

OctaMED

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REVISION HISTORY

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Chapter 1

OctaMED

1.1 The Sample Editor

PURPOSE

For editing and digitizing 'samples', the most often-used type of instrument.

HOW TO OPEN

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

MENU STRIP

- * Project
 - > Flush Sample More
Removes the current instrument from memory and clears all its properties.
 - > Load Sample More
Loads a sample from disk.
 - > Save As... More
Saves the sample in one of five different formats.
 - > Exit Sample Editor
Closes the sample editor window.
- * Edit
 - > Cut More
Copies the range to the copy buffer, then removes it.
 - > Copy More
Copies the range to the copy buffer.
 - > Paste More
Inserts the copy buffer at the start of the range, increasing the size of the sample.
 - > Paste (Overwrite) More
As Paste, but overwrites the existing sample contents. The sample's length is unchanged.
 - > Erase More
Removes the range (without copying it to the copy buffer).
 - > Erase To Start More
Erases from the sample's start to Range End.
 - > Erase To End More
Erases from Range Start to the sample's end.
 - > Clear More
Blanks the range.

- > Reverse More
Turns the range backwards.
 - > Invert More
Turns the range upside-down.
 - > Chop More
Erases the non-ranged parts of the sample. Only the ranged section is left.
 - > Remove Unused Space More
Erases empty space (i.e. of zero or very little volume) on either side of the waveform.
 - > Adjust Y More
Opens window:
Adjust Y
.
Moves the range up or down on the waveform display.
 - > Centralize More
Centers the range about the white zero line. (A special case of Adjust Y.)
 - * Tools
 - > Play Buffer Contents More
Plays the contents of the copy buffer at the current pitch.
 - > Sample <-> Buffer More
Swaps the sample with the copy buffer.
 - > Discard Copy Buffer More
Frees up the memory occupied by the copy buffer.
 - > Add Workspace
Opens window:
Add Workspace
.
Adds blank space to the sample, before e.g. doing an echo.
 - > Calculate Range Time More
Works out the time taken to play the range at the current pitch (to the nearest .001 second).
 - > Play Tune Tone More
Plays a 'sine' sound at the current pitch, for instrument tuning purposes. Stop it using the space bar.
 - > Copy Pitch More
Copies the current pitch to the instrument's default pitch or vice-versa.
 - > Raw Sample Conversion More
+ For correcting very distorted and noisy Raw samples.
- Unsigned <-> Signed
Swaps the sample between signed and unsigned format.
OctaMED's samples are stored in signed format, but most samples originating on PCs are unsigned.
- Swap Byte Order
Swaps the order of 16-bit sample bytes.
 - > Copy to Synth Editor More
Transfers the first 128 bytes of the current range to the synthetic sound editor's right-hand waveform display.
 - * Effects
 - > Change Volume
Opens window:
Change Volume
Changes the range's volume.
 - > Change Pitch
Opens window:
-

- Change Pitch
 - Changes the pitch of the whole sample.
 - > Mix
 - Opens window:
 - Mix
 - Mixes the whole sample (or range) with the copy buffer.
 - > Filter/Boost
 - Opens window:
 - Filter/Boost
 - Muffles/brightens the range.
 - > Echo
 - Opens window:
 - Echo
 - Echoes part of the range over the rest of the range.
 - > Create Noise
 - Opens window:
 - Noise
 - Adds white noise (hiss) to the range.
 - > Create Chord
 - Opens window:
 - Chord Creation
 - Mixes together several different pitches of the sample.
 - * Loop
 - > Show Loop
 - More
 - Magnifies the loop to fill the whole display.
 - > Snapshot Loop
 - More
 - Stores the current loop position in memory.
 - > Recall Loop
 - More
 - Retrieves the stored loop position.
 - > Mark
 - More
 - Loops the range, current display or whole waveform.
 - > Find Zero Loop In
 - More
 - Does a 0> to the loop start pointer and <0 to the loop end.
 - > Find Zero Loop Out
 - More
 - Does a <0 to the loop start pointer and 0> to the loop end.
 - > Play Loop
 - More
 - Plays the loop repeatedly (press space bar to stop).
 - > Range = Loop
 - More
 - Marks a range over the loop.
 - > Erase Before Loop
 - More
 - Erases from the sample start to the loop start.
 - > Erase After Loop
 - More
 - Erases from the loop end to the sample end.
 - * Settings
 - > Display Settings
 - Opens window:
 - SampleEd Disp Settings
 - Contains settings related to the waveform display.
 - > Sampler Voice Monitor
 - More
 - On: During digitizing, the sound you are sampling is audible.
 - Only applies to 8-bit samples.
 - > Create Icons For Samples
 - More
 - On: Saves a Workbench icon file with saved samples.
- WAVEFORM DISPLAY
- * Squiggly black line
 - More
 - The sample's waveform (or 'No sample loaded.').
-

