

File: Orc-Man1.txt project: ORACLE v1.10 update:27/08/97
User manual document. The full docs! (c) Fuzzy Logic
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Here it (finally) is, the document which describes ORACLE in full details. There wasn't any time left for this text in order to release ORACLE at the MSX fair in Tilburg. So many of you probably discovered most functions already (very unlikely, ORACLE uses so much keys it drives you nuts when it comes to remember all of'em)

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An assembly source of the replayer (driver) has been released for own use and may be altered to your own wishes. The replayer may be used freely in any kind of software. However all credits remain under the name of Fuzzy Logic.

This document was written by:

Rfman van der meulen
alias
SHADOW from Fuzzy logic (r).

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\$1 The pattern editor (main screen)

This pattern editor contains a lot of keys/short cuts to gain more speed concerning the development of a track. Ofcourse there is the possibility to use the so called "Pull Down Menus" (PDM in short) to acces all menus. But it's so much quicker using short-cuts (alias hot-keys). We've mentioned the short-cut-keys for each option in the pull-down-menus, so they can be rememberd easely. Next there is a explanation of the PDM options with each short-cut.

When a Main-PDM is opened u can use cursor keys LEFT and RIGHT to go to another PDM. Or simply use a short-cut,the GRAPH combinations (will be explained later). A PDM topic can be selected by pressing the SPACE bar or RETURN key, or (again) use a hot-key which are presented with FAT characters. Some topics can be altered with CTRL+LEFT/RIGHT (e.g in the track menu: Restart pos./tempo etc.).

The main menus:

"FILE"	(graph+"F")	The file menu to load/save tracks
"PLAY"	(graph+"P")	(re)play your track here.
"TRACK"	(graph+"T")	Track setting are done here.
"EDIT"	(graph+"E")	For pattern edit funtions.
"BLOCK"	(graph+"B")	Contents (most) block funtions.
"INSTRUM"	(graph+"I")	To select all kinda Instruments.
"OPTIONS"	(graph+"O")	Install ORACLE at your best whishes here.
"HELP"	(graph+"H")	The on-board Help-Desk.

The GRAPH+key combinations can be used at the editor but also in a MAIN-PDM!

To escape from such a PDM simply press ESCape. Most topics will always return to the first PDM you've opened. But a few will clear the current PDM before executing a topic (the OPEN file for instance).

For the keys used at the Pattern_Editor check out section \$19.A

\$2 File menu =====

topics:

New	Clear track.
Open	Open a new track.
Save	Save current (named) track.
Save As..	Save track with new name.
Truncate	Cruncher On/Off (currently unused!).
Type	Select track type (Song or Module).
Load other	Load another file format.
Directory	Set current path (drive/directory).
Quit	Quit ORACLE.

\$2.1 New:

When this topic is selected, another window will pop up where you can choose whether you want to clear patterns only or all track-data. Note that NEW does not clear the samples, goto sampler to clear them.
The (new) track-installations (see \$8.4.1) will be set to build up new patterns.

\$2.2 Open:

Will open a file that matches the current file type (song or module). See DIR WINDOW for more detailed information.
When a file is selected, the track will be cleared (NEW) first before it's loaded in memory.

\$2.3 Save:

If the current track has already got a file-name, it can be quick-saved with this option. If there was no name given', ORACLE will open the DIR WINDOW and ask for a file-name (save as...).

\$2.4 Save as...:

This save function will always open the DIR WINDOW to ask a file-name for the current track.

\$2.5 Truncate:

A track can either be saved as a normal(clean) file or crunched (shorted) (crunchy bite ain't it?). If ON, it will take less disk-space than when it's ON (how obvious). If a crunched (truncated) track is loaded it will be decrunched in memory.
Note that this function is (still) not in use!!

\$2.6 File_type:

If "Module", the current SAMPLE KIT will be attached at the track when saving. This is called a MODULE (not to be confused with the AMIGA MOD files, but likely structured!). This gives the advantage to load the track including the SAMPLES at one go! Otherwise it will only load the track data.
Note that a track can only be saved as a Module if any ADPCM sample_ram is present!

\$2.7 Load Other:

With this option you can load file formats made with other trackers. We've included the following drivers (yet):

- o Fac Sound Tracker (song and samplekit, all versions)
- o Moonblaster v1.4 (song and samplekit)

For future releases we probably will include a driver for MoonBlaster OPL4 (FM and Wave) also.

\$2.8 Directory:

Opens the DIR WINDOW to select the default path. Also the default drive can be changed.
This Path will be saved in the Option_file, so it will be set next time you start up Oracle.

\$2.9 Quit:

Leave Oracle....

If a track is present and altered without saving before Quit, Oracle will ask if you will save the track first.

\$3 Play menu

=====

Topics:

Play Track	Replay current track.
Play Position	Replay current possition/pattern.
Track scan	Pattern scan before playing On/Off.
View	Track view while playing On/Off.
50 Hz play	Equal play at 50 or 60 Hz On/Off.
Monitor	Set monitor (VU meter) On/Off.
shut up	Quit playing at any mode.

\$3.1 Play track:

Replay the track starting at the current position.

\$3.2 Play position:

Replay the current position continiously.

\$3.3 Track scanning:

If this topic is set ON, the replayer will scan all positions/patterns previous of the current position before it begins replaying the track. This is done b'coz of effect settings at previous patterns (this options is simular to the one in MoonBlaster).

\$3.4 View:

If ON, a bar will present the current row that is playing. Press ESCape while replaying to continue playing without the bar-presentation. Or press [STOP] to quit playing and set the cursor at the last replayed position (got it?)

\$3.5 Equal Hertz play:

Set this ON to replay the track at the same tempo at any frequency mode (50 or 60 Hz).

\$3.6 Monitor:

Use this to toggle the V.U. (Volume Unit that is). This is the line at the top of the screen that shows the channel output (notes/volume) while replaying (View is On).

\$3.7 Shut the fuck up:

Quez wha'diz doz.

\$4 Track menu =====

Topics:

Set track Name	Input name for current track.
Position edit	Position/pattern editor.
Last position	Input song lenght (or use CTRL+curs).
Restart	Input restart position (or use CTRL+cursors).
Tempo	Default speed to play track (or use CTRL+cursors).
Chanl. routing	Goto Channel setup (start vars).

\$4.1 Set track name:

Click on this to enter the name of this track.

\$4.2 Position editor:

This topic will pop_up the pattern/position editor. At this editor you can build up the pattern sequence. Use cursors to walk through the table, with space the current position can be altered (or use CTRL + cursors to smooth adjust). Graph+Cursors will change the restart_position while Shift+Cursors will change the songlength.

Other keys:	[F1]	Play song
	[F3]/[c]	Copy positions
	[F4]	Options
	[stop]	Cut playing

\$4.3 Last position:

Enter here the last position to be played (read: song_length).

\$4.4 Restart position:

This one contains the Loop_position. In other words; when the track reaches the Last_Pos. it will goto the position given at Restart Pos. When #FF, the loop function is OFF.

\$4.5 Tempo:

Here the (start) tempo must be set. The tempo (speed) is in V_blanks (interrupts that is), this means that tempo #02 is FAST while #31 will play a track like it's song by a turtle.

\$4.6 Channel routing:

This important topic is to set the START voices, volumes, tuning and instruments for each channel. See section \$10 for further information.

