musicpad help

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OK, if you're REALLY completely lost with the blurb hereunder, you can give a try to the TUTORIAL.

instructions

musicpad is an online musical notepad which lets you code your musical inspiration in a simple way and generate midi files. Lots of features are already implemented (macros, polyrythms) and lots of others will be added (randomization, midi controllers, sweeps, saves,...)

The core of musicpad is a cgi perl script. You can fetch the sourcecode and play around with it.

musicpad is not case sensitive, except for dEbUg, and macros. Don't put whitespace *inside* commands, but use as many whitespaces and new lines as wished *between* them.

Notes

A#5/8 : play A# at octave 5 for 1/8
notes are : A to G.
P for Pause (see also - below)
O doesn't play any note, and is used for defining note, octave and/or duration. For example a oA5/16 defines a A5/16 as the default note but doesn't play it. A x would then play that note. Other valid syntax: n5 defines octave 5, o/16 defines duration 1/16, o5/16 defines octave 5 and duration 1/16, oA+/16 defines note A+ and duration 1/16, etc...
A+ or **A#** means A sharp
A- or **Ab** means A flat
If you don't include all characteristic for the note, the missing characteristics will be the same as previous note.
Example:

- **A/4** : play A at same octave as

quick reference

a : note (La)
b : note (Si). Following a note: flat
c : note (Do)
ctrl : send midi control parameters
ch : midi channel
d : note (Ré)
dEbUg : debug mode (case sensitive command)
dEbUgMaX : debug overkill mode (case sensitive command)
duty : default duty
e : note (Mi)
f : note (Fa)
g : note (Sol)
globaloose : define global time randomness
globalvelvar : define velocity randomness
globalguitmode : guitar mode by default
guiton: activate guitar mode
guitoff: de-activate guitar mode
i : instrument
loose : define time randomness
m$: define macro (lowercase only!)
mrnd$: define random macro (lowercase only!)
n : play absolute or relative note
nt : play temporary relative note
o : don't play note
p : pause
pitch : pitch variation
r : duration ratio
resolution : song resolution
stress : stressed notes definition
strum : chord struming
soft : soft notes definition
sysex : send midi sysex
t : transpose
tempo : song tempo
tomson : tom mode on
tomsoff : tom mode off

previous note for 1/4
- **A4** : play A at octave 4 for same duration as previous note
- **C** : play C at same octave and for same duration as previous note

8 : A number alone means different things depending on mode:

- in normal mode: same note as previous note for duration 1/8
- in guitar mode (***guiton***), a note 8 half-tones above previous "normal" note (a bit like a relative n+x note, except that it's only temporary and the note after this one will not be based on 8 half-tones above)
- in toms mode (***tomson***), the number indicate the Tom number to be played (from 1-highest to 6-lowest) for the same duration as previous note.

X : play same as previous note
- : pause of same duration as previous note (or pause)
= : the previous note is held for its initial duration (can be used multiple times: x== holds it 3 times longer, x=== 4 times, etc...)
X, - and = can be used for defining **rythm patterns**. No whitespace is needed between those
N*xx* : play absolute midi note xx (e.g. C5 = 60)
N+*x* or **n-*x*** : play new note with +x or -x half-tones relatively to previous note played.
Nt+*x* or **nt-*x*** : play new note with +x or -x half-tones relatively to previous note played, but doesn't change the reference note.
/ : octave +1
**** : octave -1
'X or **'A** ... : stress note (no space)
,X or **,A** ... : soft note (no space)
R*a*/*b* : next notes duration should be multiplied by a/b (allows playing triplets with 4/3 or 2/3 etc. Also used for polyrythms)
R1 : back to normal duration
[...]: chord. 4 different chord syntaxes are available:

- **[-5,0,3,7,...]** : notes definition

tuning : guitar tuning for chords
u : duty
v : velocity
velocity : default velocity
velvar : define velocity randomness
x : same note
+ : Following a note : sharp
- : pause same duration. Following a note : flat
= : hold note
: comment. Following a note: sharp
***** : repeat
/ : define duration (or used in ratio) or octave +1
**** : octave -1
| : change track
**$** : play macro (see m$)
' : stress note (no space)
, : soft note (no space)
[...] : chord (see the chords list)

some examples

Chromatic: o/8 a d e f g a b / c

Melodic: o5/16 i27 (c e g e a f b g)*3 c e g a/4 | o/16 i27 (c g / c \ g f / c \ g b)*3 c g / c e/4