- * Scroll bars
 - > Horizontal More
The size and position of the displayed portion of the sample relative to the whole sample. Use it to scroll around the sample after zooming in.
 - > Vertical More
One way of magnifying and reducing the display. Drag it up to zoom in, down to zoom out.
- * Loop pointers More
 - + The dotted lines over the waveform, connected to the small triangles in the rectangle immediately below the waveform.
 - + They mark a repeated part of the sample (and may not exist).
- * Range More
 - + A particular part of the sample, highlighted in white.
 - + Mark a range by holding the left mouse button and dragging over the waveform.

GADGETS

- * Above the waveform display
 - > Information box ('Display: n') More
Number of bytes currently being displayed in the waveform. Equal to Buffer unless you have zoomed in.
 - > Buffer More
The size of the current sample. Can enter a new value.
 - > Range Start More
The position, in bytes, of the start of the range.
 - > Range End More
The position, in bytes, of the end of the range.
- * Section immediately below waveform display
 - > Play Display More
Plays the current display at the current pitch.
 - > Zoom In / Out More
Magnifies/reduces the sample.
 - > Show All More
Restores the whole sample to view. For use after zooming in.
 - > Range Display More
Marks a range over the whole display (not the whole sample).
 - > Sample< More
Copies the copy buffer to the sample.
 - > >Buffer More
Copies the whole sample to the copy buffer.
 - > Monitor More
 - Current instrument's output device set to Amiga
Displays the signal coming from your sampler in a black area at the bottom. Use to adjust the signal's volume.
 - Output device set to Aura
Opens a black area which displays the Aura input signal.
 - Output device set to Toccata
Opens window:
 - Toccata Capture
Digitizes through your Toccata 16-bit sound board.
 - > Digitize More
 - Output device set to Amiga or Aura
Opens the monitoring area. Click inside the area with the left mouse button to start digitizing ('sampling'), or the right mouse button to cancel.
 - Output device set to Toccata

Opens window:

- Toccata Capture
 - Digitizes through your Toccata 16-bit sound board.
- > Pitch
 - Number box
 - Current pitch (playing frequency), in Hz.
 - Pitch box
 - Note equivalent to this frequency (or --- if there is no equivalent note).
- * Lower section
 - > Freehand
 - On
 - Can edit the waveform by drawing with the mouse. The maximum display size is 596 bytes.
 - > Loop
 - On
 - The sample has a loop, a section of the sample that is continually repeated ('looped') until it is stopped.
 - > Loop Point
 - Start/End
 - Selects whether the other Loop Point gadgets affect the loop start or loop end pointer.
 - Arrows
 - Move the selected pointer left/right in very small steps. (If clicked with Shift held, move to the sample start/end.)
 - <0 and >0
 - Search for a zero value (having no volume) to the left or right. (Loops starting and ending at zero are often pretty good.)
 - > Stereo gadgets [only apply to stereo samples]
 - S button
 - Shows both halves of the sample in the waveform display, just the left half, or just the right half, alternately.
 - Left-hand information box
 - For mono samples, shows Mono. For stereo samples, shows L><R, L> or <R (referring to the waveform display). Shows 8 for 8-bit and 16 for 16-bit.
 - Right-hand information box
 - A duplicate of the left-hand box, for the copy buffer. (Can also show B:Empty if there is nothing in the buffer.)
 - * Range section
 - > Show
 - Magnifies the range to fill the whole display.
 - > Play
 - Plays the range at the current pitch.
 - > Cut
 - Copies the range to the copy buffer, then removes it.
 - > Erase
 - Removes the range (without copying it to the copy buffer).
 - > Clear
 - Blanks the range.
 - > Copy
 - Copies the range to the copy buffer.
 - > Paste
 - Inserts the copy buffer at the start of the range, increasing the size of the sample.
 - > Reverse
 -

Turns the range backwards.

1.2 The Toccata Capture Window

PURPOSE

Digitizes ('samples') from your Toccata sound board, if you have one. (If you don't have one, you'll never see this window!) More

HOW TO OPEN

- 1) Set the current instrument's output device to Toccata How?
- 2) In the Sample Editor, click Monitor or Digitize.

Where?

GADGETS

* Upper section

- > Level Display Active
 - On

Activates two black input level bars. Use when setting the input volume level.

- > Two display boxes

The input level bars. There's a separate bar for each half of a stereo sample (left and right). For mono samples, the bars move together.

