

Musicline

COLLABORATORS

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WRITTEN BY		February 12, 2023
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Musicline

1.1 Manual for Musicline Editor

Manual for Musicline Editor V1.10+

Introduction

System requirements

Features

Numbers & Figures

Screen layout & buttons

Seq & Part Structures

Keyboard Commands

Instrument Structure F/X

Part Effect Commands

How to contact us!

How to register

Program History

1.2 Introduction

Welcome to a new era in music-making!

Here you've got it! The result of almost 4 years of hard coding, idea-testing & bugfixing:

Musicline Editor!

What we've come up with is a flexible, powerful & easy-to-use musiceditor for the Commodore Amiga systems which, we're sure, will KILL the competition and change the way Amigamusic sounds forever!

Well, let's not brag about this proggy too long and get to the important stuff instead.

For starters, this is NOT any Sound-, Noise-, Pro-, Spin-, Cyber-, Melon- and whateverelse-tracker clone, it IS a completely different type of music editor! Therefor, contrary to some peoples belief, it will NEVER be alike 'ProTracker'. Not in the editor looks, nor in the instrument effects and approximately everything else!

DISCLAIMER:

YOU WILL USE MUSICLINE EDITOR AT YOUR OWN RISK!

WE WILL NOT BE RESPONSIBLE FOR ANYTHING THAT MIGHT HAPPEN

WHILE OR AFTER USING MUSICLINE EDITOR!

IF SOMETHING OF YOUR HARD- OR SOFTWARE BECOMES BROKEN, THEN WE WILL NOT BE RESPONSIBLE FOR ANY REPLACEMENTS OR COSTS CONCERNING REPAIR OR NEW PURCHASE!

This program is tested alot, so we doubt that anything will go wrong.

But, if it does, please let us know!

[END]

1.3 System requirements

System requirements:

A Commodore Amiga based system with at least Kickstart v2.0.

Preferred hardware:

At least an A1200 with fastmem and a processor upgrade (to be able to use all effects at the same time in all channels, you'll need a pretty quick machine...) to get it to run at full speed.

[END]

1.4 Features

Features:

4/8 channels

5 octaves

1024 parts

128 steps maximum part length (flexible)

256 sequencer steps

255 instruments

255 wavesamples
Separate sequencelist for each channel
Realtime part transpose
Separate speed/groove in each channel
127kb maximum sample-size
5 effects per notestep
256 subtunes per module
Flexible instrument structure:
 Each wavesample can be used in multiple instruments
 16/32/64/128/256 bytes waveform length for realtime effects
 Volume
 Semitone
 Finetune
 Auto glide
 Transposable on/off
 Envelope (ADSR; Attack, Decay, Sustain, Release)
 Vibrato
 Tremolo
 Arpeggio (with multiple subeffects)
Realtime waveform effects:
 Transform
 Phasing
 Mix (can be used as a Chorus)
 Resonance
 Filter (resonance & normal)
Animation (create a sample of your synthetic sound)
 Playloop (put realtime effects on samples, like phasing & timestretch etc.)
 Sample start & end offset
 Loop (multiple directions)
Protracker module loading compatible
Info page

[END]

1.5 Numbers & Figures

As most of you probably have noticed, all numbers except the BPM value are shown in hexadecimal figures. This is because of the lack of space. It may be a bit strange to work with if you're not used to it, but you will soon realize that it's not that hard to work with it once you get the hang of it. To explain this briefly: The big difference between the decimal(#) & the hexadecimal(\$) system is that while the decimal system has the base of 10 (0-9 and then it starts over, but with a 1 in front of the other figures (10-19, 20-29 etc...)), the hexadecimal system has the base of 16 and uses A-F to extend before it restarts (0-9,A,B,C,D,E,F and 10-1F, 20-2F and so on...).

Ex: to get the hex value if the dec value is #10, then it's \$0A, #11=\$0B, #32=\$20 etc. You see, it's not that hard!

On some occasions, we use the numbers to produce both positive & negative results, like in the transpose column for instance. If you want to transpose a part up by 5 steps, just type 05 in the transpose column and if you want to transpose a part down by 5 steps, type FB.

Ex: FB,FC,FD,FE,FF,00,01,02,03,04,05

= -5,-4,-3,-2,-1,00,+1,+2,+3,+4,+5 and so on.

Therefor, in some effects, \$80 will respond to -128 and \$7F to +127.

[END]

1.6 Instrument Structure F/X

Instrument Structure F/X

Explanations

Envelope

Vibrato

Tremolo

Arpeggio

TransForm

Phase

Mix

Resonance

Filter

PlayLoop

1.7 Explanations

The number within brackets ([]) show possible values for that variable. When we state '...the amount of frames...' you can calculate like this: if the speed is set to 6 then it takes 6 frames to complete one step, the Tempo value is how long one frame should be (\$7D=50 frames/second). F.ex if you set a [D len]-value to \$0C and the tune speed is 6 then it takes two note steps to reach the Decay value from the Attack value.

In almost all effects, these three variables, will pop up:

Start, Repeat & RepEnd.

They work in all cases like this:

First, FROM the Start value, TO Repeat, TO RepEnd & then it loops between Repeat & RepEnd forever unless there is a 'Turns' value, then it will loop that amount of times. These effects are all BiDirectional (that means, the counters will go from one point and then backwards to the next) except the Mix effect, which also can be used Oneway.

----------*

These effects are very complex, so it's not easy to explain them completely.

Therefore, these explanations will be short, but as thorough as possible. The most effective way to get used to the effects is, as always, to try them out for yourselves. Look out in some magazines (both paper- & disk mags!) for tutorials about the program. We will also try to include such tutorials on this disk, when we've got the time.

[END]

1.8 Envelope

Envelope:

Envelope consists of four elements: Attack, Decay, Sustain & Release (ADSR). When you play a sound, it goes through all the four of these elements like this: NoteOn -> fade to [A vol] with the speed of [A len] -> fade to [D vol] with the speed of [D len] -> fade to [S vol] with the speed of [S len] -> fade to [R vol] with the speed of [R len]. If you have [Hold Sustain] turned on then it goes like this: NoteOn -> [A vol]/[A len] -> [D vol]/[D len] -> [S vol]/[S len] -> hold at [S vol] until key is released (in keyboard play mode) or part effect 4600 is used.

