

# **303tracker\_menu**

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**COLLABORATORS**

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# Chapter 1

## 303tracker\_menu

### 1.1 Main

This guide gives you a description of each menu-item available in 303tracker.

### 1.2 Menu item 101

Clear Song - No keyboard shortcut available

-----

Clears the whole song in memory and reset additional parameters like tempo and patternlengths and patternnames. So you can start all over again!

### 1.3 Menu item 103

Load Song - Right Amiga + O

-----

With this item you load a song into memory. If another song is still in memory, it will be cleared before a new song will be loaded! So all unsaved data will be gone after loading a song!

You can load the following file formats:

- \* 303tracker
- \* 303emu script (scripts in ASCII-text, supported by 303emu V2.x)
- \* Octamed (popular music program, 303tracker only supports MMD1!)
- \* Protracker modules

The Octamed and Protracker loaders have some limitations. Only the note-data of the modules will be loaded. All other data such as samples and command data will be ignored.

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## 1.4 Menu item 104

Save Song - Right Amiga + W

-----

With this item you save the song you made. If you save it in the 303tracker fileformat (the custom type), it will save all data concerning the song, like notes, patternlengths, patternnames, tempo and also the effect- and render-settings. All other settings like MIDI-settings not however, because these settings are set and memorized in the configuration. Note: the metronome-settings (wich sample is assigned to play along with the pattern or song) are neither saved with song, neither the sample itself!

303tracker saves the following fileformats:

\* 303tracker

\* 303emu script (scripts in ASCII-text, supported by 303emu V2.x)

The 303emu script saver doesn't save the whole song however, as 303emuV2.x does only support a limited number of notes. Instead a requester will ask you wich pattern you want to save.

## 1.5 Menu item 106

Arrange - Right Amiga + E

-----

This menu item will lead you to the Arrange window, where you can arrange the patterns to create a whole song. It works somewhat like the Playing Sequence in Octamed, with some Qbass influences.

## 1.6 Menu item 108

Set Name - Right Amiga + N

-----

With this item you can set the name of the song. It's not a very special function, but it keeps, apart from the filename (if you've saved or loaded a song) an additional name.

---

## 1.7 Menu item 110

Import Exotic - No keyboard shortcut available

-----

Here you can import unusual formats to 303tracker, which tries to interpret the file format and then loads it into the pattern(s).

At the moment the following file-formats are supported:

- Octamed PrintOut (must be printed as graphic, to a file)
- Iff Ilbm 2 colors pictures (takes the color index 01 as a value and converts it to a user-defined parameter)

## 1.8 Menu item 111

Export As Module - No keyboard shortcut available

-----

This function exports ONLY the current pattern as a Protracker module, which includes the notes, and up to a total of 32 samples (depending on the length of the pattern) assigned to every note.

## 1.9 Menu item 113

Randomize Song - No keyboard shortcut available

-----

This item will randomize all notes, cutoffs, accent in the song. It's sort of a chaotic music creator, in this case it makes a whole chaotic song out of random data.

## 1.10 Menu item 115

Quit - Right Amiga + Q

-----

Quit the program and get back to Workbench/AmigaDOS. All unsaved data will be lost!

## 1.11 Menu item 201

Mark Range - Right Amiga + B

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## 1.12 Menu item 202

Mark Whole Pattern As Range - Right Amiga + A

-----

Marks the whole current pattern as a range.

## 1.13 Menu item 203

Copy Range - Right Amiga + C

-----

## 1.14 Menu item 204

Cut Range - Right Amiga + X

-----

## 1.15 Menu item 205

Paste Range - Right Amiga + V

-----

## 1.16 Menu item 207

Shift/Move Range-data Up or Down - Right Amiga + J

-----

Just like the horizontal version, it shoves the data. But in this case, up or down. The value you can alter in the window, means how many steps up (negative value) or down (positive value) you move the ranged data. This is of good use, if you want to shift the notes 4 places up, or want to make variation in the note-length or accents.

Remember, this function has effect (as always) on the selected column.

## 1.17 Menu item 209

Invert Ranged-data Horizontally - Right Amiga + H

-----

This function mirrors all values in the selected column. So all sliders with a low value (placed to the left) will get a high value (placed right).

---



## 1.18 Menu item 210

Invert Ranged-data Vertically - Right Amiga + Y

-----

All notes or sliders or data (depends on wich column yu've selected) in the selected range will be mirrored vertically. This means that the value on place 00 will get the value of place 31 and vice versa. This is nice for refreshing results.

