



ALF Products Inc. '79 Sept.

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ALF APPLE MUSIC SYNTHESIZER SOFTWARE TAPE 13-2-1B INSTRUCTIONS

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MEMORY REQUIREMENTS:

INTRODUCTION requires 23,483 bytes to run. ENTRY requires about 21,504 bytes. If you have an Apple DISK II, an additional 10,572 bytes are required. (There are 1,024 bytes in a "K" of memory.)

When using a 24K system ENTRY and INTRODUCTION cannot be used with the DISK II; they must be used from cassette. When using a 32K system INTRODUCTION cannot be used with the DISK II. To configure the system for use without the disk, press RESET and type control B return. (When using an auto-start ROM, turn the power on with no diskette inserted and press RESET.)

PROGRAM LOADING--CASSETTE BASED SYSTEM

Use integer BASIC (> prompt). All items should be loaded from the cassette tape and saved with your own cassette recorder to improve loadability. See the disk instructions below concerning necessary program modifications.

PROGRAM LOADING--DISK II BASED SYSTEM

Use integer BASIC (> prompt). NOTE: if you have a ROM card, set the switch for integer BASIC for proper operation when using the auto-start ROM.

INTRODUCTION. Load from cassette tape. Type LIST 10. Retype line exactly as shown except change the number to the lowest expansion slot number you have a synthesizer plugged into. Type SAVE INTRODUCTION

ENTRY. Load from cassette tape. Type LIST 10. Retype line exactly as shown except change the slot number to the lowest expansion slot number you have a synthesizer plugged into, and change the units number to the number of synthesizers you have plugged in. (Synthesizers must be plugged into adjacent slots.) (If you have a Timing Mode Input Board: type LIST 20. Retype the line changing the number to the slot number of the Input Board.) Type SAVE ENTRY

MUSETTE. Load from cassette tape. Type SAVE M:MUSETTE

FLIGHT OF THE BUMBLE BEE. Load from cassette tape. Type SAVE M:BUMBLE BEE

SOLFEGGIO. Load from cassette tape. Type SAVE M:SOLFEGGIO

PRELUDE & FUGUE. Load from cassette tape. Type SAVE M:PRELUDE & FUGUE

PLAY. Load from cassette tape. Change line 10 (and line 20, if necessary) as described for ENTRY (reverse side of sheet). Type SAVE PLAY

DISCO. Load from cassette tape. Type SAVE DISCO

LENS. Load from cassette tape. Change line 10 as described for INTRODUCTION. SAVE LENS

CHROMA. Load from cassette tape. Type SAVE CHROMA

PERFORM. Load from cassette tape. Type SAVE PERFORM

Note that although the four songs following ENTRY on the tape are saved with an M: in front of the song name, when loading these songs while running ENTRY or PLAY, only the name is typed. For example, LOAD:SOLFEGGIO is used from ENTRY or PLAY to load the song saved with SAVE M:SOLFEGGIO. Also note that songs too long to be loaded with ENTRY can generally be loaded from PLAY since it requires less memory. LENS is not an Entry song; it is played by typing RUN LENS.

If you have difficulty loading the cassette tape, rewind it fully and slap it sharply a few times against your palm, then try again. If this fails, try using the other side of the tape.

When using an auto-start ROM, it is not necessary to type C00G when RESET is pressed while running Entry. Just tap your heels together 3 times.

This software is written for use with version 3.2 of Apple's DOS system. If it is necessary to use version 3.1, the following procedure should be used to change ENTRY.

```
INT
HIMEM:21504
LOAD ENTRY
POKE 4124,24
POKE 18400,1
SAVE ENTRY
INT
```

Apple II "plus" systems can use this software if they are equipped with Integer BASIC. If not, the Applesoft version of this cassette should be used. It is available at extra cost, order part number 13-2-3.

This software has been carefully tested and is expected to work on Apple II computers as currently being produced. ALF is not responsible for any changes Apple may make.

A1 3C1U2T 0:39 P190 is read as ALF number 1; 3 channels, 1 unit, 2 units when using Timing Mode; 0 minutes and 39 seconds playing time (typical); paddle setting of 190. But then who cares?