

# Metatrak™ Quick-reference Guide

**Syntauri™**

September 1983

METATRAK CONTROL FUNCTIONS

FUNCTION	page	command	mode	remarks	FUNCTION	page	command	mode	remarks
BOOT	3			1	MENU-to access		Q	L	
CATALOG	5	?	L	2	OFFSET-to change	10	O	L	
CURSOR-move down	7	Re	E		PITCHBEND-on/off togg.	11	B	L	
" - " up	7	P	E						
" - " to top	7	S	E		PLAYBACK	34	P	M	4
DELETE (a file)	36	D	L		PRESET-load/save/def.	35	E	L	
DOS-to access	36	D	L		PRESET MASTER-load/s/d	5	P	L	3
DRUM MACHINE-set up	39	T	L		" "	35			
ECHO-on/off toggle	36	E	M		PUNCH IN/OUT	31	ESC	R	5
"	31		T		RECORDING-to get into	28	R	M	
ENSEMBLE-on/off togg.	37	E	L		" -to get out of	30	Q	M	
" SEQUENCE " "	38	S	L	10	" -to rename	36			6
ENVELOPE-load/sav/def	6	E	L	07	" -to save	29	S	M	
" -to get out of		Q	E		" -to terminate	32	Q	R	
" -to change	7		E	9	" -to restart	31	R	R	36
ERASE-(a track)	30	E	T		" -to redo	36	B	M	
FAST FORWARD-on/off	31	E	T		SEQUENCE (see ECHO)	31	E	M	36
FX MODS	31	F	P	36	SPEED (P/B)-raise 5%	29	>	L	32
" " -to turn off		F,0	L		" -lower 5%	33	<	L	36
INSTRUMENT-change	4	#	L		SPLIT KEYBOARD	15	S	L	17
" -SPLIT-move up 1	17	K	L		SYNC-TO-TAPE-setup	41	X	L	
" - " - " down 1	17	J	L		TEMPO-(see metronome)				
KEYBOARD SPLIT-1/s/d	15	S	L	17	TRACKMASTER-to display		R	L	
KILL SET-UP (in boot)		K			" -to load or save	21	T	L	
LOAD-a piece of music	D1	L	M		TRANSCOPE-in playback	39	T	P+	
" -an envelope	35	E	L		TUNE	11	Q	M	7
" -a preset master	35	P	L	3	UPDATE-(inst. on kbd.)	4	U	L	
" -a waveform	9	W	L	35	VIBRATO-load or set	10	V	L	8
" -keyboard split	15	S	L	17	" -turn off	10	O	L	8
LOCK-(a file)	36				" -turn on	10	V	L	8
LOOP (see ECHO)	31		T	36	VOLUME-(master) up 5%	11	<-	L	
METRONOME-on/set temp	23	Z	L	28	" - " down 5%	11	->	L	
" -turn off	39	0			" - " see what is	11	U	L	
					WAVEFORM-load or save	9	W	L	

## NOTES ON 'METATRAK CONTROL FUNCTIONS'

1. To "BOOT" - Put a diskette in Disc Drive #1. A) For Apple II or II+, turn power on assuming it was off. If it was on, turn off, then on. B) For Apple IIe, hold down "open apple" key, then CTRL; hit reset.
2. This will list the contents of whatever diskette is in the drive.
3. Use game paddle 0 to control it. Note tuning is changed.
4. Several Returns are required.
5. This only works in "Record" mode.
6. A "DOS" command - "RENAME"
7. Then "RUN SCALE UPDATE".
8. Use game paddle 0 to set rate.  
Use game paddle 1 to set depth.
9. To change an envelope, hit CTRL-E, then D, then return. Make sure the instrument you want to change is named at the top of the screen and if not, change it by typing the appropriate number. Then, as you step down the list, using the "RETURN" key, you can change the envelope parameters. Type P, return to go up one line; S, return, to go to top. To return to Live mode, hit the Spacebar if you are at the top of the list (nothing flashing), otherwise hit Spacebar, then Return.
10. Ensemble sequence can be recorded by putting system in record mode.

All numbers over 10 are additional page references in the Metatrak manual.

## ABBREVIATIONS

- A. Page # refers to the page in the Metatrak II User's Manual.
- B. Command procedure abbreviations:
  - ^ = Hit "Control and the letter shown under the "^".
  - O = Hit the Spacebar.
  - o = The letter "O". (falls between N and P).
  - R = Hit the "RETURN" key.
  - Y = Yes    N = No    L = Load    S = Save    D = Define
- C. Modes
  - L = live - this is the playing state the instrument is in after "BOOTING". Commands that work in this mode will also work in the Playback mode.
  - M = Menu. Refers to the state you are in after hitting the spacebar when you were in L (live) or playback.
  - T = Trackmaster mode (accessed by R + RETURN).
  - C = Choice made.
  - SC = Speed choice.
  - E = Envelope modifying mode. Access by CTRL-E + D, then return.
  - R = Record mode.

