

OctaMED

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REVISION HISTORY

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Chapter 1

OctaMED

1.1 The Project Menu

* Note: 'Project' here refers to a single song, or a combination of songs which make up a multi-module. ←

New	Opens window: New?	Clears the current project to let you start a new one.
Open	Loads a song from disk.	More
Play After Loading	On: OctaMED automatically starts playing a song after it is loaded.	More
Save	Opens window: Save Options	Saves the current project to disk.
Save	Opens window: Save Timer Timer	Controls OctaMED's automatic save facility.
Delete Files	Deletes one or more files from disk.	More
Print	Opens window: Print Options	Prints the song in a variety of ways.
Command	Opens window: OctaMED Command Shell Shell	A Shell-like window to test OctaMED's ARexx commands.
ARexx Script	Execute an ARexx file.	More
Last Message	Displays the last message (error or information) appearing on the screen's title bar.	More

Online Help	Opens OctaMED's help system (you're using it now!).	More
About	Displays information about OctaMED, its current language and its registered owner.	More
AmigaDOS Shell	Opens an AmigaDOS shell on the OctaMED screen.	More
Audio Channels	Allocates/frees the Amiga's internal audio channels.	More
Quit OctaMED	Quits the program.	More

1.2 The Display Menu

* All of these items open windows. Some of these windows - Tracker editor, Main Control, Information - are usually open. You are free to close them, however; use the appropriate menu items to re-open them.

Tracker	Opens window: Tracker editor Editor	The main way of entering music in OctaMED.
Notation	Opens window: Notation editor Editor	For entering/reading music in traditional notation.
Main Control	Opens window: Main Control	OctaMED's main control panel.
Information	Opens window: Information Window	Gives information on various properties of the song ↔
Tempo Window	Opens window: Tempo	Controls the speed of the song.
Synth Editor	Opens window: Synthetic Sound Editor	For creating/editing 'synthetic' instruments.
Sample Editor	Opens window: Sample Editor	For editing and digitizing 'samples' (the most common instrument type).
Sample List Editor	Opens window: Sample List Editor	For creating/editing a list of all your instruments.
MIDI Message	Opens window: MIDI Message Editor	

Editor	Sends/receives MIDI SysEx messages.
Input Map Editor	Opens window: Input Map Editor Allows control over OctaMED using your MIDI device.
ARexx Trigger Setup	Opens window: ARexx Trigger Setup Window Sets player commands to perform ARexx operations.

1.3 The Song Menu

Select	Opens window: Song Selector For selecting the current song (of a multi-module).
Add New	Adds a new song after the final song. More
Delete Last	Deletes the final song of a multi-module. More
Playing Sequence	Opens window: Playing Sequence Controls the order in which to play blocks.
Section List	Opens window: Section List Controls the order in which to play song sections.
Set Options	Opens window: Song Options Contains some options related to the whole song.
Set Volumes	Opens window: Relative Track Volumes To set the volumes of the song's tracks.
Set Annotation	Opens window: Song Annotation For attaching text to your song (e.g. greetings).

1.4 The Block Menu

New	Adds a new block to the song. More
Insert	Inserts a new block before the current block.
Append	Adds a new block after the final block.
Insert Def	As Insert, but the new block is given the default size (64 lines of 4 or 8 tracks) rather than the size of the current block.
Append Def	As Append, but uses the default size.
Delete	Deletes the current or last block. More
Set Properties	Opens window: Block Properties To change the properties of the current block.

Block List	Opens window: Block List An at-a-glance list of blocks and some functions.	
Highlight Options	Opens window: Highlight Options To regularly highlight Tracker editor lines.	
Cut	Copies the current block to the copy buffer, then clears it.	More
Copy	Copies the block to the copy buffer.	More
Paste	Overwrites the block with the copy buffer's contents.	More
Swap w/Buf	Swaps the block with the copy buffer.	More
All Cmd Pages	On (default): Cut and Copy affect all command pages. Off: Cut and Copy affect the current page.	More
Insert Line	Adds a new line at the cursor position.	More
Delete	Removes the line at the cursor position.	More
Expand/Shrink	Opens window: Expand/Shrink Block Inserts lines between notes or deletes every nth line.	
Split At Cursor	Splits the current block into two blocks. The current line becomes the first line of the next block.	More
Join With Next	Joins the current block with the following one.	More

1.5 The Track Menu

Cut	Copies the current track to the copy buffer, then clears it.	More
Copy	Copies the track to the copy buffer.	More
Paste	Overwrites the track with the copy buffer's contents.	More
Swap w/Buf	Swaps the track with the copy buffer.	More
All Cmd Pages	On (default): Cut and Copy affect all command pages. Off: Cut and Copy only affect the current page.	More
Insert Empty	Inserts an empty track before the current track, in just the current block or over the whole song.	More
Delete	Removes the notes / player commands in the current track.	More

