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APPLICATION NOTE 79-3

CREATING A SIMPLE SONG WITH APPLE ENTRY

The purpose of this note is to describe the steps involved in entering
a simple song using the Entry program. The piece that will be entered
is the first few bars of "America". The score for these bars is shown
below:

In order to enter the piece using Entry, it is necessary to break the
piece up into "parts". Each part is an independent melodic line in
which at most one note is played at a time. When a song is actually
PLAYed, all parts are performed simultaneously.

Breaking the above piece into three parts (numbered 0 through 2) gives
the following:

To begin entering the song, run the Entry program. Near the bottom left corner of the screen the current measure is displayed. This should start by saying measure 1. Right below that the "current item" is displayed. Immediately after running Entry, the current item is "KEY C". Next to the current measure the current part is displayed (part 0).

Note that turning paddle 0 will cause the arrow to move from left to right. Turning paddle 1 will cause the note cursor to move up and down.

Type NEW. Entry will ask the following questions:

```
        NUMBER OF PARTS?        (Press return, Entry will assume 1)
        SUGGESTED SPEED?        (Press return, Entry will assume 255)
        TITLE LINE 1?           (Press return)
        TITLE LINE 2?           (Press return)
        TITLE LINE 3?           (Press return)
        TITLE LINE 4?           (Press return)
```

The first part (part 0) will now be entered and checked. Parts 1 and 2 will be added later using the EDIT command. Pressing return for the title lines will leave them blank. These title lines are displayed when the song is played. They can be added later using the EDIT command.

The note cursor is now positioned at the key signature. Notice that the Current item is "KEY C". The key of C has no sharps or flats. Since this song has one sharp, type KEY:1S to change the key.

The cursor advances to the time signature. Type TIME:3/4 to put in the right time signature.

The cursor advances to the first of eight asterisks. The asterisks are special commands which control the note envelope, speed of the song, and various other parameters. Skip over them by positioning the arrow under the → and pressing paddle button 0 eight times (make sure you know which button is 0 and which is 1 or you may have to start over again).

The current item is now END. This indicates that the cursor is
at the end of the current part. Now, the notes should be entered.

To enter the first note, position the cursor on the second line of
the treble staff and press paddle button 1. The note will be
played as long as the button is held down[1]. Press the button again
to enter the second note. To enter the third note, move the cursor
to the space above the second line and press the button yet again.

The three notes just entered were quarter notes (observe that there
is a "block" under the ♩ to indicate that all notes entered will
be quarter notes). Since the next note is a dotted quarter note,
the arrow should be moved under the dot, and then paddle button 0
should be pressed. Then enter the note by moving the cursor to
the space above the first line of the treble staff and pressing
button 1.

The next note is an eighth note, so position the arrow under the ♪
and press button 0 to set up the note length (this will cause the
block under the dot to disappear). Then move the cursor to the
second line of the treble staff and press button 1.

Now type PLAY to play the first few notes of the piece. Entry will
ask you to set the desired playing speed using paddle 0 (use about
200). Then press button 0 to play the song.

The next note is a quarter note, so set the note duration to ♩ and
enter it.

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1 If no sound is heard, the synthesizer is probably not correctly
   connected (see owners manual chapter 1) or line 10 of Entry has
   not been properly modified (see sheet describing contents of
   software tape 13-2-1 for information on modifying this line).

Enter the rest of part 0 remembering to change note durations as required. If you make a mistake and enter a wrong note, move the arrow under the ← and press button 0. This will back up the cursor by one note. Now, just re-enter the correct note to replace the wrong note.

Part 0 is now entered. Type PLAY to play it back.

To enter the second part (part 1), type EDIT. Answer the questions Entry asks as follows:

```
NUMBER OF PARTS?      (Enter 2 and press return)
SUGGESTED SPEED?      (Press return)
TITLE LINE 1?         (Press return)
TITLE LINE 2?         (Press return)
TITLE LINE 3?         (Press return)
TITLE LINE 4?         (Press return)
```

Observe that the current part is part 0. Since it is now time to enter part 1, type PART:1 and press return.

Change the key signature and the time signature in the same way as was done for part 0 (type KEY:1S, then TIME:3/4). Also, skip the asterisks again (position the arrow under → and press button 0 eight times).

Now, enter the first three notes of part 1. Type PLAY. Only the first three notes of both parts are played. This allows a piece to be tested only as far as it has been entered in the highest numbered part.

Now enter the rest of the notes for part 1. Type PLAY to make sure everything is kosher.

To add the third part (part 2), type EDIT and proceed in the same way as for part 1, but enter "3" in response to "NUMBER OF PARTS?". Then type PART:2 to get into the third part.

Type PLAY. No notes have been entered in part 2 yet, so a brief
flash occurs (after the speed has been set) since the end of part
2 is reached immediately.

Again, change the key signature and the time signature. Skip
over the eight asterisks. Then enter the notes for part 2 as
was done for parts 0 and 1. HOWEVER, observe that these notes
are on the bass staff (the lower of the two musical staffs),
not the treble staff. Also beware of the sharped note. To
enter a sharped note, position the arrow under the ♯ and press
button 0 before entering the note using paddle 1.

Type PLAY to play the finished work. Now, if you want to put titles
on, or set the suggested speed, use the EDIT command, and enter the
desired values to the appropriate questions. Just press return
when Entry asks "NUMBER OF PARTS?".

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