\$5 Edit menu
=====

Topics:

Copy patts	Copy one or more patterns.
Copy Chanls	Copy one or more channels.
Goto patt	Goto a pattern.
Polyphone Toggle	Polyphone On or Off.
Quant	Quant step value.
Multi drum	Toggle Multi drums On or Off.
Keyboard	What kind of input method.

\$5.1 Copy pattern(s):

Will pop_up a window for the following parameters:

- o Source pattern: First pattern to copy from.
- o Destination pattern: First pattern to copy to.
- o Total patterns: Total patts to copy.

Need I tell more? You must be as stupid as a clumsy rabbit if ya do not understand this. (sorry I let my self go ones more..)

\$5.2 Copy channel(s):

A window will appear for the following parameters:

- o Source channel: First channel to copy from.
- o Destination channel: First channel to copy to.
- o Total channels: How many channels to copy.
- o Total patterns: Over how many patterns.

The copy_command will start reading from and writing to the current pattern that is displayed.
If you set "1" at "Total patterns:" then it will only copy the channels at the current pattern.

\$5.3 Goto pattern:

Hey! This option is very clear I think.

\$5.4 Polyphone:

Yes! Oracle is a polyphonic editor, which simply means that if this is ON, the cursor at the pattern editor will goto the next channel if you've set any data (e.g. notes/fx). In combination with the Quant option this may be very useful for editing chords.

\$5.5 Quant:

Here you can set the amount of steps (#0-#F) the edit_cursor has to go forwards at the channel whenever data is set.
It's a very useful option for bass/drum lines. For example; if you want to set on each 4th step of a channel a note/drum/fx you have to set Quant to "4". Each time you input data the cursor will goto the next 4th step! (find out the possibilities for yourself if you're still confused). See also the EDIT_options at section \$8.4.2.2(quant mode) for more info.

\$5.6 Multi drum:

Use this one to set/reset more than one Drum_items at the Drum channel. If OFF, it will only set/reset the last drum you've given. (Find out why we added this...)

\$5.7 Keyboard:

This topic is not yet in use! But it's got something to do with the `note_input_mode`!

\$6 Block menu =====

Topics:

Set Begin	Set block begin marker.
Set End	Set block end marker.
(Un)Hide	Display block On/Off.
Copy	Copy block (normal).
Copy Trans	Copy block (transparent).
Link	Link notes in block.
Stretch Out	Stretch block (multiply by x 2)
Shrink	Shrink block (divide by 2)
Clear	Clear its contents.
Print	Block dump to printer.
Load	Load a block from disk.
Save	Save a block to disk.

\$6.1 Set Begin Mark:

This will set the Block_Begin position at the current position of your cursor (Pattern/Row and Step). The block will be shown highlighted (blink for experts). If a block has already been defined, the block will adjust to this new begin marker.

\$6.2 Set End Mark:+

This will set the Block_End position at the current position of your cursor (Pattern/Row and Step). (see also: Begin_Mark).

\$6.3 (Un)Hide Block:

If a block is defined the display of it can be switched on or off. The block markers will not change if a block is hidden.

\$6.4 Copy block:

This function is a very powerfull one! Use it to duplicate a pattern piece or a channel or even a whole track. The current position of the edit cursor will be the destination of the block to be copied.

\$6.5 Copy block transparent:

This one copies a block (see Copy block) but leaves the destination channels unchanged if the original step(s) were empty.

example: TransCop "Chnl 1" over "Chnl 2"

(before:)		(after:)	
Chnl 1	Chnl 2	-> Chnl 1	Chnl 2
A_4i01	D_2i02	A_4i01	A_4i01
VIB 00	___ 00	VIB 00	VIB 00
___ 00	D_2v3F	___ 00	D_2v3F
G_4 00	___ 00	G_4 00	G_4 00
___ 00	D_2 00	___ 00	D_2 00
___ 00	___ 00	___ 00	___ 00

\$6.6 Link:

Link all notes that are within the block.

\$6.7 Stretch:

Expand block two times (NOT AVAILABLE YET!)

Because it's a bitch when it comes to code this option, I have not included this one yet!

\$6.8 Shrink:

Divide block by two and clear 2nd part of block. Best explained with an example:

(before:)			(after:)	
Chnl 1	Chnl 2	->	Chnl 1	Chnl 2
A_4i01	D_2i02		A_4i01	D_2i02
VIB 00	___ 00		___ 00	D_2 00
___ 00	D_2 00		VIB 00	D_2 00
G_4 00	___ 00		___ 00	___ 00
VIB 00	D_2 00		___ 00	___ 00
___ 00	___ 00		___ 00	___ 00

\$6.9 Clear contents:

Clear all data within block.

\$6.10 Print block:

Dump block's contents to printer. Each pattern that fits in a block will be printed separately. See section \$8.4.4 (options) for more detailed information.

\$6.11 Load block:

Once a block is selected you can either load or save it from/to disk. This comes in handy if you've created a superb piece of drumline or something likely and wanna use it in other tracks too.

The disk functions are also needed when a track pattern format must be changed after the track is created.

A block will be located at the current position of the Edit_cursor after it's been loaded.

\$6.12 Save block:

See previous funtion (load).

\$7 Instruments menu =====

Topics:	Instrument list	Built instrument list.
	Org.Instr.Edit	Make own original instruments.
	Stp.Instr.Edit	Make own standard plus instruments.
	FM drum list	Built drum list.
	FM drum editor	Make own drums.
	Sampler	Goto sampler.

\$7.1 Instrument list:

Here you can select the instruments you want to use at the track. There are 32/#20 positions for each chip (Music and Audio).

When selecting a MSX MUSIC instrument, a window will appear. Here you can decide whether you want to use Original, Standard or Standard_plus instruments. (see section \$12 for more info).

Selecting MSX Audio will always goto the Original Instruments. This topic makes also use of the "Keyboard" functions (see section \$15). The performance_output depends on where the cursors stands (Audio or Music). When pressing F2 both chips will temporary be set for output.

\$7.2 Original instrument editor:

Here you can create your own original instruments.
See section \$11 for more.

\$7.3 Standard plus instrument editor:

Here you can create your own Standard_plus instruments.
See section \$12 for more.

\$7.4 FM_Drum list:

Use this one to select the drums you wanna use. See "Instrument list" for info.

\$7.5 FM_Drum editor:

Here you can create your own FM drums.
See section \$13.

\$7.6 Sampler:

Goto the ADPCM sampler.
See section \$14.

\$8 Options menu =====

Topics:

Auto save	Toggle Opt_Save On/Off.
Chips	Select which chips to use.
Amplifier	Change (chip) volumes.
Enviroment	Program installations.
Load	Load settings.
Save	Save settings.

\$8.1 Auto save:

When this is on, the Options_file (setting) will be saved when ever a track is being saved. (see \$8.6, Save opts).

\$8.2 Chips:

Here you can switch output chips On or Off. There are four output types:

- o MSX Music
- o MSX Audio
- o Sample (ADPCM, Audio)
- o PSG

This will not affect the track chip_settings. It's pure a user_option used in the replayer.

\$8.3 Amplifier:

This can be used for setting a perfect balance between the output chips. All four output types have their own potpan. A master volume will affect all output and is therefore global. This function is very usefull for fades in the replayer!

