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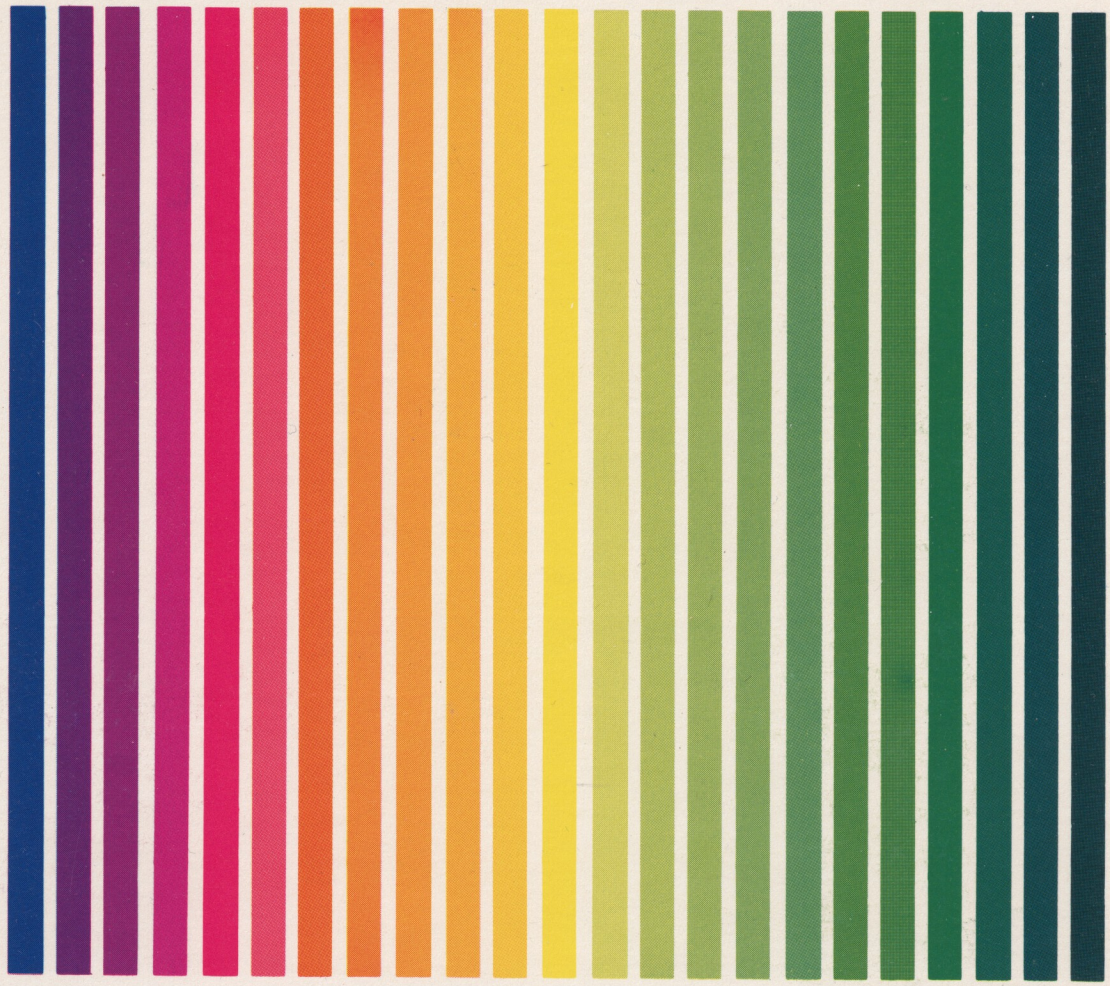

Lee Actor

JUKEBOX #1

Eight classical music selections (ages 6 and up)

Diskette: 32K (APX-20135)

Edition B Version 1

User-Written Software for ATARI Home Computers

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by

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Program and Manual Contents © 1982 Lee Actor

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INTRODUCTION

OVERVIEW

Now you can turn your ATARI Home Computer into a jukebox (no quarters required). With JUKEBOX #1 you have a selection of eight high quality "light classics". The music was developed with the help of ADVANCED MUSICSYSTEM (APX-20100), but cannot be modified with that program due to space saving measures taken by the author. You can easily make your selection from the screen display. JUKEBOX #1 will also select and play the pieces automatically. As you hear a selection, you also see it performed on a piano keyboard with four voices represented by colored keys. For additonal fun, use the ATARI Paddle Controllers to change the tempo of the piece while it's playing.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge
32K RAM
ATARI 810 Disk Drive

OPTIONAL ACCESSORIES

A set of ATARI Paddle Controllers

CONTACTING THE AUTHOR

Users wishing to contact the author about JUKEBOX #1 may write or call:

3345 San Marino Avenue
San Jose, CA 95127

(408) 251-7624

GETTING STARTED

LOADING JUKEBOX #1 INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.

2. Plug your Paddle Controllers, if applicable, into the controller jack of your computer console.

3. Turn on your disk drive. (Use disk drive one if you have more than one drive.)

4. When the BUSY light goes out, open the disk drive door and insert the JUKEBOX #1 diskette with the label in the lower right-hand corner nearest to you.

5. Turn on your computer and TV set.

6. The program will automatically load into computer memory.

THE FIRST DISPLAY SCREEN

After the program loads, the screen displays a menu of song titles with a cursor automatically cycling through the selections.

USING JUKEBOX #1

OPERATION

Press the SELECT button to move from one highlighted music title in the menu to the next, or hold down the SELECT button for continuous movement. To direct JUKEBOX #1 to load the highlighted piece into computer memory, press the START button. The piece then loads from diskette and plays. To interrupt the playing of a piece, press the OPTION button and you'll return immediately to the menu screen. At the end of a piece, you also return to the menu screen. For fully automatic operation, press SELECT until AUTOMATIC PLAY is highlighted and then press START. The pieces will load and play in sequence. To return to manual operation, press OPTION while a piece is playing.

Note: When you reselect the most recently played piece, JUKEBOX #1 will not to reload it. This feature allows you to replay a selection without delay or unnecessary wear on your disk drive.

CHANGING THE TEMPO

Use the Paddle Controllers to change the tempo while a piece is playing. While pressing the controller button, turn a Paddle clockwise to speed up the tempo and counter-clockwise to slow it down. The right Paddle controls large jumps in speed, and the left Paddle controls fine tuning.

MUSICAL SELECTIONS

1. Overture to the Nutcracker, by Tchaikovsky. This piece is the opening number of the Nutcracker ballet.

2. Flight of the Bumblebee, by Rimsky-Korsakov. This piece is from the opera "Tsar Saltan".

3. Air on the G-string, by J.S. Bach. This piece is the second movement of Bach's Third Orchestral Suite in D.

4. Quartet in Eb,K.428, by Mozart. This piece is the first movement of the quartet.

5. Brandenburg Concerto #5 in D, by J.S. Bach. This piece is approximately the last third of the first movement of the concerto, from the harpsichord cadenza.

6. Well-Tempered Clavier, Book I #5, by J.S. Bach. This piece is the Prelude and Fugue in D.

7. Fur Elise, by Beethoven. This piece is the Bagatelle in A minor, for piano.

8. Fugue in C minor, by J.S. Bach. This piece is from the Fantasia and Fugue in C minor, for organ.

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game programs)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

ATARI Program Exchange
P.O. Box 3705
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[seal here]