# Syntauri

# SIMPLY MUSIC ™

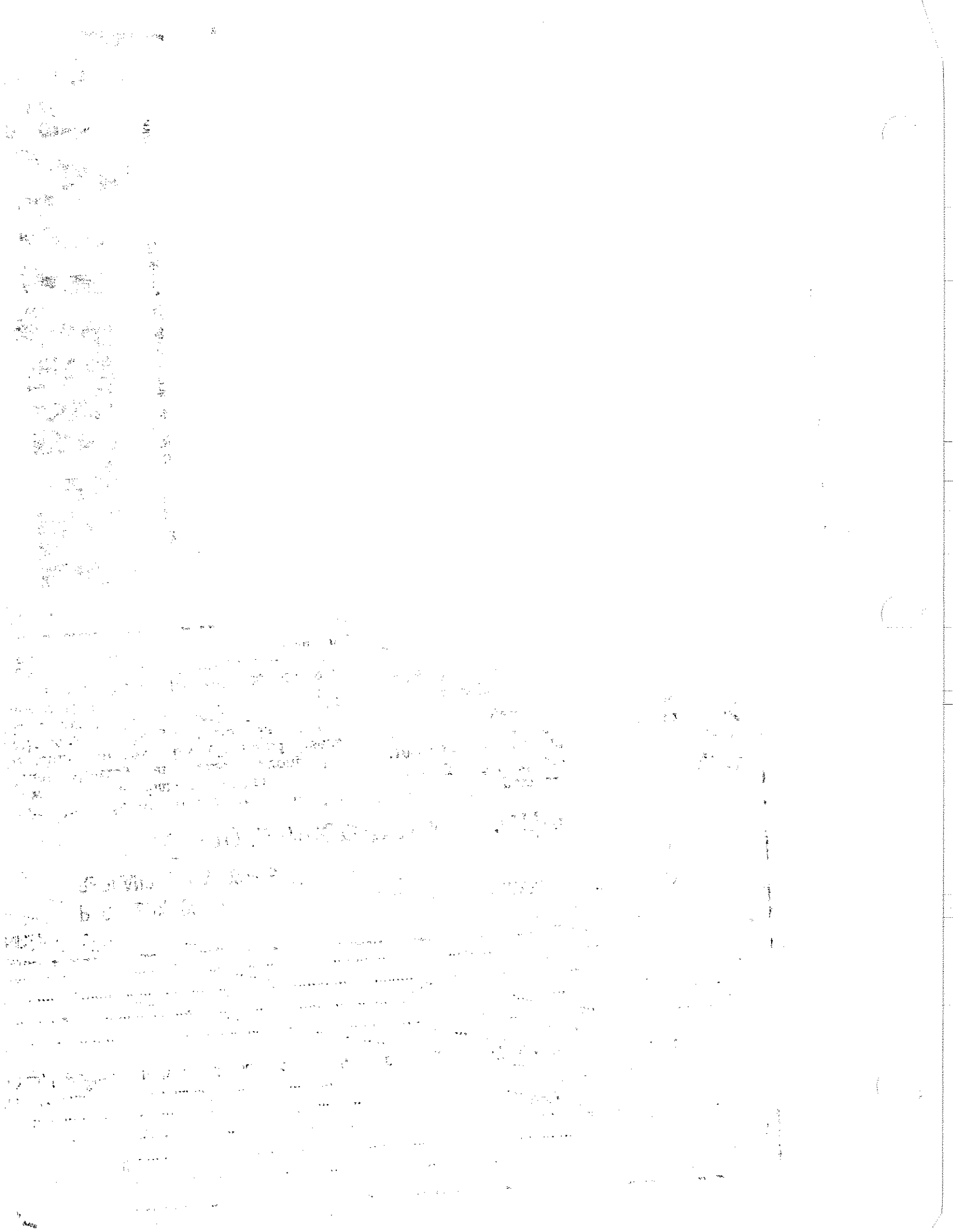Simply Music was created by Peter Nye, Steve Leonard, Robin Jigour.

This manual was written by Robin Jigour, with special thanks to
Nelson Varon, Phil Cassella and Peter Nye.

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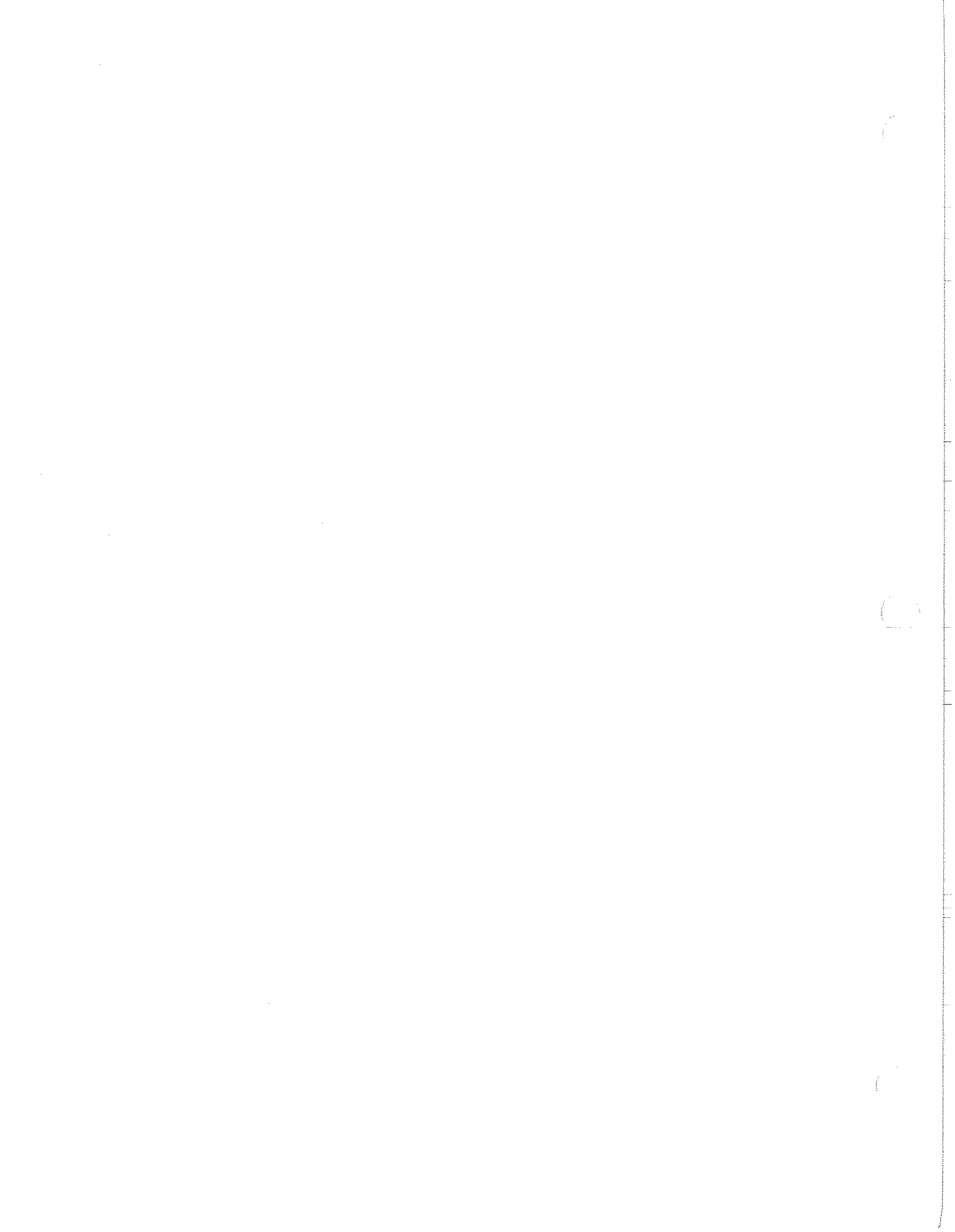
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# SIMPLY MUSIC™ MANUAL TABLE OF CONTENTS

**Welcome To Simply Music !**

Simply Music$^{TM}$ is your key to listening to, learning, composing, playing and even teaching music on your Syntauri$^{TM}$ Computer Music System.  Whether you've never played a musical instrument and would like to learn, or already play and just want to improve your skills, Simply Music is your personal guide.

A software/courseware product for your Syntauri Computer Music System, Simply Music consists of a main **system disk** and a large selection of **courseware** packages (song disks and sheet music books).  Pick the method and style of music you want to learn and then use the many features Simply Music provides.  It's fun, effective and easy to use!

Simply Music lets you enjoy listening to, learning and playing music in a step by step approach:

**Select** from a large variety of Simply Music courseware songs and over 100 different instrument sounds.

**Listen** to the orchestrated, multipart songs play back as they were originally recorded, or re-orchestrate the way you want to hear them.

**Watch** the music of any song you hear or play on the keyboard, using the special Staff and Keyboard musical displays.

**Learn** a part to a song by following what notes to play as shown on the display or in the printed sheet music.

**Play Along** with the originally recorded part that you are learning, at a play speed that you control.

**Play In Place Of** the part you are learning while the rest of the orchestration backs you up.

**Record** the part you have learned, to create your own version of a coureware song.

**Compare** the part you recorded against the original (using a music display) to see if you played correctly.

**Compose**, orchestrate and record your own original songs.

**Save** your recordings for listening to at a later time on your own "Personal Song Disk".

**Enjoy** listening to, learning, and playing music !

**About This Manual**

Your Simply Music Manual is divided into five main sections:

I. **Getting Started** helps you get your Simply Music System Disk
   and Simply Music Demonstration Disk up and running.

II. **A "First Time" Guide** walks you through the basics of Simply
   Music.  Please read this guide your first time through.

III. **Using The Simply Music Courseware** describes the Simply Music
   Courseware and shows, step-by-step, how to learn a song with
   Simply Music.

IV. **Screen Descriptions** shows and describes the five main, Simply
   Music video screens (what you'll see on your video monitor)
   and how you use them with Simply Music.

V. **Advanced Features** covers a number of capabilities of Simply
   Music that can be used in special cases.

# I. GETTING STARTED

First things first!  **Your Syntauri Computer Music System should
now be set up and ready to use.**  If not, please refer to Appendix
B and follow the instructions provided.

All ready?  To begin, **turn on your video monitor (or TV) and Apple**
(the Apple's off/on switch is on the rear panel).  The disk
drive's red IN USE light will come on and the drive may make a
"whirring" sound.

Now, look at the **floppy disks** that came with your Simply Music.
You will see a label on one side of a disk with the name **Simply
Music Demonstration Disk** and another with **Simply Music System
Disk.**

**If you would like a demonstration** of a few of the things you can
do with Simply Music open the disk drive door and **insert the
Simply Music Demonstration Disk.**  If you have already tried the
demonstration, insert the Simply Music System Disk into the disk
drive instead.  In either case, the label on the disk should be
facing up, and the end with the long slot inserted first.
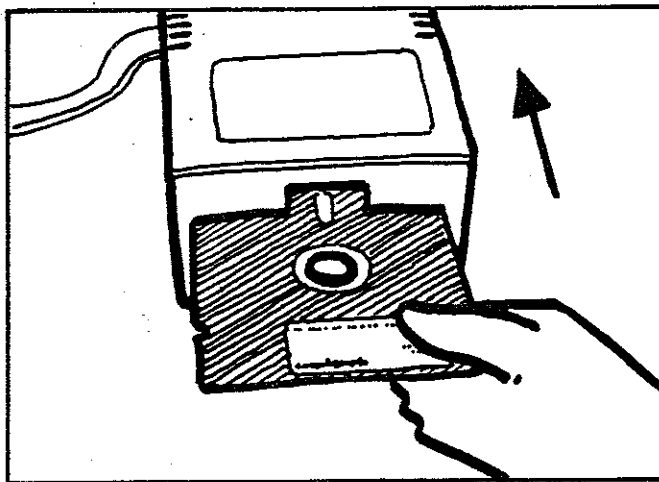
With the disk completely inside, close the disk drive door. Turn
your audio system on but keep the **volume very low.** The disk will
start **loading** and may make some "whirring" and maybe "grunting"
noises. After a short while the disk drive will stop making sound
and depending on the disk used, the following will occur:

**If you have loaded the Simply Music Demonstration Disk** you will
soon see one of the Simply Music displays appear on your video
monitor, and you will hear a song. Turn the volume of your
amplifier up if you wish. Now, follow the intructions on the
video monitor. They will guide you through the demonstration.
Note that only a few of Simply Music's capabilities are
demonstrated. Once you are finished, go on to the Simply Music
System Disk.

**If you have loaded the Simply Music System Disk,** you will see a
number of things appear on your video monitor. Soon the disk drive
will stop and the following instructions will appear:

> Please put the song disk you want to
> use in the disk drive (or just leave
> the sytem disk in).
>
> Then press RETURN to go on.

At this point you have been asked to remove the Simply Music
System Disk and insert a song disk of your choice. **If this is
your first time though,** leave the system disk in the drive and
**press the RETURN key.**

Once your system disk has completed loading, the video monitor
will show **one of the five main "screens"** (letters, words and
pictures shown on your video monitor) of Simply Music. Notice the
top line of the screen that states: "PRESS "H" FOR HELP". If you
run into problems, remember that you can press H for help and
information will appear on the screen. We will come back to this
later.

## II. A "FIRST TIME" GUIDE

Now that your Simply Music System Disk is loaded and ready to use, let's first study the basics of Simply Music.  Then we'll go through a step-by-step introduction of its operation.

If you have gone through the Simply Music Demonstration, you found that it told you what key to press or what to do next.  This approach is very easy to use,  however you can do only those things presented to you.  This is the difference between the Simply Music System Disk and other programs.  **Simply Music lets you do what you want when you want!**  You are in control.

### The Simply Music Screens

Simply Music functions are presented on five main **screens**.  The **names of the five screens** are shown in the lower area of each screen as listed below:

> INSTR    PLAY/REC    ORCH    DISPLAY    SONGS

The screen selected will have its name highlighted (black letters on a white background).  **You move from one screen to another by pressing the right arrow ("<--") or left arrow ("-->") keys, or by typing the highlighted first letter of any screen name.**

**Try it!**  Press the arrow keys a few times in either direction.  Notice how the screen changes.  Try pressing "I" and look at the screen.  Now press "P","O","D" and "S".  Notice how the screen names in the lower area of each screen change.

Here are Simply Music's five main screens:
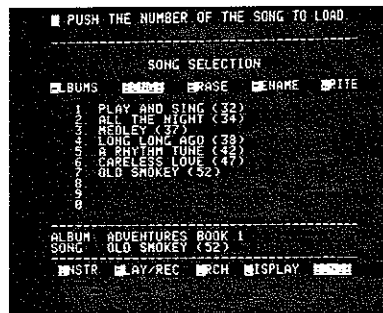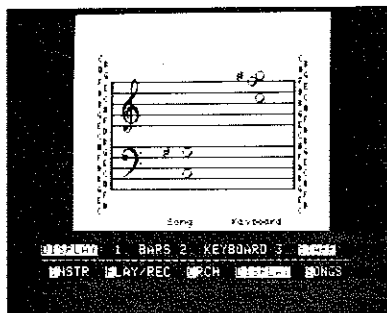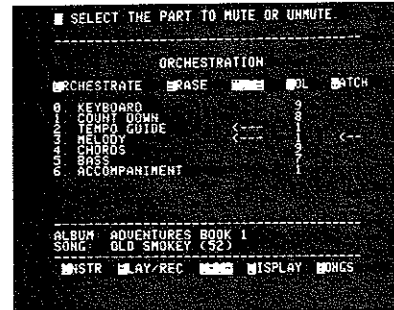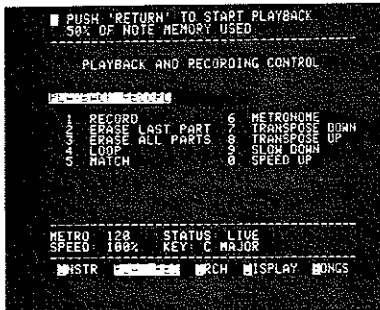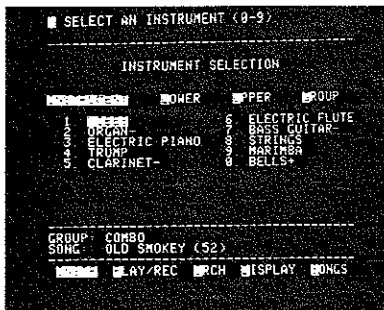


**INSTR** – **The Instrument Selection Screen** for selecting instruments to play on the Syntauri keyboard.

**PLAY/REC** – **The Playback and Recording Control Screen** for playing back songs, recording parts, and controlling related functions.

