System operation

Using the keyboard unit

The **keyboard unit** consists of a Synclavier keyboard with musical performance controls, a **keyboard control panel** for creating, recording, editing and storing sounds and a **back panel** with various input and output jacks.

The Synclavier keyboard

The 76 keys of the Synclavier keyboard are velocity and pressure sensitive. That is, depending on how a sound has been programmed, you can control its volume or quality by varying the sharpness of your keyboard attack or the amount of after-touch pressure you apply to the keys.
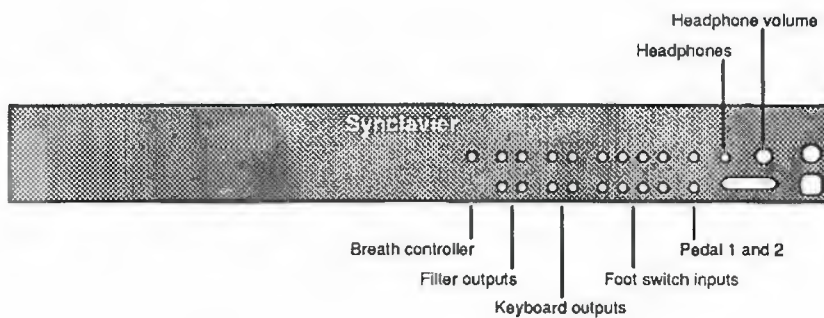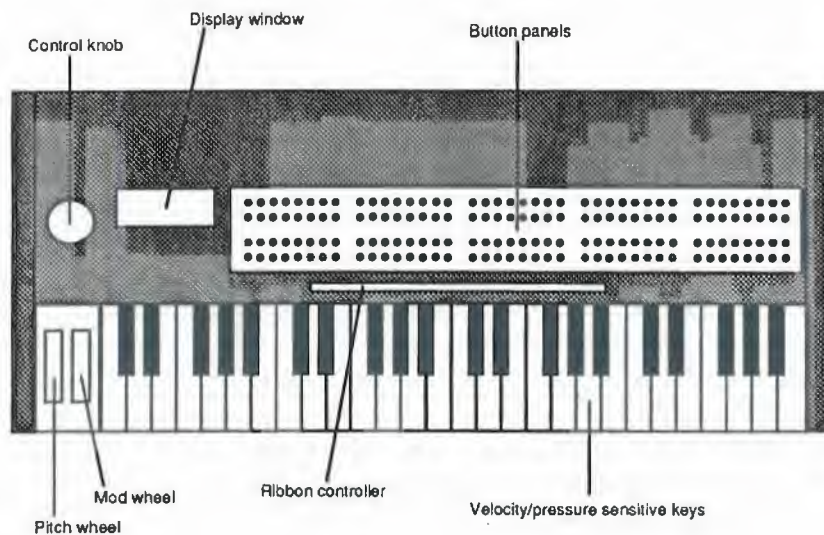
Two wheels, located at the far left of the keyboard, provide other means of varying the sounds of the keyboard.

- The outside wheel, called the **pitch wheel**, changes the pitch of any sustained sound by a whole-tone above or below the original sound.

- The inside wheel, called the **mod wheel**, changes the volume or any quality of a sustained sound depending on the programming of the sound.

Just above the keyboard is a black velvet ribbon called a **ribbon controller**. Sounds can be programmed so that running your finger up or down this ribbon changes the volume or a particular quality of the sound.

These keyboard performance techniques, called **real-time effects**, are explained more fully in "Real-time effects" in the *FM Synthesis* manual.

Control knob · Display window · Button panels

Mod wheel · Ribbon controller
Pitch wheel · Velocity/pressure sensitive keys

Keyboard unit

Headphone volume
Headphones

Breath controller · Pedal 1 and 2
Filter outputs · Foot switch inputs
Keyboard outputs

Keyboard unit back panel

Using the keyboard unit (con't)

Keyboard control panel

Above the Synclavier keyboard is a panel with five sets of red **buttons**, a **display window** and a **control knob** that provide one way to control the system.

- You create synthesized sounds or modify sampled sounds using the buttons of the first panel.

- You control the sequencer using the buttons of the second and third panels.

- You store and recall sounds and sequences using the buttons of the top half of the fourth panel.

- You control keyboard effects and modify synthesized and sampled sounds using the buttons of the lower half of the fourth panel and the fifth panel.

The **display window**, to the left of the button panels, reflects the function of the button pressed. Sometimes the display window shows the name of the function. Other times it shows a value or a message relating to the function.