Rythm: iBD 4*8 | iSD (P/8 8)*8 | iCH 16*32

Rythm with subtil human feel: globaloose15,2 globalvelvar20,2 iBD 4*8 | iSD (P/8 8)*8 | iCH 16*32

Rythm played by beginner: globaloose50,1 globalvelvar30,1 iBD 4*8 | iSD (P/8 8)*8 | iCH 16*32

Rythm patterns: iB2 o/16 xx-xxx--*4 | iS2 o/16 --x---xx*4 | iHH o/16 -x-x-x-x*4

Polyrythm, triplets: iBD 8*8 | iCH r8/12 8*12

Polyrythm, play 17 over 15: iBD r16/17 16*17 | iCH r16/15 16*15 ... or even simpler: iBD 17*17 | iCH 15*15 ...

Playing with macros and track shifts: |0 ch1 o1 i12 | ch2 i12 o1 v75 | ch3 i12 o1 v50 m$1(o/32 c e g e g / c \ g / c e) m$2(|0 $1 | r3/2 p/128 r1 $1 | r5/2 p/128 r1 $1) $2*8

in half-tones, relative to actual note.
- **[G:-,0,2,2,2,1]** : guitar chord, relative to guitar tuning ('-' for not-played string)
- **[Amin]** or **[min]** : standard keyboard chord. Chords have variations, usually :1 and :2, in some cases up to :5 - try min:1 , min:2.
- **[G:Amaj]** : standard guitar chord. Guitar Chords also have varations indicated with ':' . Note that guitar chord base note is to be written only with 'A-G' and 'b' for flat (don't use sharp '#','+' or flat '-') (hey, don't complain, you still have 900+ guitar chords to choose from !!!)

you should take a look at the chords list.

Commands

...*x* or **( )*x*** : repeat x times
m$*xx*(...) : define macro $xx (NB: m$ lowercase only)
mrnd$*xx*(...) : define random macro $xx; inside the macro, list all possible macros. Everytime you process the song, one macro will be randomly chosen from the list to remplace the random macro. (NB: mrnd$ lowercase only)
$*xx* : play macro $xx
i*xx* : use instrument xx - see GM instruments list below
iBD, **iSD**, ... Use Bass Drum, Snare Drum,... (defines both default note and Channel 10) - see drummap below. Playing standard notes on ch10 also produces drums.
ch*xx* : use midi channel xx
u*xx* : (duty) note is played over xx% of normal length - 10 for staccato, 98 by default, 100 max
v*xx* : set velocity to xx (max 127)
t+*x* or **t-*x*** : transpose of x half-tones up or down (t0 to cancel transpose)
| : next track
|0 : back to first track
|*x* : jump to track x (no space between

Playing with macros and track shifts, dEbUgMaX mode ! (watch out...): dEbUgMaX |0 ch1 o1 i12 | ch2 i12 o1 v75 | ch3 i12 o1 v50 m$1(o/32 c e g e g / c \ g / c e) m$2(|0 $1 | r3/2 p/128 r1 $1 | r5/2 p/128 r1 $1) $2*8

Hold Notes: o/16 g g g d#======-- f f f d======

Fun with random macros:o6/64 m$1(c) m$2(e) m$3(g) mrnd$4($1 $2 $3) $4*64

Fun with random macros & relative notes: m$1(n+2) m$2(n-1) mrnd$n($1 $2) on40/64 $n*128

Guitar mode : guiton i25 oA3/16 0 4 7 = = = 4 5 2 4 0 0 = = - 11 12 11 = = 12 11 7 9 11 12 0 0

Temporary Transpose : i01 m$1(nt+2) m$2(nt-1) m$3(nt+4) m$4(nt+7) mrnd$n($1 $2 $3 $4) on60/32 (x $n)*128

Pitchs : m$p(P/8 pitch-20 P/16 pitch-40 P/8 pitch-20 P/16 pitch0 P/8) |0 ch1 i49 C5/2 D E F G | ch1 $p*5
(note the use of a separate pitch track to be able to pitch a note while it's still playing)