[Normal Sustain/Hold Sustain]

A vol: [00-40] = The volume which the Attack will reach.
 D vol: [00-40] = The volume which the Decay will reach.
 S vol: [00-40] = The volume which the Sustain will reach.
 R vol: [00-40] = The volume which the Release will reach.
 A len: [01-FF] = # of frames it takes to reach the value in [A vol].
 D len: [01-FF] = # of frames it takes to reach the value in [D vol].
 S len: [01-FF] = # of frames it takes to reach the value in [S vol].
 R len: [01-FF] = # of frames it takes to reach the value in [R vol].

An example of how a sound envelope can look like:

[Normal Sustain]

A vol:	[40]	40	+++++					
D vol:	[40]	30			\			
S vol:	[20]	20			---			
R vol:	[00]	10				\		(each char equals \$10 units)
A len:	[01]	00				---		
D len:	[30]							
S len:	[10]	vol	A	D	S		R	
R len:	[50]							

[END]

1.9 Vibrato

Vibrato:

Vibrato is a slight pitch shift which makes the sound tremble.

Speed: [00-FF] = The Speed of the Vibrato (how fast it should vibrate).
 Depth: [00-FF] = The Depth (how much it should vibrate).
 Attack: [00-FF] = # of frames it takes to reach the value in [Depth].
 Delay: [00-FF] = # of frames it should wait before starting the Vibrato.
 Wave Type: [Sine/RampDown/SawTooth/Square] = Vibrato Type.
 Direction: [Downward/Upward] = Vibrato Direction.

[END]

1.10 Tremolo

Tremolo:

Tremolo is a slight volume shift which makes the sound tremble.

Speed: [00-FF] = The Speed of the Tremolo (how fast it should vibrate).
 Depth: [00-FF] = The Depth (how much it should vibrate).
 Attack: [00-FF] = # of frames it takes to reach the value in [Depth].
 Delay: [00-FF] = # of frames it should wait before starting the Tremolo.
 Wave Type: [Sine/RampDown/SawTooth/Square] = Tremolo Type.
 Direction: [Downward/Upward] = Tremolo Direction.

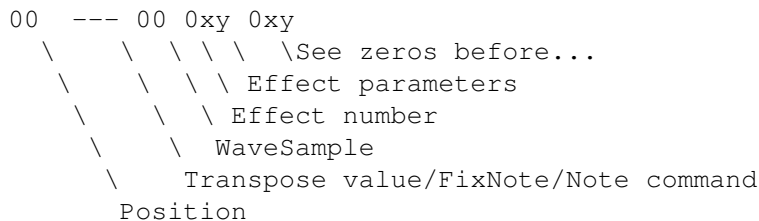
[END]

1.11 Arpeggio

Arpeggio:

Arpeggio is a sort of 'sub-part' in which you can create a sequence of effects which should modify the sound of an instrument. For example, you can use the arpeggio to play complex scales with just one note and transpose them just by playing another note.

Table: [00-FF] = Which ArpList to use.
 Speed: [00-1F] = The Speed of the ArpList (Same values as in the seq.)
 Groove: [00-1F] = The Groove of the ArpList (Same values as in the seq.)
 Edit: [On/Off] = Editing On/Off. Edit must be Off to play the ArpList.
 [Transpose/FixNote] = Edit a Transpose value or a Fixed note.
 Zero Note: [C-1->B-5] = The base note to be used while editing the ArpList.



Note commands

JMP: Jump to a position, used like this:

```
00  00 00 0xy 0xy
01  03 00 0xy 0xy
02  05 00 0xy 0xy
03  07 00 0xy 0xy
04  0C 00 0xy 0xy
05  J01 05 0xy 0xy
06  END 00 0xy 0xy
```

```
J01 05
  \  \
  \  \ Repeat 5 times then go on...
  \  \ Jump to step 01
```

END: End the ArpList

Arpeggio Effect Commands

```
1xx SlideUp          : speed  [00-FF] = Slide pitch Up with selected
                       :                      speed.
2xx SlideDown        : speed  [00-FF] = Slide pitch Down with selected
                       :                      speed.
3xx SetVolume         : volume [00-40] = Set Volume to selected value.
4xx VolumeSlideUp     : speed  [00-FF] = Slide Volume Up with selected
                       :                      speed.
5xx VolumeSlideDown   : speed  [00-FF] = Slide Volume Down with selected
                       :                      speed.
6xx Restart           : 00 = Restart all instrument effects, including the
                       :                      WaveSample. (Mainly here for ProTracker
                       :                      'retrig'-compatibility, but it is also
                       :                      possible to use it for own purposes)
```

[END]

1.12 Transform

TransForm:

TransForm is used to morph between up to 6 WaveForms. Notice that no matter which waveform length you use, these values will always refer to the full length (\$100=#256 bytes) of the wave. The Start/Repeat/RepEnd values will change according to how many waves you have chosen to transform through. The sound will transform FROM the Start position TO the RepEnd position just to continue to the Repeat and loop between Repeat & RepEnd as many times as you have set in Turns.

Start: [000-500] = The start position (different depending on how many TransForm waves selected).

Repeat: [000-500] = The repeat from position (see above).

RepEnd: [000-500] = The repeat to position (see above).

Speed: [000-0FF] = The speed of the Transformation.

Delay: [000-0FF] = # of frames to wait before starting the Transformation

Turns/Spd: [000-0FF] = When set to Turns (Step:Off), it is the amount of

times the TransFormation will turn between Repeat & RepEnd. The TransFormation will start counting with the travel from Start to repeat and take the value 1. Then it will add one each turn it takes. This means, that a setting of 2 will make the TransFormation go FROM Start TO Repeat and then TO Repend, while 4 will do the same + an additional turn between RepEnd & Repeat and back again. Setting Turns to 0 will make the TransFormation loop between Repeat & RepEnd forever.

When set to Speed (Step:On), it will function as a second Speed counter which is invoked whenever you play a new note. If the Speed value is between 00-7F, then the TransFormation will continue from the current value up to the max value possible (i.e. if you've got 5 TransForm waves, the max value will be 500 and if you've got 1 TransForm wave, the max value will be 100 just like you have no wave to TransForm to at all.). If the Speed value is between FF-80, the TransForm will ofcourse continue from the current value down to the min value (which, ofcourse, always is 0).

Init: [On/Off] = If On, start from beginning of TransFormation when a new note is played. If Off, it will continue from the current value.