* Input section

- > Radio button
 - Selects the Toccata input that should be used.
- > Mic Gain
 - On

Turns the microphone preamplifier on.

- > Level

The input level. Adjust the slider to change the volume of the sample.

- > Loopback

The extent to which the input signal is fed back through the output sockets. The further right, the louder the sound played back through Toccata.

* Lower section

- > Sampling Rate
 - The frequency of this sample. Toccata can sample and play back at 14 different frequencies, from 5513 Hz to 48 kHz.
- > Capture
 - Immediately begins digitizing. To interrupt the process, click Stop in the requester that appears.
- > Exit
 - Closes the window.

1.3 The Adjust Y Window

PURPOSE

To move the range up or down.

HOW TO OPEN

Sample editor's Edit menu.

Where?

GADGETS

- * Main section
 - > Adjust by
 - The required amount of adjustment (-128 to 127). Negative numbers move the range downwards.
 - > Calculate Average Deviation
 - Works out the required adjustment to 'centralize' the range. [More](#)
- * Bottom
 - > Adjust
 - Performs the operation. (Shift-click to close the window.)
 - > Exit
 - Closes the window.

1.4 The Add Workspace Window

PURPOSE

Adds extra blank space (of zero volume) to the sample's extremes. [More](#)

HOW TO OPEN

Sample editor's Tools menu.

Where?

GADGETS

- * Main section
 - > Factor
 - The bytes of space to add as whole multiples of the sample size. (E.g. if sample size = 2000, Factor 3 gives 6000 bytes)
 - > Adjust
 - Adds that little bit extra on to the Factor value, as a percentage. (For a factor of 2½: Factor = 2, Adjust = 50%)
 - > Bytes
 - The number of bytes of space to add. Can type in directly.
 - > Add to
 - End
 - Adds the space to the end of the sample.
 - Start
 - Adds the space to the start of the sample.
- * Bottom
 - > Add Workspace
 - Performs the operation. (Shift-click to close the window.)
 - > Exit
 - Closes the window.

1.5 The Change Volume Window

PURPOSE

Changes the volume of the current range. [More](#)

HOW TO OPEN

Sample Editor's Effects menu.

Where?

GADGETS

- * Upper section
 - > Start
 - The percentage volume change of the very start of the range.
 - > End
 - The percentage volume change of the very end of the range.
 - > Check Clip
 - Off
 - Distortion is allowed to occur if the volume is increased by too much.
 - On
 - The amount of allowed distortion (or 'clipping') is given by Max Clip. If 0 %, no distortion can occur.
 - > Max Clip
 - The percentage of possible distortion, if Check Clip is on.
- * Lower section
 - > Fade In
 - Changes volume from 0 % to 100 %.
 - > Fade Out
 - Changes volume from 100 % to 0 %.
 - > Halve
 - Changes volume from 50 % to 50 %.
 - > Double
 - Changes volume from 200 % to 200 %.
 - > Max
 - Changes to the highest possible volume without distortion.
- * Bottom
 - > Change Volume
 - Performs the effect. (Shift-click to close the window too.)
 - > Exit
 - Closes the window.

1.6 The Change Pitch Window

PURPOSE

Changes the pitch of ('retunes') the whole sample. More

HOW TO OPEN

Sample Editor's Effects menu.

Where?

GADGETS

- * Upper section
 - > Source Freq
 - Number box
 - The frequency at which OctaMED assumes the sample was originally digitized. Can be any value, though.
 - Pitch box
 - The pitch, if any, corresponding to that frequency.
 - > Dest. Freq
 - Number box
 - The required new frequency.
 - Pitch box
 - The pitch, if any, corresponding to that frequency.
- * Lower section
 - > Octave Up
 - Retunes the sample one octave up, halving the sample's size.

- > Octave Down
 - Retunes the sample one octave down, doubling the sample.
- > Cancel Finetune
 - Retunes the sample so that its Finetune value is no longer needed. More
- > Anti-Alias
 - On
 - Reduces noise when retuning downwards (lowering the pitch).
- * Bottom
 - > Change Pitch
 - Performs the effect. (Shift-click to close the window too.)
 - > Exit
 - Closes the window.

1.7 The Mix Window

PURPOSE

Mixes the current sample with the copy buffer, storing the result in the current sample. More

HOW TO OPEN

Sample Editor's Effects menu.

Where?

GADGETS

- * Main section
 - > Source Level
 - The volume of the sample in the copy buffer.
 - > Dest. Level
 - The volume of the current sample. To prevent distortion, the two levels should add up to (at most) 100 %.
- * Bottom
 - > Mix
 - Mixes. (Shift-click to close window.) The result is stored in the current sample, from Range Start. If a range is marked, only that part is changed.
 - > Exit
 - Closes the window.

