Introduction

OS-01-0990

System software modules

Most of your work is done in the Real-Time Performance software module, the software you see when you first start your Synclavier or Direct-to-Disk. Two other software modules—the Monitor and the Screen Editor— are available for special functions.
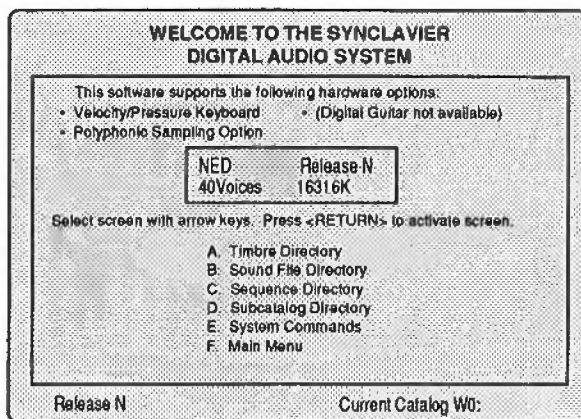
Real-Time Performance system Welcome Menu

Real-Time Performance

You are already familiar with the Real-Time Performance (RTP) system. It is the software you use for recording and editing sequences, sound files and Direct-to-Disk tracks.

You can make permanent copies of all your work from the Real-Time Performance module and recall these copies instantly into memory. The most efficient sound organizing and storage, however, is done from the Monitor and/or Screen Editor modules.

Use the RTP storage system for temporary storage; use the Monitor and Screen Editor for developing and maintaining your permanent storage system.

```
           WELCOME TO THE SYNCLAVIER
              DIGITAL AUDIO SYSTEM

   This software supports the following hardware options:
   • Velocity/Pressure Keyboard      • (Digital Guitar not available)
   • Polyphonic Sampling Option

              NED         Release N
              40Voices    16316K

   Select screen with arrow keys. Press <RETURN> to activate screen.

              A. Timbre Directory
              B. Sound File Directory
              C. Sequence Directory
              D. Subcatalog Directory
              E. System Commands
              F. Main Menu

   Release N                        Current Catalog W0:
```

Monitor

The **Monitor** is the primary module for organizing and maintaining your sound storage system. It is used to set up storage areas on your disks and to store and back up sounds and sequences onto hard disks, floppy disks and tape.
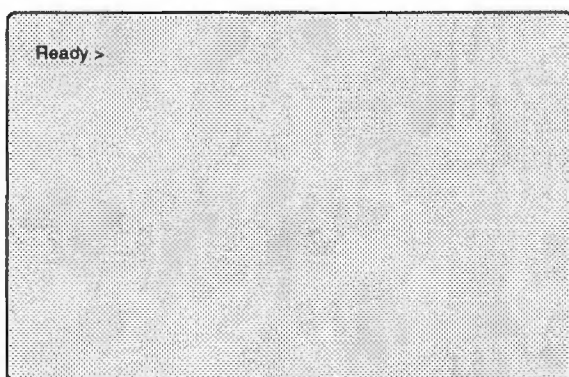
When you are in the Monitor, you perform tasks by typing short commands at the terminal in response to a **Ready** prompt.

Ready >

Two Synclavier computer languages can also be used in conjunction with the Monitor and Screen Editor modules.

- **Script** is used to type in musical sequences at the terminal.

- **Scientific XPL** is used to write programs for the computer.

These languages are described in *The Script Reference Manual* and *A Reference for XPL Programming* available from New England Digital.
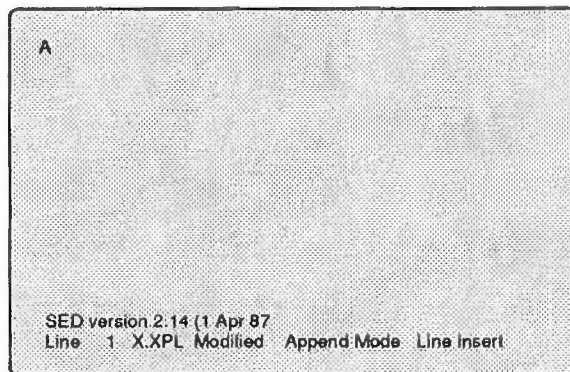
Ready >

Monitor screen

Screen Editor

The **Screen Editor** is a word-processing program with a complete set
of commands for entering and changing text on the terminal screen.

Instead of a Ready prompt, the Screen Editor has a cursor that marks
the point where your typed text is entered. You use the arrow keys
to move the cursor up, down, left or right.

You can use the the Screen Editor to create a customized list of
related Monitor commands that will be performed in sequence
automatically. You can also use the Screen Editor to write and edit
letters, documents, Script compositions and Scientific XPL programs.

In addition, certain storage functions are performed faster and more
conveniently from the Screen Editor than is possible from the
Monitor.

Screen Editor

```
A




SED version 2.14 (1 Apr 87
Line   1   X.XPL  Modified   Append Mode   Line Insert
```

Moving between the RTP system and the Monitor

When you first turn on the system, the Welcome Menu tells you that you are in the RTP system. When you are ready to set up your storage system, you leave the RTP module and enter the Monitor module.

■ Press ⌘-Spacebar on the terminal keyboard.

A blank screen with a Ready prompt in the upper left-hand corner tells you you are in the Monitor.

Ready >

You can leave the Monitor and return to the RTP module.

1. Type

   new x; play

2. Press Return.

   The Welcome Menu of the RTP appears.

