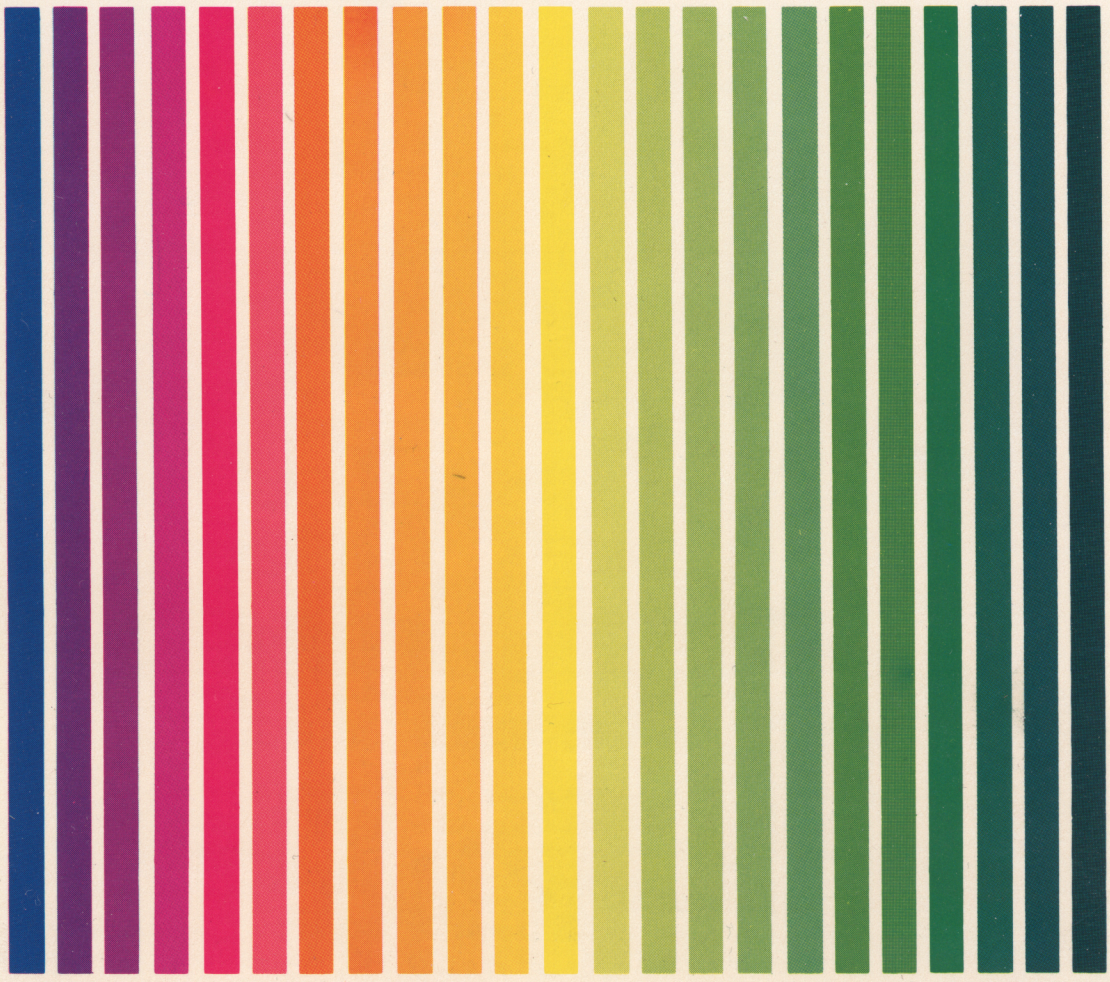
APX ATARI® PROGRAM EXCHANGE



Computer Applications Tomorrow

MUSICAL COMPUTER-THE MUSIC TUTOR

An overview of the mechanics of music (ages 6 and up)

Diskette: 40K (APX-20098)