1.8 The Filter/Boost Window

PURPOSE

Filters (muffles) or boosts (brightens) the range. More

HOW TO OPEN

Sample Editor's Effects menu.

Where?

GADGETS

- * Main section
 - > Averaging
 - The strength of the filter/boost. Higher is stronger.
 - > Distance
 - A special effect - try it! (Works best at value 128.)

- * Bottom
 - > Filter
 - Performs filtering. (Shift-click to close the window too.)
 - > Boost
 - Performs boosting. (Shift-click to close the window too.)
 - > Exit
 - Closes the window.

1.9 The Echo Window

PURPOSE

Echoes part of the range over the rest of the range. More

HOW TO OPEN

Sample Editor's Effects menu.

Where?

GADGETS

- * Main section
 - > Echo Rate
 - The distance, in bytes, between each echo.
 - > Volume Decrease
 - The rate at which the echo will fade away. Low values mean low rates. Value 0 spreads the volume evenly.
 - > Number of Echoes
 - The total number of echoes produced. Usually low (1 - 10).
- * Bottom
 - > Do Echo
 - Performs the effect. (Shift-click to close the window too.)
 - > Exit
 - Closes the window.

1.10 The Noise Window

PURPOSE

Adds white noise (hiss) to the range. Needs creative use! More

HOW TO OPEN

Sample Editor's Effects menu.

Where?

GADGETS

- * Main section
 - > Level
 - The volume of the produced noise.
- * Bottom
 - > Create Noise
 - Performs the effect. (Shift-click to close the window too.)
 - > Exit
 - Closes the window.

1.11 The Chord Creation Window

PURPOSE

Creates chords of two to four notes from the current sample. More

HOW TO OPEN

Sample Editor's Effects menu.

Where?

GADGETS

* Left section

> Base Note

The note to which the other chord notes relate. (The 'bass note' really.)

> Chord Note 1 to 3

The other notes of the chord. (Some may be blank if desired.)

* Middle section

> Major

Sets a major chord (C E G).

> Minor

Sets a minor chord (C D# G).

> Sus 4th

Sets a suspended 4th chord (C F G).

> Major 6

Sets a major 6th chord (C E G A).

> Minor 6

Sets a minor 6th chord (C D# G A).

> Dominant 7

Sets a dominant 7th chord (C E G A#).

> Major 7

Sets a major 7th chord (C E G B).

> Minor 7

Sets a minor 7th chord (C D# G A#).

* Right section

> Inversion

- Root

The base note of the chord is lowest.

- First/Second/Third

Chord Note 1/2/3 is lowest.

> Basic

- Minor/Major/Sus 4th

3/4/5 halfsteps between Base Note and Chord Note 1.

> Third

- Diminished/Normal/Augmented

6/7/8 halfsteps between Chord Note 1 and 2.

> Fourth

- Sixth/Dominant/Major

9/10/11 halfsteps between Chord Note 2 and 3.

* Bottom

> Erase Trailing Notes

- Off

The chord notes will not end together (because higher notes are shorter than lower notes).

- On

Shortens the sample so that the notes end together.

> Full Volume

- Off

The volume decreases.

- On

- The volume may distort (no division by the number of notes in the chord is performed).
- > Create Chord
Performs the effect. (Shift-click to close the window too.)
 - > Play Chord
Previews the chord (one chord note is played through each sound channel, unlike the final one-channel chord).
 - > Mute
Stops the chord playing.
 - > Exit
Closes the window.

1.12 The SampleEd Disp Settings Window

PURPOSE

Contains settings related to the waveform display. More

HOW TO OPEN

Sample Editor's Settings menu.

Where?

GADGETS

- * Main section
 - > Display Type More
Displays the waveform using lines or pixels.
 - > Pixel Density More
The density of the pixels used when Display Type is Pixel.
 - > Minimum Zoom More
The minimum value of the Display information box.
Where?
 - > Center Zoom Slide on Range More
 - Off
Dragging the waveform display's vertical scroll bar zooms in towards the center of the sample.
 - On
Zooms in towards the center of the current range.
 - > Fast Graphics More
- On
The waveform display updates quickly.
 - Off
About 5K of memory is saved, at the expense of speed.
- * Bottom
 - > Exit
Closes the window.

1.13 The Sample List Editor

- * Note: In this window, 'sample' and 'instrument' are (as often) used interchangeably.

PURPOSE

To create and maintain a list of all your instruments. (Applies to all types of instrument, despite the window's name.) More

HOW TO OPEN

Display menu. Where?

