

# INSTRUCTIONS:

## "BOOT THE DISK."

Instructions on how to "boot" a disk are given in Apple's disk manuals, but in general you should insert the diskette and type 6 control-P if in the monitor (\*) or PR#6 if in BASIC (> or ]), assuming your disk is in slot 6 (otherwise use the correct slot number in place of 6). If you have an Auto-Start ROM, just turn the power on and insert the diskette.

When the disk is booted, a program will run which asks you the slot number(s) of your synthesizer(s) and associated information. Once these questions have been answered, the program will proceed to modify the disk. In addition to some renaming (described below), some programs will be loaded and line 10 (and sometimes also line 20) will be modified for your particular slot number arrangement. Therefore, you will not need to change lines 10 and 20 as described in the manual unless you later change your system configuration.

If Integer BASIC is available on your system, the various programs described in the manual will appear on the disk in Integer BASIC. The Applesoft BASIC versions of these programs will appear on the disk with names beginning with the letter A. These programs can be retained for possible future use.

If Integer BASIC is not available on your system, the various programs described in the manual will appear on the disk in Applesoft BASIC. The Integer BASIC versions of these programs will appear on the disk with names beginning with the letter I. These programs can be retained for possible future use. Note that songs created using ENTRY are always stored as Integer BASIC "programs" with names beginning with M:. Although these appear in the catalog listing as Integer BASIC programs, there will be no difficulty in using the songs from ENTRY or PLAY even though your system does not have Integer BASIC.

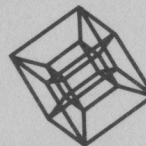
STANDARD 10-5-16 APPLE MUSIC SYNTHESIZER

# INTEGER & APPLESOFT SOFTWARE

INSTRUCTIONS ON BACK →

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