**ORCH** – **The Orchestration Screen** for changing and controlling the instruments playing in a song.

**DISPLAY** – **The Display Screen** for selecting the type of display, (bar, keyboard, or staff) you want to watch.

**SONG** – **The Song Screen** for selecting songs from, and saving songs to, song disks.

Each screen, except the **display** screen, is divided into four
areas:
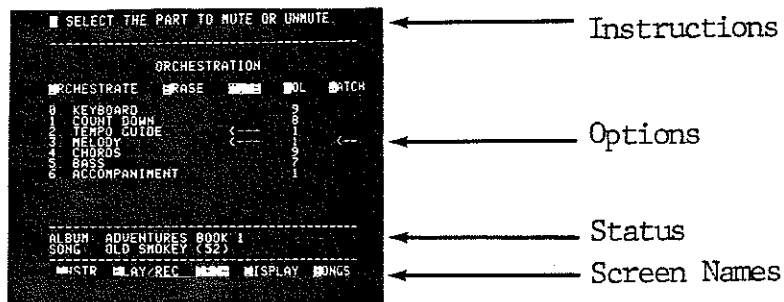


The lower area always shows the **name of the five screens.**
Just above the names of the screens is the **status area** for showing
information that is useful while using particular screens.
The largest area of a screen is the **option area** for operating
Simply Music.  **An option is** a function you select by pressing its
number or the first letter of its name in the option area.
At the top of a screen is the **instruction area,** which tells you
what you should do after selecting an option.

**"H" AND "?" ARE FOR HELP!**

If you run into any problems at any time, you can **press H for
help.  Try it!**  Your disk drive will spin, and information  will
appear on the screen.  Read it and follow the instructions (press
SPACEBAR to continue, press ESC to return).

In addition to pressing H for help, a **? can be used for specific
help on an option you have selected.**  For example, if we selected
"Mute" on the orchestration screen and pressed ? a message would
appear on the screen about how to use the "Mute" option.   Try
using the ? help in the next section if you wish.

If for some reason nothing seems to work, including the Helps,
hold down the CTRL key and press RESET.  If this doesn't solve
the problem, re-load your Simply Music System Disk.

**Lets Make Some Music!**

Let's now go through some of the features of Simply Music you'll use most often. You won't find long explanations and you won't miss them, because Simply Music explains itself. Just follow the steps listed below. You also might want to keep an eye on the instruction area at the top of the screen for additional guidance.

**STEP 1:** Press I for the Instrument Selection screen. Notice the screen name "INSTR" at the bottom of the screen is highlighted. Also highlighted is the current instrument selected from the list.

**STEP 2:** Play the Syntauri keyboard. The notes you play are sounded in the current instrument. Don't worry about how your playing sounds. We will handle that later.

**STEP 3:** Change the current instrument: Press a number (0-9) for a new instrument. The name of the instrument you chose is now highlighted.

**STEP 4:** Play the keyboard again. The sounds are now those of the new instrument. If you like, try selecting other instruments.

**STEP 5:** Press the right arrow key for another Simply Music Screen. Notice in the lower area of the screen just to the right of INSTR, the screen name PLAY/REC is highlighted. This means you are now looking at the Playback and Recording Control screen.

**STEP 6:** Press the RETURN key, this will start the playback of a song that was loaded with your system disk. Note that you can press the RETURN key to start the song while on **any screen**, not just the PLAY/REC screen.

**STEP 7:** Press the SPACEBAR once, this will make the song pause from playback. To continue, press the spacebar again, or restart the song from the beginning by pressing RETURN. You can use the spacebar to pause a song while on any screen.

**STEP 8:**  Press 4 for loop.  This will cause the song to repeat automatically after it has finished.


**STEP 9:**  Press RETURN again to start the song from the beginning.


**STEP 10:**  Press the number 0 for Speed Up.  The speed of the song playing back will increase by 10%.  Notice the 110% that appears in the status area next to SPEED.


**STEP 11:**  Press 9 for slow down.  Notice that SPEED is set back to 100% in the status area.  If you have game paddles (control knobs, each with a button, that connect to your Apple) you can use them to control the speed of playback also.  Hold down the paddle 0 button and adjust paddle 0 until you get the SPEED you want.  Set the speed back to 100% then go on to the next step.


**STEP 13:**  Press the letter O for the Orchestration **screen**.  This screen lists the **musical parts** of the current song and allows you to control their "orchestration".  Orchestration, in this case, means the changing of instruments being used and control of how you hear them in a song.


**STEP 14:**  Press the letter O again for the Orchestrate **option**. Notice the list of instruments names.  These are the current **instruments** that are playing each part in this song.  You'll learn more about this later.


**STEP 15:**  Press M for Mute.  This option allows you to turn off (Mute) or on (Un-mute) any part of a song.  Later when you start using Simply Music for learning a song, Mute will allow you to turn off the part and play in place of it.

**STEP 16:**  Press 3, to Mute part 3.  You have now turned off part 3.  Notice the arrow under Mute points at part 3.  If the song isn't already playing back then press the RETURN key to start it. Do you hear the difference?

**STEP 17:**  Press 3 again to un-mute part 3.  Notice the arrow goes away and the part rejoins the song.

**STEP 18:**  Look at the "Watch" option on the screen and notice the arrow below it pointing at part 3.  Now press the right arrow key for the Display Screen.  The Staff Display will appear.  It is a music "Grand Staff" that displays the postition of notes played.

**STEP 19:**  Look at the left side of the Staff Display.  You are now watching the note positions of part 3 from the song as determined by the Watch option on the Orchestration Screen.  Touch a few keys on the Syntauri keyboard.  Notice that when you play the "live keyboard" the note positions appear on the right side of the Staff Display.  Look at the right and left ends of the staff and notice the letter names of the notes positions.

**STEP 20:**  Press 2 for the Keyboard Display.  The music will briefly stop while the disk drive is accessed.  After a  few seconds, the Keyboard Display will appear and you will again hear the song.  Watch the striped markers appearing on the keys; this is part 3 of the song on the keyboard rather than the staff. Touch a few keys on the Syntauri keyboard.  The live keyboard causes solid markers to appear.  Notice the letter names of the keys. If  you have a 5 octave (61 note) keyboard, the lower four octaves will show on the display.  Later on, you will learn how to show the upper four octaves.

**STEP 21:** Press 1 to select the Bar Display. This display shows all parts of a song that are playing and is mostly used for fun. Each key on the Syntauri keyboard when pressed will cause a colored bar to appear on the screen. The bars are arranged in rows of octaves (12 keys) from low C at the very left of the keyboard to the highest C at the right of the keyboard. When finished enjoying this display, press 2 for the Keyboard Display.

**STEP 22:** Press the left arrow key for the Orchestration screen again. Now press the < key three times. You can use the < and > keys to move from option to option rather than pressing the first letter of an option. You now have the Watch option selected.

**STEP 23:** Press 3 to remove part 3 from being watched on the display. Now press 4 to allow part 4 to be watched on the display. Notice how the arrow works.

**STEP 24:** Press the right arrow key once for the Keyboard Display. Part 4 of the orchestration can now be watched on the Keyboard Display as was part 3 earlier.

**STEP 25:** Press the left arrow key once for the Orchestration Screen. Notice that the Watch option is still selected. Press 4 to remove part 4 from the display; press 3 to watch part 3.

**STEP 26:** Press the left arrow key for the Playback and Record Control Screen. Press the SPACEBAR to stop the song playing back. Press 4 to turn off Loop. Now press 5 to set the "Match" feature. The Match feature is a special Simply Music funtion that helps you learn to play the keyboard. Lets see how in the next few steps.

**STEP 27:** Press D. The Keyboard Display will appear. Now press the RETURN key to start the song playing back. The song will halt playback and you will see a striped marker on one of the keys of the Keyboard Display. This is the first note of part 3 which we set for watching earlier.

**STEP 28:** <u>Match the key shown by playing the same key on the Syntauri keyboard.</u>  The song will not go on until you match each striped marker shown on a key.  Keep going until the song ends then <u>start it over by pressing the  RETURN key</u> and try again.  <u>Keep doing this until you feel you have learned the part.</u>

**STEP 29:** Press P to return to the Playback and Recording Control Screen.  Press 5 to turn off the Match feature.  <u>Now press 1 for</u> Record.  Notice the instructions at the top of the screen.  Now <u>press D again</u> to show the Keyboard Display.

**STEP 30:** This time we are going to play back the song at normal speed.  When you are ready, <u>press the RETURN key</u> to start the song; then <u>play along on the Syntauri keyboard.</u>  Follow the marker if needed.  Don't worry how you sound. We'll work on this later.

**STEP 31:**  <u>After the song reaches the end, press the RETURN key</u> to start the song.  Notice that part 3 of the song is still on the Keyboard Display as shown with the striped marker.  What you recorded is shown with a solid marker.

**STEP 32:**  <u>Press</u> D to select the Display Screen and press 3 to select the Staff Display.  After a few seconds you will see the Staff Display.  <u>Press RETURN</u> to start the song again.  Part 3 of the song is on the left side, and your recording is on the right. The Keyboard and Staff Displays can be used this way to compare what you play to the original recording;

**STEP 33:**  Now, <u>use the right arrow key or "S"</u> to move to the Song Selection Screen.  A list of songs from the currently loaded "album" should appear.  <u>Press any number listed with a song name</u> to select a new song to playback.  After the song has finished loading from disk, <u>press the RETURN</u> key to start the song playing back.  If you want, try doing some of the things we did in the earlier steps.

**Congratulations!** You have just gone through some of the primary steps in using Simply Music.  You have learned how to:

*   Select screens and options
*   Select instrument sounds for the keyboard
*   Start the playback of a song
*   Pause the playback of a song
*   Adjust the speed of a song playing back
*   Loop (automatically repeat) a song
*   List the musical and instrumental parts of a song
*   Mute (turn on or off) a part in a song
*   Set parts to be watched on the Keyboard or Staff display
*   Select the three displays: Bars, Keyboard and Staff
*   Use the Match feature
*   Record your own part along with a song
*   Compare what you recorded with the original part of the song
*   Select a new song from the song list

## Going Further

Now that you have a basic understanding of how to get around and use Simply Music, let's go on and learn about how you can use the Simply Music Courseware for learning.

**Remember,** if you get lost or don't understand how to do something, you can always press **H** for general help or press **?** for specific help on the option you are currently using.  In addition, you may want to take a look at section **IV. Screen Descriptions** of this manual.  You will probably use this section more than any other when familiar with the basics of Simply Music.

# III.  USING YOUR SIMPLY MUSIC[TM]  COURSEWARE

Now that you have had a chance to get acquainted with the basic
operation of Simply Music, let's explore how you can use Simply
Music with its **courseware** to learn and enjoy music.

**What is Simply Music Courseware?**

Your Simply Music Courseware is what you use along with your
Simply Music System Disk to listen to, learn, and enjoy songs.  A
typical courseware package includes a **book of sheet music and a
song disk.**  The song disk will have the musical material from the
book prerecorded.  All you have to do is select a song and then
ule Simply Music to assist you in learning it.
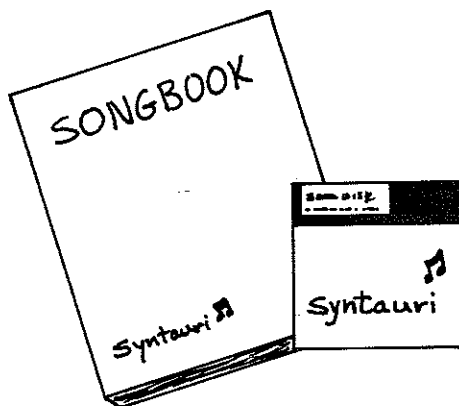


**Selecting Songs From Your Courseware Song Disk**

If this is your first time through Simply Music, leave the system
disk in the drive while following this next section.

You can select a song to learn or just listen to, **insert the song
disk** you wish to use **into the disk drive** either during the system
disk loading process when it asks you to do so, (see page 5), or
after it has completed loading.  Next, access the Song Selection
screen by **pressing S.**  Before going further, let's examine how a
song disk is organized.
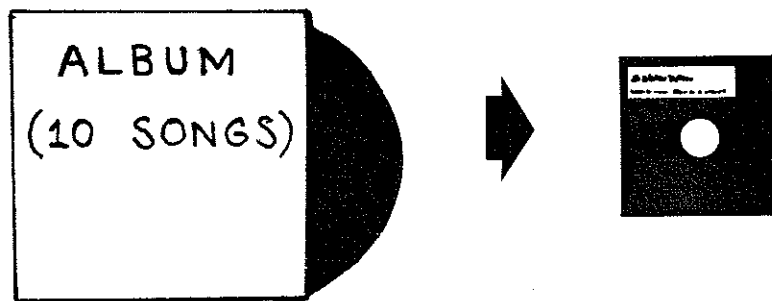
Much like a record album that you play on your stereo, each song disk will have one or more **albums** included on it. Each album can hold up to ten songs. Before you select a particular song, you must first **list** the available **albums by pressing A.** After the list of albums appears, **select the album** you wish to use **by pressing the number** beside it on the list.

Once an album has been selected, a list of songs in the album will appear. To **select a song, press the number** beside the song name. After the song has loaded, you can **play it by pressing RETURN.** To select any other song in the album, just press the appropriate number. To select a song on another album, follow the procedure explained above.

**Courseware Orchestration Explained**

Each Simply Music Courseware package comes with its own special **orchestration** of songs. Orchestration is the way parts of a song are arranged and controlled. With Simply Music you use the orchestration to help learn individual song parts. For instance, you can turn off (Mute) a part so you can play the part yourself along with the song. You can also set the volumes and even change the instruments used to tailor the song to your liking.

Load one of the example courseware songs from your system disk and then **select the Orchestration screen.** Notice the list of **musical part names** under the Orchestrate option. Depending on the courseware series of you are using, these musical part names may vary. **Below** are the musical parts typically used with the three main Simply Music Courseware Series, (Easy To Play, Traditional, and Improvisation). Each part has a particular purpose in a song, and its own instrument sound (trumpet, bells, bass guitar, etc.) associated with it.

| EASY TO PLAY | TRADITIONAL | IMPROVISATION |
|---|---|---|
| 0 KEYBOARD | 0 KEYBOARD | 0 KEYBOARD |
| 1 COUNT DOWN | 1 COUNT DOWN | 1 COUNT DOWN (optional) |
| 2 TEMPO GUIDE | 2 TEMPO GUIDE | 2 TEMPO GUIDE (optional) |
| **3 MELODY** | **3 RIGHT HAND** | **3 LEAD LINE OR MELODY** |
| 4 CHORDS | **4 LEFT HAND** | **4 RHYTHM OR CHORDS** |
| 5 BASS | | **5 BASS** |
| 6 ACCOMPANIMENT | | |

```
   (beats)         •   •   •   •   •   •   •   •   •   •   •   •
COUNT DOWN      1   2   3   4  (song starts here)
TEMPO GUIDE     1   2   3   4   1   2   3   4   1   2   3   4   etc..
```

The **countdown and tempo guide parts** are used to assist you in "keeping time" with the song. Try playing back a song that has both of these parts in its orchestration list.