Step: [On/Off] = If On, Turns will shift to Speed and the effect will not update as usual. When you play a note and the speed is set to 0, the TransFormation will hold at that position until you play the next note. If the Speed value (Turns/Speed that is...) is set to 0, the current wavepart is played, but if there is any value set, the second Speed counter is invoked and starts its way towards its destination until you play the next note just to return to the place where the first counter is.

Add: Choose which WaveForms which shall be used in the TransFormation.

Clr: Clear Waves 1-5.

Waves 1-5: [Any one of the WaveForms loaded] = Waves used in TransFormation.

[END]

1.13 Phase

Phase:

Phase creates a more 'alive' sound by modulating the WaveForm.

Start: [00-FF] = The start position.

Repeat: [00-FF] = The repeat from position.

RepEnd: [00-FF] = The repeat to position.

Speed: [00-FF] = The speed of the Phase.

Delay: [00-FF] = # of frames it should wait before starting the Phase.

Turns/Spd: [00-FF] = When set to Turns (Step:Off), it is the # of times the Phase will go between the three points, Start, Repeat & RepEnd. 0 will repeat forever.

When set to Speed (Step:On), it will function as a

second Speed counter which is invoked whenever you play a new note. If the Speed value is between 00-7F, then the Phase will continue from the current value up to the max value possible (FF) and if the Speed value is between FF-80, the Phase will ofcourse continue from the current value down to the min value (0).

- Type: [Low/Med/High/Old] = Different strength of the Phase effect.
- Init: [On/Off] = If On, start from beginning of Phase when a new note is played. If Off, it will continue from the current value.
- Step: [On/Off] = If On, Turns will shift to Speed and the effect will not update as usual. When you play a note and the speed is set to 0, the Phase will hold at that position until you play the next note. If the Speed value (Turns/Speed that is...) is set to 0, the current wavepart is played, but if there is any value set, the second Speed counter is invoked and starts its way towards its destination until you play the next note just to return to the place where the first counter is.
- Fill: [On/Off] = Instead of just compressing the WaveForm and fill the rest of it with zero, this option will fill out the rest with the WaveForm itself.

[END]

1.14 Mix

Mix:

Mix is used to mix two WaveForms, but can also be used as a Chorus.

- Start: [00-FF] = The start position.
- Repeat: [00-FF] = The repeat from position.
- RepEnd: [00-FF] = The repeat to position.
- Speed: [00-FF] = The speed of the Mix.
- Delay: [00-FF] = # of frames it should wait before starting the Mix.
- Turns/Spd: [00-FF] = # of times the Mix will go between the three points, Start, Repeat & RepEnd. 0 will repeat forever.
- Init: [On/Off] = If On, start from beginning of Mix when a new note is played. If Off, it will continue from the current value.
- Step: [On/Off] = If On, Turns will shift to Speed and the effect will not update as usual. When you play a note and the speed is set to 0, the Mix will hold at that position until you play the next note. If the Speed value (Turns/Speed that is...) is set to 0, the current wavepart is played, but if there is any value set, the second Speed counter is invoked and starts its way towards its destination until you play the next note just to return to the place where the first counter is.
- Buff: [On/Off] = Takes the value in the last buffer and remixes it into the current buffer.
- Counter: [One-Way/Two-Way] = What way the counter will choose when it

reaches the end position.
 One-Way: Start over.
 Two-Way: Go back the other direction.
 Set: Choose which WaveForm which shall be used to Mix the WaveSample.
 If there isn't any WaveForm selected, it will Mix with itself.
 Clr: Clear Mix Wave.
 Mix Wave: [Any one of the WaveForms loaded] = What wave to Mix with.
 Boost: [On/Off] = Will enhance the waveform amplitude (NOTE! This option has no overshoot check (if it would have, it would take a LOT more CPU-time). This means that on some occasions, there can be sudden distortions of the sound when it peaks over the edges.).

[END]

1.15 Resonance

Resonance:

Amp: [00-FF] = The Resonance amplitude.
 Start: [00-FF] = The start position.
 Repeat: [00-FF] = The repeat from position.
 RepEnd: [00-FF] = The repeat to position.
 Speed: [00-FF] = The speed of the Phase.
 Delay: [00-FF] = # of frames it should wait before starting the Resonance
 Turns/Spd: [00-FF] = # of times the Resonance will go between the three points, Start, Repeat & RepEnd. 0 will repeat forever.
 Init: [On/Off] = If On, start from beginning of Resonance when a new note is played. If Off, it will continue from the current value.
 Step: [On/Off] = If On, Turns will shift to Speed and the effect will not update as usual. When you play a note and the speed is set to 0, the Resonance will hold at that position until you play the next note. If the Speed value (Turns/Speed that is...) is set to 0, the current wavepart is played, but if there is any value set, the second Speed counter is invoked and starts its way towards its destination until you play the next note just to return to the place where the first counter is.
 Boost: [On/Off] = Will enhance the waveform amplitude (NOTE! This option has no overshoot check (if it would have, it would take a LOT more CPU-time). This means that on some occasions, there can be sudden distortions of the sound when it peaks over the edges.)

[END]

1.16 Filter

Filter:

Filter can be used either as a normal Lowpass or a Resonance filter.

- Start: [00-FF] = The start position.
- Repeat: [00-FF] = The repeat from position.
- RepEnd: [00-FF] = The repeat to position.
- Speed: [00-FF] = The speed of the Filter.
- Delay: [00-FF] = # of frames it will wait before starting the Filter.
- Turns/Spd: [00-FF] = # of times the Filter will go between the three points, Start, Repeat & RepEnd. 0 will repeat forever.
- Type: [Normal/Resonance] = Will switch between Lowpass & Resonance filter type.
- Init: [On/Off] = If On, start from beginning of Filter when a new note is played. If Off, it will continue from the current value.
- Step: [On/Off] = If On, Turns will shift to Speed and the effect will not update as usual. When you play a note and the speed is set to 0, the Filter will hold at that position until you play the next note. If the Speed value (Turns/Speed that is...) is set to 0, the current wavepart is played, but if there is any value set, the second Speed counter is invoked and starts its way towards its destination until you play the next note just to return to the place where the first counter is.
- Boost: [On/Off] = Will enhance the waveform amplitude (NOTE! This option has no overshoot check (if it would have, it would take a LOT more CPU-time). This means that on some occasions, there can be sudden distortions of the sound when it peaks over the edges.)