## SYNTAURI SOUNDS - THEIR MANAGEMENT

Sounds, which are also known in synthesizer parlance as "voices", "patches" and "presets", are organized in the Syntauri system into groups of ten. Each group of ten is called a "PRESET MASTER". These "PRESET MASTERS" are kept on the disks you received with your alphaSyntauri, including your alphaPlus, Metatrak, and, your "Preset Sounds" disk. Each sound and each PRESET MASTER has to have its own name, as do all "files" stored in a computer memory device. Each PRESET MASTER contains three sets, ten per set, of data which, when "loaded" into the computer's Random Access Memory (called "RAM"), supply the sound parameters the computer needs to create ten specific sounds. These sets of data consist of the following:

1. Envelope Data - called "PRESET" files.
2. Waveform data - called "WAVES" files.
3. Vibrato and pitch offset data - called "LFO" files.

All three sets are loaded automatically when you load a new "PRESET MASTER". You do this by typing "CTRL-P", that is, holding down the 'CTRL' key and typing "P", then "L", then return, then the name of the PRESET MASTER you want. Examples are "ALPHA PLUS", "INSTR", "LSYN", etc. When you do this, the set of 10 sounds previously loaded in RAM (and ready for use), is discarded from RAM and the new preset master set of 10 sounds is loaded, assuming a diskette with the required information was in disk drive #1 when you completed the above commands. If not, the screen will display an "ERROR" message and the existing preset master (set of 10 sounds) will remain, loaded in RAM. A list of the waves used in all the PRESET MASTERS on the disk of "PRESET MASTERS" which came with your alphaSyntauri is given in your owner's manual, in the section tabbed "UTILITIES".

To swap parameters (eg. envelopes (presets) or waveforms (waves), from sound to sound, YOU MUST HAVE THEM STORED SEPARATELY on the disk in the drive at the time you request them. A number of basic waveforms are separately recorded on your alphaPlus disk - namely "SINE", "SQUARE", "TRIANGLE", "SAWTOOTH", and "NOISE". As these are stored on the disk as separate files, you can swap them (load them) into any sound currently displayed on the screen with the following commands: CTRL W, then the name of the wave, then RETURN. (See page 71) In order to have a wide range of waves available, and to keep the ones you make yourself (with Quickwave, Drawaves, etc.), you should store them by themselves (not only as part of a Preset Master) on a couple of disks. The commands to do this are: CTRL E, new name of wave if you have modified it, then RETURN. OR, if there was no change made to the wave, then CTRL W, then --> to the end of the title given on the screen, then RETURN. (see page 71 in the alphaPlus manual and page 9 in the Metatrak manual). NOTE : The commands in Metatrak are: CTRL W, L, name, RETURN, or CTRL W, S, name, RETURN.

Keep a written record of the waves you have stored so that you have stored so that you can select the disk quickly and type the name accurately for fast loading.

## METATRAK VERSUS ALPHAPLUS

Although you can change envelope parameters in Metatrak, using the CTRL E command, and L)oad or S)ave envelopes (CTRL-E) and waves (CTRL-W), (see pages 6 & 7 of the Metatrak manual) Metatrak is intended primarily for performance and multitrack recording. alphaPlus provided you with the additional controls you need for waveform building and modification.

Certain alphaSyntauri sound controls are intended for use at "performance time only" and are not stored with the basic sound parameters. Examples are PORTAMENTO, PITCHBEND, SUSTAIN and FX MODS. These are well covered in the Owner's Manual.

## ALPHASYNTAURI SOUND CONTROL NOMENCLATURE

Each sound is a blend of two channels, designated PRIMARY and PERCUSSION.

Syntauri sounds are not "true stereo" although you can locate a sound far left or far right. In addition, by adjusting the relative loudness of the two envelopes (Primary and Percussion), a sound can not only be "placed", but also "panned" during performance. This is done by using a faster attack on one channel than on the other.

To save all three pieces of information about just one sound you must save the whole PRESET MASTER. Envelopes (CTRL-E) and waveforms (CTRL-W) can be saved without saving the entire PRESET MASTER if you are willing to write down vibrato rate and depth and offset (CTRL-O). So, to keep things straight, you would choose a new name for the PRESET MASTER at the time you SAVED it to disk. This assumes that you had made a change to one or more sounds and that you wanted to keep the original in its original state. The command to do this is CTRL P, S, name, RETURN,. (See also page 5 of your Metatrak manual). A suitable name for your new PRESET MASTER might be WLB, if your name happened to be Walter L. Benson. You could then develop it into a series, eg. WLB, WLB1, WLB2, WLB3, etc., as you made later changes to the PRESETS in the PRESET MASTER. You would probably also rename the individual sounds, in order to keep them properly identified. You'd want to delete the obsolete versions as you went along to conserve disk space. If you were organizing your sounds by orchestral sections, you might name your PRESET MASTERS something like "STRINGS", "BRASS", etc.