1.6 The Instr Menu

Instrument List	Opens window: Instrument List A selectable list of the instruments in the song.	
Type	Opens window: Instrument Type Choose the type of each instrument here.	
Set Properties	Opens window: Instrument Properties Contains settings for each instrument in the song.	
Load Instrument(s)	Loads one or more instruments from disk.	More
Load from List	Opens window: Instrument Load Window A simplified Sample List Editor geared towards loading the instruments in your list.	
Save Instrument	Saves the current instrument to disk, in the format you select from the submenu.	More
Flush Current	Removes the current instrument from memory and clears all its properties.	More
Flush All Unused	Removes all instruments unused by the current project.	More
Automatic Flush	On: A requester to flush unused instruments will appear on pressing the Clear Current button in the New Project window.	More
Add Path	Adds the full path of the instrument when loaded.	More
Remove Path	Removes the path of the instrument before loading. (Only for songs saved without instruments.)	More
Halve Loaded Samples	On: Loaded samples will be 'halved' (in volume). Automatically turned on in 5-8 channel mode.	More
Load Samples To Fast Mem	On: Any samples you load are stored in Fast memory. Off: Loaded samples are stored in Chip memory. Usually off, but turned on in Mix mode.	More
Move Samples To Fast Mem	Moves all samples in Chip memory to Fast memory.	More
Move Samples To Chip Mem	Moves all samples in Fast memory to Chip memory.	More

1.7 The Edit Menu

* Most items in this menu act on the current range.		More
Cut Range	Copies the range to the copy buffer, then clears it.	More

Copy Range	Copies the range to the copy buffer.	More
Paste Range	Overwrites part of the current block with the copy buffer's contents, starting at the cursor position.	More
Paste To Sel. Tracks	As Paste Range, but inserts consecutive tracks in the copy buffer to consecutive selected tracks in the block.	More
Erase Range	Clears the notes in the range.	More
All Cmd Pages	On (default): Cut and Copy affect all command pages. Off: Cut and Copy affect the current page.	More
Discard Copy Buffers	Frees up the memory occupied by all three copy buffers.	More
Transpose	Opens window: Transpose To transpose and change notes and instrument numbers.	
Replace Notes	Opens window: Replace Notes Searches for particular note(s) and replaces them.	
Range Curr. Track	Marks a range over the whole of the track that the cursor is on.	More
Range Curr. Block	Marks a range over the whole of the current block.	More
Re-mark Range	Brings back the most recently marked range.	More
Spread Notes	Opens window: Spread Notes Spreads notes across consecutive tracks.	
Pitch Slide	Creates a pitch slide. Type 2 replays the note after sliding to it; type 1 does not.	More
Volume Slide	Creates a volume slide using player command 0C.	More
Generic Slide	Creates a slide using any type of player command.	More
Note Echo	Opens window: Note Echo Produces automatic echoes using player command 0C.	

1.8 The MIDI Menu

MIDI Active	On: Activates MIDI.	More
Input Active	On: You may use your MIDI device to enter notes. (As long as MIDI Active and Edit mode are on.)	More
Slave Mode	On: Activates MIDI Slave Mode. OctaMED can now be	More

Active	controlled by a MIDI sequencer.	
Input Channel	Opens window: Input Channel Sets the MIDI input channel.	
Send Sync	On: Sends synchronization information when Song Play or STOP is clicked.	More
Ext Sync	On: External synchronization (an external MIDI device sends sync info instead of OctaMED). Input Active must be on.	More
Send Active Sensing	On: Periodically sends active sensing messages.	More
Send Out Input	On: Replays input MIDI notes. Useful for owners of a separate sound module and keyboard.	More
Read Key-Up's	On: Records key-up events in the Tracker editor.	More
Read Volume	On: Records the volume of received notes (as 0C volume commands).	More
Immediate Preset Change	On: Sends a preset change message immediately when an instrument's Preset value is changed. (Otherwise, OctaMED waits until a note is next played with it.)	More
Reset Pitch/Presets	Resets pitchbenders, modulation wheels and presets on all channels.	More
Send MIDI Reset	Sends a 'MIDI Reset' message (\$FF).	More
Send Local Control	Sends a 'Local Control On / Off' message.	More
Note Killing	The method used for switching all notes off when the song is stopped. \$Bx 7B 00 is recommended.	More
SMF Load Options	Opens window: SMF Load Options Options used when loading Standard MIDI Files.	
Controller Commands	Opens window: MIDI Controllers Set player commands to send control change commands.	

