Synclavier III Instruction Manual



SYNCLAVIER® II INSTRUCTION MANUAL

January 1, 1982



The Synclavier® II Digital Music System offers the latest in digital technology to the musician. It includes several compatible subsystems, each one tailored for specific purposes. In this binder are manuals that describe each system.

Real-Time Performance System:

This is the basic keyboard system for live performance.

Terminal Support System:

Timbre Display System: The TDS uses a graphics terminal as a visual aid for timbre programming.

SCRIPT: With the SCRIPT[™] music language, you use a computer terminal to enter and edit music stored in the Synclavier[®] II memory recorder.

MAX: This library of specialized XPL procedures offers the means for programming your own custom digital music system.

Music Printing Option: Musical scores are precisely printed from notes performed and recorded in the Synclavier[®] II's digital recorder or from SCRIPT[™] compositions entered from the terminal.

Utility and Screen Editor Programs: These programs are used to format and copy diskettes and to edit text on the terminal screen.

The Synclavier® II Digital Music System is a modular system. Adding any of these options is easy. Each option is completely compatible with the basic Synclavier® II system and can be quickly installed at any time. Additional synthesizer voices and recorder memory can be plugged in to expand the number of notes you can play and record. The computer terminal and printer, as well as extra disk drives, can also be added whenever you choose.

The Synclavier® II Digital Music System is under constant development at New England Digital and new options will become available. Because of the modularity of the hardware and the flexibility of the software, your Synclavier® II system will remain state-of-the-art for years to come.

The documentation is divided into the following sections.

Synclavier® II Real-Time System

1. SYNCLAVIER® II USER GUIDE

This Guide will acquaint you with every aspect of the Synclavier® II real-time performance system. The first section in this manual provides a brief tour of the hardware, software, and basic operation, as well as the concepts on which the entire Synclavier® II Digital Synthesis System is based.

You should become familiar with the realtime system before turning to the options.

Terminal Support System

2. TIMBRE DISPLAY SYSTEM MANUAL

This Manual describes how to use the various displays of the Timbre Display System.

3. SCRIPT USER GUIDE

This Guide is directed particularly to the musician and uses background material, step-by-step instructions, and musical examples to explain the SCRIPT™ system.

4. SCRIPT REFERENCE MANUAL

This Manual is a compact, but complete description of the SCRIPT™ system. Experienced programmers may turn to this Manual immediately to learn the details of SCRIPT™.

5. MAX LANGUAGE USER GUIDE

This Guide is an introduction to the MAX language. It is designed for the beginning programmer and offers many simple programs to examine and run.

6. MAX LANGUAGE REFERENCE MANUAL

This Manual is a compact, but complete description of the MAX language. Experienced programmers may refer to this Manual to find the details of all MAX procedures.

7. MUSIC PRINTING OPTION: USER GUIDE

This Guide contains complete instructions on editing and printing musical scores.

8. USING THE WINCHESTER DISK

This Manual covers the operation of Synclavier® II Terminal Support Systems with a Winchester drive. All users with Winchester drives should read this short manual before turning to the above documentation.

Software Support

9.a. SCIENTIFIC XPL/4 DOCUMENTATION UPDATE

This publication describes the Utility Programs, the Screen Editor, the use of subcatalogs and new monitor commands.

9.b. USING THE DIAGNOSTIC TEST DISKETTE

The "Diagnostic Test" diskette is used to locate problems associated with the digital synthesizers in the Synclavier® II.

Software Updates

10, 11, 12. These sections have been reserved for additions to the documentation and for your own timbre directories, printouts, or other notes.