Any value shown in the display window can be changed by turning the **control knob**, the metal wheel to the left of the display window. The control knob is spring loaded and self-centering. Values decrease when you turn it to the left and increase when you turn it to the right. The further you turn it, the faster the values change. When you release it, the last value reached remains in the display window.

Keyboard back panel

Pedals, footswitches or a breath controller plugged into the inputs on the back of the keyboard control panel can be used for special effects.

- Two pedals can be plugged into the PEDAL 1 and PEDAL 2 jacks. When programming real-time effects, you may want to reserve one pedal for volume control and the other for other types of effects.

- A footswitch can be plugged into any of the eight footswitch inputs labeled HOLD, REPEAT, POR-TAMENTO, PUNCH IN/OUT, SUSTAIN, ARPEGGIATE, PHRASE or MUTE. This allows you to turn on or off these functions without removing your hands from the keyboard.

- A breath controller can be plugged into the BREATH CONTROLLER jack. Its input can be patched to any real-time effect parameter.

Keyboard and filter outputs can be used to connect the keyboard to outboard filter units, oscillators, envelope generators, etc.

Using the terminal

The graphics terminal is operated by an expanded typewriter keyboard and a trackball. In addition to the **main keys,** the terminal keyboard has **a numeric keypad,** a block containing **cursor keys** and a row of **function keys.**

Main keys

The main key block on the terminal keyboard resembles a regular typewriter keyboard. The following list describes the special keys.

Capslock	Press to type only upper case letters. Press again to return to lower case.
Control	Hold down while you press another key to send a non-printing command. These commands appear in the format Ctrl–L.
Delete	Press to erase the character immediately to the left of the cursor.
Option	Hold down while you press another key to send an "option" command. These commands appear in the format Option-J.
Return	Press to enter commands or complete lines of text.
Shift	Hold down while you press another key to type in upper case, to type the upper symbol on the symbolic keys or to send a "shift" command. Shift commands appear in the format Shift–E.
Spacebar	Press to scroll through some menu selections.
Tab	Press to move between fields on a display.
⌘	Hold down while you press another key to send a non-printing command. These commands appear in the format ⌘-6.

Using the terminal (con't)

Cursor key block and numeric keypad

The block of keys immediately to the right of the main keys of the terminal keyboard contains the **cursor keys** and other **command keys.**

Help Press to display a list of terminal keyboard commands that are used frequently. Click anywhere on the display to clear it from the screen.

Home In the Screen Editor, press to return the cursor to the command column.

del $\boxed{X}$ Press to execute a Backspace.

Page Down In the Monitor, press to advance one line at a time. In Music Printing, use to select a library.

Arrow keys In the Screen Editor, the RTP system and the Utility Program menus, press to move the cursor in the direction indicated by the arrow. Arrow keys are inactive in the Monitor.
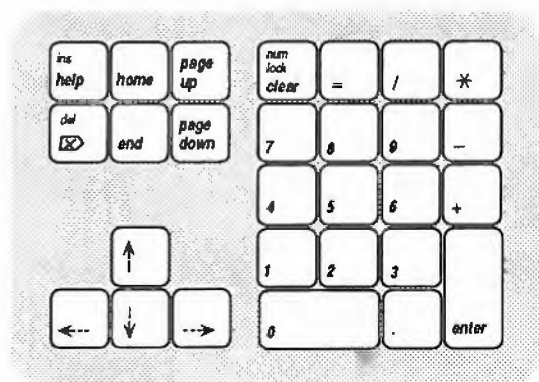
Other keys in this block are not yet assigned.

The rightmost block of keys contains the **numeric keypad.** The top row of keys in this block can be used to send F1, F2, F3 and F4 commands (see "Function keys" in this section for a description of the commands). Other keys in this block are used to enter numeric values and commands in the Music Printing Option.

Press the **Enter** key to move to the Main or Welcome Menu from any other RTP display.

Using the terminal (con't)

Function keys

Across the top of the terminal keyboard are 15 **function keys (F1–F15)**. F1-F4 and F15 operate from all software modules. Use F5-F12 only for the Audio Event Editor.

F1 Moves from the RTP system or Music Printing to the Reverse Compiler.

F2 Moves to the RTP system.

F3 Moves from the RTP system to Music Printing.

F4 Moves to the Signal File Manager.

F5 Selects the Cue In time field on the Cue Editor panel of the Audio Event Editor (AEE).