1.9 The Settings Menu

Mouse Options	Opens window: Mouse Options Sets the function of each mouse button when editing.
Keyboard Options	Opens window: Keyboard Options Some options for editing with the keyboard.
Programmable	Opens window: Programmable Keys

Keys	A shortcut for entering notes.	
Keyboard Shortcuts	Opens window: Keyboard Shortcuts Set almost any key combination to do almost anything!	
Mixing Settings	Opens window: Mixing Settings Concerns playing in Mix mode.	
FastMemPlay	Opens window: FastMemPlay Allows playing Fast memory samples in 4-channel mode (and non-paired tracks in 5 to 7-channel mode).	
Aura Sampler	Opens window: Aura Sampler Options Controls for HiSoft's 16-bit sound board, Aura.	
Equalizers	Opens two different 'equalizer' windows.	More
Miscellaneous	Opens window: Miscellanenous Options Contains a variety of options.	
Screen	A couple of screen options.	More
Screen Mode	Changes OctaMED's screen mode.	
Like WB	On: The screen has the same properties as the Workbench screen.	
Auto-Freeze Screen	On: Automatically 'freezes' the OctaMED screen when it is not the frontmost. This frees more processor time for multitasking.	More
Font	Opens window: Font To set the font used in three different areas.	
Palette	Opens window: Palette Alters the screen's colors.	
Windows	Various facilities for storing a window's position in memory ('snapshotting'). 'Opened' affects opened windows, 'All' affects all windows, otherwise just the current window is affected.	More
Load Settings	Loads a new settings file.	More
Save Settings	Saves the current settings under the name 'PROGDIR:Soundstudio.config'.	More
Save Settings As	Saves the current settings under any name.	More

1.10 The New? Window

PURPOSE

Clears the current project to let you start a new one.

HOW TO OPEN

Project menu.

Where?

GADGETS

- > Clear All More
Removes all samples and songs from memory.
- > Clear Current More
Clears the current song.
- > Cancel
Closes the window.

1.11 The Save Options Window

PURPOSE

Saves the current project to disk.

HOW TO OPEN

Project menu.

Where?

GADGETS

- * Top
 - > GetFile gadget More
Opens a file requester to select a filename.
 - > Text box
Contains the filename for saving.
- * Miscellaneous section
 - > Save Secondary Data More
- On
Saves some extra information with the song.
- Off
Only necessary information is saved.
 - > Create Icon More
- On
Saves a Workbench icon file with the song.
 - > Save Notation Data More
- On
Saves notation editor information with the song.
 - > Save Instruments More
- On
Instruments are saved with the song.
- Off
When the song is reloaded, its instruments are individually loaded using your sample list.
 - > Cycle gadget More
- Save Multi-Module
Saves all songs in the multi-module.
- Current Song Only
Saves the currently selected song in the multi-module.
- * File Format section More
 - > Radio button
 - MMD2 (V5 and above)
Supports all OctaMED features.
 - MMD1 (V3 and above)
Supports all features but saves in a format compatible

with OctaMED V3 and V4.

- MMD0 (MED & OctaMED)

Supports many features. Compatible with MED 2.10 and all versions of OctaMED.

- SMF Type 0

Standard MIDI File Type 0 format.

- Executable File

Saves as an executable file. You can run this file from the Workbench or a shell.

* Lower section

- > Compression More
 - No Compression

Does not compress the song.

 - PowerPacker Compr.

Compresses using powerpacker.library.

 - SFCD Compression

Compresses using Stephan Fuhrmann Compact Density (lh.library).

 - XPK Compression

Compresses using an XPK library.
- > Settings More

Opens window:

 - PowerPacker Settings
[for PowerPacker Compr.]
 - XPk Settings
[for XPk Compression]
- > Calculate Size

Calculates the project's size in bytes if it were saved using the current settings.
- > Packed

Calculates the compressed size in bytes. (Can take time.)

* Bottom

- > Save

Saves the song using the above settings.
- > Exit

Closes the window.

1.12 The PowerPacker Settings Window

PURPOSE

Contains settings for PowerPacker compression (songs only). More

HOW TO OPEN

Save Options window.

Where?

GADGETS

- > Speedup Buffer
 - Large/Medium/Small

Bigger buffers consume more memory but speed up compression.
- > Efficiency
 - Fast/Mediocre/Good/Very Good/Best

Better efficiency produces smaller files but reduces compression speed.
- > Exit

Closes the window.

1.13 The XPK Settings Window

PURPOSE

Select the compressor used in XPK compression (songs only), and adjust its settings. More

HOW TO OPEN

Save Options window.

Where?

GADGETS

- > Cycle gadget
 - All compressors contained in the LIBS:Compressors directory
Allows you to select the compressor used.
- > Information box
 - Gives information on the selected compressor.
- > Efficiency
 - Better efficiency produces smaller files but reduces compression speed.
- > Password
 - For use only with encryption compressors. The password you enter will need to be provided when the song is re-loaded.

