyz: SET SPEED/TEMPO:

Sets the speed of a pattern (and the ones that follow...) if the argument YZ is less than or equal to **hex 1F** or the tempo if YZ is higher than **hex 1F**.

The speed is normally the number of picture frames or vertical blanks (1/50 second PAL or 1/60 second NTSC) to wait between each row of a pattern. The default speed is 06, ie 0.12 seconds (PAL) or 125 beats per minute.

If the tempo is set QuadraComposer will switch from VBL timing (125 **BPM**, PAL) to CIA timing. The default tempo is **hex 7D** (125 **BPM**, again). The tempo rating assumes a default speed setting.

TECHNOTE: If the tempo is set to anything else than 7D, then the level 6 CIA interrupt must be used. If the tempo is set high then the replay takes more time each frame (the replay interrupt also will get out of phase with the screen refresh, so worst case time consumption can get high (or at least unpredictable) even when using lower tempo, check the replay routine...).

## 1.241 SetFilter

Command E0z: SET FILTER:

Used to switch the internal audio filter on or off. If Z is "0" the filter is switched on and if Z is "1" the filter is switched off.

NOTE: Some old amiga's don't have this feature.

## 1.242 Fine Pitch Slide, Up

Command E1z: FINE PITCHSLIDE, UP:

Slide the pitch up a little bit, Z is simply added to the pitch.

## 1.243 Fine Pitch Slide, Down

Command E2z: FINE PITCHSLIDE, DOWN:

Slide the pitch down a little bit, Z is simply subtracted from the pitch.

---

## 1.244 Set Glissando

Command E3z: SET GLISSANDO:

Turn glissando on ( $Z = "1"$ ) or off ( $Z = "0"$ ). Glissando is used with portamento. If it is turned on, then the portamento will be done halftone by halftone, like "walking" up or down the piano.

TECHNOTE: This effect can use up a lot of time, check the replay routine...

## 1.245 Set Vibrato Waveform

Command E4z: SET VIBRATO WAVEFORM:

Simply selects the waveform used for vibrato effects.  $Z=0$  Use sinewave (default)  $Z=1$  Use ramp down  $Z=2$  Use squarewave

## 1.246 Set Finetune Value

Command E5z: SET FINETUNE VALUE:

Sets the finetune value for a channel. The finetune can vary from -8 to 7 (using 2's complement, ie 0 to 7 are represented by the numbers 0 to 7, and -8 to -1 are represented by the numbers 8 to F).

| C 101E5E | <--| Set the finetune value to -2 |

## 1.247 PatternLoop

Command E6z: PATTERN LOOP:

Used for creating loops in patterns. First the first row of the loop must be defined, by using  $Z = 0$ , and then at the end of the loop, the number of "jump backs" are defined with  $Z > 0$ . Nested loops (inside each other) are not possible.

| C 303E60 | <--| Beginning of the loop |

| ... |

| 00E64 | <--| The loop will be replayed 4 times, then |

| continue |

## 1.248 SetTremoloWaveform

Command E7z: SET TREMOLO WAVEFORM:

Like command E4z, but sets waveform for tremolo instead.

## 1.249 Retrig Note

Command E9z: RETRIG NOTE:

Plays the note every Z VBL's (see effect Fyz). Useful if you want to play the pattern slowly, but want say, a hihat playing rapidly.

## 1.250 Fine Volume Slide, Up

Command EAz: FINE VOLUMESLIDE, UP:

Simply adds the argument to the current volume of the channel.

## 1.251 Fine Volume Slide, Down

Command EBz: FINE VOLUMESLIDE, DOWN:

Simply subtracts the argument from the current volume.

## 1.252 Note Cut

Command ECz: NOTECUT:

Cuts the note after Z VBL's (see effect E9z), ie sets the volume to 00.

## 1.253 Note Delay

Command EDz: NOTE DELAY:

Waits Z VBL's, before playing the note.

## 1.254 Pattern Delay

Command EFz: PATTERN DELAY:

Delays the pattern Z VBL's. Useful for creating a short pause in the music.

## 1.255 Effects That Differ From the NT-Format

EFFECTS THAT DIFFER FROM THE NT-FORMAT:

Some effects differ slightly from the nt-format. These are effect

9yz, 4yz (new for 2.03), and effect Byz. These differences are automatically converted when a module is loaded/saved in NT-format.