[END]

1.17 PlayLoop

PlayLoop:

PlayLoop is a powerful command to move a little loop inside your sample to be able to do realtime effects on large samples. This command can also be used in conjunction with the MakeAnim effect when you want to calculate a synthesized instrument to a sample to save valuable CPU-time but not affect the flexibility of the instrument.

- Start: [00000-1FFFE] = The start position.
 - Repeat: [00000-1FFFE] = The repeat from Position.
 - RepEnd: [00000-1FFFE] = The repeat to position.
 - LopLen: [00000-1FFFE] = The length of the loop (to be able to use realtime effects on large samples, this must be set to 16/32/64/128 or 256 (i.e. the WaveForm length)).
 - LpStep: [000-680] = How long the loop will jump after each play-through.
 - Wait: [00-FF] = # of frames it will wait before jumping to next LpStep.
 - Delay: [00-FF] = # of frames to wait before the PlayLoop is executed.
-

Turns/Spd: [00-FF] = # of times the PlayLoop will go between the three points, Start, Repeat & RepEnd. 0 will repeat forever.

Init: [On/Off] = If On, start from beginning of PlayLoop when a new note is played. If Off, it will continue from the current value.

Step: [On/Off] = If On, Turns will shift to Speed and the effect will not update as usual. When you play a note and the speed is set to 0, the PlayLoop will hold at that position until you play the next note. If the Speed value (Turns/Speed that is...) is set to 0, the current wavepart is played, but if there is any value set, the second Speed counter is invoked and starts its way towards its destination until you play the next note just to return to the place where the first counter is.

Stop: [On/Off] = If there is any value in Turns, the WaveSample playback will stop after the last turn is played, otherwise it will continue to play the last loop forever.

[END]

1.18 Keyboard Commands

RightMouseButton breaks playtune if it loops forever!

Keyboard Commands and Shortcuts:

Sequence Window

Sequence Editor

Part Editor

Instrument Window

Arpeggio Editor

1.19 Keyboard Commands in Sequence Window

Keyboard Commands in Sequence Window:

RAmiga+E = Erase All

RAmiga+L = Load Module

RAmiga+S = Save Module

RAmiga+A = Save Module As

RAmiga+Q = Quit Musicline Editor

RAmiga+T = Add Tune

RAmiga+RShift+T = Remove Tune

RAlt+T = Clear Tune

 ~ = Toggle Sequence Window <-> Instrument Window
 Tab = Toggle Part <-> Tune
 LShift+Tab = Edit Cursor Selected Part & Toggle Part <-> Tune
 Space = Stop Tune,Part,Instrument = Total Silence

 F1 = Low/Med/High/Lame Octave
 LShift+F1 = Keyboard Mono/Poly
 F2 = Edit On/Off (When in Instr.Ed. toggle ArpList edit On/Off)
 LShift+F2 = EditMode Downwards/Column
 F6 = Play Tune From Cursor Position
 Shift+F6 = Play Tune From Beginning
 F7 = Play Part

[END]

1.20 Keyboard Commands in Instrument Window

Keyboard Commands in Instrument Window:

RAmiga+Q = Quit Musicline Editor
 RAmiga+I = Add Instrument
 RAmiga+RSHIFT+S = Remove Instrument
 RAmiga+RSHIFT+W = Remove WaveSample
 RAlt+S = Remove UnusedInstruments
 RAlt+W = Remove UnusedWaveSamples

 ~ = Toggle Sequence Window <-> Instrument Window
 Space = Stop Tune,Part,Instrument = Total Silence

 F1 = Low/Med/High/Lame Octave
 F2 = Edit ArpList On/Off
 F6 = Play Tune
 F7 = Play Pattern

[END]

1.21 Keyboard Commands in Sequence Editor

Keyboard Commands in Sequence Editor:

Escape = Exit mark mode

 RAmiga+B = Mark block in tune (mark mode)
 RAmiga+V = Paste buffer to current channel
 RAmiga+C = Copy current channel to buffer
 RAmiga+X = Cut current channel to buffer
 RAmiga+Z = Swap current channel with buffer

If you are in mark mode:

RAmiga+C = Copy block to buffer

RAMiga+X = Cut block to buffer (selected block is cleared)
 Shift+RAMiga+X = Cut block to buffer (selected block is removed)

If you have a block in buffer:

RAMiga+V = Paste block in buffer to tune at cursorpos (overstr. mode)
 Shift+RAMiga+V = Paste block in buffer to tune at cursorpos (insert mode)

RAMiga+Minus = Subs one from part or transpose column
 RAMiga+Plus = Adds one to part or transpose column

F8 = Wait
 F9 = Jump
 F10 = End

Return = Insert line in current channel
 Return+Shift = Insert line in all channels
 Backspace = Remove line in current channel
 Backspace+Shift = Remove line in all channels
 Delete = Delete line in current channel
 Delete+Shift = Delete line in all channels

[END]

1.22 Keyboard Commands in Part Editor

Keyboard Commands in Part Editor:

Escape = Exit mark mode

RAMiga+B = Mark block in part (mark mode)
 RAMiga+V = Paste buffer to part
 RAMiga+C = Copy part to buffer
 RAMiga+X = Cut part to buffer
 RAMiga+Z = Swap part with buffer

If you are in mark mode:

RAMiga+C = Copy block to buffer
 RAMiga+X = Cut block to buffer (selected block is cleared)
 Shift+RAMiga+X = Cut block to buffer (selected block is removed)

If you have a block in buffer:

RAMiga+V = Paste block in buffer to part at cursorpos (overstr. mode)
 Shift+RAMiga+V = Paste block in buffer to part at cursorpos (insert mode)

RAMiga+U = Transpose all instruments in part note up
 RAMiga+D = Transpose all instruments in part note down
 RAMiga+RShift+U = Transpose all instruments in part octave up
 RAMiga+RShift+D = Transpose all instruments in part octave down
 RAlt+U = Transpose selected instruments in pattern note up
 RAlt+D = Transpose selected instruments in pattern note down
 RAlt+RShift+U = Transpose selected instruments in pattern octave up
 RAlt+RShift+D = Transpose selected instruments in pattern octave down

F9 = Jump
 F10 = End

```
Return = Insert column
Return+Shift = Insert line
Backspace = Remove column
Backspace+Shift = Remove line
Delete = Delete column
Delete+Shift = Delete line
```

[END]