1.14 The Save Timer Window

PURPOSE

To start/stop automatic song saving, and change related settings. More

HOW TO OPEN

Project menu.

Where?

GADGETS

- > Time Between Saves (mins)
 - Contains the time in minutes between each save, or 0 if the facility is switched off.
- > Active
 - On
 - The song will be automatically saved every given number of minutes.
 - Off
 - The song must be manually saved by opening Save Options.
- > Open Save Window
 - On
 - The Save Options window is opened before every save.
 - Off
 - The window is only opened the first time that the save time elapses.

1.15 The Print Options Window

PURPOSE

Prints the song in Tracker editor format, with various information. More

HOW TO OPEN

Project menu.

Where?

GADGETS

- * Output File section
 - > GetFile gadget
 - Opens a file requester to select a filename. More
 - > Text box
 - Contains the filename for (optionally) printing to a file.
- * Range section
 - > Start Block
 - The number of the first block to be printed.
 - > End Block
 - The number of the last block to be printed.
 - > All Blocks
 - Sets Start/End Block to cover all the blocks in the song.
 - > Current Block
 - Sets Start/End Block to the current block.
- * Options section
 - > Cycle gadget
 - Don't Print Blocks
 - Does not print any blocks (use to only print the header).
 - Print As Text
 - Prints the blocks in the selected range.
 - > Print Header
 - On
 - Prints the 'header' (various information) before the song contents.
 - > Form Feed
 - On
 - Prints a form feed after printing each block.
- * Bottom
 - > Print
 - Starts printing.
 - > Exit
 - Closes the window.

1.16 The OctaMED Command Shell

PURPOSE

For testing OctaMED's ARexx commands. More

HOW TO OPEN

Project menu.

Where?

NOTES

- * Type in any OctaMED ARexx command, in upper or lower case, with any necessary parameters, then press Return to execute it. More
- * Type a command name followed by ? to show the command's template. For example, typing WI_OPEN ? displays NAME/A.
- * Type cls or clear (then Return) to clear the window.

* Two extra ways of closing the window: press Ctrl-\ or type bye.

1.17 The Tracker Editor

PURPOSE

The main way of entering music in OctaMED. [More](#)

HOW TO OPEN

Automatically opened when OctaMED starts up. Reopen through the Display menu.

Where?

WINDOW FEATURES

> Title bar

Format is 'Block a/b - Cmd Page c/d', where:

- a: Block currently being displayed
- b: Last block in song
- c: Player command page currently being displayed
- d: Last command page in this block

> Scroll bars plus arrows

Scroll the display horizontally and vertically.

> Number in top-left corner

The number of tracks in this block.

> Pairs of blue buttons along the top

- Numbers

Track numbers (tracks are columns). When blue, the track is [More](#)
'on' - that is, the track will be played when the song or
block is played. When grey, the track is 'off' - that is,
the track's notes will be temporarily ignored.

- S buttons

Shows whether or not the track is 'selected'. Used in some
editing operations (e.g. Transpose, Replace Notes, Chord).

> Left-hand column of three-digit numbers

Line numbers (lines are rows).

> White bar

The current line. The grey patch is the cursor. [More](#)

> Block contents

'Full notes' of the form 'nnoiittll', where:

- nn: Note name
- o: Octave number
- ii: Instrument number (first digit may be a space)
- tt: Player command type
- ll: Player command level

+ Note name + octave number = a note

+ Player command type + player command level = a player command [More](#)

+ All parts together = a full note [More](#)

1.18 The Notation Editor

PURPOSE

Displays the song in standard musical notation. [More](#)

HOW TO OPEN

Display menu.

Where?

WINDOW FEATURES

> Title bar

Format is 'Block a/b - Lines c-d (last e)', where:

a: Block currently being displayed

b: Last block in song

c: First Tracker editor line displayed

d: Last Tracker editor line displayed

e: Last line in this block

> Scroll bars

- Left-hand vertical More

Selects which part of the song to display in the window.

- Right-hand vertical More

Scrolls the display vertically (useful if you have more than 2 staves).

- Horizontal More

Scrolls the display horizontally (useful if your staff is longer than the window).

> Staves

The rows of 5 lines inside the window. Shows the notes in the part of the song selected by the left-hand scroll bar.

MENU STRIP

* Project

> Print

Opens window:

Print Notation

Prints the song in standard musical notation.

> Exit Notation Editor

Closes the window.

* Windows

> Assign Tracks

Opens window:

Assign Tracks

Controls which tracks are shown on which staves, and the direction of the stems of notes.

> Staff Setup

Opens window:

Staff Setup

To add or remove staves, and change their properties.

> Signatures

Opens window:

Signatures

Mainly to set the song's time and key signature.

> Tools

Opens window:

Tools

To select a note or rest to add to a staff.

> Display Setup

Opens window:

Notation Display Setup

Contains settings relevant to the general display.