Chords (4 different ways) & strumming:

tempo120 m$rythm(o/16 x = x x 'x x x x = x x x 'x x x x)
i25 strum10,300,80 loose10,2 velvar10,1
oE3/8 o[0,7,12,16,19,24] $rythm*2 o[0,5,12,17,21,24] $rythm*2 p/4
oE4/8 o[maj:2] $rythm*2 o[Amaj] $rythm*2 p/4
o[g:0,2,2,1,0,0] $rythm*2 o[g:0,0,2,2,2,0] $rythm*2 p/4
o[g:Emaj] $rythm*2 o[g:Amaj] $rythm*2

see also the "I" project.

using the songlist

| and x)
stress*xx* : stressed notes will be xx% stronger
soft*xx* : soft notes will be xx% softer
pitch+*x* or **pitch-*x*** : change pitch of +/- x% (usually 100% = 2 half-tones).
pitch0 to center pitch.
: comment (the rest of the line is ignored)
loose*w,q* : add "human" feel to playing; notes hit will vary of +/- w milliseconds around exact time. The q parameter defines how centered notes are: with a q of 1 repartition is random (rectangular distribution), with a higher q notes are more centered on exact time (q=10 is almost always exact time); if you specify q=g, you get a gaussian distribution (ex: loose10,g). A standard value example would be loose20,2
velvar*w,q* : add another "human" feel to playing; notes velocity will vary of +/- w% around standard velocity. The q parameters defines how centered velocity is: with a q of 1 repartition is random (rectangular distribution), with a higher q notes are more centered on exact velocity (q=10 is almost always exact velocity); if you specify q=g, you get a gaussian distribution (ex: velvar10,g). A standard value example would be velvar10,2
guiton: activate Guitar mode (a number alone means a note with temporary transpose)
guitoff: de-activate Guitar mode
tomson: activate Tom mode (a number alone means the tom number to be played, on channel 10)
tomsoff: de-activate Tom mode
ctrl*a,b* : send midi control parameters a,b
sysex*a,b,c,...* : send midi sysex values a,b,c,...
strum*a,b,c* : chord strumming parameters - a = delay between notes in milliseconds, b = maximum time to trigger upstrike in milliseconds, c = upstrike volume in %. For a rythm guitar try strum10,300,80 . Parameters b and c are optionnal.
tuning[E3,A3,D4,G4,B4,E5] : defines guitar tuning.

- You have to be logged in to be able to save a song. Click on "register" on top left to get a user & password. In case you forgot your password just send me an email.
- click on to listen to a song.
- click on to edit a song (even if it's not one of yours, but in that case you'll have to "save as new").
- click on columns header to sort songs
- you can filter songs on a word, or view only yours.
- by default new songs are = not published, meaning only you can listen and edit them. Click on the icon to change its status to published, and share it with other users.
- you can delete your song by clicking on . The admin can undelete them if needed.

legal advice

By using musicpad you abide to the website's policy:

- You retain the rights to your own songs, but when publishing them (status) you accept to share them with the other users, allowing them implicitely to copy and modify them at will.
- The admin is all-knowing and all-powerful. He can decide to ban abusive users, delete songs, delete or modify comments, etc...
- In case of problems, questions, requests, etc, contact loic prot.

Global Commands

Global Commands are valid for the whole song.
tempo*xx* : define tempo per quarter note (by default 60)
resolution*x* : define resolution (0 for 96 ppqn, 1 for 192 ppqn, 2 for 384 ppqn, 3 for 1536 ppqn. 192 by default)
duty*xx* : define default duty of notes (by default 98)
velocity*xx* : define default velocity of notes (by default 100)
dEbUg (case sensitive command!) : debug mode, will print out processings - allow you to debug your song... also **dEbUgMaX** is an even more insanely complete debug mode...
globaloose*w,q* : define default loose parameters for all tracks (see loose above)
globalvelvar*w,q* : define default velvar parameters for all tracks (see velvar above)
globalguiton: all instruments are in guitar mode by default

some notes

- Syntax structure can vary depending on song style and complexity. I personaly like to define instruments first, then macros, then playing the song, but it's my personnal taste. See also the "I" project for lots of song syntax examples.
- Non-spaced Pattern mode (xxx--) can be mixed with standard notes (F5). Be careful though: 'F---' (F and 3 times '-' without spaces) is interpreted as: F flat, then two pauses. Add spaces in case of uncertainty: 'F ---' (F, space, and 3 times '-') means F then 3 pauses, 'F- ---' (F, '-', space, and 3 times '-') means F flat then 3 pauses. Use the dEbUg mode if you don't understand why your code is "misinterpreted".
- **Known bugs:**
  - Some heavy songs can be very slow to create

depending on server traffic, and issue a time-out error. Don't be discouraged, try again, or try another time.
- When using song saving and editing, don't use the "back" command on your browser, ever - it might delete your song.

