

# XRI SYSTEMS

## REAL-TIME MULTITRACKER (Copyright 1986)

The multi-tracker can control eight polyphonic tracks . Bars are first recorded and allocated to a sequence , the sequences can then be pasted into the song sheet to make a complex composition.

Alternatively the m-tracker can be used as a conventional sequencer.

### MAIN MENU.

On loading the program you are presented with five options , select by pressing the appropriate number , in the range 1 to 5.

1. The Housekeeping screen gives access to the following functions : - movement to buffer, loading and saving , sequence erase and the clear command.
2. The Record Screen handles record , listen and allocate.
3. The Song Sheet is used to assemble the sequences into a song.
4. All recorded screens can be displayed and sampled from the Sequence Screen.
5. The Time Signature screen is used to change the meter and the synch' set-up.

### SCREEN HEADING.

The top of the screen will always show the current file-name in memory , type of sync used , time signature , buffer used ( expressed as a percentage ) , the name of the screen and the beats per minute.

(Buffer used is only updated when the sequence is allocated.)

Note that these settings are always set to the default values when the program is first loaded

When a new song is loaded the settings are set to those that were set when the sequence was stored.

The computer will always show additional information before, and after record. Before record, details of any overdub sequence will be flashed up on the top right, and after record details, of the currently recorded buffer will be flashed up on the left hand side of the screen.

### SEQUENCES AND WORK BUFFER.

Fifty-nine sequences are available. Sequences are automatically rounded up to the nearest bar as they are played. The sequences are be allocated a four character name for reference purposes.

Sequence 60 is reserved for use as a work buffer , all new sequences are stored in this buffer, and it is automatically erased when you make a new recording. It is therefore usual procedure to record , listen and, if all is ok to allocate the sequence to memory.

### KEYING CONVENTIONS.

To Exit from a screen key "X".

All keying should be done in upper case. Beware of disabling "caps shift". If you get into a prompt by mistake . You can exit by just keying "enter".

### HOUSEKEEPING SCREEN.

#### To Buffer.

Press "T" to move a sequence To the work buffer. You will then be prompted for the sequence number. Key in a number in the range 1 to 59 . The contents ( if any ) of the work buffer will be overwritten by the sequence specified.

#### From buffer.

Press "F" to move a recording from the work buffer to a sequence. You will then be prompted for the sequence number. Key in a number in the range 1 to 59 . Then, when requested key in sequence i.d.-this should be four characters in length.

### Quantise.

Press "Q" to quantise the data in the buffer. The computer will prompt for the quantise measure. Key in the note value 48 to 2 . It is a good idea to store the sequence before quantise so that different resolutions can be tried.

### TRACK CONTROL SCREEN.

The purpose of this screen is to paste the recorded sequences so that a song can be created.

Looking at the screen you will see that there are eight tracks (identified in the first column). The currently assigned midi channel is shown just below the track number.

Bar numbers ( upto 250 ) are given along the fourth line of the screen and the vertical lines down mark the boundaries of the bars (or sequences.)

When you call this screen you will see a help list on the right hand side, this disappears when you key in a valid command , but it will reappear if you key enter or an invalid command.

### Cursor.

The cursor keys allow movement around the screen - up and down, for different tracks and left and right across different bars ( note that you are not able to move past the end of the current song.)

### Goto.

Press "G" and the computer will prompt the bar number you want to display ( providing that it is in range of the song ). After the computer has validated your reply the track control table will be shifted to display that bar number.

### "Add bar"

Press "A" and the computer will prompt for the sequence number you want to insert. The music will be shuffled down. However if you are adding a sequence to a gap of the same length as ( or more than ) the sequence , it will be slotted in with no shuffle.

### Insbar.

Press "I" and the computer will prompt for the sequence number you want to insert. The music will be shuffled down.

### Elanks.

Press "B" to insert blank bars , the computer will request the number of blank bars that you require.

### Delete.

Press "D" to delete a bar , all subsequent music will be shuffled up .

### Repeat.

Position to the start of the bar to be repeated then press "R" . The computer will request the number of repeats required.

### Chann.

To change channels or turn on/off tracks - select the track then press "C" . Key in the channel number 1 to 16 or key "Y" or "N" to turn tracks on and off.

### Entpx.

There is a 26 entry table into which you can be place in-flight patch changes.

To insert ( or change ) an entry in the patch table press "E" , the computer will display the patch table on the right side of the screen and then prompt for patch entry ( A to Z ) - key in the appropriate reference . You will then be prompted for the appropriate patch on the synthesizer. Key in the appropriate value 1 to 255 .

### Newpx.

It is possible to program in any of these patch changes before a bar - to do this press "N" - the patch table will be displayed and you can select which patch reference is to be used. The track control sheet will be altered to show the patch reference.