\$8.4 Enviroment:

This is the topic for installing Oracle at your best wishes. There are 5 sub_topics:

- o Track Set pattern format.
- o Interface For user communication.
- o Screen Set screen parameters.
- o Printer Printer installations.
- o Boot/Run Set start_funtions.

\$8.4.1 Track:

The pattern/track format which is used for the "NEW" command can be set here. There are 3 setting_topics and a topic which contains presets we've already made for you.

Default rows:

How many row a pattern contains. At this time you can only select #1 to #10 rows but we've already included function to use more rows (up to 256!) but it's not being used yet.

Total channels:

A maximum of 32/#20 channels can be used at a pattern. However, only 22/#16 channels can be used (9xMusic_FM + 9xAudio_FM + 1xAudio_Sample + 3xPSG). But we've done this for future version which will make use of the OPL4!

Channel devision:

Here you can alter the type and chip presets for each channel.

Preset setups:

We've included 8 diverent track_setups already. Check'm out!

Once the format is selected, use "NEW" (see \$2.1; FILE menu) to set the new track format!

\$8.4.2 Interface:

This is divided in 3 other sub_menus:

- o Dir window
- o Editors
- o File

\$8.4.2.1 Dirwindow:

When ever the diskopts are used the "Dirwindow" will pop_up. Some options can be set for this window. (When opening the dirwindow you can also set this installations by pressing F4 (see section \$17 for more info).

The swithes:

- o Auto filetype load
- o Auto path preset
- o Update preset path

Automatic load:

If a file is being opened and is not the same as the Type you've selected it will prenonce a "Wrong file type" error. When this switch is ON, it will not give an error, but loads the file as it was set to that file type. See section \$18 (filetypes) and \$17 (dirwindow) for more info.

Automatic path preset:

If ON, the path that's being set for the specific file type will be set at the "Path". Otherwise it will use the current path. See also section \$17 (dirwindow).

Update path preset:

If ON, the path conecting to the file type will be updated whenever you change (sub)directory.

\$8.4.2.2 Editors:

Here you can set some switches concerning different editors.
(pattern/instrument/position editors).

- o Position edit: return with pos On/Off
- o hide unused positions.
- o Instr.edit: update instrumentlists.
- o Pattern edit: Max. channels to display.
- o Empty effect indication.
- o Display "OFF" channels On/Off
- o Quant mode.

Pos.edit return with pos:

If ON, the last selected position will be set at the main editor.

Pos.edit hide unused pos:

If ON, it will only display the positions that are used in the track. This contains all positions untill the "Last/Songlength" position. Otherwise it will show the whole position table (256 positions!).

Instr.list update:

If any user_instrument has been changed or loaded (Original, standard plus or drums), it will be copied to the specified instrument_list if this thing is ON.

Max. channel displ:

The pattern_editor can only display 9 channels at the time. This switch will enable you to lower the total channels that will be displayed (1-9).

Empty FX contents:

If an effect at a channel is empty it will standard display "00". But with this you can decide how an empty_FX has to be displayed. For example you could input two spaced here to display nothing at all.

Displ."OFF" chanl:

If a channel has been switched OFF (shift+"O") it can also be removed from the screen. If this switch is ON, it will display the channel like it was in use. But if this is OFF, nothing but spaces will be displayed.

Quant mode:

Select how to use the Quant (see \$5.5):

- o OFF (do not use at all)
- o Note (only after note input)
- o FX (only after FX input)
- o Note & FX (use always)

\$8.4.2.3 File:

Install the track_file options:

- o Link information file
- o Automatic extention add.
- o Extention list.
- o Update user_instrument lists.

Link info file:

Add file with instrument names etc. to the track when saving.
(see \$18, Info file)

Extention add:

If ON, a filename at the DirWindow will always be extented with preset extentions. These extentions can be altered at "Extention list" (see below). For example a standard Oracle SONG_track will have the extention: ".ORC". So a filename could be: "MyFile.ORC".
When OFF, you have to add the extentions yourself or, whatever you want, do not add an extention at all!.

Extention list:

In this list you can set default extention names for each filetype. (see also previous switch; "Add extention").
We've set the default names how we like'em best. Ofcourse your free to use own names. However it is recomandable for everybody to use the same extentions, atleast for the track files!.

For the trackfile_type MODULE we've choosen to use the extention ".MOD". A lot of people complained that this was very confusable with the Amiga MOD file that also prefers the extention ".MOD". Well it's up to you what you choose for MOD_extentions! (but then again Amiga MOD file are OLD! Do you still listen to those 4_track files?)

Update user instruments after track loading:

If a track's being loaded which contains any User_Instruments it will copy the data and name of these instruments/drums to the User_Instrument lists if this switch is set ON.

\$8.4.3 Screen:

Installation of screen functions:

- o Text colour Set text RGB
- o Background colour Set background RGB
- o Bar text colour Set highlighted text RGB
- o Bar backgr. col. Set highlighted background RGB
- o Character set Load characters.

Text colour:

A RGB window will pop up to set new parameters. Use cursors left and right to edit.

Background colour:

See text colour.

Highlighted text colour:

See text colour.

Highlighted background colour:

See text colour.

Character set:

In Oracle you can load your fave chars. Charfile formats are the same as used in TED. We've smashed a few on disk already.
The current character_set will also be loaded again when booting!

\$8.4.4 Printer:

Here you can set the following switches for the Block_Print function:

Formfeed after pattern:

After one pattern (in block) is printed, a formfeed will be send as remainder.

Continue print:

If ON, the PRINTER will beep, and a single key is needed to continue printing.

Untill pattern break:

When a PatterBreak command is passed at a pattern while printing, it can either print the whole pattern anyway or stops after the break command. If ON, patterns will be printed untill the last row or untill a Break command is passed.

Setup string:

At this string (64 chars) you can install your printer with the right codes. Note that also the ESC code can be included.

\$8.4.5 Boot and run:

Here you can find some start_up switches:

Start with help:

If ON, Oracle will goto the HELP, INFORMATION file after completing the start_up procedure.

Open last track:

This is a very usefull option if you're busy on a certain track and you want to continue working on it the next time you start up Oracle again.

It will remember the last Track (any filetype) that has been saved to load it again during the next booting.

Converters resident:

The "Other file format" converters will be loaded in memory while booting if this is ON. If OFF, it saves memory but the converters will be loaded each time you load another file format!

Note: Yet this option will always be ON. I'll have to rewrite some DOS coding if this is gonna work. In a next version I hope!

\$8.5 Load opts:

The installations made in Oracle can be saved and loaded to/from disk. You can make own files with differend names. The file "STANDARD.PRF" (at the program's booting directory!) will always be loaded when Oracle is booted. So if you change this file, Oracle will start up with your own settings! Otherwise you have to load them yourself.

\$8.6 Save opts:

See previous function (load opts).

\$9 Help menu

=====

topics:

Info	Global information about Oracle.
Index	Specific information files.
Topic	Search for help on topics.
About	Who done it.
Path	Set path for help files.

Text files can be read by using the cursor keys at the Info_window:

<up/down>	One line up/down
<right/left>	One page up/down
<home>	Top of text

Each time a help file is loaded again, it will show the last lines that have been accessed before. If the help file is the same as the last opened, the file will not be loaded again (that is if no Disk action is done in the mean time!). Make sure you set the right path for these files! (see \$9.5, path/disk_window). Help_files are pure ASCII files, so print'em if you like. But do not attempt to rewrite it!!