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drummap

code.	midi.	name
BD	36	Bass Drum 1
B2	35	Bass Drum 2
SD	38	Snare Drum 1
S2	40	Snare Drum 2
RS	37	Side Stick (RimShot)
HH	44	Pedal Hi-hat
OH	46	Open Hi-hat
CH	42	Closed Hi-hat
TA	54	Tambourine
T1	50	High Tom 1
T2	48	High Tom 2
T3	47	Mid Tom 1
T4	45	Mid Tom 2
T5	43	Low Tom 1
T6	41	Low Tom 2
CC	49	Crash Cymbal 1
C2	57	Crash Cymbal 2
TC	52	Chinese Cymbal (Trash)
RC	51	Ride Cymbal 1
R2	59	Ride Cymbal 2
RB	53	Ride Bell
SC	55	Splash Cymbal
CB	56	Cowbell
HC	39	Hand Clap

general midi drummap

note.	code.	name
B2	35	Bass Drum 2
C3	36	Bass Drum 1

general midi instruments

code.	instrument	code.	instrument
PIANO		**CHROMATIC PERCUSSION**	
1	Acoustic Grand	9	Celesta
2	Bright Acoustic	10	Glockenspiel
3	Electric Grand	11	Music Box
4	Honky-Tonk	12	Vibraphone
5	Electric Piano 1	13	Marimba
6	Electric Piano 2	14	Xylophone
7	Harpsichord	15	Tubular Bells
8	Clavinet	16	Dulcimer
ORGAN		**GUITAR**	
17	Drawbar Organ	25	Nylon String Guitar
18	Percussive Organ	26	Steel String Guitar
19	Rock Organ	27	Electric Jazz Guitar
20	Church Organ	28	Electric Clean Guitar
21	Reed Organ	29	Electric Muted Guitar
22	Accoridan	30	Overdriven Guitar
23	Harmonica	31	Distortion Guitar
24	Tango Accordian	32	Guitar Harmonics
BASS		**SOLO STRINGS**	
33	Acoustic Bass	41	Violin
34	Electric Bass(finger)	42	Viola
35	Electric Bass(pick)	43	Cello
36	Fretless Bass	44	Contrabass
37	Slap Bass 1	45	Tremolo Strings

C#3	37	Side Stick
D3	38	Snare Drum 1
D#3	39	Hand Clap
E3	40	Snare Drum 2
F3	41	Low Tom 2
F#3	42	Closed Hi-hat
G3	43	Low Tom 1
G#3	44	Pedal Hi-hat
A3	45	Mid Tom 2
A#3	46	Open Hi-hat
B3	47	Mid Tom 1
C4	48	High Tom 2
C#4	49	Crash Cymbal 1
D4	50	High Tom 1
D#4	51	Ride Cymbal 1
E4	52	Chinese Cymbal
F4	53	Ride Bell
F#4	54	Tambourine
G4	55	Splash Cymbal
G#4	56	Cowbell
A4	57	Crash Cymbal 2
A#4	58	Vibra Slap
B4	59	Ride Cymbal 2
C5	60	High Bongo
C#5	61	Low Bongo
D5	62	Mute High Conga
D#5	63	Open High Conga
E5	64	Low Conga
F5	65	High Timbale
F#5	66	Low Timbale
G5	67	High Agogo
G#5	68	Low Agogo
A5	69	Cabasa
A#5	70	Maracas
B5	71	Short Whistle
C6	72	Long Whistle
C#6	73	Short Guiro
D6	74	Long Guiro
D#6	75	Claves
E6	76	High Wood Block
F6	77	Low Wood Block
F#6	78	Mute Cuica
G6	79	Open Cuica
G#6	80	Mute Triangle
A6	81	Open Triangle