1.23 Keyboard Commands in Arpeggio Editor

Keyboard Commands in Arpeggio Editor:

```
Escape = Exit mark mode

RAmiga+B = Mark block in part (mark mode)
RAmiga+V = Paste buffer to table
RAmiga+C = Copy table to buffer
RAmiga+X = Cut table to buffer
RAmiga+Z = Swap table with buffer
```

If you are in mark mode:

```
RAmiga+C = Copy block to buffer
RAmiga+X = Cut block to buffer (selected block is cleared)
Shift+RAmiga+X = Cut block to buffer (selected block is removed)
```

If you have a block in buffer:

```
RAmiga+V = Paste block in buffer to arpg at cursorpos (overstr. mode)
Shift+RAmiga+V = Paste block in buffer to arpg at cursorpos (insert mode)
```

```
F2 = Edit On/Off
F9 = Jump
F10 = End
```

```
Return = Insert Line
Backspace = Remove Line
Delete = Delete Column
Delete+Shift = Delete Line
```

[END]

1.24 Part Effect Commands

Part Effect Commands

00-0F Pitch Commands

10-1F Instrument Volume Commands

20-2F Channel Volume Commands

30-3F Master Volume Commands

40-4F Miscellaneous Commands

E0-EF ProTracker Commands

1.25 Pitch Commands

```

-----
0x  Pitch                : Commands affecting the pitch of the sound
-----
01xx SlideUp             : xx = speed
                          Usage: 0105 = Slide up with speed 5

02xx SlideDown           : xx = speed
                          Usage: 0205 = Slide down with speed 5

03xx Glide               : xx = speed
                          Usage: 00 F-3 01 0000 = Note to glide from
                          : 01 G-4 01 0305 = Note to glide to with speed 5
                          : 02 --- 00 0308 = Continue glide with speed 8

04xx InitInstrumentGlide : xx = 00
                          Usage: 0400 = Init instrument if Glide is used

05xx PitchAdd            : add xx to pitch
                          Usage: 0505 = Add 5 finetune-steps to note

06xx PitchSub            : sub xx from pitch
                          Usage: 0605 = Sub 5 finetune-steps to note

07xx VibratoSpeed        : xx = speed
                          : Used either in conjunction to commands
                          : 08-0A or to change instruments vibrato-
                          : settings
                          Usage: 0704 = Set VibratoSpeed to 4

08xx VibratoUp           : xx = depth 00-40
                          Usage: 0812 = Set VibratoDepth to 12 and run an UpWard
                          : Vibrato
                          : 0800 = Continue to do an UpWard Vibrato with
                          : existing values

09xx VibratoDown         : xx = depth 00-40
                          Usage: 0912 = Set VibratoDepth to 12 and run a DownWard
                          : Vibrato
                          : 0900 = Continue to do a DownWard Vibrato with
                          : existing values

0Axx VibratoWave         : xx = 00 - Sine
                          : 01 - RampDown
                          : 02 - SawTooth
                          : 03 - Square

```

Usage: 0A02 = Set Vibrato WaveForm to SawTooth

0Bxx SetFineTune : xx = E1-1F
Usage: 0B05 = Set FineTune value to +5
:

[END]

1.26 Instrument Volume Commands

```
-----
1x  Instrument Volume : Commands affecting the volume of the instruments
-----
10xx SetVolume : xx = volume 00-40
Usage: 1015 = Set Volume to 15

11xx VolumeSlideUp : xx = speed
Usage: 1105 = Slide Volume up with speed 5

12xx VolumeSlideDown : xx = speed
Usage: 1205 = Slide Volume down with speed 5

13xx SetSlideToVolume : xx = volume 00-40
Usage: 1320 = Set SlideTo Volume to 20

14xx SlideToVolume : xx = speed
Usage: 00 F-3 01 1010.. = Set Instrument Volume to 10
       : 01 --- 00 1335.. = Set SlideToVolume to 35
       : 02 --- 00 1408.. = Continue slide with speed 8
       : 03 --- 00 1400.. = Continue slide with previous
       :                   speed

15xx VolumeAdd : add xx to volume 00-40
Usage: 1510 = Add 10 to current Volume

16xx VolumeSub : sub xx from volume 00-40
Usage: 1612 = Sub 12 from current Volume

17xx TremoloSpeed : xx = speed
                  : Used either in conjunction to commands
                  : 18-1A or to change instruments Tremolo-
                  : settings
Usage: 0704 = Set TremoloSpeed to 4

18xx TremoloUp : xx = depth 00-40
Usage: 1812 = Set TremoloDepth to 12 and run an UpWard
       : Tremolo
       : 1800 = Continue to do an UpWard Tremolo with
       : existing values

19xx TremoloDown : xx = depth 00-40
Usage: 1912 = Set TremoloDepth to 12 and run a DownWard
       : Tremolo
       : 1900 = Continue to do a DownWard Tremolo with
       : existing values
```

```

1Axx TremoloWave          : xx = 00 - sine
                          :      01 - rampdown
                          :      02 - sawtooth
                          :      03 - square
Usage: 1A02 = Set Tremolo WaveForm to SawTooth

```

[END]

1.27 Channel Volume Commands

```

-----
2x   Channel Volume      : Commands affecting the volume in one channel
-----
20xx SetVolume          : xx = volume 00-40
Usage: 2020 = Set Channel Volume to 20. When making
       :      echoes, use the Channel Volume commands
       :      since they are proportional so changing
       :      the echo volume afterwards is very easy.
       :      F ex: If an Instrument has the volume of
       :      20 and the Channel Volume is set to 20,
       :      then the Instrument is played at volume
       :      10.

21xx VolumeSlideUp     : xx = speed
Usage: 2105 = Slide Channel Volume up with speed 5

22xx VolumeSlideDown   : xx = speed
Usage: 2205 = Slide Channel Volume down with speed 5

23xx SetSlideToVolume  : xx = volume 00-40
Usage: 2320 = Set SlideTo Volume to 20

24xx SlideToVolume     : xx = speed
Usage: 00 F-3 01 2010.. = Set Channel Volume to 10
       : 01 --- 00 2335.. = Set SlideToVolume to 35
       : 02 --- 00 2408.. = Continue slide with speed 8
       : 03 --- 00 2400.. = Continue slide with previous
       :                    speed

25xx VolumeAdd         : add xx to volume 00-40
Usage: 2510 = Add 10 to current Channel Volume

26xx VolumeSub         : sub xx from volume 00-40
Usage: 2612 = Sub 12 from current Channel Volume

27xx SetVolumeAllChannels : xx = volume 00-40
Usage: 2740 = Set all channels Channel Volume to 40

