

# **OctaMED**

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# Chapter 1

## OctaMED

### 1.1 Writing a Song / Notation Editor: Display

HOW TO...

Move around the song

Add, remove and show staves

Set the time signature

Set the key signature

Set which tracks are shown on which staves

Set the direction of notes' stems

Set the number of measures per staff

Set the staff width

OVERVIEW

Opened through the Display menu, the notation editor is an alternative method of displaying your song. It uses standard musical notation - notes, rests, time and key signatures etc. - rather than the more computer-friendly notation used in the Tracker editor.

It must be stressed that the Tracker editor and notation editor are just two different ways of looking at the same song. The notation editor displays particular lines of a particular block in standard notation, each track shown on a predefined staff. So moving around the song in the notation editor actually involves selecting the lines of a block that are shown, and may involve selecting a new block.

Usually, 2 staves are displayed (treble and bass), but there can be up to 16 staves, each of which can have one of three clefs. Staves can be named on the left, and the notes of each track on a staff can all be set to go up or down if required.

There is a wide variety of time and key signatures to choose from.

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The staff width and number of measures per staff can be changed. (British users, remember that 'measure' is the American word for bar. Also watch out for '16th note' (semiquaver) and so on...)

Be careful: As with a few other windows in OctaMED, the notation editor has its own set of menus. To use them, ensure that the notation editor window, or one of its 'child' windows, is active. How?

To preserve all your display settings when you save your song, ensure that Save Notation Data is switched on in the Save Options window. Where?

## 1.2 Notation Editor: Display / How To Move Around The Song

### HOW TO MOVE AROUND THE SONG

#### INTRODUCTION

As mentioned in the overview, the notation editor displays particular lines of a particular Tracker editor block. So when you move around the song, you are selecting which lines of which block are shown.

The vertical scroll bar on the left-hand side of the main notation editor is used to move around the song. While the Tracker editor's vertical scroll bar moves around the current block, the notation editor's bar moves around the entire song, either in order of block numbers or in the order in which blocks appear in the playing sequence. The required ordering is set in Notation Display Setup.

The Tracker editor and notation editor are always 'in sync', so that whatever is currently showing in the notation editor is also showing in the Tracker editor, and vice-versa.

#### STEPS

- 1) If necessary, select a scrolling mode.
  - a) Open the Notation Display Setup window.
    - > Windows menu -> Display Setup
  - b) Choose Block-based (order of block numbers) or Song linear (playing sequence order) scrolling mode.
    - > Adjust the Positioning Mode cycle gadget as necessary.
  - c) Close the Notation Display Setup window.
    - > Click Exit
- 2) Scroll around the song.
  - > Adjust the left-hand vertical scroll bar.

#### NOTES

- \* The notation editor's title bar shows the current block and range of lines that are currently displayed.

## 1.3 Notation Editor: Display / How To Add, Remove And Show Staffs

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## HOW TO ADD, REMOVE AND SHOW STAFFS

## INTRODUCTION

Usually, two staves are displayed, with treble and bass clefs, to match the two staves commonly used for piano music. If you're composing for other instruments, you may wish to alter the number of staves, up to a maximum of 16.

The notation editor window is usually only big enough for two staves, so to show any extra staves, use the notation editor's right-hand scroll bar or enlarge the window.

## STEPS

- 1) Open the Staff Setup window.
  - > Windows menu -> Staff Setup
- 2) EITHER Add a new staff.
  - a) To insert a staff rather than append, firstly select a staff number. The new staff will be inserted before the selected staff.
    - > Use the arrow gadgets at the top-right.
  - b) Insert or append (add after the last staff) a new staff.
    - > Click Insert New Staff OR
    - > Click Append New Staff
  - c) If desired, give the new staff a name.
    - > Type a name into Staff Name
  - d) If necessary, change the clef from Treble to Bass or Alto.
    - > Set the Clef cycle gadget as required
- OR Remove a staff.
  - a) Select the staff to be removed.
    - > Use the arrow gadgets at the top-right.
  - b) Remove the staff.
    - > Click Delete Staff
- 3) Close the Staff Setup window.
  - > Click Exit
- 4) If there are now more than two staves, part of the staves will probably be hidden.
  - > Use the notation editor's horizontal and right-hand vertical scroll bars to show the hidden parts of the staves OR
  - > Enlarge the notation editor, using its sizing gadget

## NOTES

- \* The Current Staff display shows the staff number currently selected, and the total number of staves.
  - \* It's useful to name staves for reference when using the Staff Setup window, as well as for displaying next to the staves in the notation editor. If you don't require the names in the notation editor, switch off  
Notation Display Setup window -> Display Staff Names.           Where?
  - \* Space Above and Space Below contain the space, in pixels, above and below the selected staff. If you'd prefer the staves to be closer together or further apart, try changing these values.
-

Also, if you find high notes (using many 'ledger lines') to be clipped in the notation editor, try increasing the Space Above value; similarly with low notes and Space Below.