## LFO INFORMATION

These files store the VIBRATO and OFFSET information for all the sounds in a PRESET MASTER. OFFSET identifies the amount of pitch difference between one channel and the other in a single sound. This usually slight difference can give a sound increased richness. Although different OFFSET data is used for each sound in a PRESET MASTER, only one VIBRATO rate and depth is used at one time. The values used are whatever values are defined on the instrument used on

the keyboard. This is track 0 in Metatrak.

Offset is changed with the command CTRL O. (See page 68 of the alphaPlus manual)

#### OTHER DATA STORED AS PART OF THE ENVELOPE:

FC - "frequency Control" - defines the range in which the instrument will play. The larger this number, the higher the pitch produced by a given keystroke. Units are in quarter tones. This allows you to make a particular sound play like a high instrument (FC=66) or a bass one (FC=6). In addition, this control enables you to play instrumental scores (as for an E flat trumpet) in concert C, by setting the FC to the correct number. (eg. FC=60) See pages 31 and 66 in the alphaPlus manual for more details.

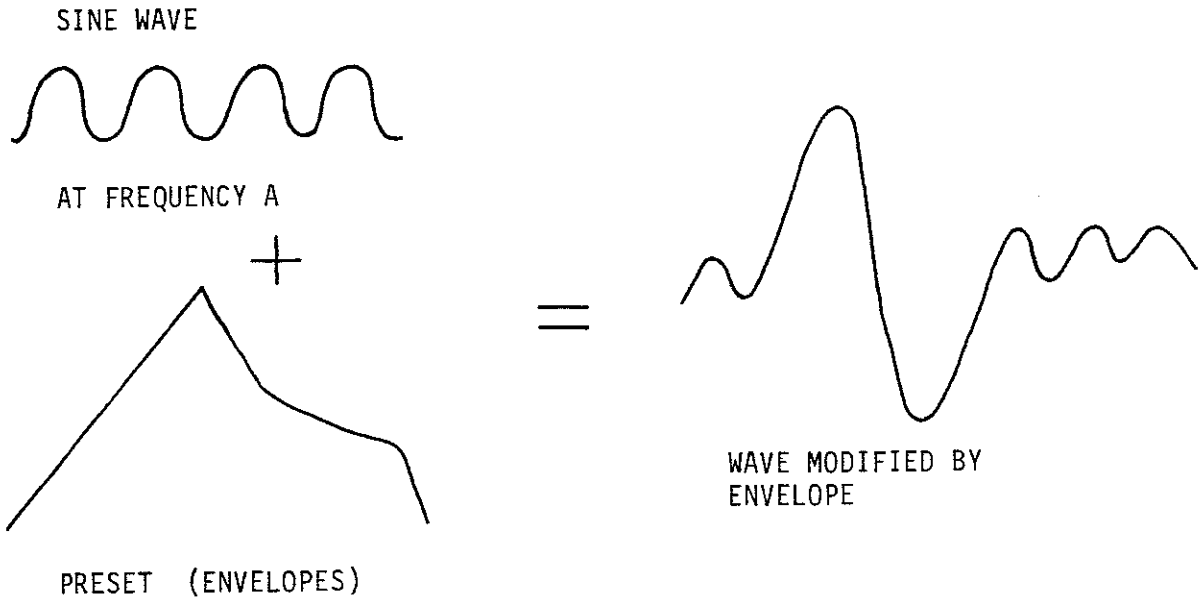
PC - PERCUSSION CONTROL - is a dual purpose "switch" with four positions. It turns the Percussion Channel On or Off and does the same to the keyboard's VELOCITY SENSING. For more details, see page 68 of your alphaPlus manual.

AC - ATTACK CONTROL - is an On/Off switch that causes the Attack/Decay cycle to repeat, when set = 1. This gives a TREMOLO-like effect. (See page 66 of the alphaPlus manual.)

#### AN ATTEMPT AT A GRAPHIC REPRESENTATION OF A SYNTAURI SOUND

It is difficult to show graphically all the information represented by a single sound or "voice"; as a number of things are going on at once. The basic waveforms are shaped by the envelopes and this result is then varied by the vibrato and offset values (LFO). In building or modifying a sound, you will work with all these elements until you get what you want. The drawings on the next page attempt to graphically describe the elements.

# PRIMARY CHANNEL



# PERCUSSION CHANNEL