\$9.1 Info:

This will load and display the Oracle_Information file. It's just an introduction file which is of no importance really. This info file will be loaded when the "Start with help" item is set ON (see \$8.4.5, options).

\$9.2 Index:

This index table looks like:

- o Keys
- o Errors
- o Options
- o Effects

Keys:

This help_file will show all of the (sub) keys used in the pattern editor.

Errors:

Some information about the Errors Oracle can come up with.

Options:

Shows you briefly about the (many) topics at the option menu.

Effects:

On board explanation about the replay effects that Oracle supports. Including some examples.

\$9.3 Topic:

Here you can search for information about certain topics, just type in the name and the String Search function (see \$16) will help you find the right info about whatever.

I'm sorry to say, but; THIS ONE DOES NOT WORK YET!

\$9.4 About:

Hell, we could atleast inform you who designed Oracle, or not?

\$9.5 Path:

This is a very important topic 'coz it is to set the correct drive/path for the help files. Standard it will be set at the Program_directory (boot). If this path isn't correct, no help_files can be found!

\$10 Channel routing

=====

The Channel routing must be used to set up the correct instruments, volumes, tunings and chipmodes for each channel. These values are all Start_settings! This means that all the things you set here are used to install the start instruments/volumes for the channels. The channels can be reset with the fx command "res", which will set all the channel_routing vars again!

The volume of a channel is NOT depending on the instrument that is set! Unlike MoonBlaster, the volume will only be changed if you set it yourself. We did this because chip_volumes will be equal after setting a volume effect. So, setting different volumes for each chip/instrument will have no effect! I personally think that this was a very stupid idea from Remco Schrijvers! He must have been on drugs or so? (well that's no difference with us !)

Anyhow, here's a little explanation about the routing:

Mode:

This is where you set the output_chips. Use either spacekey or the following keys:

[t]	change channel type (Note or Drum)
[m]	Toggle MSX Music
[a]	Toggle MSX Audio
[s]	Toggle Sample (ADPCM, MSX Audio)
[p]	Toggle PSG

When more than 9 channels of FM (Music/Audio) or 3 channels of PSG are used, Oracle will come up with a warning. However, it will not affect the channel mode; you can still set over 9 FM or 3 PSG channels! (The replayer will check on overflows!)

Volume:

This (ofcourse) will represent the start volume of a channel. To change it, use space/return or CTRL+cursors to smooth adjust.

Tuning:

Set here the channel Detune start value (-#F -> #0 -> #F). Space/Return to input or CTRL+Keys to smooth adjust.

Instrument:

At this you can set the start instruments for both MSX Music and MSX Audio. The instrument of each chip will only be shown if that chip is present in MODE. For example

MODE:	Instr. Music	Instr. Audio
..AM	<instrument 1>	<instrument 1>
...M	<instrument 2>	--
..A.	--	<instrument 3>
....	--	--

If the channel type is "NOTE", then instruments can be selected from the Instrument_List. If type is DRUM, then drums can be selected. If MODE is not containing Music and/or Audio, this function can not be accessed!

The channel routing also makes use of the Realtime Keyboard System (see section \$15).

It's also possible to copy channel_routings by pressing the [F3] or [c] keys. All channel vars will be copied!

\$11 Original user instruments editor
=====

At this editor you'll be able to create your own FM voices. We will not describe the FM synthese concept. The OPL registers are very common with MSX users, so no space wasted on that anymore!

At the top of the editor you'll find the following topics:

Select instr.	Copy instr.	Octave	Load instr./lib.
Edit OPL	Clear	Keyboard	Save instr./lib.
Name instr.		Performance	Exit

Select instrument:

A cursor will appear on the User_Instrument_list. With cursors you can select an instrument. [HOME] will warp you to the top of the list. The Easy String Search is supported here (see section \$16).

Edit OPL registers:

Here you can actually alter the voice data. At this version only the two-operator voices are used, however we already supported some four-operator voice functions for the OPL4. That's why the top of the registers will show "4-op" topics. With space/return data can be altered or use CTRL+Cursors to smooth adjust. The feedback and connection functions can also be adjusted with only cursors left/right.

Name instrument:

Here a voice can be given a (new) name. The names of user instruments will be saved with the OPL data. In a song the names will only be saved if "Info_file link" is set ON! (see section \$8.4.2.3, options)

Copy instrument:

Will show all original instruments to select one to copy to the current user_instrument. This option can also be accessed with [F3] at anytime.

Clear instrument:

Clear instrument data including instrument name.

Octave:

Because the RKS is used here (see section \$15) the output octave can be set here. Or use the F-keys as mentioned at section \$15.

Keyboard:

Set input keyboard for RKS (see \$15)

Performance:

Set output_chips for RKS (see \$15)

Load instrument/library:

This will warp you to the DIR_Window (see section \$17).
Either a single user_instrument or all user_instruments (lib)
can be loaded/saved. See section \$18 for filetypes! The Load
function can be accessed with [F5] at all times.
The Dir opening filetype (instr. or lib) depends on the last
instrument filetype that was loaded or saved

We've already included the following LIBs on disk:

- o "Wolf.FML" 64(!) instruments by Wolf.
- o "Wolf2.FML" Whoohaa! More funky shit from wolf
- o "Kid_Cnoz.FML" Some instruments made by Hans Cnossen.
- o "Basic.FML" The instruments used by OPL_Basic.
- o "Saurus.FML" Instr. from Synth_Saurus (same as Basic!)
- o "FST2-a.FML" Part 1 of the instrument from FST.
- o "FST2-b.FML" Part 2 of the instrument from FST.
- o "FST2-c.FML" Part 3 of the instrument from FST.
- o "FST2-d.FML" Part 4 of the instrument from FST.
- o "SokSoft.FML" Instruments of KousTracker.
- o "MBFM.FML" New FM instruments from MoonBlaster FM.

Save instrument/library:

See above (load). The Save function can be accessed with
[F5]_shifted at all times.

X-it:

Quit this editor. Will also execute the "Update list" function
if this is set On (see section \$8.4.2.2)

used keys:

- [F1] / +shift Increase/Decrease RKS_octave.
- [F2] Change RKS_performance.
- [F3] Copy instrument.
- [F4] Options.
- [F5] / +shift Load/Save instrument/lib.
- [+] Lib instr. one up
- [-] Lib instr. one down

\$12 Standard plus user instruments editor

=====

At this editor you'll be able to create Standard_Plus FM voices. This is a new type of instrument aspecially made for MSX Music! Because MSX Music is not capable of replaying more than one Original instrument at the time, Fuzzy Logic came up with an alternative instrument! With this instrument you'll be able to create new (never been heard before) sounds. Check out the library we've already included and be stunned!

All credits and ideas by: WOLF!

\$12.1 How does it work?

Well the trick is to send Standard instruments quickly after each other to the MSX Music registers. By adjusting the time between instrument change, the envelopes will be altered. Just experiment with it to get that feeling! Because of the use of Standard instruments, the MSX Audio will not support this kind of instrument (but then again MSX Audio is capable of 9 different original voices at the time!).

At the top of the editor you'll find the following topics:

Select instr.	Copy instr.	Octave	Load instr./lib.
Edit instr.	Clear	Keyboard	Save instr./lib.
Name instr.			Exit

Select instrument:

A cursor will appear on the User_Instrument_list. With cursors you can select an instrument. [HOME] will warp you to the top of the list. The Easy String Search is supported here (see section \$16).