### Kill.

This is for clearing out all the track control table or just specific tracks. Press "K" and the computer will ask if you want to clear all the tracks if you do key "Y" otherwise continue to clear the currently selected track.

### Play.

Press "P" to play all the music in the track control table ( from the start ).

#### Erase.

Press "E" to Erase a sequence from memory. You will then be required to key in the number of the sequence to be erased.

#### Clear.

Press "C" to clear all memory, the computer will require you to verify this by confirming with "Y".

#### Sequences.

Press "S" to call the Sequence screen. Return from the sequence screen will bring you back to the Housekeeping Screen.

#### Dump.

Prepare a tape (or microdrive) for use, then press "D" to dump all the sequences, track control table and set-up parameters. The computer will ask the media - tape or microdrive (opus discovery). You are then asked for the file-name - key in a seven character name.

If a file-name of "CAT" is used the contents of the current microdrive (disc) will be displayed.

As the computer dumps it will display "SAVING" at the top of the screen. When this message changes to "VERIFYING" rewind the tape and restart it. ( On microdrive or (disc) this is automatic. )

#### Load

Prepare a tape (or microdrive) for use then press "L" to load all the sequences, track control table and set-up parameters. The computer will ask the media - tape or microdrive (opus discovery). You are then asked for the file-name - key in a seven character name.

As the computer loads it will display "LOADING" and afterwards return to the housekeeping screen indicating a successful LOAD.

#### RECORD.

#### Record.

Press "R" to record. The buffer will be overwritten by the sequence played. A two bar lead in will be played before recording starts. Play the synthesizer. Press "X" to come out of the recording. The recording will be rounded up to the nearest bar. On exit the top left corner shows details of the last recording.

If you are overdubbing the sequence being played will be shown in the top right hand corner.

#### Allocate.

Press "A" to allocate the currently recorded buffer to memory. You will then be prompted for the sequence number. Key in a number in the range 1 to 59. Then, when requested, key in sequence i.d. this should be four characters in length. The recording can then be referred to by the allocated sequence number.

#### Overdub.

Press "O" to set or change the overdub sequence.

An overdub sequence is one which you can set so that it will be played back as a reference for recording purposes. After you key the "O" the computer will display the number of the current overdub sequence. Key "0" to cancel it or key the new sequence number in the range 1 to 59.

#### Metronome.

Press "M" to set the metronome; the metronome will play on the synth' (channel 1) and you can clear it or play the synth' to give it a new value.

#### Cut.

To maximise on the effective use of memory space, default all midi info with a control code of 240 or above ( i.e. system exclusive ) is ignored. If you are familiar with the midi codes you can alter this figure is for example cut after touch, or to include all system exclusive.

To change press the "C", the computer will display the old value and prompt for a new one - range 129 to 255.

#### Sequences.

Press "S" to call the Sequence screen.

#### Listen.

Press "L" to listen to the recording in the buffer. ( Plays on channel 1 ).

Listen.

Press "L" to play the music from the current position in the track control table.

Off.

Sometimes you might find that you have made a recording which leaves a note on , if this is the case press "O" to release any note ons.

Seqscr.

Press "S" to call the sequence screen.

### SEQUENCE SCREEN.

This screen displays the 60 sequences in memory. Information displayed consists of the s of the sequence number , description , memory used ( in 100 byte chunks ) and number of bars for the sequence.

Alt.

There are two screens each containing 30 sequences , press "A" to display the alternate screen.

Listen.

You can play any sequence by pressing "L" , then selecting the appropriate sequence. The sequence will be played on channel 1 . Press "X" to abort the play-back.

Return.

Press "R" to return to the previous screen.

### TIME SIGNATURE.

All recordings are based on 1/24 measures.

Time signature.

Press "T" and the system will prompt for new settings for 4 / 4 time the value of the beat would be 4 and the beats per bar would be 4.

Beats per minute.

Press "B" to change this setting , values upto 250 are valid.

Sync.

Press "S" to alter the sync setting.

Internal means that the computer will work out its own timing.

External means that synch in will be enabled on the Micon and it will only play / record if an external clock is provided.

If midi is specified an external midi clock must be provided for play-back .In record mode the internal computer clock will be used as a reference but a midi pulse will be output.

### MICRODRIVE (OPUS DISCOVERY)

To make a disc version of the program - press "m" as the sharps are playing at the start of the program - then follow the instructions.

### HOUSEKEEPING SCREEN

Append

The housekeeping screen includes a command called < Append > which will add any midi codes to the start of the sequence in the edit buffer.

Any midi code(s) can be keyed and when you have finished just key enter to return to the menu. FOR EXAMPEE to set up patch 6 key 192 (patch change) then 5 (patch is always offset by one).

It is useful to have a blank bar at the start of each track to set up patches, volume etc.