is shown on a separate Velocity Meter. Separate Octave positions can be chosen as well, leading to further options as far as the texture of the music is concerned.

The Amiga Connection

Sequel makes it as simple to access Amiga sounds as it does MIDI parameters. Amiga samples can be panned left, right, or made to play in stereo with settings that address both channels in a mixed range from 2 to 128. Octave and volume levels are also available for the Amiga samples.

Extensive Controls

The Sequel interface has control panels along the right side of the screen that have power over MIDI OUT/IN, and even a way to turn them both off in case you want to run another program that needs the serial port, though this is not advised. In case you get to the point where a note refuses to be quiet, you can select the ALL NOTES OFF option, graphically recognizable by its scratched out note icon design. There is an easy way to do hard things in Sequel, like keyboard splits. A split makes your controller act like two inputs at once, the lower half triggering one MIDI or Amiga voice and the upper half another. This feat is accomplished in Sequel with far less pain and confusion than I have seen in other software.

More magic

By deftly setting MIDI delays, you can create such added effects as echoes, reverbs, and chorus effects, even beyond the capabilities of your MIDI sequencer. Every arcane attribute of your MIDI wishes can be addressed by Sequel, from Pitch Bends to Note Pressure settings to sending System Exclusive data. This is no pretty surface program, but a deep and well thought out piece of professionally capable software. Recording can be linear, looped (where each pass can provide you with opportuni-

ties to change what is played on the spot), and Layered (my favorite). In layering, you can thicken the recording with each pass of a segment, winding up with very complex and mesmerizing results. Sequel can be synced to external time sources as well, making recording to video with sequence and frame accuracy possible.

Standard Notation

Most software in this class opts to give you only standard notation (DMusic) or some variation of graphic/numeric notation (MusicX). In Sequel, the Notation List shows both numeric data and standard notated equivalents. This is an attribute I find extremely useful, especially when editing a track. In addition to that, Sequel incorporates a special ''Draw'' mode that allows you to graphically design the embellishment that you desire, making this software a natural for Amiga users who are creatively comfortable in a graphic environment. You can even ''grab'' the shape of any loaded Amiga sample and renegotiate its sound, meaning that Sequel is as useful for Amiga compositions that playback with Amiga 8svx samples as it is for playing through a MIDI box.

New to version 1.3

For users already familiar with previous versions of the software, here is an abbreviated list of the important additions and revisions the present version contains. Both MIDI Thru and Amiga Thru use the current settings on the Record Track. CHOP control has moved from the Pattern Menu, making it more intuitive to access. Re-clicking the ''Do-It'' button automatically shortens the longest over-hanging note of each track. Both Pattern-Save and Pattern-Save-As save all tracks.

Why I like this software

I am not a stranger to Diemer development, having used and written

about their excellent Casio interface software some years ago in Amazing. It is obvious that Diemer has studied the competition well, and that this package has taken several years to develop. The package seems to be rock solid as far as crashing goes, and even during my most dedicated and experimental moments it never crashed once. It has all of the bells and whistles and then some, and yet none of that complicates its use and pretty gentle learning curve. I recommend it to professionals who desire building soundtracks from their unique compositions, and also to the novice that wants to be seduced slowly into the world of MIDI and Amiga sound combined. At some point in the future it would be nice to see this software sport a classier High-Res 3D interface, not that the present design isn't completely functional. Sequel is a sound package to add to your Amiga music wares.

Sequel
MSLP: $89.95
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Captions to