- \* If you find that notes are consistently displayed too high or too low on a staff, try changing the staff's Middle C oct value. This is the octave number of the note C corresponding to middle C on the staff.

For example, if note C-4 in the Tracker editor should be shown as middle C on the staff, set Middle C oct to 4.

#### TIPS

- \* Enlarging the notation editor window is one way to show all your staves at the same time, but there may not be enough room on the screen to do so (unless you remove the Information window). Enlarging the actual screen and using AutoScroll is one solution:

- 1) Outside the notation editor, select Settings menu -> Screen -> Screen Mode.
- 2) In the requester, set the screen's Height to, say, 350. Making sure AutoScroll is on, click Ok.
- 3) Drag the mouse pointer to the bottom of the screen. The screen should scroll up to show the extra space at the bottom. Now you can enlarge the notation editor and rearrange windows to your heart's content.

## 1.4 Notation Editor: Display / How To Set The Time Signature

### HOW TO SET THE TIME SIGNATURE

#### INTRODUCTION

The time signature dictates the number of beats in a measure, and also the note value of a beat. For example, the time signature 3/4 gives 3 beats per measure, where one beat is a quarter note. A less common one, 5/8, gives 5 8th note beats per measure.

Usually, the time signature is 4/4 - four quarter note beats per measure. This is the most common signature. However, the top time signature number can be anywhere between 1 and 8, while the bottom number can be 1, 2, 4 or 8, providing a very wide selection.

The time signature appears on all staves, beside the clef and key signature.

#### STEPS

- 1) Open the Signatures window.
  - > Windows menu -> Signatures
- 2) Set the top time signature number (e.g. the 3 in 3/4).
  - > Adjust the slider at the very top
- 3) Set the bottom time signature number (e.g. the 4 in 3/4).
  - > Adjust the next slider down

## NOTES

- \* In the middle of this window, the number of measures available in More the current block, together with any extra Tracker editor lines left over, is shown.

## 1.5 Notation Editor: Display / How To Set The Time Signature

### HOW TO SET THE KEY SIGNATURE

#### INTRODUCTION

The key signature of the song dictates whether each note is sharp, flat or natural. Put more simply, the key signature dictates the song's key.

There are thirteen different key signatures available in OctaMED: no sharps or flats, 1 to 6 sharps, and 1 to 6 flats. Every signature has two associated key names: one major, one minor. For example, the signature with 3 sharps describes both A major and F# minor. Whether the key is major or minor depends on your song.

Usually, the key is C major or A minor (no sharps or flats). Here's a table containing all possible key signatures with their names:

Number of sharps/flats	Sharps		Flats	
	Major key	Minor key	Major key	Minor key
0	C	A	C	A
1	G	E	F	D
2	D	B	Bb	G
3	A	F#	Eb	C
4	E	C#	Ab	F
5	B	G#	Db	Bb
6	F#	D#	Gb	Eb

So, for example, the major key containing 3 flats is Eb major. The key signature appears on every staff, between the clef and the time signature.

#### STEPS

- 1) Open the Signatures window.
  - > Windows menu -> Signatures
- 2) Adjust the slider below Key Signature, near the bottom.
  - > A positive value gives the number of sharps in the signature, a negative value the number of flats. Usually, the slider is at 0 (no sharps or flats i.e. C major/A minor).

#### NOTES

- \* The information box below the slider gives the major and minor key associated with the signature.



## 1.6 Notation Editor: Display / How To Assign Tracks To Staffs

HOW TO SET WHICH TRACKS ARE SHOWN ON WHICH STAFFS

### INTRODUCTION

As mentioned in the overview, the Tracker editor and notation editor are strongly bound together. One consequence of this is that each staff displays the notes of one or more Tracker editor tracks. So when you add a note to a staff, you're also adding the note to a particular track.

Use the Assign Tracks window to assign Tracker editor tracks to notation editor staffs; that is, set which tracks are shown on which staffs. You can display as many tracks as you like on one particular staff, but it's best to stick to a maximum of 2 for clarity.