38	Slap Bass 2	46	Pizzicato Strings
39	Synth Bass 1	47	Orchestral Strings
40	Synth Bass 2	48	Timpani
ENSEMBLE		**BRASS**	
49	String Ensemble 1	57	Trumpet
50	String Ensemble 2	58	Trombone
51	SynthStrings 1	59	Tuba
52	SynthStrings 2	60	Muted Trumpet
53	Choir Aahs	61	French Horn
54	Voice Oohs	62	Brass Section
55	Synth Voice	63	SynthBrass 1
56	Orchestra Hit	64	SynthBrass 2
REED		**PIPE**	
65	Soprano Sax	73	Piccolo
66	Alto Sax	74	Flute
67	Tenor Sax	75	Recorder
68	Baritone Sax	76	Pan Flute
69	Oboe	77	Blown Bottle
70	English Horn	78	Skakuhachi
71	Bassoon	79	Whistle
72	Clarinet	80	Ocarina
SYNTH LEAD		**SYNTH PAD**	
81	Lead 1 (square)	89	Pad 1 (new age)
82	Lead 2 (sawtooth)	90	Pad 2 (warm)
83	Lead 3 (calliope)	91	Pad 3 (polysynth)
84	Lead 4 (chiff)	92	Pad 4 (choir)
85	Lead 5 (charang)	93	Pad 5 (bowed)
86	Lead 6 (voice)	94	Pad 6 (metallic)
87	Lead 7 (fifths)	95	Pad 7 (halo)
88	Lead 8 (bass+lead)	96	Pad 8 (sweep)
SYNTH EFFECTS		**ETHNIC**	
97	FX 1 (rain)	105	Sitar
98	FX 2 (soundtrack)	106	Banjo
99	FX 3 (crystal)	107	Shamisen
100	FX 4 (atmosphere)	108	Koto
101	FX 5 (brightness)	109	Kalimba
102	FX 6 (goblins)	110	Bagpipe
103	FX 7 (echoes)	111	Fiddle
104	FX 8 (sci-fi)	112	Shanai

PERCUSSIVE		SOUND EFFECTS	
113	Tinkle Bell	121	Guitar Fret Noise
114	Agogo	122	Breath Noise
115	Steel Drums	123	Seashore
116	Woodblock	124	Bird Tweet
117	Taiko Drum	125	Telephone Ring
118	Melodic Tom	126	Helicopter
119	Synth Drum	127	Applause
120	Reverse Cymbal	128	Gunshot

midi controllers (ctrl)

Below, a list of values to use in the ctrla,b command (a & b between 0 and 127 only).

Note: when two "1st Value" are given (like: 0 / 32), the first is used for the most significant byte (MSB), the second for the least significant byte (LSB). Use the MSB in priority.

1st Value	Controller Type	2nd Value	Remark
0 / 32	Bank Select	0 to 127	*(not used in minimal GM)*
1 / 33	Modulation	0 to 127	vibrato or tremolo...
2 / 34	Breath Controller	0 to 127	*(not used in minimal GM)*
4 / 36	Foot Controller	0 to 127	*(not used in minimal GM)*
5 / 37	Portamento Time	0 to 127	*(not used in minimal GM)*
6 / 38	Data Entry	0 to 127	see NRPN/RPN *(not used in minimal GM)*
7 / 39	Main Volume	0 to 127	
8 / 40	Balance	0-63=left, 64=center, 65-127=right	*(not used in minimal GM)*
10 / 42	Pan	0-63=left, 64=center, 65-127=right	
11 / 43	Expression Controller	0 to 127	
12 / 44	Effect Control 1	0 to 127	*(not used in minimal GM)*
13 / 45	Effect Control 2	0 to 127	*(not used in minimal GM)*
16 to 19	General-Purpose Controllers 1 to 4	0 to 127	*(not used in minimal GM)*
64	Damper pedal	0-63=off, 64-127=on	
65	Portamento	0-63=off, 64-127=on	*(not used in minimal GM)*
66	Sustenuto	0-63=off, 64-127=on	*(not used in minimal GM)*