MENU STRIP

- * Project
 - > Load List
 - Loads a sample list from disk. The new list can replace or be added to the end of ('appended to') the old list.
 - > Clear List
 - Clears the entire list.
 - > Statistics
 - Gives statistics such as the number of samples in the list.
- * Format More
 - > 8-Bit Samples
 - The file type used when saving 8-bit samples (using the Save Ins or Save All Ins buttons).
 - > 16-Bit Samples
 - The file type used when saving 16-bit samples.

GADGETS

- * Instruments and Directories list boxes
 - List the directories in your sample list, and the instruments in the selected directory. Select a directory by clicking on its name. If you don't have a sample list, the boxes are blank.
- * Buttons under the Instruments box
 - > Add More
 - Adds the current instrument (in the song) to the sample list, in the selected directory. Also adds most of its properties.
 - > Remove More
 - Click on an instrument name then click Remove to remove it from the list.
 - > Save Ins More
 - Adds the current instrument to the selected directory, and also saves it to disk.
 - > Del Ins More
 - Removes the selected instrument, and also deletes it from disk.
- * Buttons under the Directories box
 - > Add Dir More
 - Opens a file requester to add a directory to the list.
 - > Remove Dir More
 - Removes the selected directory from the list.
 - > Save List More
 - Saves the list to disk. If saved under the default name, the list will be automatically loaded when OctaMED starts up.
- * Instrument properties gadgets More
 - > Name, Volume, Pitch, Repeat, RepLen, Transpose, Finetune, MIDI Ch, MIDI Pres
 - The selected instrument's name, relative volume, default pitch, loop start, loop length, transpose value, finetune value, MIDI channel and MIDI preset.
- * Lower-left section
 - > Load Inst
 - Loads the selected instrument.
 - > Save All Insts More
 - Adds all instruments in the song to the selected directory,

- and also saves them to disk.
- * Bottom
 - > Exit
 - Closes the window.

1.14 The MIDI Message Editor

PURPOSE

Sends, receives ('captures'), edits and stores MIDI data. More
Especially suitable for System Exclusive (SysEx) messages.

HOW TO OPEN

Display menu. Where?

GADGETS

- * Main area
 - The current message, in hexadecimal bytes. Blank if no messages exist.
 - + Editing the message More
 - Turn Edit mode on.
 - Use the cursor keys to move around.
 - Use 0-9 and A-F to edit the message.
 - Del deletes the current byte, Shift-Del inserts a new one.
- * Msg section (below the main area on the left)
 - > Number box
 - The current message's number.
 - > Arrows
 - Select a message.
 - > Information box (just before New Msg)
 - Number of final message.
- * Buttons in the window's middle
 - > New Msg
 - Adds a new message, 8 bytes long, after the final one. If no messages exist, click New Msg to create a new one.
 - > New Here
 - Inserts a new message before the current one.
 - > Del Msg
 - Removes the current message.
 - > Clear Msg
 - Clears the current message (sets all bytes to zero).
- * Msg Size section
 - > Number box
 - Size of the current message (in bytes). Default is 8, but SysEx messages are much larger, so type in a new size. Maximum size is 1048560 bytes (just under 1 megabyte).
 - > Name
 - For naming a message (optional but recommended).
 - > Save Msg
 - Saves the current message to disk.
 - > Load Msg
 - Loads a message from disk.
 - > Capture Msg More
 - Click to begin receiving a MIDI message (or other data). Click again to interrupt receiving (automatically stops if the message becomes full).

- > Send Msg More
Sends out the current MIDI message.
- > Auto-Terminate Capture
- On
Stops receiving when an End SysEx byte is received.
- Off
Ignores End SysEx bytes (\$F7).
- > Information box
Shows 'Recording...' during message capturing.
- > Exit
Closes the window.

1.15 The Input Map Editor

PURPOSE

To re-assign all the input keys on your keyboard (especially MIDI keyboard). Allows you to control OctaMED by pressing keys on your MIDI keyboard, rather than using the mouse or Amiga keyboard. More

HOW TO OPEN

Display menu. Where?

GADGETS

- * List box
 - > Left-hand column
MIDI note numbers in decimal.
 - > Middle column
MIDI note numbers in hexadecimal.
 - > Right column
The action when each MIDI note is input. Can be entering a note or something controlled by the Action section. The note is a 'full note'. More
- + The list is blank if no map is defined (click Create New Map).
- * Middle section
 - > Map Active
- On
The input map is used.
- Off
The input map is ignored.
 - > Create New Map
Starts a new input map.
 - > Delete Map
Removes the input map, freeing up some memory.
 - > Reset Selected
Resets the selected key (in white) to its original function.
 - > Load Map
Loads a new input map from disk.
 - > Save Map
Saves the input map to disk.
- * Action section More
 - > Cycle gadget
- None
The selected key (in white) enters a note/player command.
- OctaMED Command
Executes an OctaMED ARexx command (type it into the Command

box, with any required parameters).