1.19 The Print Notation Window

PURPOSE

Prints the song in standard musical notation. More

HOW TO OPEN

Notation editor's Project menu.

Where?

GADGETS

* Range section

> Start

The number of the first 'displayful' of measures to be printed. Change the number of measures per displayful in the Notation Display Setup window (Measures slider).

> Current

Sets Start to the current displayful.

> End

The number of the last displayful.

> Current

Sets End to the current displayful.

* Lower section

> Resolution

- 1 \times (Std Font)

Prints using standard Amiga fonts.

- 2 \times , 4 \times , 8 \times (CG Font)

Prints using the higher-quality Compugraphic font. Higher numbers mean better quality but slower print speeds and use of much more memory (8 \times uses 64 times the memory of 1 \times).

* Bottom

> Print

Starts printing. Click Stop in the requester to interrupt.

> Exit

Closes the window.

1.20 The Assign Tracks Window

PURPOSE

Controls which Tracker editor tracks are displayed on which staff, and the direction of the stems of their notes. More

More

HOW TO OPEN

Notation editor's Windows menu.

Where?

GADGETS

* Track column

The number of each Tracker editor track.

* Staff # (0 = none) column More

The staff number that each track is assigned to. If 0, the track is not displayed on any staff.

* Stem More

- Auto

The stem of each individual note on the track will go up or down, depending on the note's pitch.

- Up

- The stems of all of the track's notes will go up.
- Down
 - The stems of all of the track's notes will go down.
- * Bottom
 - > Up
 - Shifts all track numbers up by 8.
 - > Down
 - Shifts all track numbers down by 8.
 - > Exit
 - Closes the window.

1.21 The Staff Setup Window

PURPOSE

Add/remove staves, and change their properties. More

HOW TO OPEN

Notation editor's Windows menu.

Where?

GADGETS

- * Upper section
 - > Information box
 - Format is 'Current Staff a/b', where:
 - a: Currently-selected staff number
 - b: Total number of staves
 - > Arrow buttons
 - Select a staff (for use by other gadgets in this window).
 - > Staff Name More
 - The selected staff's name.
 - > Insert New Staff
 - Inserts a new staff before the selected one.
 - > Append New Staff
 - Adds a new staff after the last one.
 - > Delete Staff
 - Removes the selected staff.
- * Lower section
 - > Space Above More
 - The amount of space, in pixels, above the selected staff.
 - > Space Below More
 - The space below the selected staff.
 - > Clef
 - The selected staff's clef (Treble, Bass or Alto).
 - > Middle C oct More
 - The octave number corresponding to middle C on the staff.
(When set to 2, for example, note C-2 is middle C.)
 - > Def. Instr More
 - The default instrument used on the staff.
- * Bottom
 - > Exit
 - Closes the window.

1.22 The Signatures Window

PURPOSE

Mainly to set the song's time and key signature.

HOW TO OPEN

Notation editor's Windows menu.

Where?

GADGETS

- * Time Signature: More
 - > Sliders
 - Together set the time signature of the song. E.g. to set the time signature to 3/4, set the top slider to 3 and the bottom to 4.
- * Middle section
 - > Information boxes
 - Show the number of measures in this block (dependent on the time signature), and the leftover Tracker editor lines after the last measure (ideally should be 0).
 - > Add Measure More
 - Adds a new measure to the block, setting Leftover lines to 0.
 - > Rem Measure More
 - Removes the last measure or part-of-measure.
- * Key Signature: More
 - > Slider
 - Sets the key signature. The value is the number of sharps or flats (positive value = sharps, negative value = flats).
 - > Information box
 - The name of the major (and relative minor) key with the selected key signature.
 - > Harmonic Minor Scale More
 - Sharpens the 7th note of the scale (affects entering notes).
- * Bottom
 - > Exit
 - Closes the window.

1.23 The Tools Window

PURPOSE

To select a note or rest to add to a staff.

HOW TO OPEN

Automatically opened with the notation editor, but can be reopened through the Notation editor's Windows menu.

Where?

GADGETS

- * 8 note boxes More
 - Select one to add it to a staff.
 - > Whole note (Semibreve) 16 lines
 - > Dotted half-note (Dotted minim) 12 lines
 - > Half-note (Minim) 8 lines
 - > Dotted quarter-note (Dotted crotchet) 6 lines
 - > Quarter-note (Crotchet) 4 lines
 - > Dotted 8th-note (Dotted quaver) 3 lines
 - > 8th-note (Quaver) 2 lines
 - > 16th-note (Semiquaver) 1 line
-