## 1.19 Menu item 212

Randomize Column - Right Amiga + Z

-----

Create random notes/values/data in the selected column. If you are out of inspiration, try this one.

## 1.20 Menu item 213

Transpose Notes - Right Amiga + T

-----

With this item, you'll get a window where you can change the pitch of all the notes in the pattern. Notice that this function always and only works on the note-column. This one is handy for making a certain pattern one note higher than the previous one, or throw all notes in the pattern one octave up or down.

## 1.21 Menu item 215

Column Options - No keyboard shortcut available

-----

Brings you to a window where you can mark the whole selected column as a range, or copy, cut, paste and swap a whole column.

## 1.22 Menu item 217

Pop-up Edit-Window After Selecting Range?

-----

If you switch this menu-item ON, it will have to following effect:  
After selecting a range somewhere in the pattern with your mouse while holding the Right mousebutton, a window will pop-up, which shows you some buttons where you can copy, cut or alter the selected range directly by selecting a function in this window (by pushing the button).  
This window will only appear if the Pop-up menu-item is activated.

---

## 1.23 Menu item 301

Copy (part of) Pattern - Alt + F4

-----

Copies a part or the whole current pattern into buffer. Use Paste Pattern to copy the contents of this buffer into a new pattern. If you just want to copy the whole pattern, just press Return without changing the values in the window (wich will appear after selecting this menu-item.)

Note: If you use the keyboard shortcut Alt + F4, you automaticly copy the WHOLE pattern without a window popping up!

## 1.24 Menu item 302

Paste Buffer into Current Pattern - Alt + F5

-----

Copies the contents of the buffer into the current pattern.

## 1.25 Menu item 303

Cuts (part of) Pattern - Alt + F3

-----

Cuts (a part of) the current pattern to buffer. A window asks you from where to where you want to clear it. Press Return to cut the whole pattern.

Note: By using the keyboard shortcut Alt + F3, you clear the WHOLE pattern in one action, so no window will appear.

## 1.26 Menu item 304

Swap Current Pattern With... - No keyboard shortcut available

-----

With this function you can swap the contents of the current pattern with another one. A window will appear where you can choose wich pattern you want to swap the current pattern with. Then, you can choose to swap the two, and stay at the current pattern, or you can jump to the selected pattern after the swapping proces.

---

## 1.27 Menu item 306

Goto Previous Pattern - Alt + CursorLeft

-----

Jump one pattern back. After this action, the current pattern which can be edited is the one BEFORE the old one. This has nothing to do with the place of the pattern in the arrangement/sequence however! If you want to jump back one pattern in the arrangement, you have to go to the Arrange Window, found in the Project Menu.

## 1.28 Menu item 307

Goto Next Pattern - Alt + CursorRight

-----

Jump one pattern forward. After this action, the current pattern which is ready for editing is the one AFTER the old one. This has nothing to do with the place of the pattern in the arrangement however! If you want to jump forward one pattern in the arrangement, go to the Arrange Window, found in the Project Menu.

## 1.29 Menu item 308

Goto Pattern number... - Alt + G

-----

A window will appear where you can select the pattern which you want to edit.

## 1.30 Menu item 310

Set Pattern Length - Alt + L

-----

Sets the length of the current pattern, until where it has to be played. All data beyond the given length will be memorized, so if you are not certain of your action, or you maybe want to enlarge the length later, the old data will be restored.

In fact, all data further than the length will be editable, so the pattern-length has only effect on the play- and render-processes.

You can also determine the length by clicking on red 'elastic band' at the right of the screen. Note that you CAN'T change the start-position of the pattern, only the the end-position!

---

### 1.31 Menu item 311

Give the current pattern a name - Alt + N

-----

Every pattern can be given a name, and this function asks you how to name the current pattern. It's very useful when you are making an arrangement of all your patterns, but don't know out of your head, which number is which pattern. So you can give your patterns a short description (max. 32 chars).

Note: You have to switch on the information bar by setting Show Info on to see the info bar which prints the name of the current pattern being edited.

### 1.32 Menu item 313

Envelopes of Pattern - Alt + O

-----

Brings you a window where you can display and edit the individual envelopes of every parameter, just like in the normal pattern-editor, but now you see the envelopes vertically instead of horizontally displayed.