- Execute ARexx File

Executes an ARexx script (type its name into Command).

- Ext. ARexx Command

Sends an ARexx command to another program (type the command into Command, the program's ARexx port into ARexx Port).

- Launch Program

Launches (runs) an executable program (type its filename into Command).

> Command

Varies according to the above cycle gadget's setting.

> ARexx Port

The other program's ARexx port name (if appropriate).

* Bottom

> Exit

Closes the window.

1.16 The ARexx Trigger Setup Window

PURPOSE

Sets player commands (of type 2D) to execute an OctaMED ARexx command or ARexx script, send an ARexx command to another program, or load and run a program from disk. More

HOW TO OPEN

Display menu. Where?

GADGETS

* Upper section

- > Slider
- The player command currently being edited (2D01 - 2DFF).
- > Clear Current
- Sets the current command's action to None.
- > Clear All
- Sets all commands' actions to None.

* Action More

- + What the player command is to do if it appears in a song.
- > Cycle gadget
- None
- The player command has no effect.
- OctaMED Command
- Executes an OctaMED ARexx command (type it into the Command box, with any required parameters).
- Execute ARexx File
- Executes an ARexx script (type its name into Command).
- Ext. ARexx Command
- Sends an ARexx command to another program (type the command into Command, the program's ARexx port into ARexx Port).
- Launch Program
- Launches (runs) an executable program (type its filename into Command).
- > Command
- Varies according to the above cycle gadget's setting.
- > ARexx Port
- The other program's ARexx port name (if appropriate).

- * Bottom
 - > Exit
 - Closes the window.

1.17 The Song Selector Window

PURPOSE

Multi-module management. Add, delete and select songs. More

HOW TO OPEN

Song menu; Information window's Sg button (far left). Where?

GADGETS

- * List box
 - Shows all song numbers and names. The song currently being edited is highlighted in blue; select one by clicking on it.
- * Others
 - > Text box
 - The name of the selected song (changeable).
 - > Add New
 - Adds a new song after the last one.
 - > Add Here
 - Inserts a new song before the selected one.
 - > Delete
 - Removes the selected song.
 - > Select
 - Selects the selected song for editing, and closes the window.
 - > Exit
 - Closes the window.

1.18 The Playing Sequence Window

PURPOSE

Controls the order in which to play blocks. This order is used when More
Song Play (Main Control) is clicked.

- * Collection of blocks + a playing sequence = a song.

HOW TO OPEN

Song menu; Information window's Sq button (just left of center). Where?

GADGETS

- * List box
 - + The playing sequence. The blue bar marks the current position; select a new position by clicking on one.
 - Left column
 - Playing sequence position numbers.
 - Middle column
 - Block numbers at each position. A block can appear more than once or not at all in the playing sequence.
 - Right column (after the colon)
 - The names of the blocks at each position.

- * Row immediately below the list box
 - > Number box
 - The block number of the current position (changeable).
 - > Arrows
 - Used to change the number box's contents. If the current position is below the last position, < deletes the last position and > adds block 000 to the end of the sequence.
 - > Information box
 - Format is 'a/b', where:
 - a: The current position number
 - b: The total number of positions in the sequence.
 - > Follow
 - On
 - During play, the sequence is scrolled so that the current position is always visible in the window ('followed').
 - Off
 - The current position is not followed. Allows you to scroll freely around the list while playing the song.
 - * Eight editing buttons
 - > Top
 - Selects the first position.
 - > Bottom
 - Selects the last position.
 - > Insert
 - Duplicates the current position.
 - > Ins Curr
 - Inserts a new position - the current block - before the current position.
 - > Append
 - As Insert, but adds to the end of the sequence.
 - > App Curr
 - As Ins Curr, but adds to the end of the sequence.
 - > Delete
 - Deletes the current position.
 - > Clear
 - Clears the playing sequence (or current section).
 - * Lower section
 - > Name
 - The name of the current section (changeable). Note: When more than one playing sequence exists, each sequence is called a 'section'.
 - > New Sec
 - Adds a new section after the last one.
 - > New Sec Here
 - Inserts a new section before the current one.
 - > Delete Sec
 - Deletes the current section.
 - > Sec:
 - Number box
 - The number of the current section.
 - Arrows
 - Used to change the number box's contents.
 - Information box
 - Total number of sections in the song.
 - * Bottom
 - > Exit
-

Closes the window.