A track must be assigned to a staff if its notes are to be displayed in the notation editor. So Assign Tracks is pretty important. OctaMED defaults to a 4-channel setup: Tracks 0 and 3 are displayed on the top staff (number 1), 1 and 2 on the bottom.

### STEPS

- 1) Open the Assign Tracks window.
  - > Windows menu -> Assign Tracks
- 2) Choose a track to assign, and set its staff number.
  - > Find the slider corresponding to your chosen track. Track numbers are displayed down the left-hand side THEN
  - > Move this slider to the required staff number (1 is top)
- 3) Repeat step 2 for all the tracks in your song, as required.

### NOTES

- \* To remove a track from a staff, set its staff number to 0.
- \* If your song uses blocks with over 8 tracks, use the Up and Down buttons (at the bottom) to set the remaining tracks.

### TIPS

- \* In the original notation editor, introduced in OctaMED V2, notes not belonging to the track currently being edited were ghosted. This is not the case in the new editor. If you miss the ghosting, try 'hiding' the notes of tracks not being edited, by setting their sliders in this window to 0.

## 1.7 Notation Editor: Display / How To Set The Stems Direction

HOW TO SET THE DIRECTION OF NOTES' STEMS

### INTRODUCTION

As you know, the stem of a note can go up or down. This usually depends on the pitch of the note: The stem of a note above the middle line of the staff goes up, the stem of a note on or below the middle line goes down. Such notes have 'automatic' stems.

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However, if more than one track is assigned to a staff - especially  
 More  
 two, you may want the stems of one track to go up, and the stems ←  
 of  
 the other to go down, for the sake of clarity. Sheet music for  
 hymns often has opposite stems for each part on a staff.

Using the Assign Tracks window, you can set the stem direction for  
 all notes in each track as up, down or automatic. If in doubt,  
 leave it at automatic!

#### STEPS

- 1) Open the Assign Tracks window.
  - > Windows menu -> Assign Tracks
- 2) Choose a track, and set its stems' direction.
  - > Find the cycle gadget corresponding to your chosen track.  
 Track numbers are displayed down the left-hand side, cycle  
 gadgets down the right THEN
  - > Set the cycle gadget to Auto, Up or Down as required
- 3) Repeat step 2 for all the tracks in your song, as required.

#### NOTES

- \* If your song uses blocks with over 8 tracks, use the Up and Down  
 buttons (at the bottom) to set the remaining tracks.

#### TIPS

- \* To set up a four-part choral arrangement, try the following  
 stem directions (with the default tracks assigned):

Track 0: Up; Track 1: Up; Track 2: Down; Track 3: Down

## 1.8 Notation Editor: Display / How To Set The No. Of Measures Per Staff

### HOW TO SET THE NUMBER OF MEASURES PER STAFF

#### INTRODUCTION

Only one set of staves is ever shown on the screen at once. Usually  
 only one measure is shown at any one time, but this can be changed.  
 It can be useful to show 2, 3, 4, 6 or even 8 measures at once.

It's best to experiment with the number of measures per staff that  
 looks good for your particular song. If there are few notes in each  
 measure, for example, a large number of measures is desirable.

#### STEPS

- 1) Open the Notation Display Setup window.
  - > Windows menu -> Notation Display Setup
- 2) Change the number of measures shown at once.
  - > Adjust the Measures slider

## 1.9 Notation Editor: Display / How To Set The Staff Width

### HOW TO SET THE STAFF WIDTH

#### INTRODUCTION

You can change the width of the staves displayed in the notation editor, in pixels. The usual width is good for the usual window size, but if you change the width of the window from 640 pixels, you may wish to adjust the staff width.

To save you some trial-and-error, OctaMED can choose a good staff width for your notation editor window width, known as 'scaling'. The selected width can be saved with settings. How?

#### STEPS

- 1) Open the Notation Display Setup window.
  - > Windows menu -> Notation Display Setup
- 2) Change the staff width, in pixels.
  - > Type a new value into Display Width OR
  - > Click Scale

#### NOTES

- \* To set the usual width, enter a value into Default (top-right). This value is the one saved with settings - not the Display Width value.
- \* If your staves are so wide that they do not fit in the window at once, use the notation editor's horizontal scroll bar (along the bottom) to reveal the hidden parts of the staves.