---

## 1.256 Appendix A

### APPENDIX A IFF EMOD FILE FORMAT:

The standard **EMOD** fileformat is using the standard IFF (not SMUS!) format. It was necessary to create a new fileformat, to be able to include all the new features (compared to the NT-fileformat), like:

- \* 255x128 kb samples.
- \* 256x256 rows named patterns.
- \* 255 positions.
- \* Better internal format for pattern data - 4 bits left per note for future expansion.

The patterndata is put in the file row by row, 4 bytes for each note, and 16 bytes for each row:

SampleNr NoteNr Empty Effect  
cmd.

-----

00000000 00000000 0000 0000-00000000 <--- Bits

-----

Byte 0 Byte 1 Byte 2 Byte 3

The notenumber is a number from 0 to 35 which corresponds to a note (C 1 to B 3). To get the period you'll have to use a list. The following are the IFF chunks of the **EMOD** fileformat. If you want to add something new to the module like a long comment or a text, please make a new chunk. A properly made program should just ignore the unknown chunks.

Type Size Description

~~~~~

char 4 "FORM"

long 4 Size of file from offset 8

\*\*\*\*\* Infochunk \*\*\*\*\*

char 4 "EMOD" ;Extended Module

char 4 "EMIC" ;Extended Module Info Chunk

long 4 Size of chunk

word 2 Version of IFF EMIC-chunk

char 20 Name of song

char 20 Composer

byte 1 Tempo

byte 1 Number of samples

byte 1 Sample nr

byte 1 Volume

word 2 Samplelength in words  
char 20 Name of sample  
byte 1 Controlbyte bit 0=loop on/off  
byte 1 First 4 bits finetune  
word 2 Repeat in words ;Length to loop repeatpoint  
word 2 Replen in words ;Length of loop  
long 4 Offset to the sample from the very beginning of the  
file  
byte 1 Pad  
byte 1 Nr of patterns  
byte 1 Pattern nr  
byte 1 Length of pattern in rows - 1  
char 20 Name of pattern  
long 4 Offset to the pattern from the beginning of the file  
byte 1 Pad  
byte 1 Nr of positions  
byte 1 Patternnumber  
byte 0 or 1 Extra byte to wordalign if necessary.  
\*\*\*\*\* Pattern data chunk \*\*\*\*\*  
char 4 "PATT" ;Patterndata  
long 4 Size of chunk  
byte 16 row 1  
byte 16 row 2  
byte 16 row 3...  
\*\*\*\*\* Sample data chunk \*\*\*\*\*  
char 4 "8SMP" ;8 - bit SaMPle  
long 4 Size of chunk  
byte ? Sampledata

## 1.257 Appendix B

### APPENDIX B HISTORY:

#### Version Change

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2.0 \* Everything

2.01 \* Fixed some bugs:

\* The Load Module Menu choise made the computer crash if you  
didn't have Magic Menu installed.

\* The Editskip keyboard shortcut did more than it should.

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2.011 \* Eine kleine bug in the Synth fixed.

\* Op & Exit Echo does now work.

\* Warns if 'diskfont.library' isn't found.

(About three lines in the source changed.)

2.02 \* Added "Pattern" to samplelist.

2.021 \* Fixed OS3.0 screenbar bug.

2.03 \* Made the menus look good on 3.0's. Unfortunately, they look like hell when using Magic Menu.

\* Noise in the synth added.

\* The vibrato depth is now halved when loading/saving NT modules.

\* The graphics task doesn't freeze when closing the spect or scope window anymore (it used to do so sometimes).

\* The CIA / VBlank timing status is now saved in the pref file.

\* The keyboard buffer is cleared when playing sounds in the sample editor.

\* "Play"-time added.

\* The frequency of the vblank interrupt is now checked. The samplepointers will be in the correct position all the time.

\* The envelopes in the synth are now save- and loadable.

\* Fixed a save NT module bug.

2.031 \* Fixed another save NT module bug (flipped out when too many samples).

2.1 \* Fixed a lot of bugs.

\* Added center to sample window.

\* Added resample to sample edit window.

\* Added pitch to sample edit window.

\* Added analyze to sample edit window.

\* It is now possible to mark blocks with the keyboard.

\* Added MIDI in.

\* Added split keyboard.

\* Added AmigaGuide online help.

\* Rewrote this manual.

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