1.19 The Section List Window

* Note: Here, 'playing sequence' and 'section' are used interchangeably.

PURPOSE

Controls the order in which to play song sections (multiple playing sequences). The section list orders playing sequences; each playing sequence orders blocks. More

HOW TO OPEN

Song menu; Information window's Sc button (just left of center). Where?

GADGETS

- * List box
 - + The section list. The blue bar marks the current position; select a new position by clicking on one. Shift-click a position to show that section in the Playing Sequence window.
 - Left column
 - Section list position numbers.
 - Middle column
 - Section numbers at each position. A section can appear more than once or not at all in the section list.
 - Right column (after the colon)
 - The names of the sections at each position.
- * Row immediately below the list box
 - > Number box
 - The section number of the current position (changeable).
 - > Arrows
 - Used to change the number box's contents.
 - > Information box
 - Format is 'a/b', where:
 - a: The current position number
 - b: The total number of positions in the list.
 - > secs information box
 - The total number of sections in the song.
- * Buttons
 - > Insert
 - Inserts a new position - section 001 - before the current position.
 - > Append
 - Adds a new position - section 001 - to the end of the list.
 - > Delete
 - Deletes the current entry.
 - > Exit
 - Closes the window.

1.20 The Song Options Window

PURPOSE

Contains some options related to the whole song. The options can be different for each song of a multi-module. [More](#)

HOW TO OPEN

Song menu. [Where?](#)

GADGETS

* Top

> Name [More](#)
Name of the current song. Also displayed on the title bar.

* Channel Mode [More](#)

+ Six buttons, but three fundamentally different methods of playing the song.

> 4 Channels/MIDI [More](#)
Selects 'normal' play (4-channel sound, or MIDI). [More](#)

> 5, 6, 7, 8 Channels [More](#)
Selects simulated 5 to 8-channel play. Samples should be 'halved' in volume.

> 1-64 Ch Mixing [More](#)
Selects 'mixed' play (up to 64 channels). Needs at least a 68020 processor for decent results.

+ Shift-click a button to convert between Mix mode and other modes (transposes notes and the Oct gadget up/down 2 octaves).

* Other Options

> Cycle gadget [More](#)

- Decimal Volumes

In the Tracker editor, displays volume command (0C) levels in decimal.

- Hex Volumes

Displays player command 0C levels in hexadecimal.

> Convert [More](#)

Converts decimal 0C levels to hex and vice-versa.

> Audio Filter Active

- On

Turns the low-pass audio filter on. (Muffles the sound, and brightens the Amiga's power light.)

- Off

Turns the filter off - sound quality is usually better.

> High Quality Mode [More](#)

- On

Enhances audio quality in 5 to 8-channel mode. Requires at least a 68020 processor in 7 and 8-channel modes.

> No Slide On 1st Tick [More](#)

- On

No slides (player commands 01/02/03/05/06/0A/0D) are done on the first tick of each line. For Tracker compatibility.

* Bottom

> Play Transpose [More](#)

Transposes the whole song. (Doesn't actually change the notes, just affects playing.) Range is ± 1 octave.

> Exit

Closes the window.

1.21 The Relative Track Volumes Window

PURPOSE

To adjust the volume of each track, relative to the master volume. [More](#)

HOW TO OPEN

Song menu. [Where?](#)

GADGETS

- * Main section
 - > Numbers along the top
 - Track numbers.
 - > Sliders
 - Adjust the volume of each track.
 - > Arrows
 - Shift all track numbers down/up by 8.
- * Right-hand section
 - > Master slider
 - The master volume. Track volumes are relative to the master volume. E.g. if both the master and a track is at half volume, the track is really at quarter-volume.
- * Bottom
 - > Exit
 - Closes the window.

1.22 The Song Annotation Window

PURPOSE

To attach any text to your song. The text might be a copyright notice, the author's name, explanatory text, or greetings. [More](#)

HOW TO OPEN

Song menu. [Where?](#)

GADGETS

- * Top
 - > Long text box
 - For brief text. Displayed on the screen's title bar whenever the song is loaded.
- * Main section
 - > Load Text
 - Loads a text file on disk, and displays it.
 - > Save Text
 - Saves the displayed text to disk.
 - > Discard Text
 - Removes the displayed text.
 - > Show After Loading
 - On
 - Opens the Song Annotation window straight after loading, to display the text.
 - Off
 - Does not open the window - only shows the title bar text.
 - > Rectangular area
 - The displayed text, if any. Tab characters cannot be used.