Edit:

Here you can actually alter the voice data. Press space at this editor to select one of the standard instruments and put them on the current position (1 out of 4). With cursors left and right the delay can be altered (0=END).

Name instrument:

Here a voice can be given a (new) name. The names of user instruments will be saved with the instrument data. In a song the names will only be saved if "Info_file link" is set ON! (see \$8.4.2.3, options)

Copy instrument:

Will show all standard_plus instruments to select one to copy to user_instrument. This option can also be accessed with [F3] at all time.

Clear instrument:

Clear data and name of current instrument.

Octave:

Because the RKS is used here (see section \$15) the output octave can be set here. Or use the F-keys as mentioned at section \$15).

Keyboard:

Set input keyboard for RKS (see \$15)

Load instrument/library:

This will warp you to the DIRwindow (see \$17).

Either a single user_instrument or all user_instruments (lib)
can be loaded/saved. See \$18 for filetypes!

Save instrument/library:

See above (load).

X-it:

Quit this editor.

used keys:

[F1] / +shift Increase/Decrease RKS_octave.

[F3] Copy instrument.

[F4] Options.

[F5] / +shift Load/Save instrument/lib.

[+] Lib instr. one up

[-] Lib instr. one down

\$13 FM user drumkit editor
=====

In this editor you'll be able to create your own FM_drums. A drumsound is made out of Frequency and (relative) Volume. FM_drums are a bit strange to me, it's a mess how they're build up. But who am I to discuss with Yamaha about this issue. Experiment with the drums to understand it! But ofcourse we've already included some drums which are good enough to use (Wolf made'em!)

At the top of the editor you'll find the following topics:

Select kit	Copy	xx	Load kit/lib.
Edit	Clear	Keyboard	Save kit/lib.
Name		Performance	Exit

Select drumkit:

A cursor will appear on the User_Drumkit_list. With cursors keys you can select a drumkit. [HOME] will warp you to the top of the list. The Easy String Search is supported here (see section \$16).

Edit drumkit:

This is the actual editor. Frequency and volumes can be set here with [CTRL]+cursors.

Name drumkit:

Here a kit can be given a (new) name. The names of user drumkits will be saved with the FM data. In a song the names will only be saved if "Info_file link" is set ON! (see section \$8.4.2.3, options)

Copy drumkit:

Will show all drumkits (Program and User kits) to select one to copy to the current user_kit. This option can also be accessed with [F3] at anytime.

Clear drumkit:

Clear data and name of current kit.

Keyboard:

Set input keyboard for RKS (see \$15)

Performance:

Set output_chips for RKS (see \$15)

Load drumkit/library:

This will warp you to the DIR_Window (see section \$17). Either a single user_drumkit or all user_drumkits (lib) can be loaded/saved. See section \$18 for filetypes! The Load function can be accessed with [F5] at all times. The Dir opening filetype (kit or lib) depends on the last drumkit filetype that was loaded or saved.

Save kit/lib:

See above (load). The Save funtion can be accessed with [F5]_shifted at all times.

X-it:

Quit this editor. Will also execute the "Update list" function if this is set On (see section \$8.4.2.2)

used keys:

[F2]	Change RKS_performance.
[F3]	Copy.
[F4]	Options.
[F5] / +shift	Load/Save.
[+]	Lib instr. one up
[-]	Lib instr. one down

\$14 Sampler =====

The ADPCM sampler that's build in Oracle is only to record samples no edit functions are applied!! Just find yourself a good sample_EDITOR to fix samples (must have ADPCM-PCM-ADPCM conversions, SME from Xelasoft has this I believe...)

In this version samples must be set in memory by the user itselfes. This means sample start addresses have to set. Each sample's got a start, length and loop address. The tuning is to adjust samples for the right frequency to replay.

Topics:

Select sample	Record sample	Load sample/kit
Set attributes	Sample control	Save sample/kit
Name	Threshold	Load Raw sample
Octave	Record Frequency	Clear
Keyboard	Speaker	Exit

Select sample:

A cursor will appear on the sample_list. With cursors keys you can select a Sample. [HOME] will warp you to the top of the list. The Easy String Search is supported here (see section \$16).

Set attributes:

Here you can alter the attributes (addresses, tuning) of each sample. Use cursors left/right for attrib select and up/down for sample select. Space/Return to set, CTRL+cursors to smooth_adjust, BackSpace to clear attrib.

Name sampe:

Sample name input. Names will always (!) be saved together with attribs in sample(kit).

Keyboard:

See section #15, RKS.

Record sample:

With this you can actually record a sample! The sample frequency has to be set first (default 16kHz). If Sample_Control is AUTOMATIC recording will be engaged when the Threshold is passed. If Sample_Control is MANUAL, recording will start when a key has been pressed. During the recording of a sample ESCape can be used to quit recording.

Sample Control:

When a sample has to be recorded is can be done AUTOMATICALLY or MANUALLY. If AUTO, then the sample will be recorded AFTER threshold has been passed. With MANUAL recording will start after the user has pressed a key (ESC will abort it). See also above (Record sample).

Threshold:

This contains the amount of volume that has to be passed when a sample must be recorded (if AUTO record!). Adjust this with cursor keys!

Record frequency:

This is the actual frequency that's being used while recording a sample. The value is shown in HEXadecimals!! So 16kHz is presented as #10kHz !!!

Speaker On/Of:

Togle the output speaker. If ON, sound that is incoming will also be send to the ouput speaker of your Monitor/Ampli.

Load sample/sample kit:

This will warp you to the DIR_Window (see section \$17).
Either a single sample or all samples (kit) can be loaded/saved. See section \$18 for filetypes! The Load function can be accessed with [F5] at all times.
The Dir opening filetype (kit or lib) depends on the last sample filetype that was loaded or saved.

Save sample/kit:

See above, "Load sample/kit".

Load RAW sample:

Here you can load raw ADPCM samples (samples without headers, none Oracle formats). For example to load a raw MBS (MoonBlaster_Sample) file.

Clear:

Will pop_up a window to select if you wanna clear all or just one sample.

Exit:

Quit sampler.

used keys:

[F1] / +shift	Octave up/down
[F2]	xxx
[F2]+shift	Toggle keyboard
[F3]	Copy sample
[F3]+shift	Set first available address on startadr.
[F4]	Options
[F4] + shift	Help
[F5] / +shift	Load / Save
[+]	One sample up
[-]	One sample down

\$15 Realtime Keyboard System =====

Oracle supports the keyboard as it was a true (musical) keyboard. In other words; the MSX keyboard will be set up in two octaves which contains the necessary notes (12 notes in each octave). The keyboard then looks like:

```
("2")->  C#4 D#4      F#4 G#4 A#4      C#5 D#5      F#5 G#5
("Q")->  C4  D4  E4  F4  G4  A4  B4  C5  D5  E5  F5  G5

("S")->      C#5 D#5      F#5 G#5 A#5      C#6 D#6      F#6
("Z")->  C5  D5  E5  F5  G5  A5  B5  C6  D6  E6  F6
```

(Octave: 4/5)

The RKS (Realtime Keyboard System) will only work when CAPSlock is ON!. This because you can replay a song and meanwhile goto several editors without losing the right instruments at the song that's replaying. The moment you switch RKS On, the instrument data will be set, so the song will be messed up. And also the ESS (see \$16) can be active at the same time. That's why we've chosen for the CAPS on/off principle.

