

A command generally has three parts:

- type of the command
- where it is applied
- how it is applied

For example:

Modify FA12B3 | +20, 5, 78, 4

type

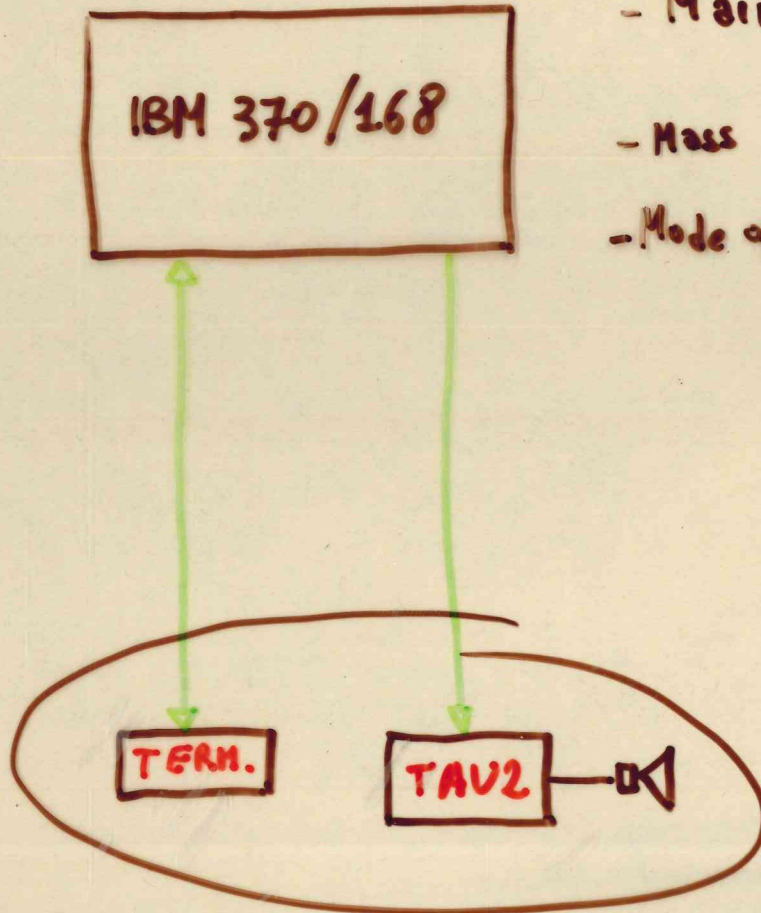
where

how

no

is separated into
in where

System configuration

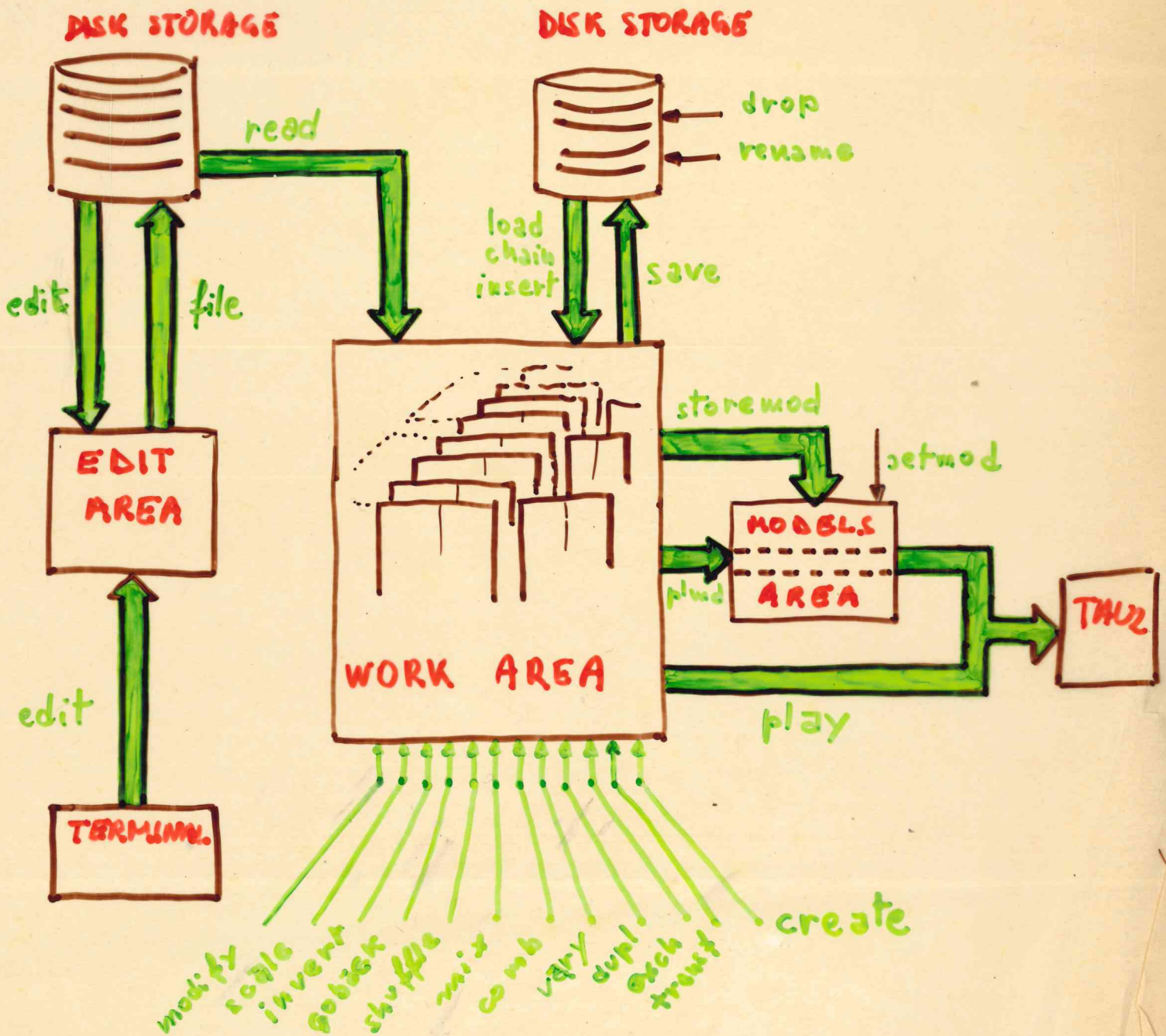


- Main storage : 2 Mby

- Mass storage : 50 Mby

- Mode of use : Conversational (CMS)

- Characteristics of TAU2
- frequency range 32 Hz ÷ 4350 Hz (fundamental)
 - 255 sine wave generators 1/6 tone
 - 7 harmonics
 - 15 levels of volume
 - time-unit : 1/100 sec



