

Arexx_for_Music-X

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COLLABORATORS

	<i>TITLE :</i> Arexx_for_Music-X		
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Chapter 1

Arexx_for_Music-X

1.1 Arexx_for_Music-X.guide

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1.2 Introduction

INTRODUCTION

Some of these macros were created to fill a gap in Music-x's editing capabilities, while others were done simply for fun.

Life is too short for me to explain about Arexx and Music-x. I will take it for granted that if you are reading this, then you know what these macros are for. If you own Music-x 2.0, but you are a bit unsure of what these things do, then, copy everything with a .mxe at the end of it into the Rexx drawer of your Music-x disc or drawer, and invoke them from the edit page. When using the Guide, make sure that the pics drawer is in the same directory.

If anyone has any problems, please contact me at the address in

[Last Word](#) . If I can help, I will.

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1.4 Descriptions

DESCRIPTIONS

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1.5 Last Word

LAST WORD

There are loads of things that I don't understand about Arexx, and about Rexxedit. The COPYEVENT and PEEKEVENT I can't fathom at all; if you can illuminate I would appreciate it. If anyone can direct me to text (other than the sparse words that came with Music-x) dealing with Arexx or Rexxedit, I would love to hear from you.

If you enjoy these macros, or have any comment to make, please drop a line to

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Or, e-mail me care of

pfur@iol.ie

1.6 CHORDS

CHORDS Screenshot

Enter the root note in the editor page, and use a macro to create a chord.

Here is the list of chords available, each one a separate macro.

AUG NINTH(9+)
AUG TRIAD(+)
AUG TRIAD(+)
DIM TRIAD(o)
ELEVENTH FLAT NINTH
ELEVENTH
m(+5)
m(MAJ7)
MAJOR NINTH
MAJOR SEVENTH
MAJOR
MAJORTRIAD
minor
minor ninth
minor seventh
minor sixth
minortriad
NINTH AUG ELEVENTH
NINTH
o(MAJ7)
o7
SEVENTH FLAT FIFTH
SEVENTH FLAT NINTH
SEVENTH SUS4
SEVENTH
SIXTH
SUS4
THIRTEENTH AUG ELEV
THIRTEENTH FLAT NINTH
THIRTEENTH
ø

1.7 COPY

COPY Screenshot

Use this macro to copy either selected notes, or a marked region. Will copy any number of bars up to 99 times and automatically paste them at the end of the marked region, or selected events. This macro is particularly good for copying short patterns throughout a song,ie

extending a few bars of drums to become the drum track for a song. I know that the Music-x's repeat function fills a similar role, but your song doesn't translate very well into a midi file if you use that. With this macro, the repeats are actually written to the track. If the selected notes or marked region that you want to copy does not exceed 4 beats, then **ECHO** will do the job a bit faster.

1.8 ECHO

ECHO Screenshot

Creates echos of selected notes. Also works properly with marked areas. Can have falling or ascending attack velocities, or keep the same level of attack as the selected notes. In this version, delays can be up to 4 beats, ie one bar of 4/4 time. If you keep the attack velocity level, and the selected notes or marked region to 4 beats or under, then this macro is actually faster at copying than the **COPY** one.

1.9 FLIP

FLIP Screenshot

Flips events around an axis. Turns a tune upside down. Can render a good tune senseless, but you might enjoy using this macro. Works for marked area when `selected` is chosen.

1.10 INVERT

INVERT Screenshot

This is useful if like me, you are not a wonderful keyboard player. Different inversions of chords can be obtained by defining the upper and lower limits of the notes that you have played. This macro will move the notes to their new positions within the range that you have defined. Works for marked area when `selected` is chosen.

1.11 LOGICALSELECT

LOGICALSELECT Screenshot

This one fills the gap left in the Logical Select module supplied with Music-x 2.0. It allows you to select events time-wise in each bar. For example, if you have a hundred bars of drums with one annoying hi-hat landing around the middle of the third beat in each bar, it can be very time consuming to manually select or delete each individual event. This macro allows you to painlessly select that event in each bar. You can select as wide a time span as you want within the bar, or define it to the exact clock. Used in conjunction with Music-x's own Logical Select module, it should now be possible to logically select any events.

This macro also works on marked sections.

I have limited the number of beats in the bar to 8 in this version. If anyone has need of a version to work with a larger number of beats they can contact me through the address on the [Last Word](#) page.

1.12 REVERSE

REVERSE Screenshot

This macro, surprisingly enough, reverses selected notes. Turns a tune backwards. Another way, along with **FLIP** to ruin a good tune. Good fun, if not positively inspiring.

The results are erratic when used with a marked area, so stick to selected notes with this one.

If there are events other than notes selected, the macro will probably fail.