

# PSYCHEDELIA

## SPECTRUM 48K

### AN ENTERTAINMENT by Jeff Minter.....

**An Explanation of the Concept...** PSYCHEDELIA is really the culmination of several months' idle thinking. I love games, but occasionally I'd think 'there must be some OTHER way of enjoying yourself using the computer...' I also love music, and I'd daydream about creating... something... you could do to music, something you could put on the screen at a party and anyone could come up and have a go, something you'd do just because you enjoyed it, something others could enjoy even if they weren't actually doing it themselves. Gradually the idea solidified into the concept of a light-show generator, something interactive, creative but simple enough so that anyone could do it, yet complex enough to produce breathtaking results once learned well. A program to do for light, in fact, what a synthesiser does for sound.

PSYCHEDELIA is the realisation of that dream. Some idle tinkering on a Sunday afternoon produced such startling results that all other work was dropped in order to pursue the development of my Light Synthesiser at last. Many evenings were spent in darkened rooms just freaking out to music and DOING it. Demos were given, minds were blown and a good time had by all. PSYCHEDELIA is a completely new way of enjoying your micro. If you love music, if you love graphics, if you are creative then you'll enjoy PSYCHEDELIA. You'll boot it in when you turn on your hi-fi. You'll find an appeal totally different to that of even the best games. You won't get bored, because the pleasure is as fundamental as that of listening to music, and you'll create different, dynamic light shows each time you use the program.

PSYCHEDELIA is the high point of my designing career so far. The concept is simple, the programming not too complex but the parts combine synergistically to create a whole which has given me the most pleasure to use, and the biggest pride in design, of anything I've ever programmed.

Enjoy PSYCHEDELIA. This one comes straight from the heart.

**Loading PSYCHEDELIA:** Load the program using LOAD " " CODE. You'll see various messages as the load progresses, and once loading's over you'll see the basic PSYCHEDELIA screen, black with a single pixel on it. You're now ready to go.

**Using PSYCHEDELIA:** I'll give various levels of information, you can enjoy even the simplest level but as you continue you'll probably want to learn how to operate the Light Synthesiser's more complex options. The program supports keyboard and popular joystick input (press M to change modes.) The KEYBOARD controls are the cursor keys ((5-8) to move the pixel, and 'O' to display the preset pattern.

**First encounter:** (a) Turn off the lights. (b) Put on whatever music you like to freak out to. (c) Do it with the feeling, with joystick or keyboard!

**Variations:** Try pressing any of the keys 1-4 and Q-R. This calls in one of the 8 **presets**, stored Lightsynth parameters which give different effects. Try them all out to see some of the multitude of effects which you can achieve using the system. Some are fast, some slow, some pulse, others swirl. Play with them all, try them to different music.

**Basic Commands:** Choose a pattern you like and get ready to experiment. Press S to change the Symmetry. (The pattern gets reflected in various planes, or not at all according to the setting). Press SPACE to alter the pattern element. Press U to change the shape of the little pixels on the screen. Press L to turn on and off the Line Mode - a bit like drawing with the Aurora Borealis.

**More Advanced Commands:** I'll divide these into **Variables** and **Others**. Variables, when activated, bring up a little graduated bar at the bottom of the screen representing the current value of that variable. Use the K and L keys to alter the value to what is required, and press ENTER when you're happy. You can play with the current settings while the bar is still on the screen, and you can alter the parameters whilst pattern generation is actually occurring (Clever little things - those interrupts!)

**EDITING THE PATTERN ELEMENTS:** There are 16 elements you can define for yourself. To get into pattern edit mode press N to edit the current shape. The screen clears and the cursor centres. Each pattern is composed of seven **levels**. Level One is preset, always just a single white dot. You can determine the positions of the pixels in Levels 2-7. Move the cursor to where you want a pixel, then press FIRE (Keyboard, 'O') to enter it, as in Sequencer and Burst. You can define up to seven pixels per level. Press ENTER when you've done enough pixels on a particular level and the option proceeds to the next level, until level 7 is completed. Remember, the more pixels you have the slower the finished pattern will run. You can place pixels anywhere on the screen, they don't have to be around the centre Level One pixel at all. Don't worry if this sounds complex, just get in there and have a bash, you can't do any damage! To select your pattern once you've defined it, press SPACE until it comes up.

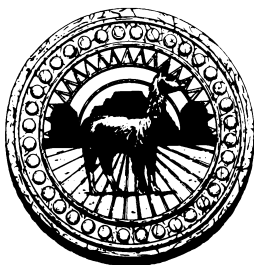
Whew! Quite a lot to digest - but the best way is to just learn by experimentation. Play with the values and see what happens - just like you'd tinker with a synthesiser. Above all, use it as it was intended - along with your favourite music. (At last I've discovered a cure for air-guitarring!). Freak out with it. Have fun. Take it to parties and have LOTS of fun. Come along to the next computer show and give a public performance! Blow minds with it, freak out your granny. Be creative with it. Let me know if you like it! Keep it next to your hi-fi!

PSYCHEDELIA. I hope you enjoy playing with it as much as I do.

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The following all in some way inspired this creation: Roger Waters, Dave Gilmour, Nick Mason et al., our Phil with the bald patch, KMEL 106FM, Ronnie James Dio, the Purple, Isao Tomita, Rush, Steve Hillage, Yes, Led Zep, and many more... The Hairy One is pleased with himself this time... perhaps because The Hairy One has played with nothing else on his 64 for 3 weeks... If this blows your mind then you're on the same brainlength as me. See you out by Alpha Centauri...

## SPECTRUM 48K



**llamasoft**

**ORIGINAL SOFTWARE DESIGN**

LLAMASOFT SOFTWARE, 49 MOUNT PLEASANT, TADLEY, HANTS