User-Written Software for ATARI Home Computers

Computer Applications Tomorrow

MUSICAL COMPUTER-THE MUSIC TUTOR

An overview of the mechanics of music (ages 6 and up)

Diskette: 40K (APX-20098)

MUSICAL COMPUTER—THE MUSIC TUTOR

by

Computer Applications Tomorrow

Program and Manual Contents © 1982 Computer Applications Tomorrow

Copyright notice. On receipt of this computer program and associated documentation (the software), the author grants you a nonexclusive license to execute the enclosed software. This software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

To request an APX Product Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)
800/672-1850 (within California)

Or call our Sales number, 408/727-5603

Trademarks of Atari

The following are trademarks of Atari, Inc.

ATARI®
ATARI 400™ Home Computer
ATARI 800™ Home Computer
ATARI 410™ Program Recorder
ATARI 810™ Disk Drive
ATARI 820™ 40-Column Printer
ATARI 822™ Thermal Printer
ATARI 825™ 80-Column Printer
ATARI 830™ Acoustic Modem
ATARI 850™ Interface Module

Printed in U.S.A.

INTRODUCTION

OVERVIEW

MUSICAL COMPUTER-THE MUSIC TUTOR is a two-part program that explains the fundamentals of music. Within each part, you choose your activity from a menu. In part one, you learn about note reading, rhythm, and treble and bass clefs. In part two, you learn about notes and rests, dynamic and tempo markings, sharps and flats, and signs and symbols. By pressing the SPACE BAR, MUSICAL COMPUTER lets you pause to study a particular screen's information. You can also return to the main menu at any point in the program by pressing the START key. In addition, all your responses consist of single keystrokes.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge
40K RAM
ATARI 810 Disk Drive

CONTACTING THE AUTHOR

Users wishing to contact the authors about MUSICAL COMPUTER-THE MUSIC TUTOR may write them at:

Box 605
BIRMINGHAM, MI.
48012-0605

GETTING STARTED

LOADING MUSICAL COMPUTER-THE MUSIC TUTOR INTO COMPUTER MEMORY

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

2. Turn on your disk drive.

3. When the BUSY light goes out, open the disk drive door and insert the MUSICAL COMPUTER diskette with the label in the lower right-hand corner nearest to you. Close the door.

4. Turn on your computer and TV set.

5. When the READY prompt displays on your TV screen, type LOAD "D:MUSCOM1" (for part one) or LOAD "D:MUSCOM2" (for part two) and press the RETURN key. If you're using more than one disk drive, remember to follow the device initial (D) with the number of the drive containing the MUSICAL COMPUTER diskette (e.g., LOAD "D2:MUSCOM1" or LOAD "D2:MUSCOM2" for disk drive two). The program will load into computer memory and a READY prompt appears. Now, type RUN and the program will start.

NOTE: Due to the design of MUSICAL COMPUTER-THE MUSIC TUTOR, you must follow these loading procedures for accurate program performance.

THE FIRST DISPLAY SCREEN

Depending on which part you want to use, the first screen looks like:

MUSICAL COMPUTER ONE THE MUSIC TUTOR	MUSICAL COMPUTER TWO THE MUSIC TUTOR
Computer Applications Tomorrow Copyright, 1979	Computer Applications Tomorrow Copyright, 1979

Music plays as the first screen displays.

SELECTING YOUR OPTIONS

MUSICAL COMPUTER-THE MUSIC TUTOR gives you instructions on the screen throughout the program. The major sections of the program are:

MUSICAL COMPUTER-THE MUSIC TUTOR ONE

1. Note reading
2. Rhythm
3. Practice treble
4. Practice bass
5. Practice rhythm
6. Terminate lesson

MUSICAL COMPUTER-THE MUSIC TUTOR TWO

1. Notes and rests
2. Dynamic and tempo markings
3. Sharps and flats
4. Signs and symbols
5. Practice
6. Terminate lesson

The selections are in a logical progression. Each topic assumes that you know the information preceding. You must know how to read musical notes before rhythm becomes important. You must know about rhythm before you understand how music uses "rests". Choose a section from MUSICAL COMPUTER-THE MUSIC TUTOR according to your level of musical knowledge.