The **count down** is a sequence of high-pitched beats that occur before the song begins. Use the count down to prepare for the start of a song. The number of count down beats will depend on the particular song chosen.

The **tempo guide** consists of high-pitched beats that play throughout the song to help you keep regular tempo. After you've learned a song you can **mute** the tempo guide for better listening.

The musical parts highlighted in the list on the previous page (**melody, right and left hand, lead, etc..**) are specific parts meant to be learned for that courseware series. The **keyboard part** is the "live keyboard", and is included in the list so you can control its volume relative to the other parts.

Each Simply Music Courseware package comes with specific descriptions of its orchestration. Please refer to your courseware package mini-manual for details concerning orchestration. Additional information concerning the orchestration of the courseware examples on your Simply Music System Disk is covered in Appendix D.

**Learning Songs**

There are many ways to approach learning music, but there isn't one way that is best for everyone. So, **what Simply Music gives you are** "**musical tools**" that can be used in many ways for learning to play music on the keyboard. For your convenience, we have structured the use of these musical tools in **a step by step procedure** that you can follow **for learning** any of the parts in the courseware.

**The procedure is shown on the next page.** Listed with the steps are page numbers where you can find instructions on specific functions. If you need more guidance than these steps provide, refer to the mini-manual that comes with each courseware package. **For best results, also follow the instructions concerning music theory and keyboard technique provided in the method book you are using.**

At first, this procedure may take a little effort; but after using it through a few songs it will become much easier. If you wish, try going through these steps with the example courseware songs provided (refer to Appendix D).

III. Using Your Simply Music Courseware (cont.)

**STEP 1: PREPARE**

Insert song disk into disk drive.                                    Page  4

List and select appropriate album and song.                          Page 37

Select an instrument for the keyboard.                               Page 23

**STEP 2: LISTEN AND WATCH**

Set the Watch option to display part to learn.                       Page 30

Choose a display to watch (keyboard or staff).                       Page 34

Start playback of song.  Listen and watch.                          Page 25

**STEP 3: PRACTICE AND LEARN**

Stop song playing back.                                             Page 25

Learn the notes reading the music slowly.               (courseware)

Use "match" for learning and practicing.                     Page 28,35

**STEP 4: PLAY ALONG**

Adjust playback speed to a comfortable setting.                     Page 25

Play along with original part.                                      Page 25

"Mute" other parts if needed, to hear original.                    Page 30

**STEP 5: PLAY IN PLACE OF**

Mute original part only.                                            Page 30

Play in place of original part.                                     Page 25

**STEP 6: RECORD**

Record your own performance of the part.                            Page 26

Play back the song with your recording of the part.  Page 25

If you wish to re-record, erase the last part.                     Page 26

**STEP 7: COMPARE**

Unmute original part.                                               Page 30

Select display, start playback and compare parts.         Page 34,35

**STEP 8: SAVE AND ENJOY**

Mute or Erase original part.                                        Page 30

Save your version of song to a Personal Song Disk.   Page 37

Load your song later on and enjoy your performance.  Page 37

**Another Look At The Match Feature**

The Match feature helps you learn a song with or without sheet
music.  It is called Match because you must play what is shown on
the Keyboard or Staff Display before proceeding with the song.
Match is most effective when used to learn single note parts
rather than chords.

To set up Simply Music using the **MATCH** feature:

  - Choose the Playback/Record Control Screen and select Match.
  - Go next to the Orchestration Screen and set the Watch
    option for the part you want to match.
  - Choose the display you wish to use and start the playback.

You will notice the audible music and the visual display halt
until you play the note displayed on the screen.

**If you are learning a song part without the sheet music**, you can
use the Match feature by following the Keyboard or Staff display
until you have learned the song.  Set Loop on, to have the song
automatically repeat for your convienence in learning.

**If you do have sheet music**, it is best to use the Match feature as
an aid in letting you know if you are playing the correct notes.
Do this by reading the sheet music (not the display) at your own
pace.  Remember, when Match is on, the song will follow you rather
than you following it.

The Match feature allows you to take your time learning to play
the notes, by reading them from the sheet music.  If you play the
wrong note the song will halt and show the note that was missed on
the display (using the Staff Display).  Once you have learned the
note positions, try playing along with the Match feature off.
Start with a slow speed at first.  If you make mistakes, just keep
on going!  Adjust the speed to a comfortable setting, then try it
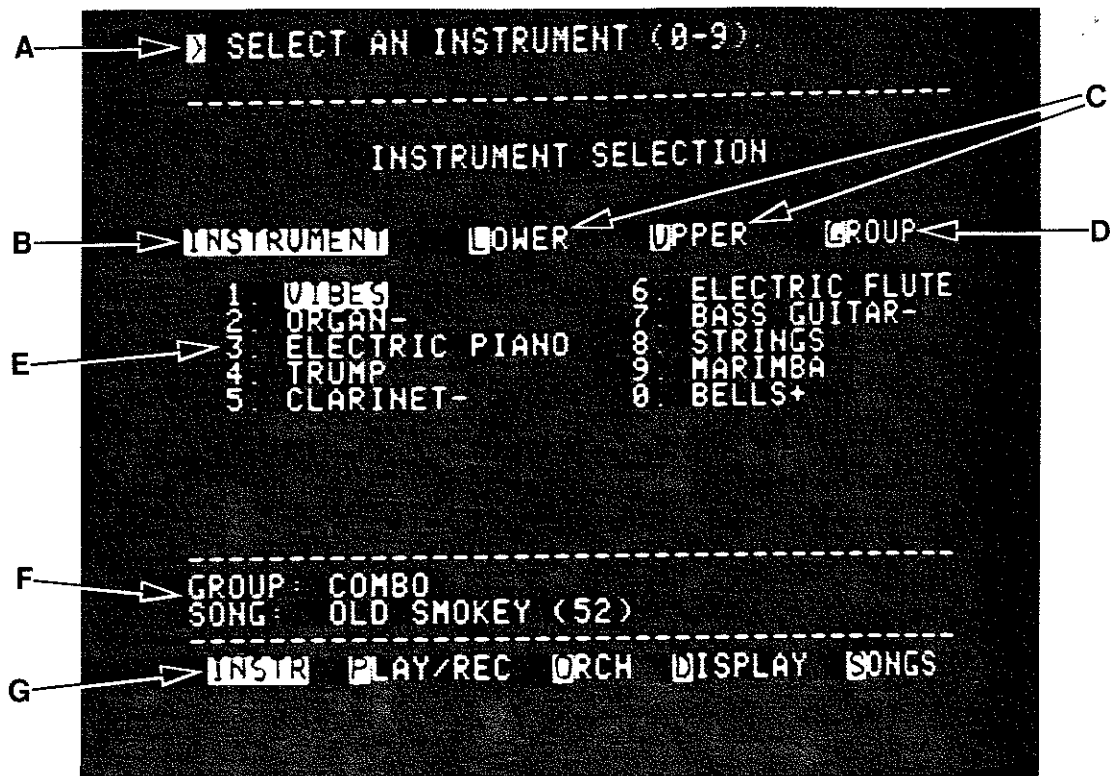again.

## IV.  SCREEN DESCRIPTIONS

The following pages describe the five main screens you use with
Simply Music.  This section is a reference guide for answering
your questions while using Simply Music. **The instructions for
using each screen assume you selected that screen to begin with.**
Below are some general procedures that apply to all screens:

PRESS
_____

"First Letter"                  To select any screen (ie.. Orchestration,
                                Display) or any option (ie.. Mute, Watch),
                                press the first letter of the screen or
                                option name.


<-- (left arrow key)            An alternate way to select screens (instead
--> (right arrow key)           of first letter).  Pressing the left arrow
                                will select the screen to the left of the
                                screen name currently selected.  Pressing
                                the right arrow will select the screen to
                                the right of the screen.


< (less-than sign)              Like using the left and right arrow keys,
> (greater-than sign)           the less-than and greater-than keys
                                select options. You can also use the
                                up and down arrows on the Apple IIe.


?                               To get help with the option currently used.


H                               To get general help instructions.


- (minus key)                   To cause the last selected display (Bars,
                                Keyboard or Staff) to appear over the
                                currently selected screen. (See V. Advanced
                                Features).


CTRL-L                          To list the advanced feature control
                                (CTRL key) funtions.

A ——————> > SELECT AN INSTRUMENT (0-9)

                                                                    C

                        INSTRUMENT SELECTION

B ——————> INSTRUMENT    LOWER    UPPER    GROUP <———— D

                1. VIBES            6. ELECTRIC FLUTE
                2. ORGAN-           7. BASS GUITAR-
E ——————>       3. ELECTRIC PIANO   8. STRINGS
                4. TRUMP            9. MARIMBA
                5. CLARINET-        0. BELLS+


F ——————> GROUP: COMBO
          SONG:  OLD SMOKEY (52)

G ——————> INSTR   PLAY/REC   ORCH   DISPLAY   SONGS

**The Instrument Selection Screen**

A. Instructions for current option (INSTRUMENT)

B. INSTRUMENT:  To select one of ten instruments from the current
   instrument group

C. LOWER and UPPER:  To select two instruments for the
   keyboard, one for lower half (below Middle C), one for upper

D. GROUP:  To list and select from a new group of ten instruments
   from a disk

E. List of instrument or instrument group names

F. Status area:  Name of current instrument GROUP and SONG

G. Screen name, INSTR (highlighted when selected)

## INSTRUMENT SELECTION

**To Select an Instrument**
- Press the letter I, for INSTRUMENT.
- Press the number of the instrument you want (from 1 to 0, in the list displayed). Instruments listed with a - sign after the name are transposed down one octave (12 key steps). Instruments with a + are transposed up one octave.
- Play the Syntauri keyboard to hear the selected instrument.

**To Split the Keyboard for Two Instruments At Once**
- Press the letter L, for LOWER.
- Press the number of the instrument you want for the lower part of the keyboard (below Middle C).
- Press U, for UPPER.
- Press the number of the instrument you want for the upper part of the keyboard (Middle C and above).

**To Change the Instrument Group** (a new set of ten instruments)
- Insert the "Instruments Disk" that came with your Simply Music (or another disk with instrument groups) into the disk drive.
- Press G, for GROUP.
- When the list of instrument groups appears on the screen, press the number of the group you want.
- The name of the current instrument group is displayed in the status area at the bottom of the screen.

**To Use the Foot Pedals**
- Play the keyboard and press down the foot pedals one at a time.
- One pedal is for "sustain", and will cause most instruments to continue to sound after lifting your finger off the keyboard.
- The other pedal is for "portamento" and will cause the pitch of the note to slide to the next note played on the keyboard.
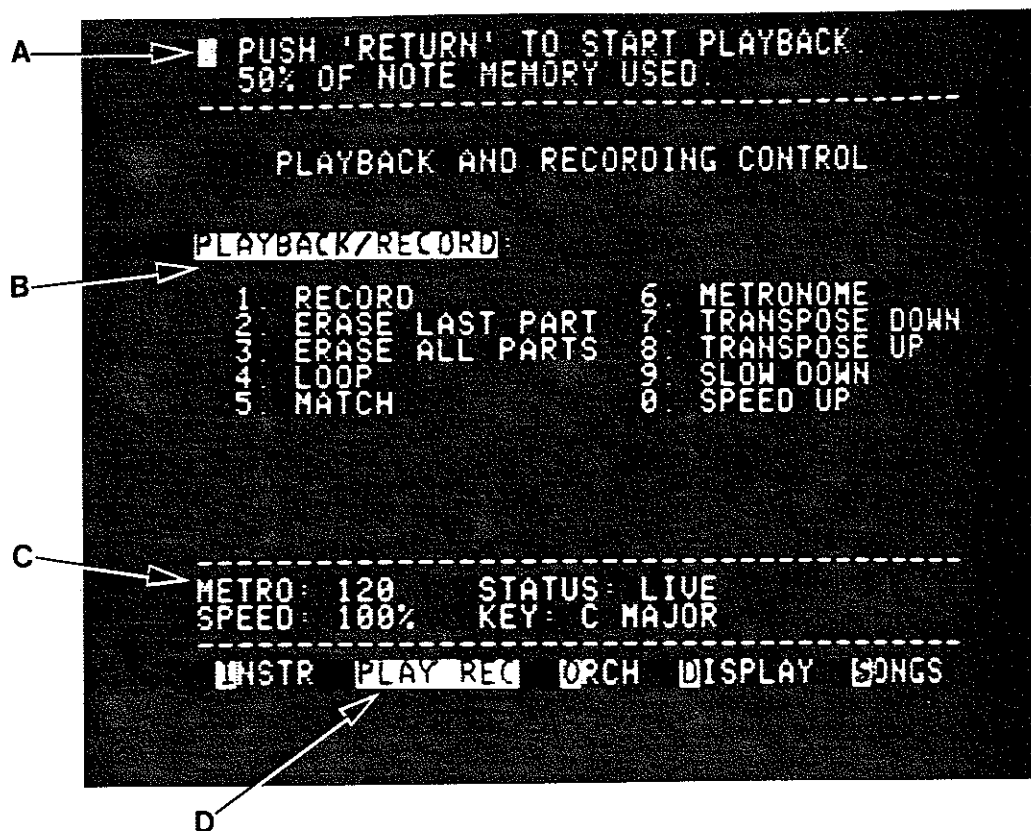
**The Playback and Recording Control Screen**

A.  Instructions for current option (PLAYBACK)

B.  PLAYBACK/RECORD options:

   1.  RECORD:  To record a part for later playback

   2.  ERASE LAST PART:  To erase part just recorded (if any)

   3.  ERASE ALL PARTS:  To erase an entire song

   4.  LOOP:  To repeat a song automatically on playback

   5.  MATCH:  To set the Match feature on or off

   6.  METRONOME:  To turn the Metronome on or off

   7.  TRANSPOSE DOWN:  To lower playback key one half-step

   8.  TRANSPOSE UP:  To raise playback key one half-step

   9.  SLOW DOWN:  To decrease playback speed by 10%

   0.  SPEED UP:  To increase playback speed by 10%

C.  Status area:

   - METROnome speed in beats/minute (0-280)

   - Playback SPEED as percentage, (0-800%, 100% = normal)

   - Playback STATUS (live, playback, or recording)

   - Current KEY of song (i.e., B flat major)

D.  Screen name, PLAY/REC (highlighted when selected)

## PLAYBACK AND RECORDING CONTROL

**To Play Back a Song**

- To hear a song that you have recorded or loaded from disk, press RETURN (you can do this while on any screen).
- To pause the playback of a song, press the SPACEBAR.
- Press the SPACEBAR again to restart the song from the point where it stopped, or press RETURN to hear from beginning.
- See the SONGS screen description for instructions on loading a new song.

**To Change Speed Of Playback**

- To slow down playback, press 9 for SLOW DOWN. The percent shown for SPEED will diminish by 10% each time you press 9.
- To speed up playback, press 0 for SPEED UP. The percent shown for SPEED will increase by 10% each time you press 0.
- If you have a set of game paddles, you can also change playback speed using "control paddle 0". Adjust paddle knob, then press paddle button to set speed.
- The current speed is shown as a percentage in the status area. The normal speed is 100%, ( i.e., the same speed at which the current song was recorded). A speed of 50% is half the speed of the actual recording.

