

# ELECTRONIC DRUMMER



## SOUND STUDIO AND RECORDING STUDIO

Starsoft Development laboratories

## Instructions for **ELECTRONIC DRUMMER**

### LOADING INSTRUCTIONS

To load **ELECTRONIC DRUMMER**, turn on the disk drive and insert the diskette, with the label facing up, into the disk drive.

Turn on the display screen and the the computer.

Atari 400, 800, and 1200XL users should not have the BASIC cartridge inserted. Atari 600XL, 800XL, 65XE, 130XE and Atari XE Game machine owners should hold down the OPTION key while turning on the computer.

A menu will appear. Press the "1" key to load *Sound Studio*, and press the "2" key to load *Recording Studio*.

#### *Sound Studio*

You must have a joystick plugged into port 1 in order to use *Sound Studio*. The joystick allows you to move the on-screen arrow.

Point the arrow at the drum you wish to play, and press the joystick button to get the drum sound. If you press the joystick button while the arrow is on the background instead of a drum, you add a rest to your song.

Point the arrow on the PLAY box and press the joystick button to play back your song.

Point the arrow on the CLEAR box and press the joystick button if you wish to erase your old song and begin a new one.

Point the arrow on the EXIT box and press the joystick button if you wish to return to the opening menu.

#### *Recording Studio*

*Recording Studio* is a much more powerful version of *Sound Studio*. With it you can load, save, and edit your songs.

After loading *Recording Studio*, you will begin at the Editing screen. On the top half of the screen is a yellow bar with an arrow beneath it. this yellow bar displays your song.

On the screen you will also see the drum sounds next to their corresponding letters:

- |               |                      |
|---------------|----------------------|
| A. Snare Drum | G. Tom 4             |
| B. Synth Drum | H. Tom 5             |
| C. Hand Clap  | I. High Hat          |
| D. Tom 1      | J. Open High Hat     |
| E. Tom 2      | K. Crash Cymbal      |
| F. Tom 3      | L. Long Crash Cymbal |

By pressing one of these letters, you add that particular drum sound to your song. By pressing the SPACEBAR, you add a rest to your song.

## Editing

While on the editing screen, you not only have the option to add drum sounds to the end of your song, but you may also change sounds you put in the middle of the song.

To scroll toward the beginning of the song, hold down CONTROL and the LEFT ARROW key. To scroll toward the end of the song, hold down CONTROL and the RIGHT ARROW key. The scrolling moves one note at a time, so you must continue pressing the keys until you reach the portion of the song you want.

There are several options you have while the arrow is pointing to a sound in the middle of your song, rather than at the end:

To replace the sound that the arrow is pointing to, just press the letter of the new sound you want.

To completely erase the sound that the arrow is pointing to, hold down the CONTROL key and press the DELETE key.

To add sounds before the sound that the arrow is pointing to, hold down the CONTROL key and press the INSERT key. This will insert a blank space each time you do it. You can then move the arrow to the blank space, and replace the blank space with any sounds you like.

You may erase your song by holding down the SHIFT key and pressing the CLEAR key. Recording Studio will then ask you to verify that you do want to erase your song. Press Y for yes or N for no.

From the Editing Menu, you may go to the File Menu, to load or save songs, and the the Play Menu, to play back your songs.

To go to the File Menu, hold down the CONTROL key and press the F key.

To go the Play Menu, hold down the CONTROL key and press the P key.

### File Menu

At the file menu you may load and save your songs. At this point remove the ELECTRONIC DRUMMER disk from your disk drive, and insert the disk you wish to save or load songs from. You may leave the ELECTRONIC DRUMMER disk in the disk drive if you wish to load songs from it.

The disk that you save songs to must be a formatted disk that has room on it.

If you wish to abort an action at any time, press the ESC key, and you will return to the File Menu.

To see what songs are on a disk hold down the CONTROL key and press the D key. At the top of the screen Recording Studio will display the song files on the disk in the disk drive. The screen will show two file names at a time> Pres the SPACEBAR to view the next two files. After there are no more song files on the disk, Recording Studio will return you to the File Menu.

To **LOAD** a song, hold down the **CONTROL** key and press the **L** key. **Recording Studio** will then prompt you to enter the filename of the song you wish to load. Type in the name of the song, and press **RETURN**.

To save a song, hold down the **CONTROL** key and press the **S** key. **Recording Studio** will then ask you to give a name to the song you wish to save. Enter this name and press **RETURN**.

To return to the Editing screen, press the **ESC** key.

#### Play Menu

From the play menu you may play the song that you currently have displayed on the Editing screen.

To play back the whole song press the **START** key. **Recording Studio** will ask if you wish to have the song repeat when it reaches the end. Press **Y** for yes, **N** for no. To exit from the song at any time, press the **ESC** key.

If you wish to play back the song from the arrow to the end of the song, press the **SELECT** key. Again, if you wish to have this rhythm repeat, press **Y** for yes, **N** for no. Remember, if you wish to leave the song at any time, press the **ESC** key.

While the song is playing, you may speed it up or slow it down by pressing the **+** or **-** key. **+** will speed the song up, and **-** will slow it down. The actual speed is displayed at the top of the screen.

To exit from the Play Menu and return to the Editing Menu, press the **ESC** key.

As you use **ELECTRONIC DRUMMER**, you will become familiar with all of the keystrokes, and creating masterpieces will become second nature. If you do run into trouble, you can always refer back to this manual, or if you look at the bottom of the screen, the commands are all displayed for your convenience.

Have fun!