- * 8 rest boxes More
 Select one to add it to a staff.
 (Names and number of Tracker editor lines as above.)
- * Next section
 - > Length More
 The length (in Tracker editor lines) of the selected note. You can type in any custom length (up to 31).
 - > # and b More
 Makes an existing note sharp or flat. Click on # or b, then click on the note in the notation editor window.
 - > Information box More
 Various properties corresponding to the mouse pointer's position on the staff. Format is 'L:a B:b-c N:d', where:
 - a: Tracker editor line number
 - b: Beat number
 - c: Part-of-beat number (e.g. 3 usually means the 3rd semiquaver)
 - d: Note name (shown when the left mouse button is held)
- * Right-hand section
 - > Information box More
 Format is 'Sa Trk b/c: d', where:
 - a: Staff currently being edited
 - b: Assignment number of track currently being edited
 - c: Total number of tracks assigned to this staff
 - d: Actual number of track currently being edited
 - > Slider More
 Selects which track assigned to this staff to edit.

1.24 The Notation Display Setup Window

PURPOSE

Contains settings relevant to the general display. More

HOW TO OPEN

Notation editor's Windows menu.

Where?

GADGETS

- * Main section
 - > Display Width More
 The width, in pixels, of all staves.
 - > Scale More
 Sets Display Width to such a value that the whole staff width can be seen in the window.
 - > Default More
 The default width, in pixels, of all staves. (Saved with settings, unlike Display Width.)
 - > Display Staff Names More
 - On
 Staff names are displayed to the left of staves.
 - Off
 Staff names are not displayed.
 - > Measures More
 The number of measures shown on the screen at any one time.
 - > Positioning Mode More
 Affects the order in which the song's blocks are shown, when

- dragging the notation editor's left-hand vertical scroll bar.
- Block-based
 - Displays the blocks in numerical order.
- Song linear
 - Displays the blocks in the order in which they appear in the playing sequence. (So some blocks may be repeated, some blocks may never be shown.)
- * Bottom
 - > Exit
 - Closes the window.

1.25 The Main Control window

PURPOSE

Contains some important general functions and displays.

HOW TO OPEN

Automatically opened when OctaMED starts up. Reopen through the Display menu.

Where?

GADGETS

- * Left section [play area]
 - > Song Play More
 - Plays the current song from the very beginning.
 - > Song Cont More
 - Continues the current song from the current line.
 - Shift-click to continue from the first line. How?
 - > Block Play More
 - Repeatedly plays the current block.
 - > Block Cont More
 - Continues the current block from the current line.
 - > D More
 - (Delay) Starts playing the block when you next enter a note.
 - Edit mode must be on.
 - > STOP More
 - Stops playing the song / block / note.
- * Main horizontal section [instrument area]
 - > Information box More
 - The current instrument's number.
 - > GetFile gadget More
 - Loads one or more instruments from disk.
 - > Text box More
 - The current instrument's name (empty if nameless).
 - > Information box More
 - The current instrument's size (----- if empty).
 - > SList
 - Opens window: Instrument Load Window
 - A simplified Sample List Editor geared towards loading the instruments in your list.
 - > Type
 - Opens window: Instrument Type
 - Choose the type of each instrument here.
 - > Props
 - Opens window: Instrument Properties
 - Contains settings for each instrument in the song.

- > Edit
 - Opens window: Sample Editor , or if the current instrument is of type Synth, opens window: Synthetic Sound Editor
 - * Remaining gadgets [edit area]
- > Edit
 - On
 - You may enter notes/player commands into the song. Can also edit various other parts of OctaMED (e.g. MIDI messages). More
 - Off
 - Cannot alter the song. Use to play notes with the keyboard. More
- > Space
 - + Shift-click to switch on and open Keyboard Options.
 - On
 - A set number of lines are skipped when a note is entered into the song. More
- > Chord
 - On
 - Can enter chords. Hold down the keys of the chord, and OctaMED enters the notes on consecutive tracks. More
- > Oct
 - Shows which octaves are currently in use when you play the Amiga's keyboard. The two digits refer to the lower and middle octaves. More

1.26 The Information window

PURPOSE

Contains useful information and provides access to some common windows.

HOW TO OPEN

Automatically opened when OctaMED starts up. Reopen through the Display menu.

Where?

TITLE BAR

Shows the current tempo (song speed) settings: SPD or BPM, Tempo slider value, and TPL slider value. More

GADGETS

* Top row

- > Sg
 - Opens window: Song Selector .
 - For selecting the current song (of a multi-module).
- > Information box
 - Number of current song / Total number of songs. More
- > Arrow gadgets
 - Select a new song (in a multi-module). More
- > Sc
 - Opens window: Section List .
 - Controls the order in which to play song sections.
- > Information box
 - Current section list position / Total no. of positions. More
- > Sq
 - Opens window: Playing Sequence .