If RKS is used, the following key can be used in order to manipulate the keyboard output:

```
F1      Octave up
F1 shifted  Octave down
F2      Performance / Output chips
F2 shifted  Keyboard type
```

Octave:

The octave will inform which 2 basic octaves are used. The upper part of the keyboard will handle the first shown octave, while the lower part will handle the second shown octave. For example:

Octave: 4/5

Upper part is octave 4 (and a part of the 5th)
Lower part is octave 5 (and a part of the 6th)

Performance:

This contains the chips that are used for output:
For example:
Performance: ..AM

Will send output data to MSX Music and MSX Audio.

Keyboard type:

This function is not yet implemented. But it has something to do with the input keyboards (MSX, MIDI or MSX Audio). But since no-one ever uses other keyboards than MSX, I'm thinking of removing this part at all.

The RKS can be used at the following parts:

- o Original instrument editor
- o Standard plus editor
- o FM drum editor
- o Sampler
- o Instruments/Drums list
- o Channel routing

\$16 Easy String Search

=====

With Oracle, Fuzzy Logic introduces the ESS (Easy String Search) which is an unique search system for strings like Instrument-, file- or topic names!

How does this work? Well to be short; just type in the name of a string you're searching for and the cursor will automatically go to the first matching name in alphabetic order to be found. This can best be explained with an example:

For instance if you're looking for a filename called "Myfile.ORB" when you're at the Dirwindow, just type in:

"M", and the cursor will go to the first filename that starts with the letter "M".

If this is not the correct file, just type in the next letter:

"y", and if you're lucky you've got the right filename already!

ESS will always use LOWER_cased characters!

Mostly the wildcard option is also available. Only the "?" wildcard can be used. This is done because name/strings with spaces in it can not be searched (space=activate remember!), therefore a question mark ("?") can be used instead.

For example if you search for "String violin 1", the search_string would look like: "string?volin?1".

Using the BackSpace allows you to delete the last character of the string.

ESS can be used at:

- o The Dirwindow (file search)
- o Instrument/Drum/Sample editors (instrument search/copy)
- o Help/Info (Topic search)
- o Instrument/Drum list

Note that the CAPSlock must be OFF, becoz of the Realtime Keyboard System which can also be in use at that time (except at the DirWindow).

\$17 Dir Window
=====

The Dir Window used in Oracle is a standard used for every disk read and write modes. So, whenever a file is loaded/saved or a directory is set, this Dir Window will be opened. At the top of the window you can recognize whether it's a Save, Load or Directory type. The format looks like:

```
+----- acces mode -----+
|path:                      |
|file:                      total: |
|type:                      free:  |
+-----+
|                                |
|      files                    |
|                                |
+-----+
|search string:              |
+-----+
```

acces mode:

Can be Load, Save or Directory.

path:

This is the current Drive/Path for this filetype.
Use [F1] to enter manually.

file:

The file that will be used to load or save
Use [F2] to set.

type:

Here the current filetype is displayed (see #18)
Use [F3] to alter.

total:

Total matching files found (in hex)

free:

Total diskspace left (in hex)

files:

Here are all present files/directories shown that matches the
path's diskmask (e.g. *.ORC will show all track files)

search string:

This is the string used for the ESS (see \$16). Type in any
letter to add to this string (CAPSlock can either be On or
Off!).

Used keys:

[F1] Set Drive/Path/Dirmask
[F2] Set filename
[F3] Select filetype (not always possible)
[F4] Dir options
[HOME] Top of files
[.] One directory level back
[\] Root directory

When a "No matching files found" error occurs, use F1 to alter the Dirmask or use [F2] in case of saving files.

\$18 File types =====

Each Oracle_file has it's own filetype which is stored in the standard header that will be set previous of the file data (see the text file "Orc-Form.txt" for specified information).

Whenever the Dirwindow is opened, the right filetype will be selected concerning the file you want to load or save. However, using the [F3] key will allow the user to select a filetype other than the current one.

Note that all editors will remember the last used filetype regarding to the editors.

For example if you're loading/saving a track that's of the type "Module", the next time you open the Track_Dir_window it'll open with the "Module" file_type items.

The filetypes used in Oracle:

Nr.	Description
----	-----
00	Song (Edit or User)
01	Module (Always User)
02	Info (instr.names)
03	FM Instrument (2OP)
04	FM Instr.library (2OP)
05	FM Instrument (4OP)
06	FM Instr.library (4OP)
07	FM Plus_Instrument
08	FM Plus_Instr. library
09	FM Drum_Kit
0A	FM Drum_Kit library
0B	ADPCM sample
0C	ADPCM Sample_Kit
0D	AMP_Envelope
0E	PCM sample (raw)
0F	Tone
10	Wave / Patch
11	Block
12	Preferences
13	Character set [*1]
14	Raw ADPCM sample [*1]
15	Text files (HELP) [*1]

[*1] Not a standard Oracle file.

Names of instruments can be saved separately of the track file with the INFO files. This is done for tracks that are being released without instrument names (Info File link=OFF). So the composer still has access to the instruments used for the track using the INFO files!

\$19 Program instruments =====

In Oracle already 3 different instrument libraries are build in:

- o Original instruments
- o Standard plus instruments and
- o FM drums kits

The program libraries contain enough entries for your tracks. However it is (ofcourse!) possible to create your own ditties. These instruments (user instruments) are attached to the program libs. That means when selecting a library the first entries will be the standard program instruments and the last part are for user perpose. See next sections for detailed info. So, when selecting or copying an instrument goto the bottem of the lib to select user instruments!

\$19.1 Original instrument lib =====

The instruments stored here are the same as those in Moonblaster_v1.4 (Music/Audio version). Because these are mostly used and reconised instruments we decided to include them in Oracle as well! Almost all instrument data are designed by Moonsoft (let'em have some credits too...) There are 176 program instruments and room for another 64 user instruments:

Instruments #00-#AF are program instruments
Instruments #B0-#EF are user instruments

\$19.2 Standard_plus instrument lib =====

A lot of instruments are stored here made by: Shadow and Wolf. The entries at this librarie are stored in alphabetic order. There are 64 program instruments and room for another 64 for the user instruments:

Instruments #00-#3F are program instruments
Instruments #40-#7F are user instruments

\$19.3 FM drumkit lib =====

We included a few FM drums already which are most used by WOLF, so I think these are good enough! Note that we also added drums for AUDIO; These are adjusted copies of the MUSIC drums. At this lib there are 16 program kits and room for another 16 for user kits:

Instruments #00-#0F are program drumkits
Instruments #10-#1F are user drumkits

\$20 Appendix A: Pattern editor keys and short cuts
=====

Normal Unshifted

> Channel dependant

Key	Note channel	Drum channel
A	Note "A"	x
B	Note "B"	Bass
C	Note "C"	Cymbal
D	Note "D"	x
E	Note "E"	x
F	Note "F"	x
G	Note "G"	x
H	Wah-Wah (FM)	Hi-Hat
I	Instrument	Instrument
J	Key Velocity	x
K	Kill all local FX	Kill all local FX
L	Note Link	x
M	Vibration	x
N	Tremolo	x
O	Key OFF	x
P	Pitch-bend/slide	x
Q	Global transpose	Global Transpose
R	Retrig	Retrig
S	Global Speed	Snare
T	Tune	Tom
U	Sustain (OFF, release)	x
V	Volume / -Slide	Volume
W	Global speed (as "S")	Global Speed
X	Brightness / -Slide	x
Y	Timer Byte	Timer Byte
Z	Pattern Break	Pattern Break
0	Clear FX	Clear FX
1-8	Arpeggio	Write Item Macro
.	Reset channel	Reset channel
+	Half note up (cur.step)	x
-	Half note down	,, ,, x