Moving between the Monitor and the Screen Editor

The Screen Editor is usually accessed from the Monitor module.

1. At the Ready prompt, type

    sed

2. Press Return.

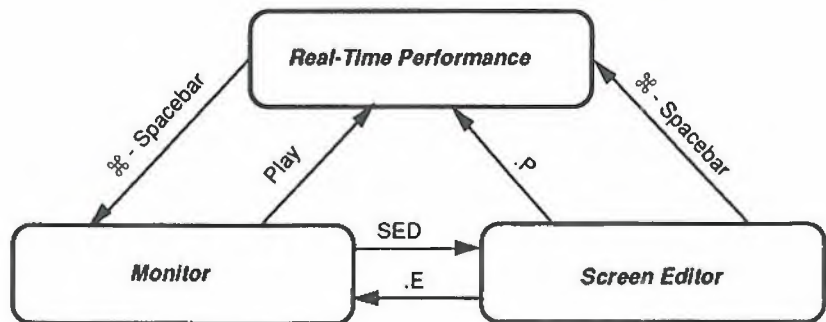3. If a prompt appears at the bottom of the screen, press Return two more times.

    The letter A appears in the upper left corner, and two lines of information appear at the bottom of the screen. If a text file is in memory, the contents of that file appear on the screen with a column of letters at the left. The column of letters is the **command column** from which many Screen Editor commands are executed.

You can return to the Monitor from the Screen Editor.

1. Make sure the cursor is in the command column.

2. Type **.e** (period, followed by **e** for "exit")

    Two lines of information and the Ready prompt appear at the top of the screen.

*Software modules and
the commands that
move you from one to
another*

Moving between the Screen Editor and the RTP module

You can go directly from the Screen Editor to the RTP system without going through the Monitor.

1. Place the cursor in the command column.

2. Type **.n** (period, followed by **n** for "new").

    The cursor moves to the bottom of the screen where a query appears.

    Name of new file?

3. Press Return twice.

    The cursor returns to the command column.

4. Type **.p** (period, followed by **p** for "play").

    The Welcome Menu appears on the screen.

You can return to the Screen Editor from the RTP system.

■ Press ⌘-Spacebar.

    If you entered the RTP system from the Screen Editor, the blank screen with the command column appears on the screen. If you entered the RTP system from the Monitor, the Ready prompt appears on the screen.

**Monitor
command
procedures**

Monitor commands

All Monitor commands are typed on the terminal keyboard. Some consist of just three letters. Others consist of two or more words separated by commas or spaces. The punctuation marks are essential parts of the command. You can use either upper or lower case letters.

Follow these instructions to enter a Monitor command.

1. Type either the entire command or its abbreviation as shown on the opposite page.

2. Press the Return key.

    The computer executes the command. For some commands, a message is displayed on the screen, indicating the results of the action.

    The Ready prompt reappears, indicating the computer is "ready" for another command.

If you make a mistake in spelling a command, the computer responds with the question

    What?

followed by another Ready prompt. Retype the command and press Return.

At any time, you can repeat the last command by pressing Ctrl-R at the Ready prompt and then pressing Return.

Abbreviating Monitor commands

Most Monitor commands can be abbreviated to the first three letters of the main command word, followed by the first letter of any additional words. Below is a table of common Monitor commands and their abbreviations.

command	abbreviation
old	old
new	new
save	sav
replace	rep
unsave	uns
enter	ent
catalog	cat
catalog all	cat a
catalog of	cat o
catalog all of	cat a o

A complete listing of all Monitor commands and their abbreviations is in the *Reference Guide*.

Entering multiple commands

You can enter more than one Monitor command at a time by separating each command with a semicolon (;). For example, if you want to recall a sound file named "trumpet" and save it to a floppy disk, enter the commands

old trumpet; **sav** f0:

After the commands are executed, the Ready prompt appears.

2) Ready >

The "2)" preceding the Ready prompt indicates that two commands were executed successfully.

Monitor command procedures (con't)

Getting on-line help

While you are in the Monitor, you can read about Monitor commands and related topics directly on the terminal screen by using the on-line "help" system.

- ■ To get started, enter the command

    help

    The first display explains how to use the **help** system.

- ■ For information about a particular command, enter the command

    help <command name>

    Make sure that you type in the full command without abbreviations. Follow the command by pressing the Return key.

- ■ To look at a complete listing of all **help** topics, enter the command

    help contents

    The contents listing that appears is on several "pages" of terminal screen. Move from one page to the next by pressing Return. Press Delete to return to the first page of the contents.

- ■ To select any topic in the contents listing, enter the command

    help <topic>

    Make sure that the topic is typed exactly as listed in the contents listing.

- ■ To leave the **help** system and return to the Ready prompt in the Monitor, press ⌘-Spacebar.

HELP COMMAND

The HELP command gives you on-line information about the Synclavier Terminal Support Options. By typing HELP and then a command or a topic, you may learn about these Options as you go.

Type HELP TERMINAL and press the RETURN key to learn how to use the terminal.

Or type HELP and one of the topics listed below.

MODULES   the software that runs the Synclavier.
COMMANDS   the special words you type.
MONITOR   the Ready > program that interprets your commands.
PLAY   the command that turns on the keyboard and
                 calls up the terminal menus.

Each topic will point you to related HELP topics. Also, any word printed in capital letters is a HELP topic.

Type HELP CONTENTS for a complete list of all HELP topics.

_____press RETURN for more on HELP COMMAND