F6 Selects the Edit In time field of the AEE.

F7 Selects the Edit Out time field of the AEE.

F8 Selects the Cue Out time field of the AEE.

F9 Plays a cue from the selected time.

F10 Stops cue playback. Toggles to continue playback.

F11 Plays a cue to the selected time.

F12 Toggles between scan and scrub mode.

F13 Currently unassigned.
F14

F15 Freezes and unfreezes a scrolling screen.
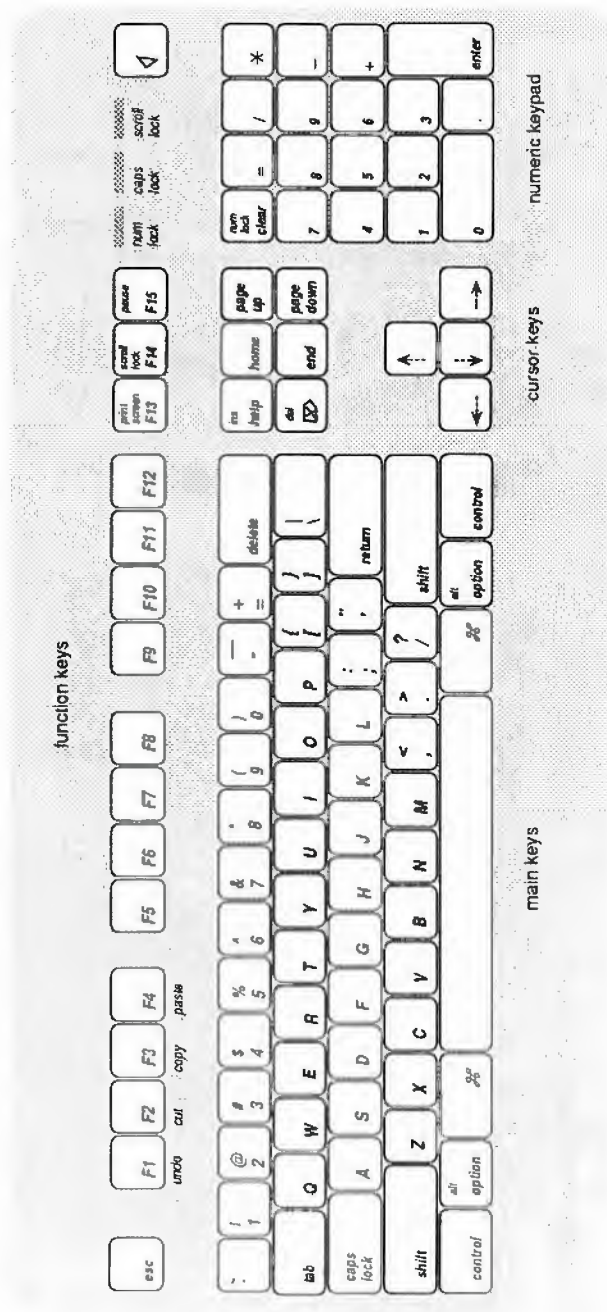
Terminal keyboard

Using the trackball

The trackball is a hand-operated controller used to manipulate items on the terminal screen.

Moving the pointer

You can activate commands, select and move values, enter and exit displays, scroll through a set of options and perform many other operations using the **trackball.**

■ Place your hand on top of the trackball, and move it so that the trackball rolls in its socket.

The movement of the arrow pointer on the screen corresponds to the direction and speed of the trackball movement.

No operation is activated by the trackball until you press one of the trackball buttons.

In the Real-Time Performance (RTP) system, the arrow pointer changes into a crosshair, called the **trackball cursor.** When you press the small trackball button, the trackball cursor becomes three-dimensional to indicate that the button is locked. When you press the small trackball button again, the cursor changes back to a crosshair to indicate that the button is unlocked.

Clicking and dragging

You can **click** some items on the terminal screen. Clicking an item may activate a command, select a menu choice, exit a display or enter a value.

1. Roll the trackball until the trackball cursor is on the desired item.

2. Press and immediately release the large trackball button.

You can **drag** some items on the terminal screen. Dragging is used to move something from one place to another.

1. Roll the trackball until the trackball cursor is on the desired item.

2. Click the small trackball button to lock the item under the cursor.

   In the RTP system, the cursor becomes a diamond to indicate that the item can be dragged.