## 1.10 Writing a Song / Notation Editor: Editing

### HOW TO...

Place a note on a staff

Remove a note from a staff

Add an accidental to a note

Add or remove a measure

### OVERVIEW

Opened through the Display menu, the notation editor is an alternative method of displaying your song. It uses standard musical notation - notes, rests, time and key signatures etc. - rather than the more computer-friendly notation used in the Tracker editor.

Before trying to edit in the notation editor, set up the display to How?

your liking. To place a note on a staff, the basic procedure is to select a note from the Tools window, and click on the staff at the point where the note should be placed. Removing a note involves replacing it with an appropriate rest.

'Accidentals' are sharps, flats and naturals not implied by the key signature. The Tools window's # and b buttons add an accidental to an existing note.

Adding and removing a measure is made simple in the Signatures window. A more clumsy method is to calculate the number of Tracker editor lines required in the block to produce the desired number of measures, and to type this number into the Block Properties window.

How?

You are referred to part 11 of the printed manual for a complete notation editor reference.

## 1.11 Notation Editor: Editing / How To Place A Note On A Staff

### HOW TO PLACE A NOTE ON A STAFF

#### INTRODUCTION

The notation editor is strongly bound to the Tracker editor. After all, the two editors are just two different ways of displaying the same song. So when you add a note to the song in the notation editor, the note is also added in the Tracker editor. Player commands, however, can only be entered in the Tracker editor.

Adding a note to a staff is a simple matter of selecting the required note in the Tools window, then clicking on the desired position on the staff. If more than one track is assigned to that staff, the track to which the note should be entered must be selected before adding the note.

To help you place notes accurately, OctaMED tells you exactly where you are on the staff as you move the mouse, by way of a display box in the Tools window. The current Tracker editor line, the current beat number in this measure, the current 'part-of-beat' number (usually a 16th note), and the current Tracker editor note are all displayed.

#### STEPS

- 1) Identify a staff on which to place the note. Make sure that the desired Tracker editor tracks are assigned to the staff.
  - How?
  - 2) If the staff has been assigned more than one track, select the track to which the note should be entered.
    - > Adjust the slider at the bottom-left of the Tools window
    - \* Just above this slider, the following information is shown:      Where?
      - The current staff number; The assignment number of the track to be edited; The number of tracks assigned to this staff; The actual track number of the track to be edited.
- 3) If necessary, select an instrument.      How?
- 4) Ensure that Edit mode is switched on.
  - > Main Control window -> Edit button      Where?
- 5) Select the required length of note.

- > Click on one of the 8 note buttons in the Tools window OR
- > Type a length, in Tracker editor lines, directly into the Tools window's Length box. The maximum is 31

6) Position the note on the staff.

- > Holding down the left mouse button, move the mouse to the correct position. Use the display box in the Tools window, underneath Length, as a guide THEN
- > Release the mouse button at the correct point

#### NOTES

\* The display box underneath Length, in the Tools window, displays:

- a) L: n, where n is the current Tracker editor line number. Remember that every note position corresponds to a Tracker editor line in the current block.
- b) B: x-y, where x is the current beat number in this measure, and y is the 'part-of-beat' number. This is best understood by watching the display as you move the mouse horizontally across a staff. Part-of-beats are usually 16th notes.
- c) N: nnn, where nnn is the note name and octave number corresponding to the current line or space on the staff. If the octave number is too high or low for your liking, change the staff's Middle C oct value.

How?

\* The minimum note length available is a 16th note. If you know that your song will never contain notes shorter than an 8th note, for example, switch Space on and set the Space value to 2. How? The part-of-beat length is now an 8th note. This restricts notes to Tracker editor lines divisible by two (000, 002, 004, etc.).

- \* It's often best to stick to one instrument, played on one track, per staff. When you click on a staff to enter a note, OctaMED can select the usual instrument for that staff for you. Set the staff's 'default instrument' in the Staff Setup window. Where?
- \* If you're composing in a minor key, you can use the 'harmonic minor scale': OctaMED can sharpen the 7th note of the scale for you. If you're not sure what I'm on about, just try switching on Harmonic Minor Scale (Signatures window) and experiment! Where?

#### TIPS

- \* To cancel entering a note while holding the left mouse button on the staff, press the key to toggle Edit on/off (usually Esc). More

## 1.12 Notation Editor: Editing / How To Remove A Note From A Staff

### HOW TO REMOVE A NOTE FROM A STAFF

#### INTRODUCTION

We recommend that you read

How To Place A Note On A Staff  
before

consulting this how-to. The only difference between placing and

removing a note is that a rest is selected when removing a note, instead of a note.