INCORRECT KEY ENTRY

If you press an incorrect key in response to a prompt, the computer buzzes twice and repeats the possible choices. For example, if an instruction states, "Select 1, 2, 3, 4, 5, or 6 ", and you press key number 7, the computer buzzes and displays the message: "No, please select 1, 2, 3, 4, 5, or 6".

USING MUSICAL COMPUTER—THE MUSIC TUTOR

INTRODUCTION

For each section in MUSICAL COMPUTER, the program displays instructions and information on the screen. A picture then displays, illustrating the topic. For example, when you learn about note reading, the program writes an explanation and then draws the music notation along with a picture of a piano keyboard. You hear the notes through the television speaker.

THE SPACE BAR AND THE START KEY

You can stop the program at any point by pressing the SPACE BAR. Press the bar a second time to continue the program. This feature lets you study the explanations and examples for as long as you like. You can return to the main menu at any time by pressing the START key. You have this option for both parts of MUSICAL COMPUTER. The option, however, does not take you from part one to part two or from part two to part one.

The computer may not immediately respond to the SPACE BAR and/or the START key if it is involved in something else at the same time, like playing music. Don't be concerned. If necessary, press the SPACE BAR or START key again.

LEARNING ABOUT MUSIC

The MUSICAL COMPUTER program uses a combination of text and graphics to teach you the following concepts:

1. Note reading. This section introduces you to the identifying of notes in the treble and bass clefs.

2. Rhythm. Notes have different values depending on their arrangements. In this option you learn the importance of counting values.

3. Notes and rests. To master counting, you learn to recognize the values of various musical rests as well as the values of different notes.

4. Dynamic and tempo markings. Once you use this option, you'll be able to identify the symbols and terms for tempo and dynamic variations.

5. Sharps and flats. In this section you learn about two signs, which may be added to notes to change their tones. These signs are the sharp(#) and the flat(b).

6. Signs and symbols. This section covers additional markings used to interpret music. For example, you learn about accenting notes and repeating measures.

PRACTICING

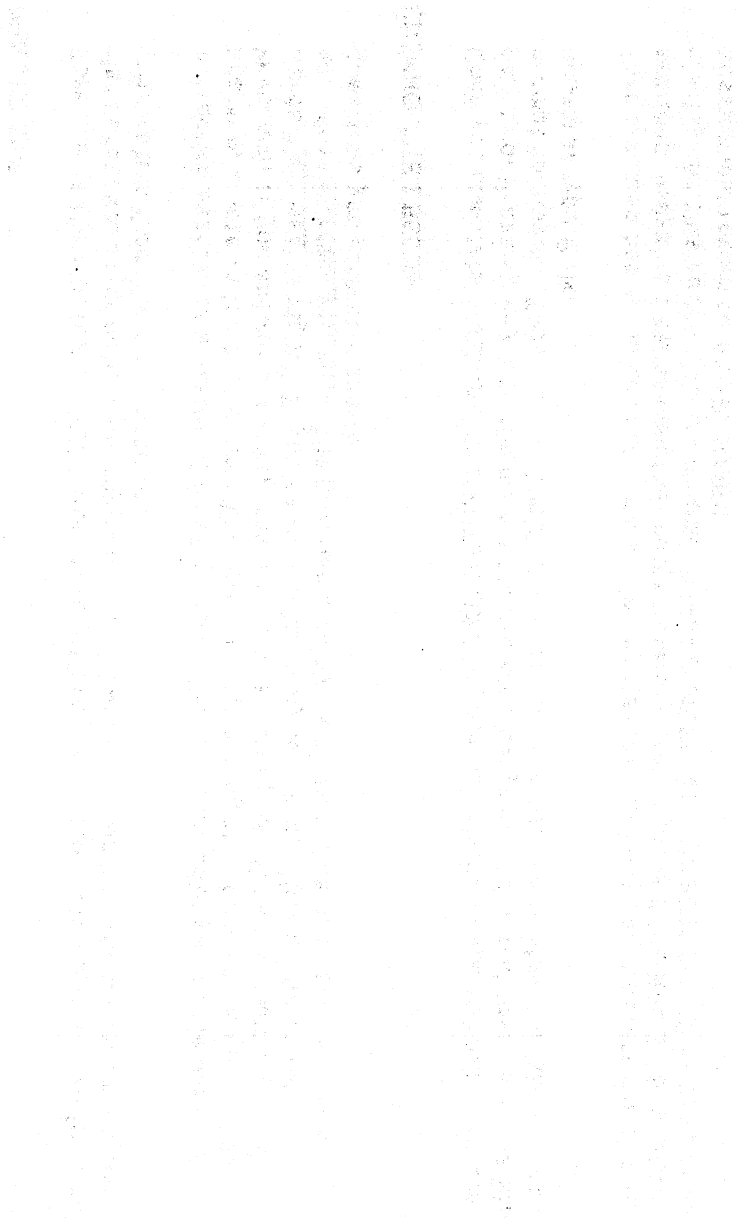
Part one of the MUSICAL TUTOR has three different practice sections, one each for treble clef notes, bass clef notes, and rhythm. In part two, one practice session covers all the information from the other sections.