- Controls the order in which to play blocks.
- > Information box More
 - Current playing seq. position / Total no. of positions.
- > B
 - Opens window: Block List .
 - An at-a-glance list of blocks and some functions.
 - (Shift-click B to open Block Properties)
- > Information box More
 - Format is 'a/b:c', where:
 - a: Current block number (starting at 0)
 - b: Number of last block
 - c: Current block name (often doesn't exist).
- * Bottom row
 - > Left information box More
 - Shows free memory (Chip and Fast).
 - > Middle information box More
 - The song playing status or current disk activity.
 - > Right information box
 - Contains the song channel mode, MIDI status (M: MIDI active; I: MIDI Input active) and Edit/Space/Chord status.
 - > Timer
 - Minutes and seconds that have elapsed since Song Play or More
 - Block Play was last clicked. Click on the timer to restore More
 - the most recently saved song position.
 - > R
 - Resets the timer to 00:00, and stores the current song More
 - position (current line, playing sequence and section list More
 - position).

1.27 The Tempo Window

PURPOSE

To set the playing speed of the song. More

HOW TO OPEN

Display menu.

Where?

GADGETS

- * Top
 - > Mode
 - SPD More
 - The more technical mode, based on the regular 'ticks' used to keep OctaMED in time.
 - BPM More
 - Beats Per Minute mode.
 - > Cycle gadget More
 - NRM
 - Plays at normal speed.
 - 2/3
 - Plays at two-thirds the given speed.
 - 1/2
 - Plays at half the given speed.
 - > Edit
 - Opens window:
 - Tempo Operations

- Provides tempo conversion facilities and more.
- * Main section
 - > Tempo
 - The main slider for selecting the speed of the song.
 - SPD mode:
 - The value is the time between each tick.
 - 4-channel/MIDI/Mix: Higher values mean faster speeds.
 - Possible values: 11 - 240
 - 5 to 8-channel: Lower values mean faster speeds.
 - Possible values: 1 - 10
 - BPM mode:
 - The value is the number of beats per minute.
 - Higher values mean faster speeds.
 - > TPL
 - The number of Ticks Per Line. Really for SPD mode only.
 - > LPB
 - The number of Tracker editor Lines Per Beat (BPM mode).
 - > Slow HQ
 - More
 - Compatibility switch for OctaMED V3/V4 songs using HQ mode.

1.28 The Tempo Operations Window

PURPOSE

Mainly to convert between the various methods of setting the tempo.

HOW TO OPEN

Tempo window.

Where?

GADGETS

- * Conversion
 - Changes to and from various modes, while keeping (roughly) the same speed. (Only affects the Tempo window's Tempo slider)
 - > SPD -> BPM
 - More
 - Converts from SPD to BPM mode.
 - > BPM -> SPD
 - More
 - Converts from BPM to SPD mode.
 - > 4 Ch -> 8 Ch
 - More
 - (SPD mode) Converts from 4-channel to 5 to 8-channel (very rough).
 - > 8 Ch -> 4 Ch
 - More
 - (SPD mode) Converts from 5 to 8-channel to 4-channel.
 - > Change Commands
 - More
 - On
 - All 0F ('set Tempo slider') player commands in the song will be altered to reflect the new tempo.
- * Bottom
 - > Insert Tempo Change
 - More
 - Enters the current Tempo setting as an 0F player command.
 - > Set Current Tempo As Default
 - More
 - Stores the current tempo settings (SPD/BPM, Tempo, LPB, TPL), and recalls them when the song is cleared.
 - > Exit
 - Closes the window.

1.29 The Synthetic Sound Editor

PURPOSE

Creating and editing synthetic sounds ('synthsounds'). More

HOW TO OPEN

Display menu; Main Control's Edit button (if the current instrument
Where?
is of type Synth).
Where?
MENU STRIP

* Project

- > New Synthsound More
Sets the current instrument's type to Synth (if necessary),
then clears the whole synthsound.
- > Reset Temp Wave More
Clears the right-hand ('temporary') waveform and sets its
length to 128.
- > Exit Synth Editor
Closes the window.

* Presets

Select one of these ready-made waveforms to insert it into the More
current waveform display.

- > Clear Wave More
Clears the current waveform.

* Waveform

- > Change Volume
Opens window:
Synthsound Volume
.
Changes the volume of the range.
- > Stretch
Opens window:
Synthsound Stretch
.
Stretches a point in the waveform towards another point.
- > Start Transformation More
For use with multiple waveforms. Marks the current waveform
as the start of a 'transformation'.
- > Do Transformation More
Marks the current waveform as the end of a transformation,
then does the transformation. The start waveform now
gradually changes into the end waveform (look at the
waveforms in between to see the results).

GADGETS

- * Waveform displays (speckled boxes on either side of the window)
 - + Select a waveform display by clicking on it.
 - + Draw 'freehand' inside a waveform by dragging the mouse. More
 - > Left-hand waveform
The actual current instrument (playable from the keyboard).
 - > Right-hand waveform
For temporary editing - it doubles as a copy buffer.
- * Buttons between the displays More
 - > Copy
Copies one waveform to the other (in the arrow direction).