Also, there's an extra envelope which can be edited, namely the Volume Envelope!

You can edit each envelope by first selecting its name by clicking on the cycle button top-left. Keep pushing it 'till you the one you want to edit.

### 1.33 Menu item 401

Play Current Pattern - Shift + Right Amiga

-----

Play the current pattern through the Paula Chip, or via the AHI Device.

When the pattern reaches its end, it will start over to play from position 00. It just works like the Protracker and Octamed play-pattern command.

Press Space to stop playing the pattern.

Note: When you've made the right settings with the Playback item found in the menu Settings, an external sample or metronome can be played along with the pattern. This is very useful to get a good impression of the programmed 303loop combined with some rhythm.

### 1.34 Menu item 402

Play Song - Shift + Alt

-----

Play the song, using the arrangement (in other words, the playing sequence) made with the Arrangement tool, starting from the position which is printed in the information-bar.

Note 1: You have to switch on the information bar by setting Show Info on. Now the upper menu-bar will be replaced by an information bar which prints the current position in the playing sequence and the name of the current pattern being edited.

Note 2: When you've made the right settings with the Playback item found in the menu Settings, an external sample or metronome can be played along with the song. This is very useful to get a good impression of the programmed 303loop combined with some rhythm.

### 1.35 Menu item 403

Here you can select whether you want to suck the dick of a nigger or a lesbian nazi-hooker.

### 1.36 Menu item 405

Render the Song/Pattern to a Sample- Right Amiga + R

-----

This function is a very important one, because you can render your final samples with it. After selected this menu-item, you'll get a window where you can decide whether you want to render a pattern or the whole song, in which format (8 or 16 bits precision), if you want to render the effects (like delay, chorus, distortion) with the sample.

If you press OK, it will start rendering the pattern(s) and when it's finished, the rendered sample will be displayed in a graphic window.

### 1.37 Menu item 406

Render current pattern quickly - Right Amiga + F

-----

Renders the current pattern to a sample, in a special quick way. The

---

quality of the resulting sample is not optimized and clean as a (final) rendered sample with the 'Render Go!' item, but it gives a good idea of what it will sound. Just use it as a preview.

Note: Render Quick does NOT contain: Effects

Equaliser-settings (mixer)

### 1.38 Menu item 408

Save the Rendered Sample - Right Amiga + S

-----

Save the sample you've made with the Render function. You'll get a file requester which asks you the name and path and file format.

### 1.39 Menu item 409

Dump (send) the Midi-data to your sampler - Right Amiga + M

-----

This cool function allows you to send the sample you've made with the Render function via Midi to a Midi-sampler. So if you have something like an Akai Sxxxx, you can export the samples of 303tracker directly to it.

Note: Because of the low transferrate of Midi, be sure the samples are not too long in bytes. Otherwise you have to wait for minutes/hours until the sample reaches your Midi-sampler. Reasonable lengths are a few hundred kilobytes.

### 1.40 Menu item 411

Load a Sample into memory - Right Amiga + L

-----

Loads (after a file-requester) a sample, which can be played with the Play Sample function. This is useful for 2 things:

1- If you don't know anymore how a certain file sounds.

Note: If you've loaded one, you'll automatically jump to the Play Sample window.

2- By loading a sample like a rhythm (or anything else of course!) and going to the Play Sample window, you can assign this sample as the synced sound, which will be heard if you play the song or pattern.

This is great if you want to hear how a 303loop sound in combination with a rhythm or another sample.

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## 1.41 Menu item 412

Play a Sample from memory - Right Amiga + P

-----

Selecting this item will bring you to the Sample Play window. Here you can play 2 types of samples:

1-Rendered sample (made with 303tracker's Render function)

2-Loaded sample (external file)

You can assign one of both samples to be the synced sample, which will be played along with the 303loop in Play Pattern and Play Song.

## 1.42 Menu item 501

Set Render Effects - Alt + E

-----

A window will appear where you can set the effects which will be rendered along with the 303 sample. You can set 3 types of FX: chorus, delay and distortion, with each some specific controls. You can also mute each of them. If you want to mute them all, you can toggle Apply Effects off in the Render window (found in the menu Output).

## 1.43 Menu item 502

3 Channel Mixer - Alt + I

-----

A window will appear where you can set the individual volumes of the 3 sources that will be played AND rendered in 303tracker. Again: this mixer has effect on both the realtime playback and the rendering output.