> Channel undependant

Key	Description
Cursors	Move through pattern
BS	Clear item (read note/drum, prim.collumn of step)
Del	Delete one step (move rest of channel backwards)
Ins	Insert one step (move rest of channel forwards)
Return	Write last item
Home	Goto Top channel / first channel
Select	Toggle video frequency (50Hz/60Hz)
Stop	Stop playing. If view, Edit cursor at last played pattern
F1	Play song from current position (view on)
F2	Goto Original_User_Instrument editor
F3	Goto FM_User_Drum_editor
F4	Goto instrument_list
F5	Open file

Normal Shifted

Cursors Change songlength
Return Reset songlength
Space Set songlength at current position

BS Clear whole channel (Item & FX)
A Toggle MSX Audio at channel
M Toggle MSX Music at channel
S Toggle ADPCM sample at (note)channel
P Toggle PSG at (note)channel
T Toggle channel type (note -> drum -> note)
C Copy channel(s)
G Goto channel
+ Whole channel half note up
- Whole channel half note down
Home Goto top of channel / first channel
Del Delete one row (move rest of rows backwards)
Ins Insert one row (move rest of rows forewards)

Select Toggle 50 Hz equal_playing.
Stop Stop playing. Edit cursor always at last played pattern
F1 Play song from current position (view OFF)
F2 Goto Standard-Plus_User_Instrument editor
F3 Goto sampler
F4 Goto channel_routing
F5 (Quick) save file

CTRL

Cursors Change pattern
BS Clear whole pattern
Space Set current pattern at current position
HOME Goto pattern 0
C Copy pattern(s)
G Goto pattern
P Toggle polyphone
Q Set quant
S Togle track_Scanning
M Togle Multidrum
1-8 Get Drum_item Macro

F1 Play current pattern (View ON)
F3 Chip setting
F4 Amplifier
F5 New

Tab

Cursors Change position
Space Set current pattern at current position
Return Make position_pattern equal to position

Del Delete one position (move rest backwards)
Ins Insert one position (move rest forewards)
Home Goto position 0
C Copy position(s)
G Goto position
F1 Play current position (view on)
F4 Goto position editor

Graph

Cursors Change restart
BS Restart OFF
Return Reset restart (position 00)
Space Set restart at current position

F File menu
P Play menu
T Track menu
E Edit menu
B Block menu
I Instruments menu
O Options menu
H Help menu

+ Octave up (current step!)
- Octave down ,, ,,

Code (block)

Cursors Move block
BS Clear contents
Return Move block to cursor
Space Mark channel with block
Del Delete one step, and move rest up (in block!)
Ins Clear one step, and move rest down (in block!)
+ Half notes up (in block!)
- Half notes down (in block!)
B Set start marker
E Set end marker
H (Un)Hide
C Copy normal
T Copy transparant
L Link notes (in block!)
I Change instruments (in block!)
S Shrink (x 1/2)
U Stretch_out / expand (x 2)
G Goto block
O Load
V Save

Code & Graph

+ Whole block octave up
- Whole block octave down

Space (short cuts)

BS Clear whole step (item & FX!)
Space Adjust FX value (if present)

A Amplifier
B Booting options
C Chips
D Dir window options
E Editor options
F File options
G
H Last opened Helpfile
I
J
K
L
M Toggle Monitor
N
O
P Printer options
Q Quit
R
S Screen settings
T Track settings
U
V
W
X X-it (quit)
Y
Z
1-9 Total channels to display

Appendix B: Effects

=====

Note_Link ("l")

This effect will only set the corresponding frequency of a NOTE that's been given in the primaryy collumn of a step without key change!

Key OFF ("o")

A note will only be performed if the KEY of this note is set ON. (see Note/Note_link).
When ever a note is done, it can be killed with the "OFF" instruction (see also SUSTAIN)

Sustained key OFF ("u")

When ever a note is done, it can be killed with either the instruction "OFF" or "SUS". When SUSTain is used, the KEY will be set OFF and the Sustain of the instrument will handle the fade_out of the note (also see KEY_ON/OFF)
Note that this effect will only work on MSX Music channels!

Vibration ("m")

This is a FREQUENCY MODULATION effect, which is given in the primaryy (read:note) collumn and printed as "VIB".

Tremolo ("n")

This is a AMPLITUDE (read:volume) MODULATION effect, which is given in the primaryy collumn and printed as "TRM".

Make sure the volume (V) is somewhere between #03 and #3B !

Wah_wah ("h")

This is a FILTER (read: brightness) MODULATION effect, which is given in the primaryy collumn and printed as "WAH".

Make sure the brightness (X) is somewhere between #05 and #39 !

Arpeggio ("1"- "8")

This effect will act like an one_channel chord.
It rapidly chanches the frequency of the channel without keying.
The max. 2 additional (half)notes are based on the original note.

example: C_4 47 Plays the following 3 notes:
 ___ 00 C4 / E4 / G4 ^
 C_4 44 Plays the following 2 notes:
 ___ 00 C4 / E4 ^

Volume ("v")

With this effect it is possible to alter the Amplitude of a channel from #00 to #3F.

Any Volume effect (see Tremolo and slides) will be based on this value.

The volume will always be the same for this channel until another volume command is set. An instrument change does not affect the current volume of a channel!

Volume slide ("v")

With this effect must be used to make a fast (de-)crescendo. The slide will be based on the current VOLUME (see Volume).

The value is signed, so it can be either Positive or Negative with a range from:

-#F to +/-#0 to +#F.

Velocity ("j")

Key velocity is simulated with this effect! A random volume will be subtracted from the original volume to create velocity.

The depth of the random value can be set between:

#0 to #F

Where #0 will do no velocity at all!

Instrument ("i")

Represents the voice/colour of a note.

Various instruments are available in Oracle (see sections \$11, \$12, #13 and \$14 for more detailed information about different instruments).

Instruments must be selected in the "Instrument List" before it can be used.

This function will NOT set a new volume! But the Brightness will be updated from the instrument voice data.

Tuning ("t")

This command will adjust the Note_frequencies of a channel. The value is signed, so it can be either Positive or Negative with a range from:

-#F to +/-#0 to +#F.

Pitch bend ("p")

Pitch_bending is another word for Frequency_sliding. Once a note is given (key must be On!), a pitch_bend can be performed.

The value is signed, so it can be either Positive or Negative with a range from:

-#F to +/-#0 to +#F.

Filter/brightness ("x")

Controls the sound/voice of a FM_instrument. It regulates certain hi_frequencies which can sound very 'agresive'.

Therefore a FILTER (read: Brightness, also known as the X-effect) command is needed to make instruments sound more 'softly'. Just experiment with it, to understand it's perpose. The max. X-value is set at #3F.

This function will only work with Original instruments!
An (org)instrument change updates the brightness of a channel.