```

[END]

1.28 Master Volume Commands

```

-----
3x   Master Volume       : Commands affecting the volume of all channels
-----
30xx SetVolume           : xx = volume 00-40
                        Usage: 3040 = Set Master Volume to 40

31xx VolumeSlideUp      : xx = speed
                        Usage: 3105 = Slide Master Volume up with speed 5

32xx VolumeSlideDown    : xx = speed
                        Usage: 3205 = Slide Master Volume up with speed 5

33xx SetSlideToVolume   : xx = volume 00-40
                        Usage: 3320 = Set SlideTo Volume to 20

34xx SlideToVolume      : xx = speed
                        Usage: 00 F-3 01 3010.. = Set Master Volume to 10
                        : 01 --- 00 3335.. = Set SlideToVolume to 35
                        : 02 --- 00 3408.. = Continue slide with speed 8
                        : 03 --- 00 3400.. = Continue slide with previous
                        :                               speed

35xx VolumeAdd          : add xx to volume 00-40
                        Usage: 3510 = Add 10 to current Master Volume

36xx VolumeSub          : sub xx from volume 00-40
                        Usage: 3610 = Sub 10 from current Master Volume

```

[END]

1.29 Miscellaneous Commands

```

-----
4x   Miscellaneous       : Miscellaneous commands
-----
40xx SpeedOneChannel    : xx = speed 00-1F
                        Usage: 4005 = Set Speed in current channel to 5
                        :           NOTE! When the next part is played, it
                        :           will go back to the default Speed.

41xx GrooveOneChannel   : xx = speed 00-1F
                        Usage: 4108 = Set Groove in current channel to 8
                        :           NOTE! When the next part is played, it
                        :           will go back to the default Groove.

42xx SpeedAllChannels   : xx = speed 00-1F / tempo 20-FF
                        Usage: 4208 = Set all channels Speed to 6

43xx GrooveAllChannels  : xx = speed 00-1F
                        Usage: 4305 = Set all channels Groove to 5

44xx ArpeggioList       : xx = ArpListnumber
                        Usage: 4402 = Set current ArpList number to 02

```

```

45xx ArpeggioListOneStep : xx = ArpListnumber
      Usage: 4503 = Play ArpList 03 one step

46xx Sustain             : xx = 00 - release / 01 - hold
      Usage: 4600 = If the Instrument is using [Hold Sustain]
      :           then release it.
      : 4601 = If the Instrument is using [Normal
      :           Sustain] then hold it.

47xx Filter             : xx = 00 - off / 01 - on
      Usage: 4700 = Turn the Amiga's hardware filter off

48xx SampleOffset       : xx = offset
      Usage: 4813 = Start playing sample from position 1300

4900 RestartNoVolume    : 00 = The only value possible
      Usage: 4900 = Restarting the instrument without
      restoring the volume

4Axx WaveSample         : xx = WaveSample number
      Usage: 4A12 = Use WaveSample nr 12

4Bxx InitInstrument     : 00 = The only value possible
      Usage: 4B00 = Restart all instrument effects, but not
      :           the WaveSample

```

[END]

1.30 ProTracker Commands

```

-----
Ex   ProTracker         : ProTracker commands (Just for compatibility, do
      : not use! Our commands are better performed.)
      : There will not be any closer explanation of
      : these commands.
-----

```

```

E1xx SlideUp           : xx = speed
E2xx SlideDown         : xx = speed
E3xx Portamento       : xx = speed
E40x FineSlideUp       : x = value
E50x FineSlideDown     : x = value
E6xx VolumeSlideUp    : xx = speed
E7xx VolumeSlideDown  : xx = speed
E8xy Tremolo           : x - speed / y - depth
E9xx TremoloWave       : xx = 00 - sine
      :           01 - rampdown
      :           02 - square
EAxy Vibrato           : x - speed / y - depth
EBxx VibratoWave       : xx = 00 - sine
      :           01 - rampdown
      :           02 - square

```

[END]

1.31 How to contact us!

Write to:

Christian Cyréus	or:	John Carehag
Fregattvägen 9		Lövgård 1276a
181 37 Lidingö		635 09 Eskilstuna
Sweden		Sweden

Call our BBS:

Groove Central +46-16-350028
(This is also where you will get your updates of MlEd!)

E-mail:	FidoNet:	AmyNet:
Mline@kuai.se	2:205/253.26	39:164/112.2

[END]

1.32 How to register

You can pay by sending a Eurocheque or bills along with the disk.

(Om du är svensk så är PostGiro att föredra. Skriv namn, födelsedatum och Musicline på blanketten och glöm ej att skicka disken!)

Fill in the registration form and send a DISK with the file 'RegistrationForm.txt' to:

Christian Cyreus	or:	John Carehag
Fregattvägen 9		Lövgård 1276a
181 37 Lidingö		635 09 Eskilstuna
Sweden		Sweden

The PG numbers are only for Swedes!

Christian:	John:
PGnr: 600 40 82-1	PGnr: 639 44 07-8

Registration fees:	Sweden : 160 SKR
	Norway : 140 NOK
	Denmark: 120 DKK
Finland: 100 FMK	
	U.K. : 13 UK£
	U.S.A. : 20 US\$
	Germany: 30 DEM
	France : 100 FFR

If you don't live in one of the above mentioned countries, please send the money in either one of the currencies (preferably in SKR).

Structures
section in this Guide-file.

You will also notice some horizontal lines underscoring some steps in both the sequencer and the part. They are showing the currently playing step/note,

To the right of the VU On/Off button, you've got the Edit On/Off button. It works just like the VU and channel buttons. This can also be in- & revoked with the F2 key.

Below that button, there are six other buttons:

PlayMode: Choose between Four and Eight channels.
Octave: Choose between Low/Med/High/Lame octave. You can also use F1.
Keyboard: Choose between Mono and Poly mode. You can also use Shift+F1.
EditMode: Choose between Down and Column mode.
Scroll: Choose between Off/Part/Seq/Seq&Part. It selects what to scroll
Follow: Choose between Off and Channel mode. It means that the part-editor will show the current part in the current track.