You can set the level of each source: the Bassline (303), the rhythm, and an eventual sample which is triggered along with the song.

You can mute each source by activating the mute-button: mute means that it switches off all output of that source that is muted. In other words it turns the output level to 0, without pushing the level fader down.

## 1.44 Menu item 504

Change 303's Oscillator/Filter/Amplifier Settings - Alt + V

-----

You can change some VCO settings of the TB-303, like Pulse Width Modulation

---

and others. This gives the possibility to get some non-303 sounds, which could add new creative results.

You can change some VCF settings of the TB-303, like what kind of filter you want. So you're not stuck at only the characteristic TB-303 sound, but have a bigger range of the sound-spectrum (something like that!).

You can modify the VCA, to get Arpeggio-like results, which are initially impossible on the original TB-303, but IS really cool!

## 1.45 Menu item 506

Set Shuffle/Swing Level - Alt + S

-----

This level sets the amount of shuffle or swing for when playing/rendering a pattern/song. In other words, the higher the level of shuffle, the more the odd notes (01, 03, 05, 07 etc) will be played with a short delay, while the even notes (00, 02, 04, 08 etc) will be played a little earlier than normal. This gives nice results to get the music sound more hoppier, a word I invented myself. A graphic shows you the normal linear time/trigger, with overlaid the time/trigger with shuffle on.

## 1.46 Menu item 508

Set Playback Options - Alt + P

-----

Here you can determine the playback output of 303tracker, to route it to Paula (Amiga's custom audiochip) or to AHL. In this way it's also possible to get 16 bit results, which is a lot cleaner than 8 bit playback.

You can also activate the 'metronome' function, to sync an internal beat or an external sample file to be played with, while playing a pattern or a song.

## 1.47 Menu item 509

Toggle Amiga's Audio Channels On/Off - Alt + A

-----

If you want to run another program which uses the audio channels, while 303tracker is also running, you have to toggle the audio channels of 303tracker off. This also automatically happens when you press on the Goto Workbench button at the top right of 303tracker's screen.

It will also be switched on when you turn back from Workbench to 303tracker.

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## 1.48 Menu item 511

Change Midi Settings and Midi Controllers - Alt + C

-----

A window will pop up, where you can assign some Midi-controllers for the following parameters: Cutoff, Resonance, Env. Mod, Decay. Possibilities are that you can use the pitch bender of your synth or a custom Midi-controller to control 303tracker's parameters.

[List of Midi Controller Numbers](#)

## 1.49 Menu item 512

Toggle Midi Activity On/Off - Alt + M

-----

Reserves or frees the serial.device wich is used to parse the Midi-data through. This also automaticly happens when you press on the Goto Workbench button at the top right of 303tracker's screen.

If you want to make use of external Midi controllers, you have to switch Midi active on.

## 1.50 Menu item 514

Set Pattern Grid/Highlight - Right Amiga + G

-----

This practical function gives some visual support by placing small marks every n steps. You can change n (the number of steps) by entering another value. Examples for n are 4 (every beat), 8 or 16. Default is 4.

## 1.51 Menu item 516

Set Configuration - No keyboard shortcut available

-----

You'll see a window after selecting this item, where you can change the language settings and the maximum amount of memory, reserved for the rendered 303 samples.

Also, you can load a configuration or save the new configuration. The configuration stores the following settings:

- Language

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- Pattern Grid/Highlight
- Playback settings
- Metronome settings (wich sample is assigned to play along with the pattern or song)
- Midi Controller numbers and settings

## 1.52 Menu item 704

More Menu - Alt + T

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This item reveals/hides an extra row of buttons along with the current pattern-name replacing the menu-bar. These buttons are made to work quickly and easy with 303tracker instead of searching in the menus. Of course, the menu is still available but is not shown until you hold the right mousebutton, (almost\*) just like other, 'normal' Amiga-programs which use intuition. (\* the mousepointer has to be placed at the above part of the screen when clicking the right mousebutton to reveal the menu-items. Else, the 'SET RANGE' mode will be activated.)

## 1.53 Menu item 601

Plug-ins Selection Window

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This item brings you to a window where you can select one of the Plug-ins available in 303tracker.

At the moment (in 303tracker V1.0), there are 2 Plug-ins available:

TB-303 Bassline (Shortcut = Control + F1)

-----

This cool feature brings you to a special window with a 'virtual' (I know it sounds like shit) TB-303 inside. You can program this 303 like you are programming a real one. This is very nice for people who are not familiar with 'trackers', but do know how to work with a real TB-303.