- > < Swap >
Exchanges both waveforms.
 - > < Mix
Mixes the left waveform with the right waveform.
 - > < Add
Like < Mix with a slightly different calculation (adds instead of taking the average).
 - > UNDO
Reverses the effects of the last editing operation.
 - > Script
Opens window:
 - SynthEd Script
 - To create and edit a simple 'script' for your synthsound.
 - * Draw Mode section (bottom-middle)
 - + Concerns 'drawing' (dragging the mouse) on a waveform More
 - > Top cycle gadget
 - Pixel
Draws in pixels.
 - Line
Draws straight lines.
 - Range More
Marks a range (see later).
 - > Bottom cycle gadget
 - Direct
Draws without mixing.
 - Mix
Mixes the drawn pixels/lines with the existing waveform.
 - * Section below the left-hand waveform
 - > Waveform: More
 - Number box
Current waveform number (changeable).
 - Information box
Current waveform number in hex / Total number of waveforms.
 - Arrows
Display previous/next waveform.
(Click with Shift held to display first/last waveform.)
 - > Length: More
The length of the waveform (2 - 128, in steps of 2).
 - > New Waveform More
Adds a new waveform after the last one.
 - > New Here More
Inserts a new waveform before the current one.
 - > Delete Last More
Deletes the final waveform.
 - > Delete Current More
Deletes the current waveform.
 - * Section below the right-hand waveform
 - > Range All More
Marks a range over the whole of the current waveform.
 - > Cut More
[Left waveform only] Moves the range to the right waveform, and clears the range.
 - > Copy More
[Left waveform only] Moves the range to the right waveform.
 - > Paste More
Copies the right waveform to the range's start in the left waveform. The existing waveform is overwritten.
-

- > Clear More
Clears the range.
- > Double More
Halves the range horizontally then repeats it, making the pitch one octave higher.
- > Reverse More
Turns the range backwards.
- > << and >> More
Shifts the ranged section to the left or right.
- * Range: section (bottom-right) More
- > Upper number box and arrows
The start of the range. Can be changed using the arrows.
- > Lower number box and arrows
The end of the range. Can be changed using the arrows.
- > |< and >|< and >|
Mark a one-byte range ('cursor') at the start, middle or end.

1.30 The Synthsound Volume Window

PURPOSE

Increases/decreases the volume of the marked range. More

HOW TO OPEN

Synthetic Sound Editor's Waveform menu.

Where?

GADGETS

- > Volume Factor:
The percentage volume change required. E.g. 50 halves volume.
- > OK
Changes the volume and closes the window.
- > Cancel
Closes the window without changing the volume.

1.31 The Synthsound Stretch Window

PURPOSE

Stretches a point on the waveform towards another point. More

HOW TO OPEN

Synthetic Sound Editor's Waveform menu.

Where?

GADGETS

- > Stretch Value:
The amount of stretching required. A negative value stretches the point to the left.
 - > OK
Changes the volume and closes the window.
 - > Cancel
Closes the window without changing the volume.
-

1.32 The SynthEd Script Window

PURPOSE

To create and edit a simple script for your synthsound, controlling the volume, pitch, and order of waveform play. More

HOW TO OPEN

Automatically opened with the Synthetic Sound Editor. Re-open through the Synthetic Sound Editor.

Where?

MAIN DISPLAY

Sequences: Pitch Volume

```

|   |
000 00 40 00
001 01 END END
002 02
003 03
004 04 (etc.)

```

Line numbers: Decimal Hexadecimal

GADGETS

* Top-right section

- > Insert More
Inserts a sequence entry [equal to the Return key].
- > Delete More
Deletes the current entry [equal to the Del key].
- > Transition More
Creates a run of numbers in a sequence. E.g. if the previous entry is 00, and the current entry is 09, clicking Transition produces 00 01 02 03 04 05 06 07 08 09.
- * Speed: section More
 - > Volume
Sets the speed at which the entries in the volume sequence are handled (the 'execution speed'), in 'ticks'. For example, value 4 executes an entry every 4th tick.
 - > Wave
Sets the execution speed of the pitch sequence (also called the 'waveform sequence').

NOTES ON EDITING

More

- * To scroll around the sequences, use <up> and <down> or the scroll bar, or use the F6 - F10 keys as in the Tracker editor.
- * Make sure Edit mode is on (Main Control).
- * To enter commands, move the cursor to the leftmost position of a sequence (using <left> and <right>), and press the command's key.
- * To change command values, position the cursor over the number to be changed and type in the new value.
- * ALL command values in the sequence are in hexadecimal!

ALSO SEE

Synthetic Sound Commands