A practice session is a series of brief quizzes. The computer asks you to identify, for example, a note in the treble clef. You answer by pressing the appropriate key on the keyboard. If you answer correctly, the program rewards you with a pleasant tone and the words,"(answer) is right!" If you're wrong, the program says," Wrong, the correct answer is (correct answer)." The program displays a score of the number of practice questions you correctly answer.

ENDING THE LESSON

Once you complete MUSICAL COMPUTER ONE to your satisfaction, you're ready to move onto part two. Pressing key 6 on the main menu causes a congratulatory statement and the READY prompt to display. Type LOAD "D:MUSCOM2" to go on to part two. When the READY prompt appears, type RUN.

Part two also has an option six entitled Terminate Lesson. Once you complete all of the sections, pressing 6 causes another congratulatory statement and the READY prompt to display. At this point, you may choose to repeat MUSICAL COMPUTER ONE or TWO or end your session and return to ATARI BASIC.



Limited Warranty on Media and Hardware Accessories. We, Atari, Inc., guarantee to you, the original retail purchaser, that the medium on which the APX program is recorded and any hardware accessories sold by APX are free from defects for thirty days from the date of purchase. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty days from the date of purchase. Some states don't allow limitations on a warranty's period, so this limitation might not apply to you. If you discover such a defect within the thirty-day period, call APX for a Return Authorization Number, and then return the product along with proof of purchase date to APX. We will repair or replace the product at our option.

You void this warranty if the APX product: (1) has been misused or shows signs of excessive wear; (2) has been damaged by use with non-ATARI Home Computer products; or (3) has been serviced or modified by anyone other than an Authorized ATARI Computer Service Center. Incidental and consequential damages are not covered by this warranty or by any implied warranty. Some states don't allow exclusion of incidental or consequential damages, so this exclusion might not apply to you.

Disclaimer of Warranty and Liability on Computer Programs. Most APX programs have been written by people not employed by Atari, Inc. The programs we select for APX offer something of value that we want to make available to ATARI Home Computer owners. To offer these programs to the widest number of people economically, we don't put APX products through rigorous testing. Therefore, APX products are sold "as is," and we do not guarantee them in any way. In particular, we make no warranty, express or implied, including warranties of merchantability and fitness for a particular purpose. We are not liable for any losses or damages of any kind that result from use of an APX product.

For the complete list of current APX programs, ask your ATARI retailer for the APX Product Catalog

APX ATARI® PROGRAM EXCHANGE
P.O. Box 3705
Santa Clara, CA 95055

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
Santa Clara, CA 95055

[seal here]