**To Loop a Song** (Play back a song repeatedly)

- Before you play back a song, press 4 for Loop. While active, the word "LOOP" will appear highlighted on the screen.
- When you play back the song, it will start over at the beginning, repeatedly.
- To stop the song repeating, Press 4 again to turn off LOOP.

**To Transpose Key of Playback**

- The current key is shown in the status area next to KEY. Changing this key transposes the pitch of the current song being played back.  The key also determines sharps and flats for the staff display.
- To lower the key (pitch), <u>press 7</u> for Transpose Down.  The key will decrease by one half-step.
- To raise the key (pitch), <u>press 8</u> for Transpose Up.  The key will increase by one half-step.


**To Record a New Part Onto An Existing Song**

- Choose the instrument you want for this part before you start to record (see the Instrument Selection Screen description).
- <u>Press 1</u> for Record.
- <u>Press RETURN</u> when ready. The current song will start playing and the STATUS will show RECORDING.
- <u>Play the Syntauri keyboard</u>.  Any notes you play will be recorded along with the song.
- <u>Press the RETURN key</u> to instantly start over from the beginning (If the song is large, it may access the disk to reload.)
- <u>Either wait</u> until the song finishes <u>or press the SPACEBAR</u> to end your recording.
- <u>Press RETURN again</u> to playback the song with your newly recorded part.


**To Erase the Part Just Recorded**

- <u>Press 2</u>, for Erase last part.  The part most recently recorded will be removed from the song.  Earlier parts will not be affected.

**To Prepare For Recording An Entirely New Song**

- Recording a new song requires clearing any current song loaded. If the song loaded is a courseware song, there needn't be any concern. You can always reload the song later.
- If the current song is a courseware song with your recorded part(s) or an entirely new recording that you want to save, please do so before going on (see Songs screen description).
- Choose the instrument you want for this part before you start to record (see the Instrument Selection screen description).
- Set the Metronome if you want to use it as a timing reference.
- You can set the "key" of the song (i.e., C Major, B Flat Minor) so the correct accidentals (sharps and flats) appear on the staff display using the CTRL X (see section V. Advanced Features).
- If you are using a Split Keyboard, two parts will be recorded; one is for lower and one is for upper.

**To Record an Entirely New Song**

- <u>Press 3</u>, for Erase all parts.
- The question "Erase all parts (Y/N)?" will appear, <u>press Y</u> for Yes to erase the current song loaded, <u>or press N</u> for No if you change your mind or select this option by accident.
- <u>Press 1</u> for Record.
- When you are ready to start recording, <u>press the RETURN key</u>. STATUS will flash RECORDING. The actual recording won't start until a key or foot pedal on the Syntauri keyboard is pressed.
- <u>Play the Syntauri keyboard</u>.
- <u>Press the RETURN key</u> to instantly start over from the beginning
- <u>Press the SPACEBAR</u> to end your recording. When you press the SPACEBAR, that point will become the end of the song for all subsequent recorded parts.
- <u>Press RETURN again</u> to play back your recording.
- To add additional parts, see the previous instructions, "Record a New Part for an Existing Song". To completely start over, follow these instructions from the beginning.
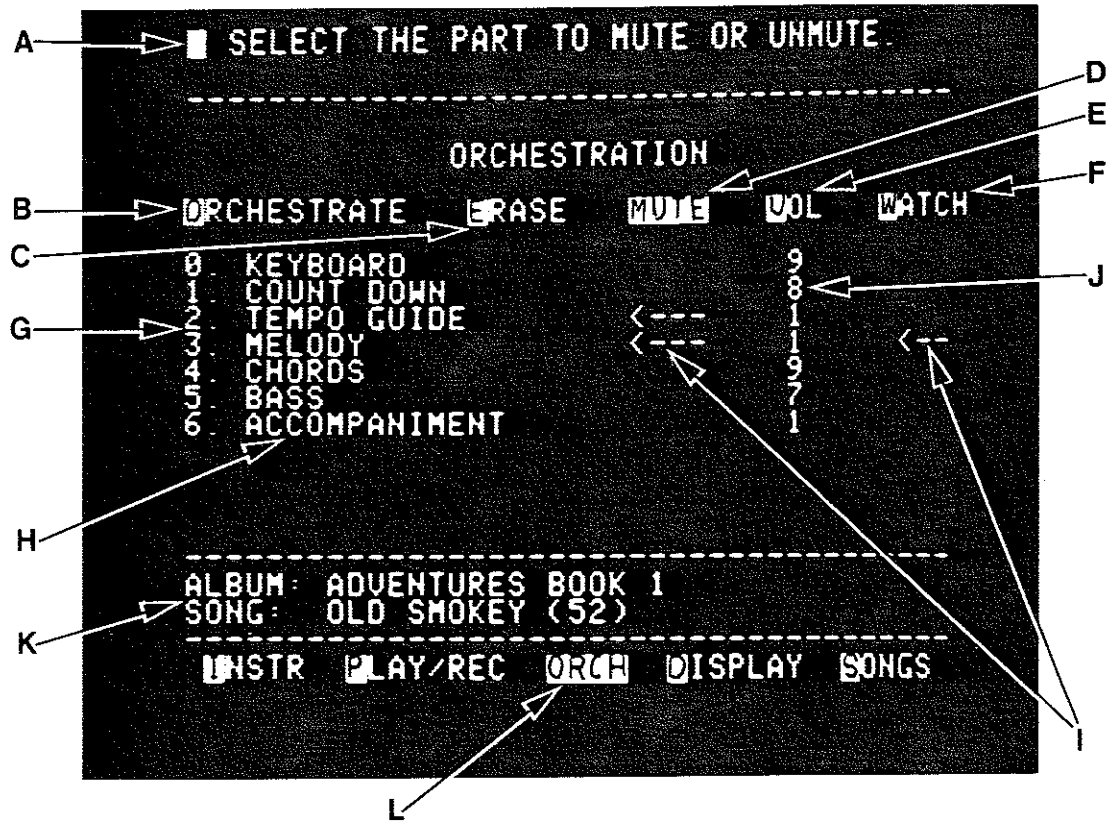
**To Set and Use the Metronome**

- The Metronome is provided for a timing reference when recording
  the first part of a **new song.**  When playing along or recording
  a **new part to an existing courseware song, use the "Tempo
  Guide"** as a timing reference (see section III. Courseware).
- To turn on or off the Metronome, press 6.  The word Metronome
  will appear highlighted when the Metronome is on.
- A clicking sound will be heard from the Apple speaker at the
  number of beats/minute shown next to METRO.
- A visual metronome cue will appear on the Bars Display (see
  Display Screen Description)
- To change the metronome speed adjust control paddle 0 and press
  its button  or use CTRL Z to set an exact value (see section V.
  Advanced Features).
- If the first note isn't played on the beat when recording, then
  the  metronome will not be synchronized in playback.


**To Set Up for Using The Match Feature**

- The Match feature can be used as an aid to learning a part with
  or without the sheet music (see Section 3 - Courseware, for
  more on using the Match feature for learning).
- Setting up and using the Match feature involves three screens,
  Playback/Record, Orchestration and Display.
- To set the Match feature, press 5 for MATCH.  While active,
  the word "MATCH" will appear highlighted on the screen.
- Set the part you want to match to be watched, then see WATCH
  option in the Orchestration Screen Description page 30.  Make
  sure only one part is set to be watched.
- **To use the Match feature** select the Display Screen and refer to
  the Display Screen Desription "To Use the Match Feature" page
  35.
- **To turn the Match feature off,** select the Playback and Record
  Control Screen by pressing P, then press 5 for MATCH.  The word
  MATCH on the screen will change from highlighted to normal.

A ──▷ ■ SELECT THE PART TO MUTE OR UNMUTE.

ORCHESTRATION

B ──▷ ORCHESTRATE    ERASE    MUTE    VOL    WATCH

```
0. KEYBOARD                    9
1. COUNT DOWN                  8
2. TEMPO GUIDE        <---     1
3. MELODY             <---     1
4. CHORDS                      9
5. BASS                        7
6. ACCOMPANIMENT               1              <--
```

```
ALBUM: ADVENTURES BOOK 1
SONG:  OLD SMOKEY (52)
```

INSTR   PLAY/REC   ORCH   DISPLAY   SONGS

**The Orchestration Screen**

A.  Instructions for current option (MUTE)

B.  ORCHESTRATE:  To change the instrument part in a song

C.  ERASE:  To erase a part in a song

D.  MUTE:  To silence a part in a song during playback

E.  VOLUME:  To change the volume of a part in a song

F.  WATCH:  To select the parts in a song to be displayed

G.  Numbers of song parts

H.  List of musical or instrument names for song parts

I.  Arrows indicate parts chosen to be muted or watched

J.  Volume of each part, (0 is lowest, 9 is loudest)

K.  Status area:  Current ALBUM, and current SONG

L.  Screen name (highlighted when displayed)

## ORCHESTRATION

**To Mute a Part In a Song**

- Mute is used to temporarily silence a part from being heard while playing back a song.
- Press M for MUTE.
- Press the number of the part you want to mute.
- The part muted will not be played as part of the song until you "unmute" it. To unmute a muted part, press the part number again (if MUTE is still selected. Otherwise, press M first).
- If a part is left muted when saved to a song disk (see Song Screen descriptions), then its volume will be set to 0 when re-loaded, but the mute arrow will not appear.

**To Change the Volume of a Part**

- Press V for Volume.
- Press the number of the part whose volume you want to change.
- Press a number from 0 to 9 (0 = no volume, 9 = max\volume).

**To Select a Part To Be Watched on the Display**

- Press W for WATCH.
- Press the number of the part you want to watch on the display. An arrow will appear to the right of the part selected.
- To stop any part from being displayed, press W (if not already selected) and the part's number.

**To Erase Any Part of a Song**

- Press E for ERASE
- Then press the number of the part you want to erase.
- The part selected will be removed from the screen and the song.

## To Change the Instrument Used on a Part in a Song (Re-Orchestrate)

- <u>Press the letter O</u> for Orchestrate. A list of the instrument names (and numbers) used for each part of the song will appear on the screen (see picture below).

- <u>Press the number of the part you want to change.</u>

- An instrument number (shown in parentheses to the left of the instruments name) is used to select a new instrument for that part. The number corresponds to the numbers for the Instrument Selection Screen. <u>Press the number of the new instrument</u> you want to use for that part.

- The new instrument name and number will appear in place of the old and be heard when the song is played back.

- Select any other Orchestrate Screen option to restore the musical part names (if they were listed originally).



A. Song Part Numbers

B. Instrument Numbers

C. Instrument Names
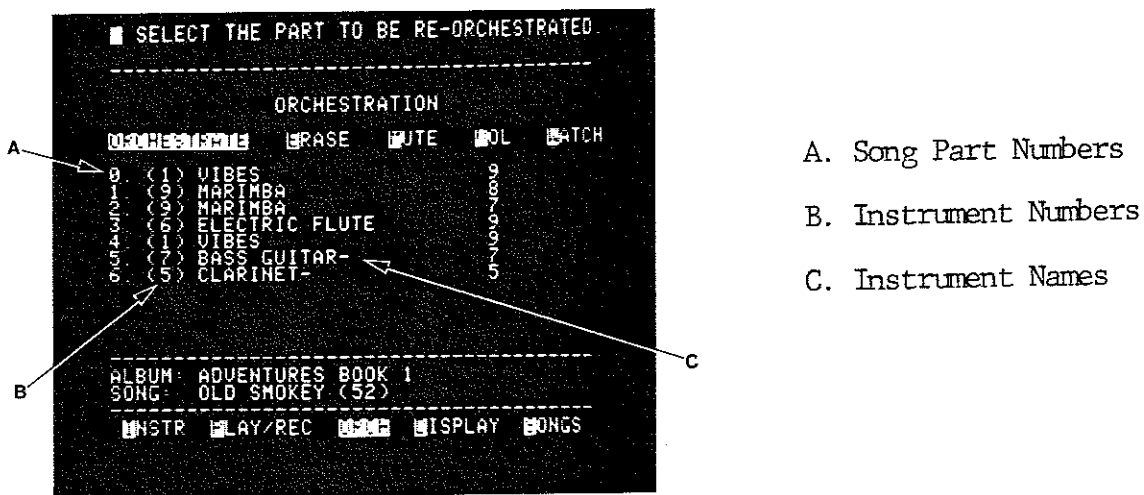
## To Select Parts with a Number Greater Than 9

- Simply Music can have up to 16 parts in a song. If more than 10 parts appear, the parts list will be expanded on the Orchestration screen covering the status and instruction areas.