67	Soft Pedal	0-63=off, 64-127=on	*(not used in minimal GM)*
68	Legato Footswitch	0-63=off, 64-127=on	*(not used in minimal GM)*
69	Hold 2	0-63=off, 64-127=on	*(not used in minimal GM)*
70	Sound Controller 1 (variation)	0 to 127	*(not used in minimal GM)*
71	Sound Controller 2 (sound)	0 to 127	*(not used in minimal GM)*
72	Sound Controller 3 (release time)	0 to 127	*(not used in minimal GM)*
73	Sound Controller 4 (attack time)	0 to 127	*(not used in minimal GM)*
74	Sound Controller 5 (brilliance)	0 to 127	*(not used in minimal GM)*
75 to 79	Sound Controller 6 to 10	0 to 127	*(not used in minimal GM)*
80 to 83	General-Purpose Controllers 5 to 8	0-63=off, 64-127=on	*(not used in minimal GM)*
84	Portamento Control		*(not used in minimal GM)*
91	Effects 1 Depth (reverb/delay)	0 to 127	*(not used in minimal GM)*
92	Effects 2 Depth (tremolo)	0 to 127	*(not used in minimal GM)*
93	Effects 3 Depth (chorus)	0 to 127	*(not used in minimal GM)*
94	Effects 4 Depth (vibrato)	0 to 127	*(not used in minimal GM)*
95	Effects 5 Depth (phaser)	0 to 127	*(not used in minimal GM)*
96	Data Increment +1	not used (0)	see NRPN/RPN *(not used in minimal GM)*
97	Data Decrement -1	not used (0)	see NRPN/RPN *(not used in minimal GM)*
99 / 98	Non-Registered Parameter Number (NRPN)	0 to 127	use with 6/38 or 96-97 *(not used in minimal GM)*
101 / 100	Registered Parameter Number (RPN)	0 to 127	use with 6/38 or 96-97 *(not used in minimal GM)*
120	All Sound Off	not used (0)	
121	All Controller Off	not used (0)	
122	Local keyboard on/off	0-63=off, 64-127=on	
123	All Notes Off	not used (0)	
124	Midi Mode Omni Off	not used (0)	
125	Midi Mode Omni On	not used (0)	
126	Midi Mode Mono	not used (0)	
127	Midi Mode Poly	not used (0)	

Registered Parameter Numbers (RPN - ctrl 101/100)

MSB/LSB (101/100)	Description
0 / 0	Pitch Bend Sensitivity (MSB = number of semitones, LSB = cents)
0 / 1	Fine Tuning (MSB = number of semitones with 64=A440, LSB = cents)
0 / 2	Coarse Tuning (MSB = number of semitones with 64=A440, no LSB)
0 / 3	Tuning Program Select *(part of the MIDI Tuning Standard, not used in minimal GM)*
0 / 4	Tuning Bank Select *(part of the MIDI Tuning Standard, not used in minimal GM)*
127 / 127	RPN Reset (no data entry needed)

Example: to set a Fine Tuning of -1.5 half-tones (-2+50%) versus A440, use the following commands: ctrl101,0 ctrl100,1 ctrl6,62 ctrl38,50

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musicpad vs polymath

musicpad was initially inspired by polymath.cgi. Here is a comparaison of syntaxes on well-chosen polyrythms...

polymath

```
(t, 150) (n, CR CH SD BD)
((1 1P*3)*2)*2
|((4P 4*15)*2)*2
|(2P 1*7 2)*2
|((P, 16, (xxx 3 2 2)*2 xxx)*5 (P, 16, xxx 3 2 2 xxx))*2
```

Meshuggah - New Millenium Cyanide Chri

```
tempo150
(
|0 iCC (1 P*3
|  iCH (P/4 x
|  iSD (P/2 x
|  iBD o/16 (
) *2
```

Same with instru

```
tempo150
m$BD1(xxxx--x
m$G1(A+/16 A+
m$G2(($G1*2 x
(
|0 iCC (1 P*3
|  iCH (P/4 x
|  iSD (P/2 x
|  iBD o/16 (
|  ch1 i34 n1
) *2
```

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musicpad history

v2.22 - 17 Aug 2006 - minor interface changes
v2.21 - 25 Aug 2004 - added tom mode, and tomson / tomsoff commands, and the q=g parameter for loose & velvar
v2.2 - 17 Aug 2004 - added chords [...], strum and tuning commands.
v2.1 - 16 Aug 2004 - corrected some bugs (WMP error, b as flat...). Added the guitar mode and the nt, pitch, sysex and ctrl commands.
v2.0 - 11 Aug 2004 - a new interface with login & save.
v1.4 - 10 Aug 2004 - deleted o, changed n to o , n used for new "relative note" command
v1.3 - 06 Aug 2004 - added dEbUgMaX, loose and velvar commands
v1.2 - 05 Aug 2004 - added dEbUg, '=' and $mrnd commands
v1.1 - 04 Aug 2004 - added global commands
v1.0 - 03 Aug 2004 - initial release