Edit SCALE

Input: |A1| T7 V12 4C.60 DEFGAB5C*

File

Read

Modify F|0,4,4

PLAY

Modify D|-30,,,2

COMB

PR63

Modify D|.4

PLAY

Save DIEG01

Modify F|+9,100

Modify F|+12,200

Transf A1,B1

Insert DIEG01/A

Save DIEG02

Load DIEG02/1,,,4

Modify D|5

Modify F|-57,,,2

TRansf A1B1,C12

Insert DIEG02/AB

Dupl A1B1C12, A2B2C34

Modify FA2 B2C34 | +1

Modify F|-3, 150

Modify F|-3, 250

Save DIEGO 3

PLAY

Load BOURREE

PLAY

Go back

PLAY

Invert

PLAY

Invert

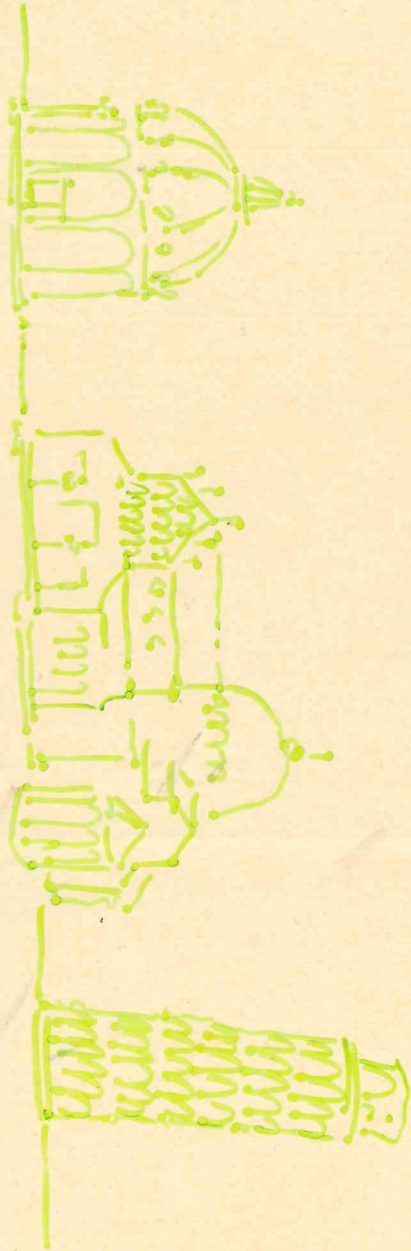
Modify F|+21

Chain BOURREE

Mix (3,,, 3)

PLAY

Save BOUR1



Edit PATT

Input: |A1B1C1| T5,7,70037 V15 (4C.5)120*

File

Read

Modify T|/7077500|

Modify V|1,15|1,10

Modify V|15,1|80

Save PATT

PLAY

Load PATT

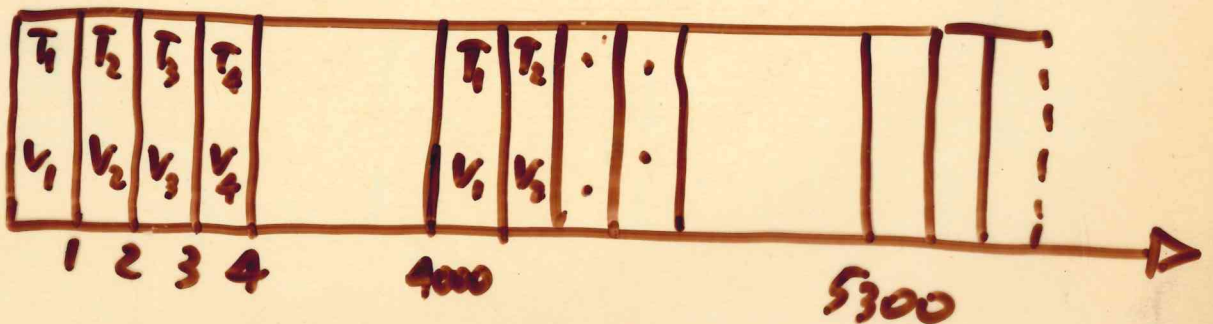
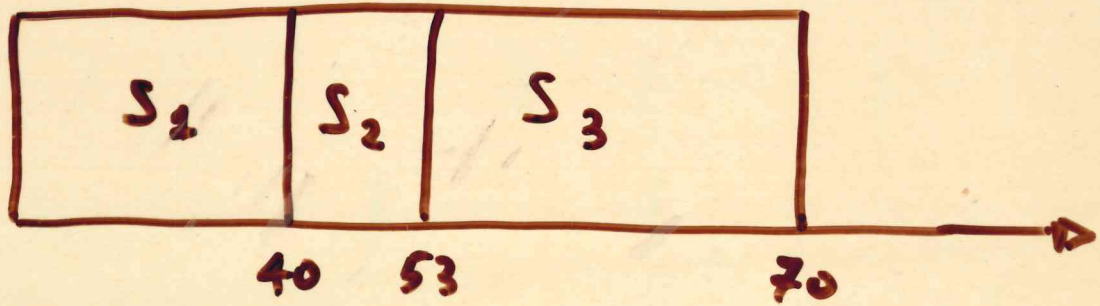
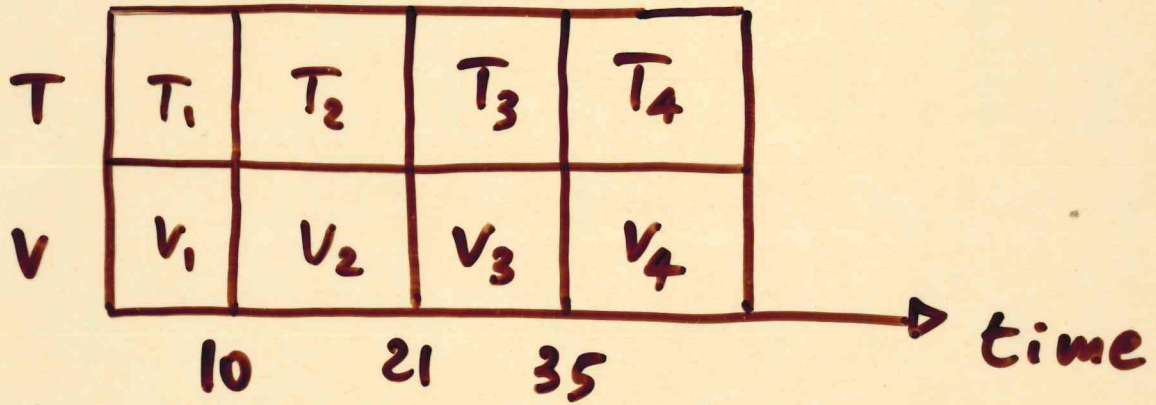
Store mod