Beneath the Sequencer area, you will find four other buttons:

?: Brings up the Info Window. Here you can write something about your excellent work.
Tune: Plays the tune from current step. If used with Shift it will restart the tune. You can also use F6 & Shift+F6.
Part: Plays the current part. You can also use F7.
Stop: Stop all sound activity. You can also use Space.

To the right of the Stop button, there is a text stating 'Part' and there is a small box and two arrows beside it. This is where you select which part to watch/edit.

The next bevelbox below, is the Part Editor. Here you can edit your parts to use in the sequencer.

A closer description of what you can write here is found at the

Structures
section in this Guide-file.

To the right of the Part Editor are two windows. Instruments and Tunes. They contain just the things they say they do - Instruments and Tunes. Just point'n'click on the object you want and it's selected.

Below the Tunes window, there are some settings.

Tempo: The base tempo setting. Defaults to \$7D (#125)
Speed: The base speed of the tune.
Groove: The base groove of the tune. This is a second speed counter, which only executes at every odd step of the tune. If you f.ex set the speed to 9 and the groove to 5, you will get a more 'live' feeling in your tune.
Volume: The master volume of the tune.

The small bevelbox to the left of Tempo show the base BPM of the tune.

(calculated on 4/4).

[END]

1.35 Sequencer menus

If a menu item has a keyboard shortcut, it will be shown to the right of the item in the program. If a command has an asterisk (*) in front of it, it's configurable in the MlEd.config file. The Load/Save standard directories are configurable in that file.

Project:

Erase...	: Erases all current data from memory
* Load...	: Loads a new MlEd or PT-module
* Save...	: Saves current module to current name
* Save as...	: Saves current module to a selected name
Delete...	: Delete file from disk
Help	
Part Commands	: Short help with all Part Effects
Hotkeys & Structures	: Help for all keyboard shortcuts
How to contact us...	: A contact page...
About...	: Woow! We made it!
Quit...	: Hasta la Vista...

Window

Instrument Editor	: Swap to Instrument Editor
-------------------	-----------------------------

Note: If we state 'current region', we mean the currently marked region or, if none selected, the current part or track.

Edit

Swap	: Swap current region with buffer
Cut	: Cut current region and put into buffer
Copy	: Copy current region into buffer
Paste	: Paste from buffer to current position
Mark	: Select a region to edit
Add	
Tune	: Add a new Subtune
Clear	
Tune...	: Clear current Subtune
All Parts...	: Clear all parts
Remove	
Tune...	: Remove current tune
All Tunes...	: Remove all tunes
Unused Parts...	: Remove all unused parts

Note: All Transpose commands reflects on current part.

Transpose

Instrument	
Note Up	: Transpose current instrument one note up
Note Down	: Transpose current instrument one note up
Octave Up	: Transpose current instrument one octave up
Octave Down	: Transpose current instrument one octave down
All Instruments	

```

Note Up           : Transpose all instruments one note up
Note Down        : Transpose all instruments one note up
Octave Up        : Transpose all instruments one octave up
Octave Down      : Transpose all instruments one octave down

Options
Toggle filter    : Toggle the Amiga's HW-filter On/Off
* Pack WaveSamples : Pack all WaveSamples when saving module
* Keyboard
  Europe         : Use this to enhance keyboard to use <-Q
                  octave step
  USA            : Use this to get a standard Z-Q octave step
* PlayPosition
  True           : If the Tune-command shall play through all
                  effects quietly to start the song just as it
                  would sound after normal listening to this
                  position (not recommended to use in 8-channel
                  mode if you haven't got a very fast computer!)
  Fast           : Just step through the most important effects
                  like length & speed and get to the selected
                  position as fast as possible

```

[END]

1.36 Instrument Editor Layout

On the top left you have three buttons:

Tuningtone: Generates a tone played at 440Hz to use to tune your instruments
 Octave: Choose between Low/Med/High/Lame octave. You can also use F1.
 Keyboard: Choose between Mono and Poly mode. You can also use Shift+F1.

Below them are some Instrument parameters:

Wave Length: 10/20/40/80/100 hex-bytes length of the waveform. (The longer waveform you've got, the deeper sound you'll get)
 Volume: [00-40] The volume of the instrument.
 Finetune: [E1-1F] Finetuning one note up, one down (one step left)
 Semitone: [F5-0B] This can be used if you have two samples, which are sampled on different frequencies and want to use them on the same note. F.ex, if a lead plays a C when you press C-3 and a chord plays an F when pressing the same note, you can down-tune the chord to play a C by setting the Semitone value to FB. The same procedure, but reverse, can be used if you want the lead to play an F by setting Semitone to 5. It can transpose one octave up, one down.
 Glide: [00-FF] A nice little effect used in a lot of synthesizers. When you play a note followed by another, the pitch will 'glide' to the second note (and the rest that follows..) with the selected speed.
 Transposable: [On/Off] If setting is On, the instrument will transpose if you use it in a part that is transposed in the sequencer. If it's Off, it won't.

In the middle of the screen you have the Instrument Effects. The variables

used in these effects are presented in the
Instrument Structure Effects
chapter in this Guide.

The buttons next right of the effect names are used to choose which effect that shall be edited. The next boxes are used to switch an effect On/Off. The upper right part of the screen is used to display the effect variables of the currently selected effect.

On the lower right, there are two buttons:

Wavesample Parameters: Uses the following variables

Start: Where in the sample the playback should start.

Loop: Where in the sample the loop should start.

End: Where the playback and loop should end.

Loop Length: The length of the loop.

Ws Length: The length of the wavesample. Loop On/Off button

Waveform Visualizer: A scope that shows the current state of the waveform. This is not a 'Sample-shower', because it will only show waveforms that are 10/20/40/80/100 bytes and also if the loop is any of these lengths. It is mainly here to let you see what is happening to the waveform when you put effects on it, but also as an ImpFactor! ;)

On the lower left and middle part of the screen is the Instrument and Wave-sample selection windows. Choose an Instrument and the wavesample used in it will be selected in the other window.