For example, to remove an 8th note from a staff, select an 8th note rest from the Tools window, then click on the note to be removed. To remove two 8th notes together, replace the first 8th note with a quarter note rest (or replace the two notes individually with two 8th note rests).

#### STEPS

- 1) Follow the steps in How To Place A Note On A Staff. In step How?
  - 5, select the required length of rest.

## 1.13 Notation Editor: Editing / How To Add An Accidental To A Note

### HOW TO ADD AN ACCIDENTAL TO A NOTE

#### INTRODUCTION

The key signature of the song dictates whether a particular note is More

sharp, flat or natural. A note can be forced to become sharp, flat or natural, whatever the key signature, by adding an appropriate sign just before the note. Such a note is called an 'accidental', presumably because in the olden days, such notes were considered an accident on behalf of the composer or performer!

To enter an accidental note, you enter the note as usual, then add a sharp, flat or natural using the # and b buttons in the Tools window. After clicking the # button, every time you click on a note, the note is made one halfstep sharper. After clicking the b button, a note can be made flatter in the same way.

For example, in the key of C major, there are usually no sharps or flats. So to add a G#, first add a G, then click on # and click on the G once. Clicking on the G again further sharpens the note to A. Clicking on the G having selected b instead of # would flatten the note to Gb.

In the key of Db major, a G is usually flat. So to add a G natural, first add a Gb, then click on # and click on the Gb once. This sharpens it one halfstep to G natural. Click on the G again to further sharpen it to G#.

#### STEPS

- 1) Enter the note in the normal way.
  - How?
    - 2) Select whether the note should be made sharper or flatter.
      - > Tools window -> # button OR
      - > Tools window -> b button
- 3) Add an accidental to the note.
  - > Click on the note until the desired accidental is added

## 1.14 Notation Editor: Editing / How To Add Or Remove A Measure

### HOW TO ADD OR REMOVE A MEASURE

#### INTRODUCTION

As has often been stressed, the Tracker editor and notation editor are just two different ways of looking at the same song. So notes displayed in the notation editor actually exist in a Tracker editor block.

In order to add or remove measures, then, the current block is made longer or shorter; that is, lines are added or removed. While this could be done through the Block Properties window, OctaMED provides an easier way to add or remove a measure in the Signatures window.

The number of Tracker editor lines in a measure depends solely on the time signature. The Signatures window shows the number of available measures in the current block using the given time signature, together with any extra ('leftover') Tracker editor lines at the end of the block that don't quite make up a full measure.

Of course, nobody wants an incomplete measure at the end of a block, so the Add Measure and Rem Measure buttons both set the number of leftover lines to 0. In other words, to make up an incomplete measure into a full measure, click Add Measure. To remove any leftover lines, click Rem Measure.

#### STEPS

- 1) Open the Signatures window.
  - > Windows menu -> Signatures
- 2) Examine the 'Measures in this block' and 'Leftover lines' displays.
- 3) If necessary, add a new measure (or make up leftover lines into a complete measure).
  - > Click Add Measure
- 4) If necessary, remove a measure (or any leftover lines).
  - > Click Rem Measure

#### NOTES

\* For those that are interested, the number of Tracker editor lines in a block is calculated by  $t \times 16 \div b$ , where 't' is the top time signature number, 'b' the bottom number.

## 1.15 Writing a Song / Block Management

### HOW TO...

Add a block

Remove a block

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Select the current block

Clear a block

#### OVERVIEW

Most OctaMED songs consist of many separate 'blocks' of music, rather than one long stream of notes. Subdividing into blocks gives the song an easy-to-manage structure.

To add and remove blocks, use the Block menu or the Block List window. Usually, a block is selected for displaying or editing using the keyboard (Shift-<up> and Shift-<down>). The selected block is called the 'current block'.

#### NOTES

\* In the Information window, the long information box on the right shows two numbers. The first is the number of the current block, the second is the number of the last block. This information is duplicated in the Block List window.

The current block's name is also shown in the Information window.

## 1.16 Block Management / How To Add A Block

#### HOW TO ADD A BLOCK

##### INTRODUCTION

A block can be added after the last block or before the current block. Usually, the new block's size is taken from the current block. Alternatively, you can add a default-sized block, which is 64 lines long and 4 tracks (for 4-channel or Mix mode) or 8 tracks (for other modes) wide.

##### STEPS

EITHER Through the Block menu:

1) EITHER Add a block after the last one.