Set mod

Load TUNDRA

PLMD

Model



A) LA1|20|VA|23|TA|7,7|DA1|,,20,20|
FA1|,,127,170,,6|

B) LA1B1C1|20|TA|7,7,7|VA|10|TB|7,,7,,7|VB|
TC|7,6,5,,,2,3|VC|10|

DA1|,,40,40|FA1|,,55,130,,12|

DB1|,,40,60,,20|FB1|,,163,190,,6|

DC1|,,60,80,,19|FC1|,,175,200,,3|

C) LA12B12C12|20|TA|7,5,6|VA|12|

TB|7,,5,,7,3,6|VB|12|TC|7,5,,,3|VC|12|

DA12|,,10,10|FA12|,,55,130,,12|

PA12|,,16,1|

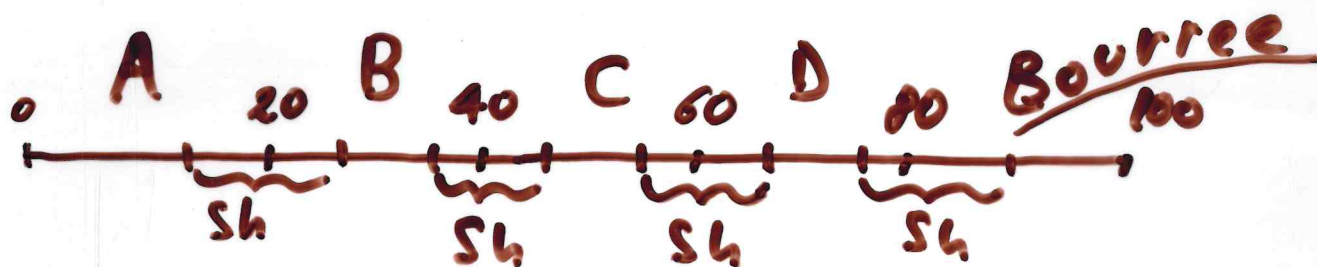
DB12|,,10,10|FB12|,,163,190,6|

PB12|,,13,1|

DC12|,,10,10|FC12|,,140,215|

PC12|,,90,,1|

d) LA123B123C123|20|



Shuffle ZF |, 1600, 2400

Shuffle ZF |, 3600, 4400

Shuffle Z |, 5600, 6400

Shuffle Z |, 7600, 8400

Shuffle Z |, 8400, 9200

PLAY

WORK AREA