For a full guide about programming this 303, click on [qpqpqpqpqpqp](#)

Analog Rhythm Machine (Shortcut = Control + F2)

-----

This plug-in gives you the opportunity to create analog bass- snare- hihat- and clap-sounds, which can be fully programmed from the bottom: VCO, NOISE, FILTER, VCA. Check out this link for a full description of the Analog Rhythm Machine: [qpqpqpqpqpqp](#)

Willy's Wacky Filter Factory (Shortcut = Control + F3)

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## 1.54 Menu item 610

Cool Tools  
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These are short programs/tools which make editing with 303tracker easier and enable 303tracker to interact with other programs like Octamed SoundStudio. Cool Tools are a combination of ARexx Scripts and DOS programs bla bla bla

## 1.55 Menu item 607

ARexx-Script Execute Window - Alt + X  
-----

Brings you a file-requester where you can specify an ARexx script to execute.

## 1.56 Menu item 608

ARexx script options - no keyboard shortcut available  
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??? Not yet implemented

## 1.57 Menu item 701

Undo Last Action - Right Amiga + U  
-----

Undoes the last executed action or in other words restores the situation before your latest change.

## 1.58 Menu item 702

Repeat Last Action - No keyboard shortcut available  
-----

Repeats the latest action you made.

## 1.59 Menu item 706

Goto 303tracker's Online Help Window - Help  
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Brings you to the mainguide which explains you how to work with 303tracker. By PRESSING Help however (instead of selecting the menu item), you'll get some help wich refers to the specific window, menu item, or button you point at.

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## 1.60 Menu item 708

About - ?

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Gives some general information of 303tracker, along with some greetings.

## 1.61 Menu item 709

About Versions

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Gives information about which versions of the routines used in 303tracker are installed, along with version-numbers of the plug-ins and engines, loaders and savers.

## 1.62 Menu item 710

How to order 303tracker is explained when selecting this menu-item.

## 1.63 Midi Controller Numbers

Here's a list of default 7 bit Midi Controller Numbers (0-127). As I have a dutch TB-303 clone Syntecno TeeBee, wich has 5 build in Midi controllers in the form of potention-meters, I use them for 303tracker. The controllers 11 to 14 are default defined for cut off, resonance etc. See below.

Deci. Hexa. Description Deci. Hexa. Description

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01	01	Modulation Wheel	09	09	Undefined
02	02	Breath Controller	10	0A	Panorama
03	03	Undefined	11	0B	Expression Pedal Cut Off
04	04	Foot Controller	12	0C	Effect Control 1 Resonance
05	05	Portamento Time	13	0D	Effect Control 2 Env.Mod.
06	06	Data Entry Slider	14	0E	Undefined Decay
07	07	Main Volume	15	0F	Undefined
08	08	Balance	16	10	General use

## 1.64 Column option 1

Copy Column - Shift + F4

-----

Copies a part or the whole selected column into buffer. Use Paste Column to copy the contents of this buffer into another column.

You can select a column by clicking on the head of it, or using the TAB key.

Possibility 2: You can also copy,paste and clear the WHOLE column at once.

Shift + F3 - Cut selected column to buffer

Shift + F4 - Copy selected column to buffer

Shift + F5 - Paste buffer to selected column

## 1.65 Column option 2

Paste Column - Shift + F5

-----

Copies the contents of the buffer into the selected column.

You can select a column by clicking on the head of it, or using the TAB key.

Possibility 2: You can also copy,paste and clear the WHOLE column at once.

Shift + F3 - Cut selected column to buffer

Shift + F4 - Copy selected column to buffer

Shift + F5 - Paste buffer to selected column

## 1.66 Column option 3

Cut Column - Shift + F3

-----

Erases (a part of) the selected column after storing it into a buffer.

You can select a column by clicking on the head of it, or using the TAB key.

Possibility 2: You can also copy,paste and clear the WHOLE column at once.

Shift + F3 - Cut selected column to buffer

Shift + F4 - Copy selected column to buffer

Shift + F5 - Paste buffer to selected column

## 1.67 Column option 4

Swap Selected Column With... - No keyboard shortcut available

-----

With this function you can swap the contents of the selected column with another one, wich you have to select, after calling this function.

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