> Block menu -> New -> Append Sh'cut

OR Add a block before the current one. Sh'cut

> Block menu -> New -> Insert

OR Add a default-sized block after the last one. Sh'cut

> Block menu -> New -> Append Def

OR Add a default-sized block before the current one. Sh'cut

> Block menu -> New -> Insert Def

OR In the Block List window:

1) Open the Block List window.

> Block menu -> Block List OR

> Information window -> B button (center)

2) EITHER Add a block after the last one.





- a) Open the Block List window.
  - > Block menu -> Block List OR
  - > Information window -> B button (center)
- b) Select a block.
  - > Click on a block number or name in the list.

## NOTES

- \* Selecting blocks becomes much easier if the blocks are named.
  - How?
    - \* If there are many blocks in the song, you may have to use the Block List's scroll bar to see the block you want to select.

## 1.19 Block Management / How To Clear A Block

## HOW TO CLEAR A BLOCK

## STEPS

- 1) EITHER Mark a range over the whole block, then erase it.
  - > Edit menu -> Range Current Block (or Shift-Ctrl-B) THEN
  - > Edit menu -> Erase Range (or Ctrl-Z, with the default keys)

OR Cut the block.

> Block menu -> Cut More

## NOTES

- \* The second method is shorter but consumes memory, because the old block contents are stored in the block copy buffer. This may be advantageous, as you can retrieve the old contents by selecting Block menu -> Paste.

## TIPS

- \* The first method can be made into a single keyboard shortcut, How? using the command RN\_ERASE BLOCK.

## 1.20 Writing a Song / Block Names And Dimensions

## HOW TO...

Name a block

Change the length, width and depth of a block  
OVERVIEW

Most OctaMED songs consist of many separate 'blocks' of music, rather than one long stream of notes. Subdividing into blocks gives the song an easy-to-manage structure.

Blocks have three dimensions: length, width and depth. A block's length is the number of lines; its width, the number of tracks; and its depth, the number of player command pages. All of these dimensions can be changed.

As blocks can look like a jumble of letters and numbers, naming them is recommended for easy recognition.

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## 1.21 Block Names And Dimensions / How To Name A Block

### HOW TO NAME A BLOCK

#### STEPS

EITHER In the Block List window.

- 1) Open the Block List window.
  - > Block menu -> Block List OR
  - > Information window -> B button (center)
- 2) Select the block to be named.
  - How?
  - 3) Name that block.
    - > Click inside the text box below the list, and type in a name.

OR In the Block Properties window.

- 1) Open the Block Properties window.
  - > Block menu -> Block Properties OR
  - > Information window -> B button (center) with Shift held down
- 2) Name the current block.
  - > Type a name into the Name text box. (It is automatically activated when you open the window.)

#### NOTE

- \* The current block's name is shown in the Information window, at the top-right.

## 1.22 Block Names And Dimensions / How To Change The Dimensions Of A Block

### HOW TO CHANGE THE LENGTH, WIDTH AND DEPTH OF A BLOCK

#### STEPS

- 1) Open the Block Properties window.
  - > Block menu -> Block Properties OR
  - > Information window -> B button (center) with Shift held down
- 2) If necessary, change the length - the number of lines.
  - > Type a new number into the Length box OR
  - > Use one of the four arrow buttons
  - \* The single arrows change the length in steps of 1 line, the double arrows in steps of 10 lines.
- 3) If necessary, change the width - the number of tracks.
  - > Drag the Tracks slider
- 4) If necessary, change the depth - the number of command pages. More
  - > Type a new number into the Cmd Pages box OR
  - > Use the arrow buttons at the bottom-right

#### TIPS

- \* Try giving the block some musical structure by highlighting every How?

beat (usually every fourth line).

## 1.23 Writing a Song / Song Arrangement

HOW TO...

Add an entry to the playing sequence

Create multiple playing sequences (sections)

Create a section list

OVERVIEW

After composing all the blocks of your song, you should create a 'playing sequence'. The playing sequence is the order in which the blocks should be played; blocks may be omitted or repeated.

Another way to arrange a song is to create several small playing sequences, called 'sections'. You should then create a 'section list'; the section list is the order in which the sections should be played. This is a good way to thoroughly organize your song.

## 1.24 Song Arrangement / How To Add An Entry To The Playing Sequence

HOW TO ADD AN ENTRY TO THE PLAYING SEQUENCE

INTRODUCTION

This how-to covers adding a single entry to the playing sequence. Whole playing sequences are created by appending entries to the sequence one by one.