- To select a part greater than 9 <u>press the ESC key, then press the second number of the part.</u> For example, to select part 13 press ESC then 3.
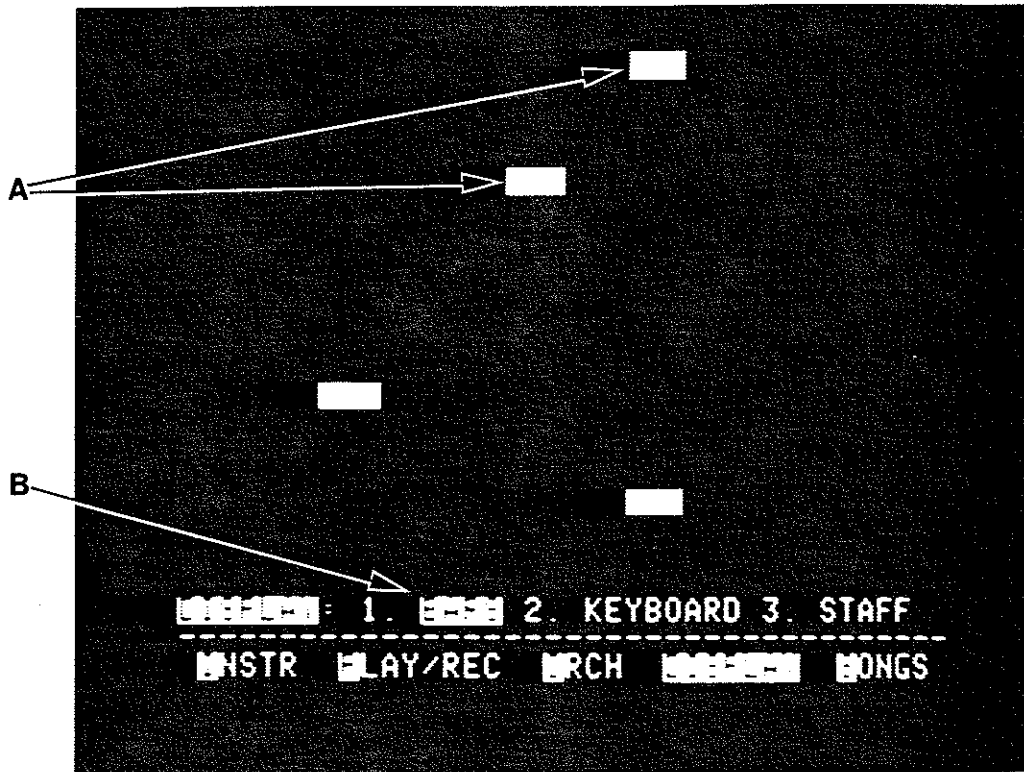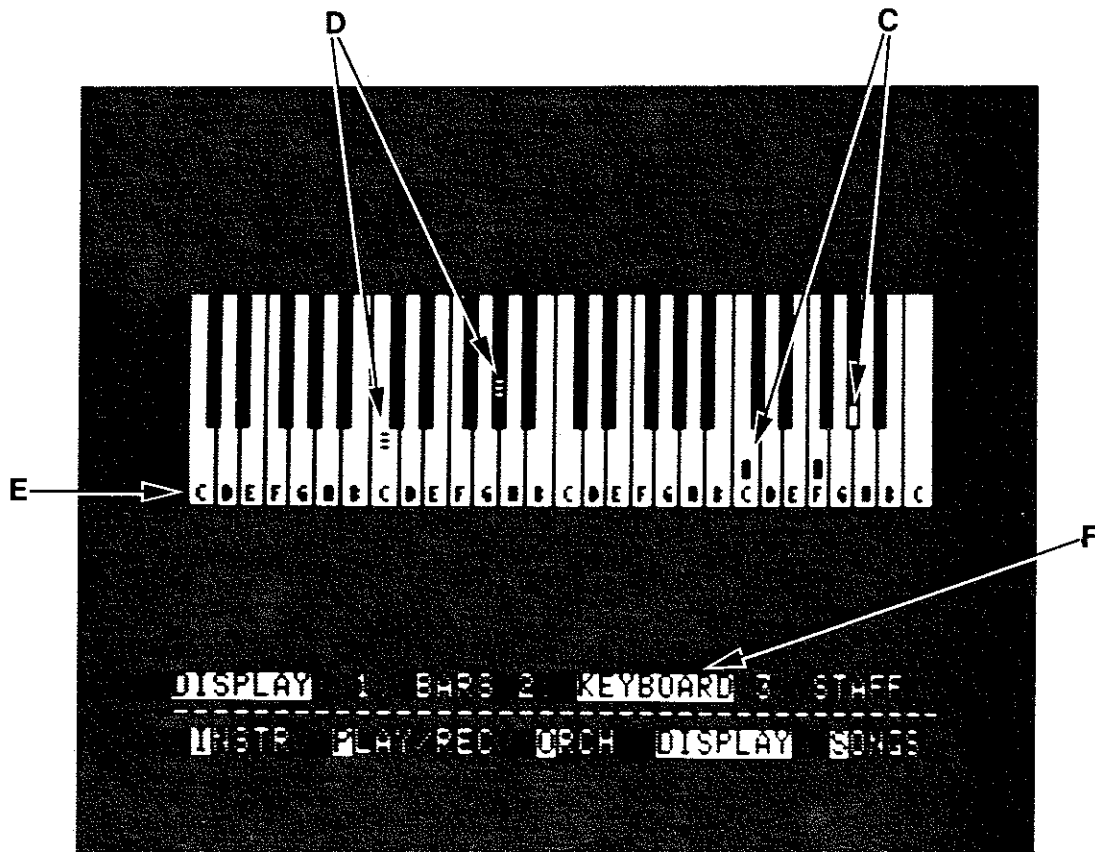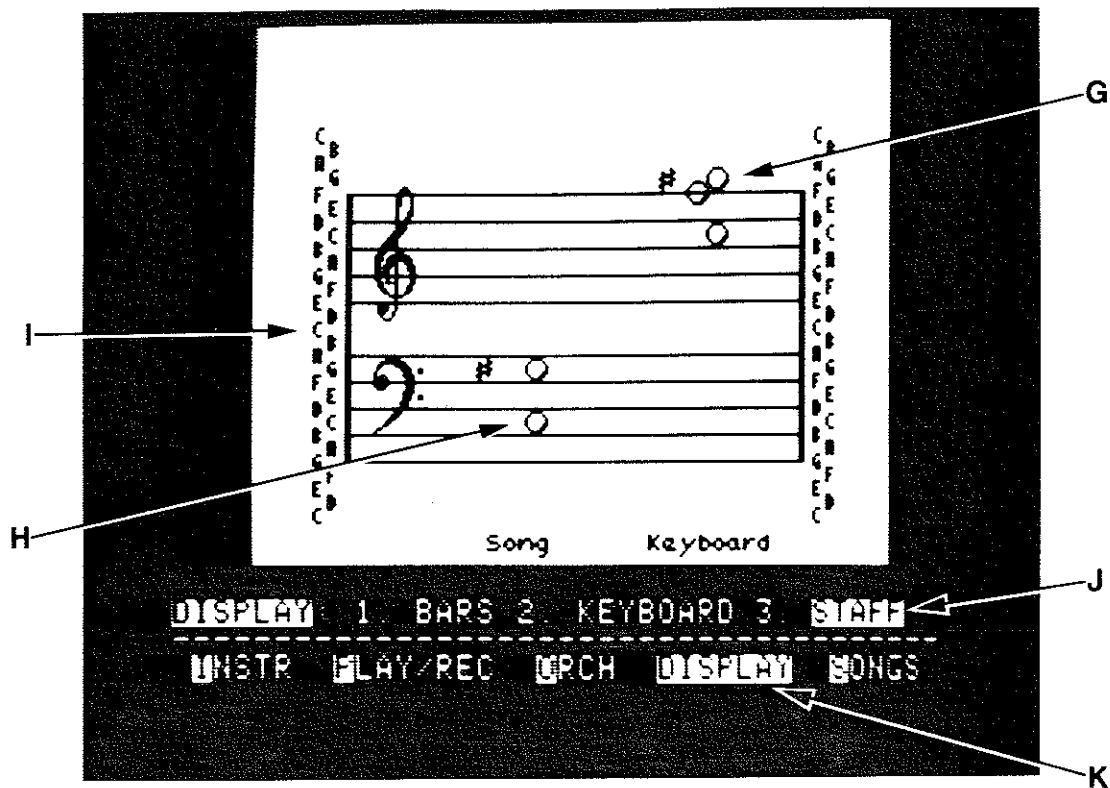
**The Bar Display**



**The Keyboard Display**

**The Staff Display**

## Bar Display

A. Bar display of all parts in a song playing back

B. Bar display option, BARS

## Keyboard Display

C. Solid markers showing live keyboard or any part just recorded

D. Striped markers showing any selected, previously-recorded parts of a song

E. Letter names of keys on keyboard

F. Keyboard display option, KEYBOARD

## Staff Display

G. Notes (right) showing live keyboard or parts just recorded

H. Notes (left) showing any selected, previously-recorded parts of a song

I. Letter names of ledger lines and spaces of staff

J. Staff display option, STAFF

K. Display Screen name, DISPLAY (highlighted when selected)

## THE DISPLAY SCREENS

### To Select a Display
- To display the notes of all parts as colored bars in columns of octaves, press 1 for BARS.
- To display the notes of a part as the keys of the Syntauri keyboard (lower four octaves), press 2 for KEYBOARD. If you are using a five-octave keyboard, the upper four octaves can be shown using CTRL K (see  V. Advanced Features).
- To display the notes of a part as **note positions** on a grand staff, press 3 for STAFF.
- After selecting a display, it may take a few seconds for the screen to appear.

### Using the Keyboard Display to Watch a Part
- Set up the part(s) to be watched on the Keyboard display with the WATCH option as described in the Orchestration Screen Description, page 30.
- Select the Keyboard display as explained previously.
- Press the RETURN key to start playback.
- Watch the markers that appear on the Keyboard Display. The striped markers are the parts selected by the Watch option. Solid markers appear if you play the live keyboard, or if a part just recorded is being played back.
- Use the Keyboard Display for **comparing** a part you are learning (and have just recorded) to the originally recorded part. Seeing your recorded key positions side by side with the originals will show whether you played the part correctly.
- Note: the last part recorded will automatically be shown on the Keyboard Display as a solid marker until set by Watch. After it has been set with the Watch option, it will be shown as a striped marker, as will the rest of the song parts.
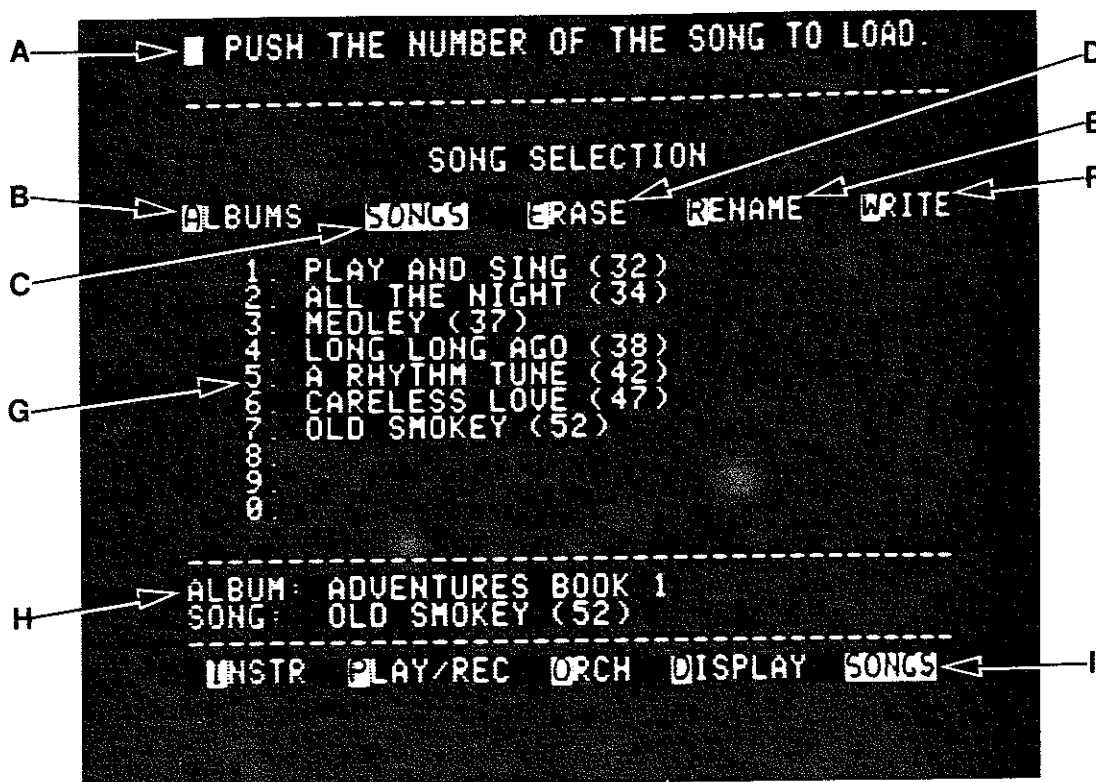
## Using the Staff Display to Watch A Part

- Set up the part(s) to be watched on the Staff Display with the WATCH option as described in the Orchestration Screen Description, page 30.
- <u>Press the RETURN key to start playback.</u>
- <u>Watch</u> the left side of the staff.  These are the note positions of the part(s) selected to be watched.  Notes appear on the right side if you play the keyboard, or if a part just recorded is being played back.
- Use the Staff Display for **comparing** a part you are learning (and have just recorded) to the originally recorded part.  Seeing your recorded note positions side by side with the original will show whether you played the part correctly.
- Note: the last part recorded will automatically be displayed on the right side of the Staff Display until set by the Watch option.  After it is set by the Watch option, this part will appear on the left side, as will the rest of the song parts.


## To Use the Match Feature

- Follow the instructions for setting up the Match feature in the Playback and Record Control Screen Description, page 28.
- Select the Keyboard (<u>press 2</u>) <u>or</u> Staff Display (<u>press 3</u>).
- <u>Press the RETURN key</u> to start the song playing back.
- The song will halt as soon as the first note of the part set for WATCH occurs.  Look at the display.
- **If you are using the Staff Display:** <u>Match the note shown by playing the same note on the Syntauri keyboard.</u>  Your note will appear on the right side of the display.
- **If you are using the Keyboard Display:** <u>Match the striped marker by playing the same key on the Syntauri Keyboard.</u>  The key you play will appear as a solid marker.
- The song will continue when you play the same notes.  If you don't play the same notes it will halt, showing the note that must be played for the song to continue.

A ——▷ ▉ PUSH THE NUMBER OF THE SONG TO LOAD. ——D ——E ——F

SONG SELECTION

B ——▷ ▉LBUMS  ▉ONGS  ▉RASE  ▉EHAME  ▉RITE

C

```
1. PLAY AND SING (32)
2. ALL THE NIGHT (34)
3. MEDLEY (37)
4. LONG LONG AGO (38)
5. A RHYTHM TUNE (42)
6. CARELESS LOVE (47)
7. OLD SMOKEY (52)
8.
9.
0.
```

G

ALBUM: ADVENTURES BOOK 1
SONG: OLD SMOKEY (52)

H

▉NSTR  ▉LAY/REC  ▉RCH  ▉ISPLAY  ▉ONGS ——I

**The Song Selection Screen**

A. Instructions for current option, (SONGS)

B. ALBUMS:  To display a list of albums (group of songs)

C. SONGS:  To display a list of songs on the current album

D. ERASE:  To erase an album or song in the list

E. RENAME:  To rename an album or song in the list

F. WRITE:  To save an album or song on diskette

G. List of songs in the current album.  When you choose ALBUM, this list shows the albums that are on the disk in your drive.

H. Status area:  Current ALBUM and current SONG

I. Screen name, SONGS (highlighted when selected)

## SONG AND ALBUM SELECTION

**To List and Select Albums on a Song Disk**
- Insert song disk into the disk drive
- Press A, for ALBUM. A list of albums on the disk will appear.
- Press the number of the album you want to use. After a few seconds, the album will be loaded from disk and the songs in the album will be listed.

**To Select a New Song for Playback**
- After selecting the album you want to use, the songs in the album will be listed for selection.(Up to ten songs per album.)
- Press the number of the song you want to play back. After a few seconds, the song will be loaded from the song disk along with all the option settings used when the song was originally saved (i.e., WATCH, MUTE, KEY).

**To Save a Recorded Song to a Personal Song Disk**
- Press S, for SONG, if not already selected. A list of songs in the current album will be shown.
- Press W for WRITE.
- Press a number in the list that you want to save your song to.
- You will be prompted to enter a name for the song to be saved. Type in a name for the song (not over 25 letters), and then follow it by pressing RETURN.
- After a few seconds, the recording will be saved as a song in the current album and its name will appear in the list.
- If you want to save the song in an album other than the current one, you must load (or create) the album first.

**To Create a New Album**
- Press A for ALBUM. A list of albums on the disk will appear.
- Press W for WRITE.
- Press the number in the list to save your album to.
- You will be prompted to enter a name for the album to be saved. Type in a name for the album and press RETURN. After a few seconds, the album will be saved to disk.

## To Rename a Song[*]

- <u>Press S for SONG</u>, if not already selected.  A list of songs in the current album  will be shown.
- <u>Press R for RENAME.</u>
- <u>Press the number of the song you want to rename.</u>
- You will be prompted to enter a new name for the song.  <u>Type in a new name for the song and press RETURN.</u>  Use the <-- key to back up and correct mistakes.

## To Rename an Album[*]

- <u>Press A for ALBUM.</u>  A list of albums on the current disk will be shown.
- <u>Press R for RENAME.</u>
- <u>Press the number of the album you want to rename.</u>
- You will be prompted to enter a new name for the album.  <u>Type in a new name for the album and press RETURN.</u>

## To Erase a Song From the Album on Song Disk[*]

- <u>Press S for SONG.</u>  A list of songs in the album will appear.
- <u>Press E for ERASE.</u>
- <u>Press the number of the song you want to erase.</u>
- Once erased, a song cannot be recovered (unless you have another copy of it in an album on a diskette).

## To Erase an Album from a Song Disk[*]

- <u>Press A for ALBUM.</u>  A list of albums on the disk will appear.
- <u>Press E for ERASE.</u>
- <u>Press the number of the album you want to erase.</u>
- Once erased, an album cannot be recovered.

## To Move a Song From One Album To Another

- Select the song you want to move.  <u>Press S followed by the number of the song.</u>
- Select the new album (the one the song is to be moved to) then save the song to the disk in that album.

[*] Note: The original songs and albums on Syntauri Courseware Song Disks cannot be renamed or erased.