Figures: Figures 1. Though the Sequel interface is a bit complex to navigate at first, it soon becomes a comfortable environment to work in. Figure 2. Controlling all of the variables on each Sequel Track is done by accessing specific control parameters.
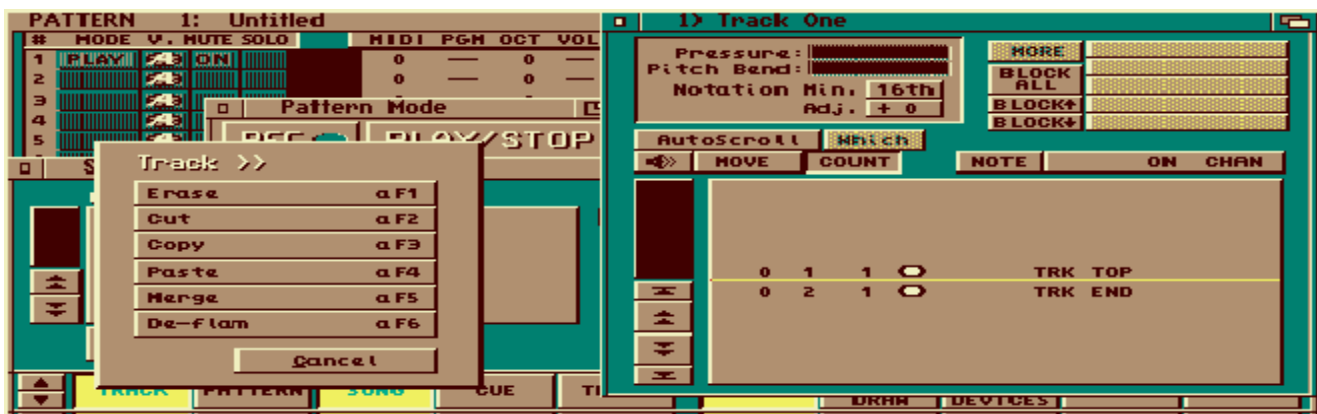
SEQUEL

reviewed by R. Shamms Mortier

Sequel is like combining DMusic with full MIDI, though the interface is much more graphical. With this software and a MIDI controller and interface, you can compose and record whatever your sound modules will support. I use a Casio 1000 as a controller, and sometimes a KAT Mallet system and a Yamaha MIDI Sax. These devices allow me to control the texture and rhythmical components of the signals going in. The sound modules these units control varies includes at various times the One-Stop-Music-Shop, a Yamaha TG-33 synth, a Midia Musicbox, and a Roland Sound Canvass. These units produce the sound going out to the recorder. Sequel can sit comfortably right in the middle of this hardware environment, shaping the harmonic and structural elements of the music being composed. Having also sampled over 500 8svx Amiga sounds on my own, I always look for software that allows me to mix Amiga sampled sounds with those accessible only through MIDI. Until now, the primary software for doing that has been MusicX, DMusic, and Bars and Pipes. Sequel can now be added to the list.

MIDI

To help you realize that the signals from your controller are being read into the system, Sequel adds a small blinker that notes the signals passage, both In and Out. If the system is having trouble incorporating the MIDI signals (bad cabling, poor MIDI controller, other glitches), this on-screen blinker will not flicker. When MIDI is being passed successfully, anything played thru the MIDI connection can be instantly recorded into the system, and passed on to the Output device which holds the actual sampled sounds. From there, the signals are passed to the recorder that you have waiting. Sequel records sound signals to any one of 32 TRACKS and has an associated ''Tempo Map''. These 32 tracks and the Tempo Map make up a PATTERN. PATTERNS are then electronically stitched together to form SONGS.

At any point, you may preview your creations by pressing the PLAY button in the Sequel Transport window. If you don't like a Track, erasing it and rerecording is simple and intuitive. Tracks can consist of

several merged takes, so that redoing parts adds to the final polished result. Sequel offers you the opportunity to choose the sounds that you desire on your sound module, allowing you to test them as you go. MIDI instruments and sound modules have 16 separate sound channels with which to produce unique instrumental voices, and all can be pre-selected and tweaked with this software. A large counting clock always lets you know where you are at in the song as far as measure and beat is concerned.

If you desire another color mode on your screen, Sequel allows you to march through a series of palettes until you get the one right for you. This is not a peripheral decision, but for many composers, a necessity. Having the right environment for your creative needs is as necessary as a good chair.

The Track Window

Sequels 32 separate tracks are listed here, and can be accessed with the mouse or intuitive keyboard equivalents. Any track can play Amiga voices (internal samples), MIDI voices, or Both!!! Each notes ''velocity'', how hard it was struck upon playing,