There's always at least one entry in a sequence. This single entry is usually 000, so add your first entry by changing this single entry to the correct block number (see step 5 of the how-to).

STEPS

- 1) Open the Playing Sequence window.
  - > Song menu -> Playing Sequence OR
  - > Information window -> Sq button (just left of center)
- 2) If the entry is to be inserted (rather than appended), position the line marker where the entry should be inserted.
  - > Use the scroll bar to position the sequence if necessary THEN
  - > Click Top OR
  - > Click Bottom OR
  - > Click on an existing entry OR
  - > Click below the last entry [to append the entry]
- 3) EITHER Insert an entry.
  - > Click Insert [duplicates the marked entry] OR
  - > Click Ins Curr [inserts the number of the current block] OR
  - > In Block List, click Ins to Seq [as Ins Curr]

OR Append an entry (add to the end of the sequence).

---

- > Click Append [duplicates the marked entry] OR
- > Click App Curr [appends the number of the current block] OR
- > In Block List, click App to Seq [as App Curr]

- 4) If necessary, change the entry to a different block number.
- > Enter a new number into the number box on the top-left OR
  - > Use the arrow buttons beside that number box

#### NOTES

- \* To delete an entry, position the line marker over the entry and click Delete.
- \* To clear the current sequence, click Clear.
- \* There are two numbers just below the sequence. The first is the entry number currently marked, the second is the number of entries in the sequence. This is duplicated in the Information window, in the third display box from the left.
- \* The maximum number of entries in a sequence is 999. If you need more than this, split up the sequence into sections.

#### TIPS

- \* It's easy for the sequence to become messy, if changed over a period of time. Try using the provided ARexx script, OrgPlayseq.rexx. It will renumber the blocks and playing sequence so that the sequence order is more logical.
- \* It's a good idea to name the blocks used in the song. In the Block List, switch on Show Unused to mark the blocks \*not\* used in the song with a star.

## 1.25 Song Arrangement / Multiple Playing Sequences (Sections)

### HOW TO CREATE MULTIPLE PLAYING SEQUENCES (SECTIONS)

#### STEPS

- 1) Open the Playing Sequence window.
  - > Song menu -> Playing Sequence OR
  - > Information window -> Sq button (just left of center)
- 2) Create your first section, and name it.
  - > Add entries to the playing sequence one by one THEN
  - How?
  - > Click inside the Name box (just below center), and type in a new name
- 3) Add a new section, and select it.
  - > Click New Sec (bottom-left) THEN
  - > Click > (bottom-left)
- 4) Repeat steps 2 and 3 for every required section.

#### NOTES

- \* To insert a new section before the current one, click New Sec Here. To remove the current section, click Delete Sec.
-

- \* To select a new section, type a new number into the number box beside Sec:, or use the arrow buttons beside the box. The number to the right of the arrows is the total number of sections.

## TIPS

- \* Naming a section isn't necessary, but it makes things clearer in the section list.
- \* There is unfortunately no shortcut for splitting a long playing sequence into many sections, short of writing an ARexx script to do the job.

## HOW TO CREATE A SECTION LIST

## STEPS

- 1) Open the Section List window.
  - > Song menu -> Section List OR
  - > Information window -> Sc button
- 2) If necessary, change the entry 001 (which always exists) to the required number of your first entry.
  - > Enter a new number into the number box OR
  - > Use the arrow buttons beside that number box
- 3) Add a new entry, and select it.
  - > Click Append [adds an entry to the bottom of the list] THEN
  - > Click on the new entry
- 4) Repeat steps 2 and 3 for every required section list entry.

## NOTES

- \* To insert an entry, click on the required inserting position and click Insert. To delete an entry, click on the entry then Delete.
- \* There are two numbers just below the list. The first is the entry number currently marked, the second is the number of entries in the list. This is duplicated in the Information window, in the display box second from the left.
- \* At the bottom right, before 'secs', the number of sections is displayed. This is the total number of sections in memory, rather than the number of sections in the list (these numbers differ if sections are repeated or omitted).

## TIPS

- \* You could open the Playing Sequence window to check that you're inserting the right sections! One way of selecting a particular section is to create a section list entry for it, then click on that entry with Shift held down. How?

## 1.26 Writing a Song / Multi-Modules

HOW TO...