[END]

1.37 Instrument Editor Menus

If a menu item has a keyboard shortcut, it will be shown to the right of the item in the program. If a command has an asterisk (*) in front of it, it's configurable in the MlEd.config file.

```
Project
  Load
  * Instrument...      : Load instrument
  * Sample(s)...     : Load sample(s)
  * Wave(s)...       : Load waveform(s)
  Save
  * Instrument...     : Save current instrument
  * IFF Wavesample... : Save current wavesample as IFF
  * RAW Wavesample... : Save current wavesample as RAW
  Help
  Arpeggio Editor    : Arpeggio Editor commands
  Hotkeys & Structures : Help for all keyboard shortcuts
  Quit...

Window
  Sequencer          : Swap to Sequencer window
```

```

Edit
  Swap          : Swap current instrument or region with buffer
  Cut           : Cut current instrument or region and put
                : into buffer
  Copy          : Copy current instrument or region into buffer
  Paste         : Paste from buffer to current position or
                : instrument
  Mark         : Select a region to edit
  Add
    Instrument   : Add a new instrument
  Remove
    Instrument... : Remove current instrument
    Wavesample... : Remove current wavesample
    Unused Instruments... : Remove unused instruments
    Ununse Wavesamples... : Remove unused wavesamples
    Unused Instruments & Wavesamples... : Remove both unused instruments
                                        & wavesamples at the same time
  MakeAnim...   : Precalculate a synthetic instrument. Brings up
                  a small window containing:
                  Frames: How many frames to precalculate. Set a
                          number and play the instrument to hear
                          how long the sound will be. You can also
                          calculate how many frames to use by
                          dividing the values used in the effects,
                          but we will not go any further on this
                          subject here.
                  MakeInstAnim: Press to create a precalculated sample.

```

NOTE! Not all instruments are possible to make anims out of. If some of the values are odd, they may create an instrument that won't sound the same ever and is impossible to loop. When you use MakeAnim, consider that if you f.ex calculate a \$100-waveform with 32 frames, then it will take $32 \times 256 \text{ bytes} = 8\text{kb}$. When you press MakeInstAnim it will also calculate a PlayLoop structure for you which you maybe will have to redefine a little to make it suit your needs. This effect is best to utilize if you use the Resonance and Filter effects, since they are the ones that takes most CPU-time. It is of course also possible to put realtime effects on the precalculated sample afterwards, and remake the MakeAnim command as many times as you like. This saves a lot of CPU-time, since each much more time-consuming to calculate the effects in realtime than playing pre-calculated waveforms, of course! The only negative effect is, that the sounds takes more memory and are not always possible to animate. It will not affect the flexibility of the instrument, as it uses the waveforms like they should be realtime calculated. Of course, you don't need to save the original instrument after you have animated it, since this method makes a completely new instrument structure and wavesample.

[END]

1.38 Structures

Structures

Sequencer Structure

Part Structure

1.39 Sequencer Structure

```

Channel Data
  000 00
    \ \
    \ \ Transpose
    \ \ Part

```

```

Wait (F8)
W00 00
 \ \ \
 \ \ \ Speed (00 = current speed)
 \ \ \ Length
 \ \ \ Wait

```

From version 1.10 and upwards, the W is changed to a graphical mark that looks like a Pause sign on a VCR, CD or taperecorder.

```

Jump backward (F9)
J00 00
 \ \ \
 \ \ \ Number of jumps (00 = jump always)
 \ \ \ Position
 \ \ \ Jump backward to channel position

```

From version 1.10 and upwards, the J is changed to a graphical mark that looks like an upwards arrow.

```

End of Voice (F10)
E00 00
 \ \ \
 \ \ \ Unused
 \ \ \ End of Voice

```

From version 1.10 and upwards, the E is changed to a graphical mark that looks like a Stop sign on a VCR, CD or taperecorder.

[END]

1.40 Part Effects Structure

Part Effects Structure

- the WaveSample command in the Parts.
- Large samples made the Wavesample Parameters bug.
- A bug in the Arpeggio keyboard replayer removed.
- Make Anim of a Wavesample caused the computer a system failure.

V1.05: Release date 950605

- Prefix "Ml.#?" added to Load Module and Save Module As.
- Separate pathes for Waveforms and Samples concerning Load and Save.
- Version string added for the Version command.
- The HD Installer is now replaced with Commodores installer!

V1.06: Release date 950622

- Load module pattern is now (Ml.#?|Mod.#?).
- The path to commodores installer is now ok.
- Bug fixed in the installer script, musicline.font will now be installed.

V1.07: Release date 950713

- Registration fee has been lowered to \$20 (160 SEK)
- Load module pattern is now (Ml.#?|Mod.#?|#?.Mod). Ml. replaces Mod. and .Mod when saving the Module.
- ProTracker import has been improved to cut duplicate Parts and remove unused Instruments + some bugs fixed.
- An Info Page is now added to the program and will be saved in the Module structure.
- Remove Unused Parts function applied to the menu.
- Cut/Copy/Paste and Swap in the Arpeggio Editor had a bug which has been removed.

V1.08: Release date 950718

- Sequencer layout has been changed to a smaller font due to lack of space.
- A bug in the renumbering of the Parts in the ProTracker import duplicate Part routine fixed.
- The Info Page has been made larger.

V1.09: Release date 950720

- A bug in Remove Instrument removed, it didn't renumber the Instruments in the Parts correctly.
- When removing a Tune with 4Ch PlayMode and then it selected a Tune with 8Ch PlayMode it didn't change the PlayMode to 8Ch.
- Pressing return in the Part number gadget will now result in that the cursor will be placed in the Part editor.
- You can now play Instruments on the keyboard while Caps Lock is activated.
- If MlEd can't open Musicline fonts, then a message will popup.
- A requester when trying to load a PowerPacked ProTracker file will pop up.

V1.10: Release date 950726

- You can now watch where the Tune is playing, which Part it plays, where in the Part it's playing and which Transpose it plays with.
- White underlines now follows the Tune and Part performance during Tune play or Part play.
- Two white vertical lines will show which Channel is being used when playing a Part or an Instrument on the keyboard.
- Scroll routines have been improved to be faster.
- Cursors, Marks and White underlines fixed so it doesn't flicker when scrolling the Sequencer or the Part.
- Scroll Part or Sequencer or Sequencer & Part together along with performance has been implemented.
- You can now follow the Tune in a single Voice/Channel, and that will be shown in the Part.
- An real sample sensitive VU meter (bar type) has been implemented.

V1.11: Release date 950809

-
- Set mix wave window bug is now removed.
 - The arpeggio editor now works on 68000 machines.
 - The help windows are now smaller.
 - Tune, Instrument, Wavesample string gadgets now resets to zero position when enter is pressed.

[END]