## V. ADVANCED FEATURES

Other than the options shown on the main Simply Music screens,
there are "advanced features" that can be used in special cases.
Most of the advanced features are associated with control
functions. These functions can be used by holding down the "CTRL"
(control) key on the Apple keyboard and pressing the letter key
associated with the feature. The following pages include a
description of the various advanced features in Simply Music.
Below is a list of the CTRL functions.

| CTRL Key | Function |
|----------|----------|
| A | Change Accidentals on Staff Display |
| B | Set Beginning Practice Pointer |
| C | Change Disk Drive used for Song Disk |
| D | Use Apple DOS Command |
| E | Set Ending Practice Pointer |
| F | Fast Forward Through a Song |
| I | Assign Musical Part Names |
| L | List all CTRL Keys and Their Functions |
| N | Extend a Recorded Song |
| O | Truncate a Recorded Song |
| R | Remove Beginning and Ending Practice Pointers |
| S | Load Metatrak Recording File as a Song |
| T | Load Metatrak Track Master File for Orchestration |
| V | View Upper or Lower Four Octaves of Keyboard Display |
| W | Display Song Parts on Right Side of Display\ |
| X | Set Key of a Newly Recorded Song |
| Y | Change from Major to Minor Keys and Vice Versa |
| Z | Set Metronome Tempo in Beats/Minute |

**List all CTRL Keys and Their Functions  (CTRL-L)**

To list all the CTRL functions, press CTRL-L at any time while
using Simply Music.  A brief description of each CTRL function
will appear on the screen.  This feature can be helpful as a
reminder of which CTRL keys are used for a given function.


**View the Upper Four Octaves on the Keyboard Display  (CTRL-V)**

The Keyboard Display is a four octave representation of the
Syntauri keyboard.  If you are using a five octave keyboard, you
can view the additional upper octave by pressing CTRL-V.  This
will cause the upper four octaves to be displayed; the lowest
octave will not be displayed.  To change back to the lower four
octaves, press CTRL-V again.


**Display Song Parts on the Right Side of the Staff  (CTRL-W)**

Normally all parts of pre-recorded songs are shown on the left
side of the Staff Display.  If you want to show a song part on the
right hand side of the Staff Display you can do so by pressing
CTRL-W and then setting the Watch option to display the desired
part.  To switch back to normal, press CTRL-W again.


**Overlay the Display on the Current Screen ( - "minus key")**

The last display (Bars, Keyboard or Staff) selected can be
overlayed on any of the main screens by pressing - (the minus
key).  Overlaying the display allows you to still select the
various options from the original screen.  This can be especially
useful with the orchestration screen when the Watch option is
selected.  In this selection, parts can be displayed or removed
from the display simply by pressing the appropriate part number.

**Changing Accidentals on the Staff Display  (CTRL-A)**

The Staff Display used either sharps or flats to represent the
notes played on the black keys.  The use of sharps or flats is
determined by the current key signature shown in the status area
of the Playback and Recording Control Screen.  If you wish to
change from sharps to flats or vice versa, press CTRL-A to toggle
from one to the other.

**Set the Key of the Newly Recorded Song  (CTRL-X, CTRL-Y)**

The key of a song can be set by pressing CTRL-X and using the
Transpose Up and Down controls.  The current key is shown in the
status area of the Playback and Recording Control Screen.

Courseware songs will already have the correct key set when they
are loaded from disk.  This means you will only need to concern
yourself with setting the key on newly recorded songs.  Pressing
CTRL-X disables the Transpose function so you can set the key
without transposing the playback (since the same option controls
are used).  Once the proper key is set, press CTRL-X again to
enable the Transpose function.

If you want to set the key to minor instead of major you can do so
by pressing CTRL-Y.  To set back to major press CTRL-Y again.

**Set the Metronome Speed  (CTRL-Z)**

A metronome is provided for assisting you in recording the first
part of a newly recorded song in proper time.  You can set the
metronome with the game paddles (see page 28) or you can press
CTRL-Z and type in the exact tempo (in beats per minute) followed
by RETURN.  If you are playing back a courseware song, use the
Tempo Guide part as your reference, not the metronome.  The Tempo
Guide can vary with the speed of playback; the metronome can't.

## Fast Forward Through a Song  (CTRL-F)

If you want to listen to, or practice with a section towards the
end of a song, you can use Fast Forward to get you there quickly.
Fast Forward can be  used  by pressing CTRL-F.  This will cause
playback to increase eignt times its normal speed.  To restore
normal speed, Fast Forward can be turned off by pressing CTRL-F
again.

## Practicing a Section of a Song  (CTRL-B, CTRL-E, CTRL-R)

You can listen to, or practice with a specific section of a song
by setting beginning and ending practice pointers.  Play back the
song until it reaches the desired beginning point, then press
CTRL-B.  When the section reaches the point where you want it to
end, press CTRL-E to set the end pointer.  To remove the pointers,
press CTRL-R and the song will be restored to normal playback.
The practice pointers work only in playback.  Loop can be used.

## Extend a Recorded Song (CTRL-N)

If you want to extend a recording from its original length, you
can do so by pressing CTRL-N before or during a song.  Instead of
the song automatically stopping, you can continue recording.
Press the SPACEBAR at the point where you want the new ending.

## Truncate a Recorded Song  (CTRL-O)

If you would like to shorten (truncate) a recording from its
original length, you can do so using CNTR-O.  While recording a
part, press CTRL-O instead of hitting the SPACEBAR.  This will
truncate the song to that exact point.  Note: if you save the
newly truncated recording to disk, replacing the original song,
the part after the truncated point will be gone.

## Load Metatrak<sup>TM</sup> Recording Files  (CTRL-S, CTRL-T)

If you have Metatrak, you can load Metatrak recordings (meta files
and track master files) into Simply Music for playback.  Insert
the disk with the files into the song disk drive, press CTRL-S,
then type in the name of the meta file followed by RETURN.

The track master file can be loaded by pressing CTRL-T then typing
the file name follwed by RETURN.  **Note: Meta files much over 1200
notes can not be loaded into Simply Music.**  Make sure that all
unused tracks in Metatrak have their volumes set at 254 so they
won't be displayed in the Simply Music orchestration screen.  The
keyboard volume in the track master must be left at 255.

## Change Disk Drive to be Used for Song Disks  (CTRL-C)

If your computer system has more than one disk drive, you can
switch which drive is to be used for loading and saving songs by
pressing CTRL-C.  Doing this will cause the song disk drive to be
switched from drive 1 to drive 2 and vice versa.

## Use Apple DOS Commands  (CTRL-D)

Most standard Apple DOS commands can be executed by first typing
CTRL-D.  To return to Simply Music, type in the command followed
by RETURN.  Refer to your Apple DOS manual for more information.

## Creating Your Own Musical Part Names  (CTRL-I)

If you have loaded any of the courseware songs, you have noticed
musical part names listed on the Orchestration Screen.  The names
will vary according to the courseware series.  For instance, the
Easy to Play series uses MELODY, CHORDS, BASS and ACCOMPANIMENT
part names.

If you record along with a courseware song, the newly recorded
part will be listed on the orchestration screen as JUST RECORDED.
When recording original songs, the musical part names don't
appear; instead, the instrument name used for each part is listed.

You can give a recorded part a new musical part name by selecting
the Orchestrate Option on the Orchestration Screen, then pressing
CTRL-I.  A series of instructions will appear in the instruction
area of the screen.  Follow the instructions by first selecting a
part number to work with.

You will then be asked to type in a "part name number".  There are
ten part name numbers (from 0-9) per album.  All songs in the
album must share the same part name numbers.  Each number
represents a nusical part name such as MELODY or RIGHT HAND.

After selecting a part name number, you are given the chance to
change the name for that number.  If you don't wish to change it,
just press RETURN.  If you do want to change it, type in a new
name followed by RETURN.


**Creating Your Own Song Disks**

You can create your own song disk, to save your original
recordings to, by first initializing a blank disk with the DOS
INIT command.  Then, using a file copy program, copy the files
(HELP:, HELP:IIE, HELP:SYS, HELP:SYSIIE, STAFF.PIC, KEYBOARD.PIC)
from a Personal Song Disk to your newly initialized disk.

If you are not familiar with this process, please refer to your
Apple DOS manual for instructions, or use an already prepared
Personal Song Disk.  Note: if you are using a second disk drive
for your songs, you don't need to copy the Personal Song Disk
files.  Just use an initialized disk and leave the Simply Music
System  Disk in drive 1.

Unlike your original recordings, courseware songs that you have
recorded along with, and want to save to disk, can only be saved
to Personal Song Disk or another Courseware Disk.  Neither of
these disk types can be copied.


**Creating Your Own Help**

Teachers using Simply Music may find it useful to create a
specific HELP message for a given educational application.  A
student may then refer to the specialized HELP message by typing
H as normally done when calling up general help in Simply Music.

The HELP message is kept in two files on the System Disk and on
all Song Disks.  "Help:" contains the message in upper case only
for Apple II and II+ computers.  A mixed-case version is kept in
"HELP:IIE", to be displayed on the Apple IIe.

To use your own message, type one in using any word processor or
text entry program that uses standard Apple DOS text files, and
replace these two files on all disks.

If your message fills up more than one screen, you can indicate
where you want the type out of the message to pause, by inserting
a line containing only "#".  Simply Music will print up to that
point and then wait for the student to press the space bar before
going on.

If you are not familiar with the process of creating text files
and saving files to disk, refer to your Apple DOS manual or get
assistance from someone who already knows how.
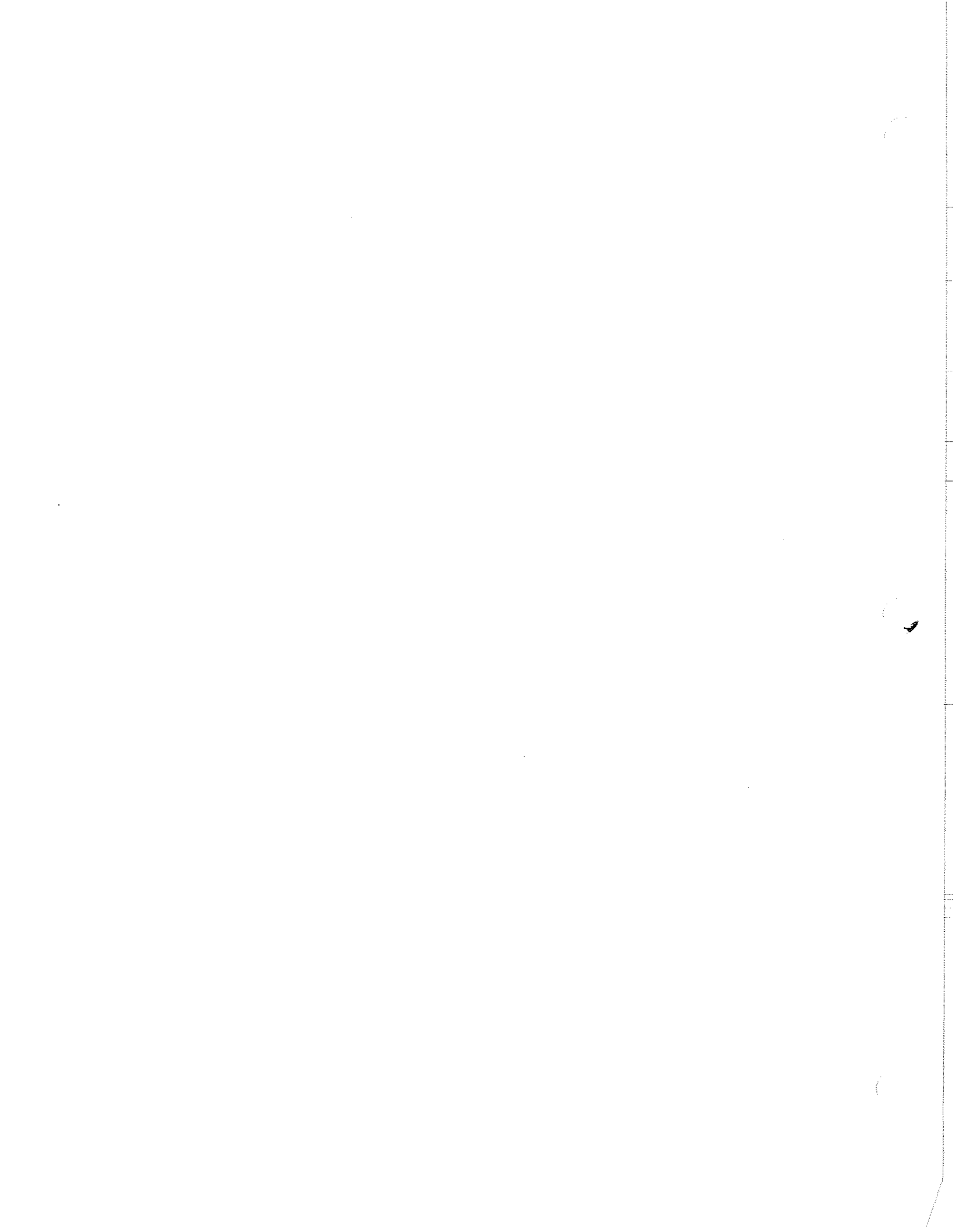
Accompaniment - background of different instruments
          playing together in harmony to support and
          enhance the principal melody.

Album - a file on a song disk containing information on
          10 songs.

Bass   - the lowest part in the chord accompaniment -
          also used to provide a rhythmic accompaniment
          to the chords and melody.

Booting or Boot Up - putting a diskette into the drive
          and turning on the power.  This causes a program
          (in the case of system disk, Simply Music) to be
          copied from the disk into the computer's memory
          and then executed.

Chords- the playing of three or more different notes
          together to provide harmonious accompaniment
          to the melody.

Countdown - the beginning part of a pre-recorded song
          arrangement which provides a beat count
          (usually 1 measure) to count to the start of a
          song - (used to help you determine exactly when
          to begin, when playing along with the Song Disk).

Courseware Packages - song disks and sheet music books.

Disk Drive - device used to store information on the
          diskette and retreive it as needed.

Display-a picture on the video screen, such as a key-
          board display, staff display, etc.

Floppy Disk or Diskette - a square, pliable, magnetic
            disk used to store computer information or
            instructions.

Game Paddles - control knobs connected to the Apple
            to control playback speed.

Grand Staff - treble and bass clefs (right and left
            hands) on which notes are displayed.

Instruction Area - information on the top of screen
            which tells what to do after selecting an option.

Instrument Parts - instrument names of individual sounds
            being played back in a song (i.e.trumpet, bells,
            bass guitar, etc.)

Instrument Sounds - pre-recorded sounds available on
            various Simply Music diskettes.

Live Keyboard - the Syntauri keyboard when it is being
            used for playing or practicing (not recording).

Loop  - to cause the playback of a song to automatically
            repeat itself.

Match Feature - a feature that causes the song to pause
            until you have a matched key or note shown on the
            keyboard or staff display, by playing the same key
            on the Syntauri keyboard.

Melody- a series of notes of various time values; also
            used to refer to the main solo instrument part
            of a pre-recorded song as notated in the sheet
            music of this course.

Metronome - a clicking sound, measured in beats per
          minute, used to mark time in music.  Can be made
          to go faster or slower to provide a constant
          rhythmic reference for practicing.

Mute  - to temporarily silence a particular song part.

N.C. -  abbreviation meaning No Chord.

Option - the area of the screen used for options.

Orchestration - the art of assigning instruments to parts
          in order to achieve to best possible sound.

Part -  one of the musical lines making up a song.  Each
          part is played throughout on the same instrument.

Recording - transferring what you have played into the
          computer for playback.

Screen Names - letters, words, pictures shown on the
          video monitor (i.e. INSTR, PLAY/REC, ORCH,
          DISPLAY, SONGS).