Brightness slide ("x")

With this effect it is possible to make a fast brightness slide.

The slide will be based on the current BRIGHTNESS (see FILTER/BRIGHTNESS).

The value is signed, so it can be either Positive or Negative with a range from:

-#F to +/-#0 to +#F.

Tempo/speed ("s", if note. "l", if drum!)

This function regulates the current Tempo of a replayed song. It is Global, so all channels will resport on this.

The max. value is set at #1F.

Transpose ("q")

With this command it is possible to adjust all notes (global). It will add/Sub the (half)notes to each note.

It is a global function, so all channels will resport on it. Note that the transpose will be activated at the NEXT ROW to be played!

The value is signed, so it can be either Positive or Negative with a range from:

-#F to +/-#0 to +#F.

Retrig ("r")

With this function a Note can be retriged (see: Note or KEY_ON/OFF)

The value given at the secondary collumn represents the speed (Vertical Blanks) between the Keying.

The value is set at max. #F

Timer byte ("y")

When this function is executed, the application can read it's contents to respond on the playing song.

For example when a program needs to be timed on a certain part of the music, it can simply read the TIMER_BYTE untill it's set for the right value.

The value is set at max. #F

Pattern break ("z")

Will cut the current playing pattern, and goes on to the next position/pattern.

It is needed to play other timings than just straight 4/4 if the pattern format is of 4/4 counting.

Reset channel (".")

With this function the original data (set at "Channel Routing") will be set at the current channel.

This comes in handy when a piece of music has to be restarted. Just give each channel the Reset command at the secondary column, and the Instrument/Volume and Tuning will be restored as given in the Channel Routing.

Kill effect ("k")

The Kill command will cut ALL effects playing at the current channel.

\$21 Next up: Some tips 'n hints from Wolf
=====

First of all, I'm not gonna explain Oracle, I'm gonna give you short rules to remember, concerning composing and arranging. Here are a few (?) points:

- * Think of real music: don't do chords with saxophones.

- * FM doesn't give you a piano sound. If you wanna make some real piano concert.. then DON'T do it.. make tunes with instruments that fit in FM synthesis.

- * Think of instruments: if you play flute you'll HAVE to breath sometimes.. so give these kinda instruments some rest, some moments..

- * Think of drums: men have 2 hands (remember: these people get a limit when they've active firework innit..) and 2 feet (Don't swim near Australia, mr JAWS likes them too!) so that freak who uses a crash, a snare, a tom and an open hihat at the same time is a true miracle! (believe me I (shadow) know!)

- * Think of balance: Don't give your lead an overruling volume level.. your arrangements need air too..

- * Think of balance 2: Don't make your bas blow up your hifi set.. many people double their baseline with a (de-)tune.. well.. I don't want you to change your life completely, but I never did that bas crap and my hifi set is still alive, my ears too by the way.. (Do it your way, but do it with care. It's WRONG to think that a baseline, 'just' doubled, sounds better.. it mostly sounds worse!)

- * Think of structure: Don't use A=RND(1):PLAY STR\$(A) to build your lead and structure. THINK before you do. (See some Read Only Magazine issue about structures (I can't remember the number.. funny isn't it??) :)

A little example about structures:

the song 'we all stand together' with that animated clip (with those animals.. those huge frogs) by a guy called Paul(!):

It's like: (3/4)

#1	Bom ... Bom	Bom
#2	Bom ... Bom	Bom
#3	Bom Bom Bom	Bom Bom Bom
#4	Bom Bom Bom	Bom

#1 and #2 are questions, #3 and #4 are answers. #4 is almost equal to #1 and #2, so you could say that #1, #2 and #4 are the main way while #3 is some way out.. on the other hand: #1 AND #2 could be one phrase, #3 AND #4 too.. ..very obvious as #4 is a suitable closing to #3. Now I'm only speaking of 4 phrases.. this song as actually 8 phrases.. so #1..#4 could be the questions where #5..#8 are the answers..

This is a structure.. a brilliant one, I must say..

- * Tune your samples.. nothing is as worse as untuned samples. with previous editors you had a limit.. with Oracle there's no excuse anymore..

* Only release a tune if everyone in your house likes it (ask them to be objective.. your family likes everything you do 'cause you're their little muppet they care for.. they like everything you do... even if it sounds like frogbarf. :)

* Think of spaceness.. take care of echo's. They'll make the difference between flat boring stuff and deep space sounds.. Set your echo volumes with care (logaritmik), not the way Jarre did on Oxygene 8!!

* Don't let your arrangement overrule your lead..

* Don't cut samples (tuned stuff like orchestra hits, basses and huge reverbed stuff) 'cause on your next step you want a hihat or something... Then better don't use that sample.

* Take your time! better a musicdisk with one good song than a musicdisk with over 40 crap songs. 'cause people listen to good tracks, not to crap tracks.

* FM doesn't suck! trying to imitate acoustic instruments with FM does!

* The synthesiser is a neverending era. Don't be lame like millions of people do currently with the biggest synths and explore your soundchip carefully.

* Edit your own voices carefully! Edit them even more if your song needs it!

* Make a structure in your editor (again: with Oracle there's no excuse anymore).

* In the land where fouls own big sound sets, the real composer who owns a PSG is their leader! (konami/usas)

* 'sound' is more than only some element of music.

* Peopple get populair by setting a 'sound', think of ABBA.

* Don't RIP. Use your own style, the style of another won't work when YOU use it!

* Making all instruments and samples by yourself feels better!

* What'ever you do, DON'T BUY A MACINTOSH!!! (not because of the software, but because of the OS and the 'thing' itself)

* When eating at the MAC, bring scissors to open that %@#DW^%@ ketchup.

* When there's a huge pile of wishes for new versions of Oracle, just give Shadow some beer! (not too much! If he gets drunk, he might want to make a new developement first, which takes another year to code..;)

* If you also make a new tracker.. don't make the manual too long :-)

..which is a good rule to end with..

Next I've included a list which describes the file "Wolf2.FML" a bit.

Good luck.. signed, Wolf

"Wolf2.FML"

Basses:

SYNBAS1	SynthBas #1
SYNBAS2	SynthBas #2
BASS1	Bass #1
BASS2	Bass #2

leads:

LD1	Lead #1
LD1_HP	Lead #1 HPF
SBELL1	Soft Bell #1
SBELL2	Soft Bell #2
VHORN	Vangelis Horn

Orchestral/Normal:

CLARI1	Clarinet #1
CLARI2	Clarinet #2
OBOE	Oboe
TUBBELL	Tubular Bell
VIBRAPHO	Vibraphone
SPINET1	Harpsicord #1
SPINET2	Harpsicord #2
SYNSTR1	Stringz #1
SYNSTR1b	Stringz #1 BPF
SAX1	Sax #1
SAX2	Sax #2
HARMON	Harmonica
HARP	Harp

Synthesizers:

PSG1	Raw PSG
PSG2	PSG Lead #1
PSG3	PSG Lead #2
SHORT1	Short PSG
SHORT2	Short SAW
SHORT3	Short SAW HPF
SHORT4	Short Pulse #1
SHORT5	Short Pulse #2
DEEPSYNT	Deep "Wow"

Percussion:

808TOM	TR-808 TOM
SD	Snare
BD1	Basdrum #1
BD2	Basdrum #2
BD3	Basdrum #3
HH	HiHat

* End of Document*