1.23 The Block Properties Window

PURPOSE

To change the properties of the current block. More

HOW TO OPEN

Block menu; Information window's B button, with Shift held. Where?

* Main section

> Name More

The current block's name.

> Tracks More

The number of tracks in the current block (1 - 64). No confirmation requester when the number is reduced!

> Length More

- Number box

The number of lines in the current block (1 - 3200).

- Single arrows

Change the length in steps of 1 line.

- Double arrows

Change the length in steps of 10 lines.

> Cmd Pages More

- Number box

The number of player command 'pages' in the current block.

- Arrows

Used to change the number box.

* Bottom

> Exit

Closes the window.

1.24 The Block List Window

PURPOSE

An at-a-glance list of blocks and some commonly-used functions.

HOW TO OPEN

Block menu; Information window's B button.

GADGETS

> List box More

The block list. The blue bar marks the current block; select a new block by clicking on one. Shows block numbers and names.

> Text box More

The current block's name (changeable).

> Insert New More

Inserts a new block before the current block.

> Append New More

Adds a new block after the final block.

> Ins to Seq More

Inserts the current block's number at the current playing sequence position.

> App to Seq More

Adds the current block's number to the end of the playing sequence.

- > Delete More
Deletes the current block.
- > Show Unused More
 - On
Any block that hasn't been used in the playing sequence is marked with a * in the list.
- > Exit
Closes the window.

1.25 The Highlight Options Window

PURPOSE

Highlights the current block's lines in a regular fashion. More
Highlighted lines are shown in bold.

HOW TO OPEN

Block menu. Where?

GADGETS

- * Main section
 - > 1, 2, 3, 4, 6, 8, 16, 32
Highlight every line, 2nd line, 3rd line and so on.
 - > Clear
Un-highlights all the lines in the block.
 - > Offset
The number of the first line to be highlighted.
 - > Spacing
A custom spacing between highlighted lines. Try e.g. 12.
- * Bottom
 - > Exit
Closes the window.

NOTE

Highlighting an already highlighted line removes the highlighting.

1.26 The Expand/Shrink Block Window

PURPOSE

Expands or shrinks the current block. More

HOW TO OPEN

Display menu. Where?

GADGETS

- > Factor
The amount of expansion or shrink.
- > Expand
Inserts f new line(s) after each existing line, where f is the Factor value minus 1. Increases the number of lines in the block by a factor of f (e.g. Factor 2 doubles the block).
- > Shrink
Removes every fth line, where f is the Factor value. Decreases

the number of lines by a factor of f (e.g. 2 halves the block).

1.27 The Instrument List Window

PURPOSE

A selectable list of the instruments in the song. [More](#)

HOW TO OPEN

Instr menu. [Where?](#)

GADGETS

- > List box
 - + The instrument list. The blue bar marks the current instrument; select a new instrument by clicking on one.
 - Left column
 - Instrument numbers.
 - Middle column
 - Instrument names (blank for nameless instruments).
 - Right column (to the right of /)
 - Instrument sizes, and other properties. Empty instrument positions have size -----.
- > Exit
 - Closes the window.

1.28 The Instrument Type Window

PURPOSE

Selects the current instrument's type. [More](#)

HOW TO OPEN

Instr menu; Main Control's Type button. [Where?](#)

GADGETS

- > Radio button
 - Sample
 - The current instrument is a sample, the usual type.
 - Hybrid
 - [More](#)
 - As Sample, but can be controlled using the same commands as synthsounds. So a cross between Sample and Synthetic.
 - ExtSample
 - [More](#)
 - Adds two lower octaves to the Sample range. In Mix mode, Samples and Hybrids also have these new octaves.
 - Synthetic
 - [More](#)
 - A synthsound. Created using the Synthetic Sound Editor.
 - 16-bit
 - [More](#)
 - For use with 16-bit sound boards (Aura, Toccata, MaestroPro, Delfina). Other instrument types are 8-bit. You can convert between 8 and 16-bit types without any problem, but 16 to 8-bit conversion reduces quality.
- > Octaves slider
 - The number of octaves in the current sample (1 - 7). Moving the slider often corrupts the sample.

- > Stereo [not for Synthetic types] More
 - Off
The sample is in mono.
 - On
The sample is in stereo. Mono to stereo conversion requires double the sample's size in free memory.
- > Output Device
 - Amiga
The sample should be played through the Amiga.
 - Aura
Played through HiSoft's 16-bit Aura sound board.
 - Toccata
Played through the Toccata 16-bit sound board. This is only visible if the board is connected.
- > Exit
Closes the window.

NOTE

An instrument of any type can be MIDI, if its MIDI channel number is greater than 0. More