Simply Music Demonstration Disk - a diskette containing
          a demonstration of features of Simply Music.

Simply Music Song Disk - the floppy disk that contains
          pre-recorded and orchestrated songs.

Simply Music System Disk - the floppy disk containing the
          Simply Music main program.

Software - the information and instructions which makes
          the computer work.

Song   - a musical selection originally recorded with the
          Syntauri Computer Music System for playback on
          the Syntauri Computer Music System.

SPACE BAR - long bar at the base of the Apple keyboard.

Status Area - shows information that is useful for the
          particular screen being used.

Syntauri Computer Music System - a musical instrument
          based on a personal computer for learning, play-
          ing, recording and composing music.

Syntauri Keyboard - an electronic keyboard for playing
          music with the Syntauri Computer Music System.

Tempo Guide - part of a pre-recorded song arrangement
          to provide a constant beat count to mark time
          throughout the playback of a pre-recorded song.

Unmute- to cause an instrument sound which was muted to
          be heard again.

Video Screen or Monitor - a television picture tube on
          which words or pictures are displayed.

Watch Option - use this option to see a part displayed
          on the staff or keyboard display.

# APPENDIX B: SETTING UP FOR SIMPLY MUSIC<sup>TM</sup>

**Before using Simply Music, make sure you have the following items:**

* Apple II Plus with 16k RAM card or Apple IIe Computer
* Disk II Controller card and one or two disk drives
* Video Monitor or TV (preferably color) with RF Mod
* Syntauri Computer Music System (four or five octave keyboard, keyboard interface and synthesizer cards)
* Audio System (stereo, P.A., amplifier or headphones)
* Simply Music System Disk
* Simply Music Demonstration Disk
* Simply Music Personal Song Disk
* Simply Music Instruments Disk
* Simply Music Courseware, Song Disks and Music Books (optional)
* Control paddles or joystick (optional)

Because the Simply Music System Disk and some of the disks used with Simply Music are not copyable, a back up disk is provided in case something happens to the original. Be careful not to damage your disks or for that matter, the system in general. Some things to avoid are:

* Fooling around with internal Apple components while the power is on.
* Touching diskettes anywhere not protected by the casing.
* Neglecting diskettes - - leaving them out in the sun or dust, or near a power amp, TV, or other magnetic fields.

**If you haven't already set up your Syntauri Computer Music System do so now by following the instructions provided with your system.** If you want to install your keyboard interface and synthesizer cards into slot positions other than those recommended; use a second disk drive; or change the master volume; turn to the following page.

**Reconfiguring Your System Set-up**

Your Simply Music System disk can be reconfigured to your own
computer system set-up.  The keyboard interface and synthesizer
cards can be changed to work in slot positions other than those
originally recommended.  You can also configure your Simply Music
System disk to use a second disk drive for reading songs.  This
will minimize the shuffling around of disks in and out of drives.
In addition, you may adjust the master volume of the system.

To use your own system configuration you must first tell the
Simply Music software about the configuration.  To do this, press
the SPACEBAR when loading your Simply Music Disk after you see the
following message appear on the screen:


                        KEYBOARD IN SLOT 2
                   SYNTHESIZER CARDS IN SLOT 4
                         SONGS IN DRIVE 1
                 PRESS THE SPACE BAR TO CHANGE SET UP


Notice the status of the system; that is, the slots being used and
the disk drive to be used for songs.  Pressing the SPACE BAR at
this point will cause the Configuration Screen to appear.  Follow
the instructions on this screen to reconfigure your card slot
positions, to use a second disk drive for song disks or to adjust
the master volume.  When done, press 5 to continue on to the main
program.

"Can't find (file name)."

This error message covers a variety of situations.  The type of error can be determined by looking at the first part of the file name up to the colon.  Here are the different possibilities

"ALBUM":     You have probably inserted a new song disk and then tried to load a song without first loading an album. Press "A" to get a list of albums on the current song disk, and then load an album by pressing its number.

"META":      You have somehow deleted a song without updating the corresponding entry in the album.  Try a different song.

"HELP":      In order to use the HELP functions, you need the following files on your disk:

             Apple II, II+ - HELP:,    HELP:SYS
             Apple IIe      - HELP:IIE, HELP:SYSIIE

             These should all be on the system disk.  If it isn't currently in the disk drive, put it in and try again.

"PRESET MASTER:"
"LFO MASTER:"
"WAVE MASTER:"

             These are the files that make up an instrument group. You would only get this message if you accidentally deleted one of these files.

"DISK IS FULL."
This error message appears if you try to save a song or create an
album on a disk that is already full (such as the system disk).
You may also get it if you try to record or load a non-existant
file.  Insert a blank song disk and try again.


"DISK IS PROTECTED."

The pre-recorded songs that come on Simply Music Song Disks are
protected from being illegally copied.  You would get this error
message if you try to load one of these songs from an illegally
copied disk, or if you try to save one of these songs (with,
perhaps, some modifications you have made to it) to anything
besides the original disk or a Syntauri Personal Song Disk.


"SOMETHING'S WRONG WITH THE DISK."

Re-insert the disk into the disk drive, close the latch, and try
again.  If this doesn't work, you have a defective disk.  See your
dealer.


"NO MORE ROOM."

This occurs during recording when you have filled up the note
memory.  If you are recording other than the first part, a
truncated version of the song will be left in memory.  Push ERASE
LAST PART to recover the latest version and try again.


"NO ALBUMS ON DISK."
"CAN'T LOAD SONG."

The initial song disk (that is, the one you put in when the
program asks you to at the beginning) must have at least one album
with at least one song it it.  Normally, the last song you loaded
from or saved to the disk is loaded.  If it isn't there, the first
song of the first album is loaded.

If you get this error message, put the system disk in and push
RETURN again.  You should then be able to get into the program.


"FILE IS LOCKED."

The pre-recorded albums and songs that come with Simply Music are
"locked" so that you can't accidentally erase them.  To save a
song, create a new album and save it in there.  The more
adventurous can use the CONTROL-D command to unlock files (see the
DOS manual that came with your Apple).


"ERROR #(number)"
RET ERR @(number)"
NXT ERR @(number)"

These are system errors which should not normally occur.  If they
do, just hit RESET or CONTROL-RESET.


"LANGUAGE NOT AVAILABLE."

This will happen if you try to boot up a song or instrument disk
with an Apple II.  Boot the system disk instead.
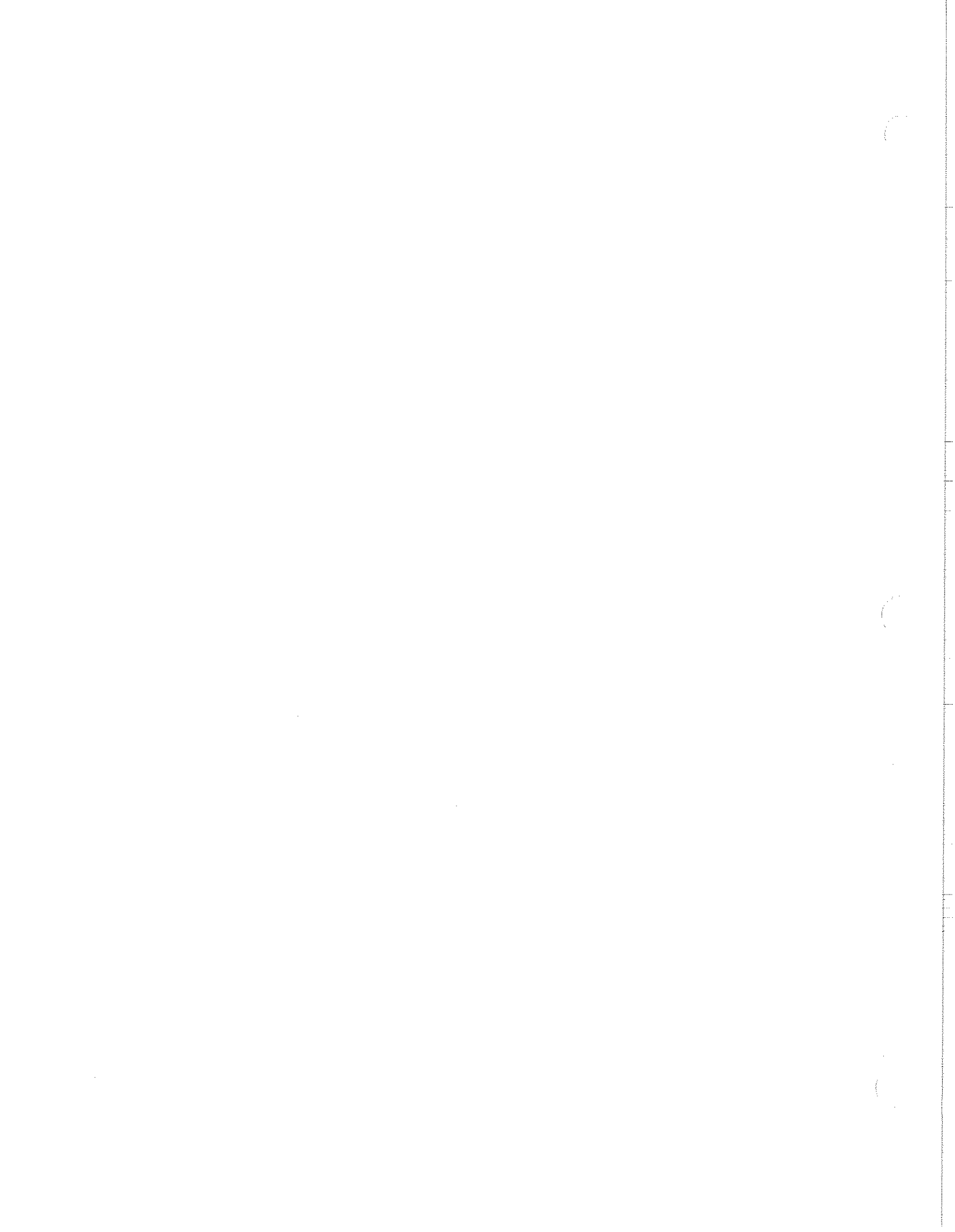
## APPENDIX D: COURSEWARE SONG EXAMPLES

On your Simply Music System Disk there are samples of the type of songs you will find in the Simply Music Courseware. The songs can be selected and listened to by following the instructions in section IV, Using The Courseware, or on page 37 in section V, Screen Definitions. A brief description of each sample song and the corresponding courseware series is provided on the following pages. Additionally the sheet music (if applicable) is included.

Descriptions of the example courseware songs are listed below:

**EASY TO PLAY SERIES - "Merrily"**. A short excert from one of the beginning selections of the **Nelson Varon Adventures In Music Course**.

**TRADITIONAL SERIES - "Oh Susanna"**. A beginning-to-intermediate selection from the **Medley Way Course** for the younger beginner.

**TRADITIONAL SERIES - "Minuet"**. A more advanced selection from the **Medley Way Course**.

**IMPROVISATION SERIES - "Jazz/Blues Improv"**. An example of the type of improvisations available for learning and playing along with.

**EASY TO PLAY SERIES EXAMPLE**

The Easy To Play Series consists of method books and supplementry
books each with a song disk of its music.  The Easy To Play Series
focuses on learning to play and enjoy the keyboard quickly while
gaining a thorough understanding of musical concepts.  The music
notation will usually be presented as single note (treble clef
only) melody lines with notation larger than traditional series.
The notation may also have the leter names of the keys imbedded in
each note.  You play the melody and Simply Music will provide a
complete background orchestration.

**About the Nelson Varon Adventures in Music Course:**

The Nelson Varon Adventures In Music course is an instruction
course designed to offer the beginning player an unparalleled
opportunity of playing and enjoying music while also learning
music technique and theory.  It teaches you how to read and play
music on the keyboard through a progressive program of lesson
adventures and songs.  The lessons concentrate on learning
single-note melodies while the Syntauri "Simply Music" system
provides rich, full orchestrations.  The Nelson Varon Adventures
In Music Course was specifically developed for use with Simply
Music and the Syntauri Computer Music System.

**"Merrily"** is a short excerpt from one of the beginning selections
of the **Nelson Varon Adventures In Music Course.**  The music for
**"Merrily"** is on the following page.  Use the steps provided on
page 19 if you want to learn the melody part of **"Merrily."**

# MERRILY

Note:  This is a segment of the complete Nelson Varon Adventures In Music selection "Medley".

## TRADITIONAL SERIES EXAMPLE

The Traditional series consists of "piano" style method and supplementary books that provide a thorough traditional approach to keyboard education. The music notation uses treble clef (right hand) and bass clef (left hand) parts. The song disks for the books include only the music shown in notation. Background orchestrations are usually not added. Right hand and left hand parts can be learned individually since Simply Music can play one hand while you play the other.

### About The Medley Way Course:

A new tradition in keyboard education for the young beginner, **Medley Way** is a coordinated series of books that provides a balanced program of repertoire, technique and theory. The course progresses in a sequence which emphasizes keyboard technique, teaches how to play and read music with right and left hands, and builds familiarity with time and key signatures. The course materials range from simple exercises in the first books to advanced classical selections in later books.

"Oh Susanna" is a beginning-to-intermediate selection from the **Medley Way Course** for the younger beginner. The sheet music for "Oh Susanna" is on the following page.

"**Minuet**" is a more advanced selection from the **Medley Way Course**. The sheet music for "**Minuet**" is on the following pages.

# OH! SUSANNA

Key of:____



# OH! SUSANNA

**Teacher Duet**

# MINUET IN G MAJOR

Animato

J.S. Bach



Note: This is a segment of the complete Minuet In G Major.

## IMPROVISATION SERIES EXAMPLE

This Improvisation Series is geared towards the experienced player interested in contemporary music styles.  It features various styles of playing, such as rock, jazz, and blues, in improvisational progressions and exercises on song disk. The selections will typically include Bass, Rhythm and Lead parts. Sheet music is usually not provided.

You can practice with the improvisation songs by muting a part and playing in place of it, with the other parts backing you up.  You can even practice in different keys.  You can also learn how to play the individual parts by using the displays and the various features of Simply Music such as Match, Loop and Speed Control.