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Add a song

Remove a song

Select the current song

Clear a song

Load a song as part of a multi-module

Save a multi-module

#### OVERVIEW

A multi-module is a project containing more than one song. Each song shares the same set of instruments. This allows you, for example, to compose different songs for each level of a game, without having to load or store the same instrument repeatedly.

Multi-modules are also very useful when writing just one song, as you can treat one song in the multi-module as 'workspace', much like Deluxe Paint's spare screen option. You may design and compose in one song, then cut and paste to another.

'Module' is just another name for 'song', so a multi-module just consists of many songs.

#### NOTES

\* In the Information window, the information box on the far left shows two numbers. The first is the number of the current song, the second is the total number of songs in memory.

## 1.27 Multi-Modules / Adding, Removing, Selecting, Clearing

#### HOW TO ADD A SONG

##### STEPS

1) EITHER Use the Song menu to add a song after the last one.  
> Select Song menu -> Add New

OR Use the Song Selector window to add a song anywhere.

a) Open the Song Selector window.

> Song menu -> Select OR

> Information window -> Sg button (far left)

b) EITHER Add a song after the last one.

> Click Add New

c) OR Add a song before the selected one.

> Click on a song name to select it THEN

> Click Add Here

2) Name the new song.

a) EITHER Use the Song Options window's Name box.

> Select Song menu -> Set Options THEN

> Type a new name into the Name box (very top)

b) OR Use the Song Selector window's text box.

> Select Song menu -> Select OR

> Click Sg in the Information window THEN

> Type a new name into the text box below the list of songs

## NOTES

- \* Yet another way to add a new song is to select the final song, then click > in the Information window. Click Add in the requester which appears.

## HOW TO REMOVE A SONG

## STEPS

- 1) Open the Song Selector window.
  - > Song menu -> Select OR
  - > Information window -> Sg button (far left)
- 2) Select the song to be deleted in the list.
  - > Click on the required song name
- 3) Remove the song.
  - > Click Delete THEN
  - > Click Delete in the requester which appears

## NOTES

- \* A quick way to delete the last song, without going through the Song Selector, is to click < in the Information window with Shift held down. Click Delete in the requester which appears.

## HOW TO SELECT THE CURRENT SONG

## STEPS

- 1) EITHER Use the arrow buttons in the Information window.
  - > Click < to move to the previous song OR
  - > Click > to move to the next song (far left)
- OR Use the Song Selector.
  - a) Open the Song Selector window.
    - > Song menu -> Select OR
    - > Information window -> Sg button (far left)
  - b) Select the song to be selected in the list.
    - > Click on the required song name
  - c) Select the song.
    - > Click Select

## NOTES

- \* It does help if all your songs are named, and more imaginatively so than the automatic <unnamed>, <unnamed\_2>, etc.!

## HOW TO CLEAR A SONG

## STEPS

- 1) Select the song to be cleared.
  - How?
  - 2) Open the New? window.
    - > Select Project menu -> New
- 3) Clear the current song.
  - > Click Clear Current

## NOTES



- \* When you clear a song, OctaMED can automatically flush unused instruments. This has the effect of removing instruments used by only the current song (the one to be cleared), as these are no longer needed. To do this, select Instr menu -> Automatic Flush.

## 1.28 Multi-Modules / Loading And Saving

### HOW TO LOAD A SONG AS PART OF A MULTI-MODULE

#### STEPS

- 1) If necessary, add a new song to contain the song to be loaded.
- 2) Select a song to contain the song to be loaded.
- 3) Load the required song. How?
- 4) In the requester that appears, choose Remap or Don't Remap.
  - a) EITHER Load the new song's instruments into empty places, and renumber ('remap') the song's instrument numbers accordingly.
    - > Click Remap
  - a) OR Remove all existing instruments in the entire multi-module, and replace them with the instruments from the new song.
    - > Click Don't Remap

#### NOTES

- \* Remap is the option most chosen. It allows several sets of instruments, used in several songs, to be contributed to one large overall set of instruments.
- \* Don't Remap allows you to use the new, different instruments in the new song with the other songs in the multi-module.

### HOW TO SAVE A MULTI-MODULE

#### STEPS

- 1) Open the Save Options window.
  - > Select Project menu -> Save
- 2) EITHER Choose to save all songs in the multi-module.
  - > Set the cycle gadget below Save Instruments to Save Multi-Module.

OR Choose to save only the current song (that currently shown in the Tracker editor).

  - > Set the same cycle gadget to Current Song Only.
- 3) Set other required options and save the song. How?