**"Jazz/Blues Improv"** is an example of the type of improvisational selections available for learning and playing along with.
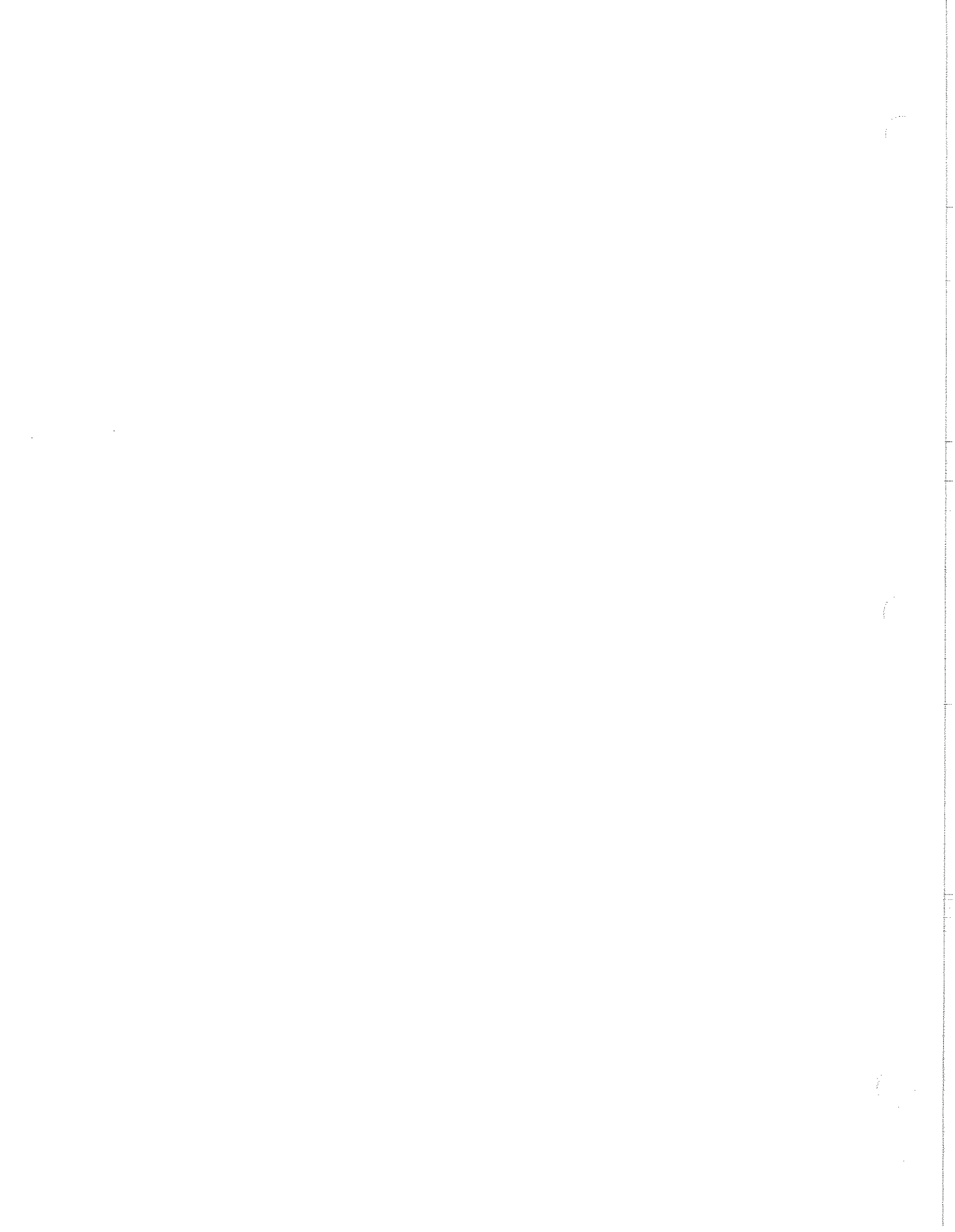
# APPENDIX E: HIDDEN FEATURES OF THE DEMONSTRATION PROGRAM

You can use the Simply Music Demonstration Program to cycle through your favorite songs, like a jukebox. Just replace the songs currently on the demonstration disk with the ones you want to use, in the same way you would replace songs on a regular song disk. (Songs on protected Courseware Song Disks can't be copied to the Demonstration Disk.)

In addition, the demonstration program has the following hidden features:

When the songs are cycling in the beginning:

- To load an individual song (of the ten included), press one of the number keys.
- To halt the song temporarily, so that you can play the keyboard solo, press ESC. Press ESC again to cause the song to continue. (You can, of course, play along with the song.)

When the staff is displayed:

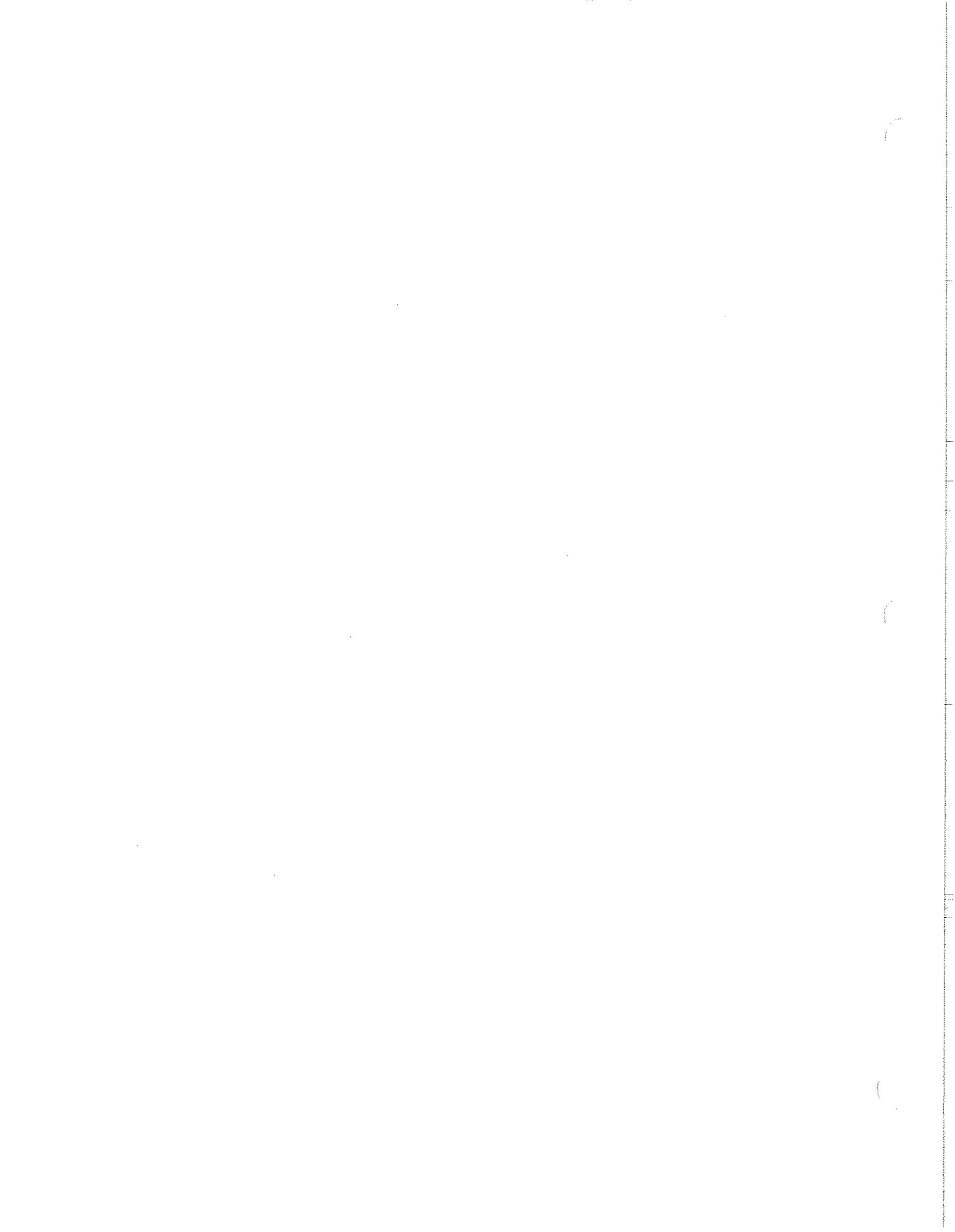- To display sharps instead of flats (and vice versa) press CTRL-A (hold CTRL and press the A).

At any time:

- CTRL-RESET will cause the program to restart.

# INSTRUMENTS DISK

The following pages include a list of instruments that are on your Instruments Disk.  They are listed with their respective instrument groups.

To play and listen to any of these instruments, select the INSTR screen in Simply Music.  Then, turn to Section V, Screen Descriptions, in your Simply Music Manual and follow the instructions on how "To Change the Instrument Group".

A minus (-) sign will appear after the name to designate if the instrument is transposed down an octave.  A plus (+) sign will appear if the instrument is transposed up one octave.  This may only be of concern when playing an instrument on the keyboard while using the Staff Display.

The instrument group named Velocity on your Instrument Disk contains ten "velocity sensitive" instrument sounds.  These instruments sounds were designed to be used with the five octave velocity sensitive keyboard.  If you use this keyboard, the sound will react to the speed in which you press the keys.  Velocity sensitive sounds are meant to be played solo and not part of a multi-part recording.  If used in a multi-part recording the results may not be reliable.

All the instrument groups on your Instrument Disk can be loaded as Preset Masters when using the AlphaPlus or Metatrak software.
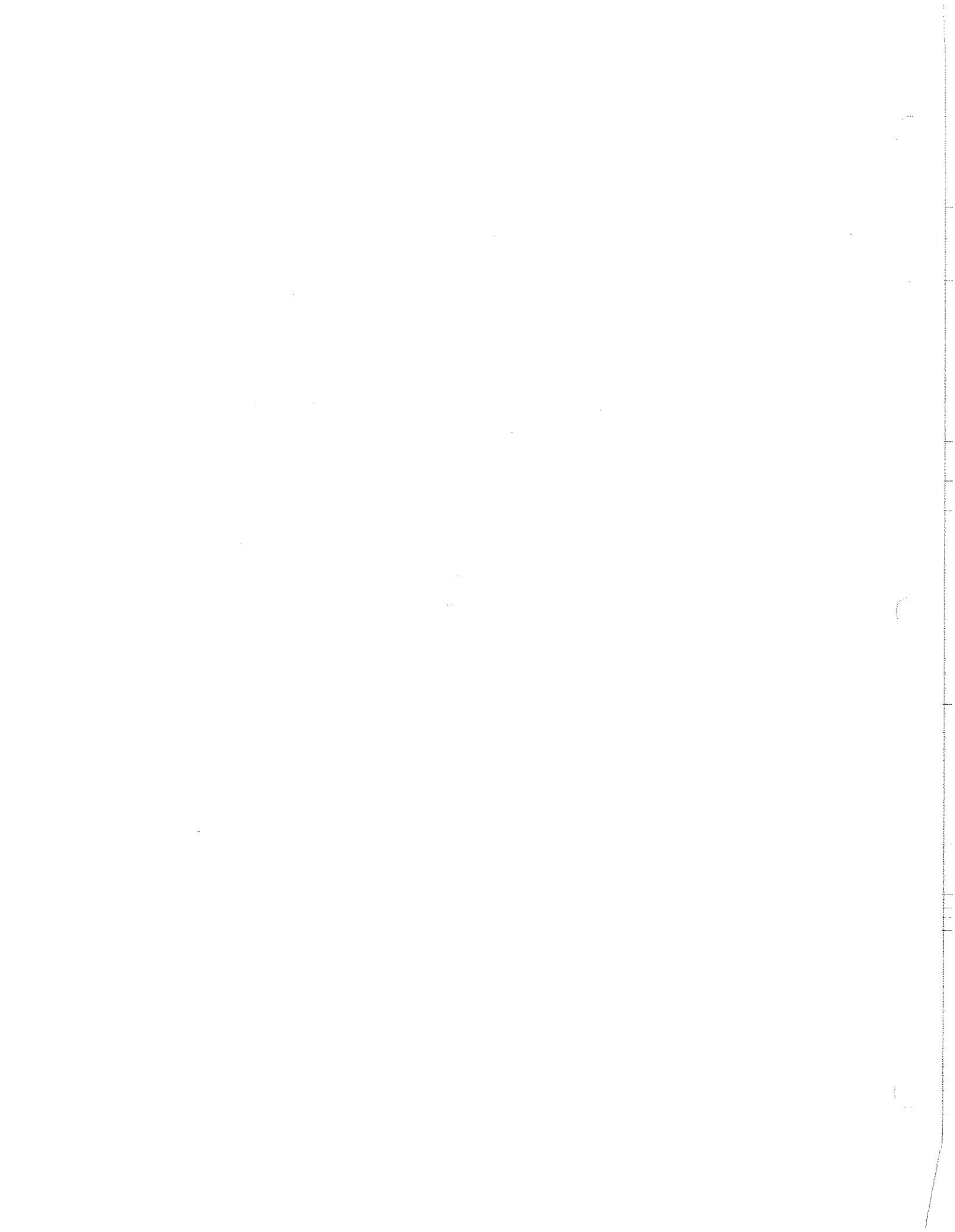
# INSTRUMENT GROUPS

## HOLIDAY

| # | Name |
|---|------|
| 1 | Pipe Organ- |
| 2 | B3 Organ Full- |
| 3 | Gong/Chimes- |
| 4 | Harpo- |
| 5 | Trump |
| 6 | Strings 3 |
| 7 | Harpsichord 2- |
| 8 | Bells |
| 9 | Rhodes Piano |
| 0 | RMI Piano |

## INDIAN

| # | Name |
|---|------|
| 1 | Tamboura- |
| 2 | Harpo- |
| 3 | Sitar/Lead- |
| 4 | Tom/Wood Block |
| 5 | Tabla- |
| 6 | Wood Flute 2- |
| 7 | Gong/Chimes- |
| 8 | Strings 3 |
| 9 | Kalimba |
| 0 | Sitar/Rythm- |

## FUNKY

| 1 | Muverb- |
|---|---------|
| 2 | Oberbass- |
| 3 | B3 Organ 2- |
| 4 | Tuba to Trump- |
| 5 | Clavinet 2- |
| 6 | Strings 2 |
| 7 | Cymbals: G2-D2 |
| 8 | Kick: E2/Tom: C3 |
| 9 | Electric Flute |
| 0 | Solo- |

## JAZZ

| 1 | Clarinet- |
|---|-----------|
| 2 | Electric Flute |
| 3 | Strings 3 |
| 4 | Rhodes 2 |
| 5 | Fender Bass- |
| 6 | Marimba- |
| 7 | Vibes |
| 8 | Kick: E2/Tom: C3 |
| 9 | Cymbals: G2-D2 |
| 0 | Trump |

## RENAISSANCE

| 1 | Trump |
|---|-------|
| 2 | Pipe Organ 2- |
| 3 | Oboe/Bassoon- |
| 4 | Wood Flute |
| 5 | Strings 3 |
| 6 | Lyre- |
| 7 | Cello/Viola- |
| 8 | Harpsichord 1- |
| 9 | Tubular Bells |
| 0 | French Horn 1- |

## ROCK

| 1 | Phase- |
|---|--------|
| 2 | Oberbass- |
| 3 | B3 Full/Trem- |
| 4 | Korg- |
| 5 | Clavinet 2- |
| 6 | Strings 2 |
| 7 | Cymbals: G2-D2 |
| 8 | Kick: E2/Tom: C3 |
| 9 | Vox Organ- |
| 0 | Solo- |

## INSTRUMENT GROUPS

### LATIN

| # | Name |
|---|------|
| 1 | Vibes |
| 2 | Cymbals: G2-D2 |
| 3 | B3 High Perc- |
| 4 | Steel Drums- |
| 5 | Fender Bass- |
| 6 | Strings 2 |
| 7 | Marimba- |
| 8 | Kick: E2/Tom: C3 |
| 9 | Rhodes Piano |
| 0 | Tuba to Trump- |

### CLASSICAL

| # | Name |
|---|------|
| 1 | Tuba to Trump- |
| 2 | Harpsichord 1- |
| 3 | Oboe/Bassoon- |
| 4 | Flute 2+ |
| 5 | Strings 3 |
| 6 | Bass Clarinet- |
| 7 | Cello-/Viola- |
| 8 | Xylophone+ |
| 9 | Pipe Organ- |
| 0 | French Horn 1 |

### TROPICS

| 1 | Rhodes 2 |
|---|----------|
| 2 | Bells 3+ |
| 3 | Marimba- |
| 4 | Bass Guitar 3- |
| 5 | Flute 4 |
| 6 | Strings 3 |
| 7 | Croak |
| 8 | Wood Pecker |
| 9 | Ocean |
| 0 | Crickets Etc |

### VELOCITY

| 1 | Vel Bells |
|---|-----------|
| 2 | Vel B3 Perc- |
| 3 | Vel Cro- |
| 4 | Vel Bellsynth- |
| 5 | Vel Verb- |
| 6 | Vel Vibes- |
| 7 | Vel 12 String- |
| 8 | Vel Chime- |
| 9 | Vel Rhodes |
| 0 | Vel Elec Piano |

# Syntauri™

# SIMPLY MUSIC™