3. Roll the trackball until the cursor is in a new location, and click the small button again to release the item.

   If the item you dragged is in a valid format, range and location, it appears in that location. If it is not valid, an error message appears or the information is ignored.

Operating the Real-Time Performance system

Selecting the Real-Time Performance system

When you first start your system, the Welcome Menu appears on the terminal screen and the Real-Time Performance (RTP) software is active. If either the Monitor or the Screen Editor is active, you use special commands to select the RTP system.

You can enter the RTP system from the Monitor.

1. Type

   new t; play

2. Press Return.

   In a few moments, the Welcome Menu appears on the screen.

You can enter the RTP system from the Screen Editor.

1. Type .n (period, followed by the letter n) in the command column.

2. Respond to the query at the bottom of the screen by typing a new filename, and press Return.

3. Type .p (period, followed by the letter p) in the command column.

   The Welcome Menu appears on the screen.

Choosing a Real-Time Performance display

When you are in the RTP system, you can choose from a variety of directories and displays listed on the Welcome Menu and Main Menu.

Use one of the following methods to select a directory or display.

■ Type the letter that precedes the desired selection.

■ Press the arrow keys to move the **screen cursor** (a flashing rectangle) to your selection. Then press Return.

■ Roll the trackball until the **trackball cursor** (a crosshair) is on your selection. Then click the large trackball button.

Use one of the following methods to return to the Main Menu from the selected display.

■ Press Enter.

■ Roll the trackball until the trackball cursor is on the **exit box** (the small box located in the upper right corner of the terminal screen). Click the large trackball button.

Using the trackball to enter text and values

You can enter values into time fields on the screen.

1. Roll the trackball until the trackball cursor is on the desired segment (for example, the minutes segment in a SMPTE time field).

2. Press and hold the ⌘ key while you click the large trackball button to increase the segment number.

   OR

   Press and hold the Option key while you click the large trackball button to decrease the number.

You can enter either values or text into some other fields on the screen.

1. Roll the trackball until the cursor is on the desired field and click the large button.

   The screen cursor moves to the selected field.

2. Type the entire value or text entry.

3. Press Return or click any other field.

   If the value or text you typed is valid, it is entered in the field. If the information is not valid, an error message appears or the information is ignored.

Note: You can also drag information into some fields. See "Clicking and dragging" in the section "Using the trackball" for instructions.

Using the terminal keyboard to enter text and values

In some displays, you can enter values and text using the terminal keys only, without using the trackball at all.

1. Press the arrow keys until you reach the desired field.

    The screen cursor moves to the field.

2. Press the Tab key.

    You enter the overstrike mode. Any typed character replaces the one at the cursor, which advances to the next character.

3. Press the Tab key again to move by words within the field. At the end of the field, the cursor wraps.

    OR

    Press the arrow keys to move character by character within the field. At the end of the field, the cursor wraps.

4. Type the desired text or value. To change a character, position the cursor directly over the incorrect character and type the correct one.

5. Press Return to enter the value or text.

Operating the Real-Time Performance system (con't)

Advanced editing techniques

You can use the Control key for more advanced editing techniques within a numeric, time or text field.

1. Repeatedly press the Tab key until the cursor is in the desired field.

2. Press and hold the Control key while you press the appropriate additional key, as shown on the following page.

In overstrike mode, you can move the cursor to the next colon or decimal point.

■ Press : (the colon key) or . (the period key).

You can restore the previous value to an empty field in one of three ways.

■ Press Control-D, Control-E or Control-X.

Advanced editing techniques (con't)

Control key commands and their results are listed below.

command	result
Control-A	Toggles between insert and overstrike mode in a text field.
Control-D	In overstrike mode, moves the cursor one character to the right. In insert mode, erases one character to the right of the cursor.
Control-E	Deletes all characters to the right of the cursor.
Control-I or Tab	Advances the cursor to the next segment within the field.
Control-H	Moves the cursor one character to the left.
Control-L	Moves the cursor one character to the right.
Control-R	Cursor moves to the first character in the segment.
Control-X	Erases the entire entry and exits the edit mode.
Delete	In overstrike mode, moves the cursor one character to the left. In insert mode, erases the character to the left of the cursor.

Switches

Some RTP Displays contain switches. You can use the trackball to **scroll** forward or backward through a set of options available on a screen switch.

1. Roll the trackball until the trackball cursor is on the screen switch.

2. Click the small trackball button to lock the switch.

    The switch is highlighted, and the trackball cursor disappears.

3. Roll the trackball right or left to change the switch setting.

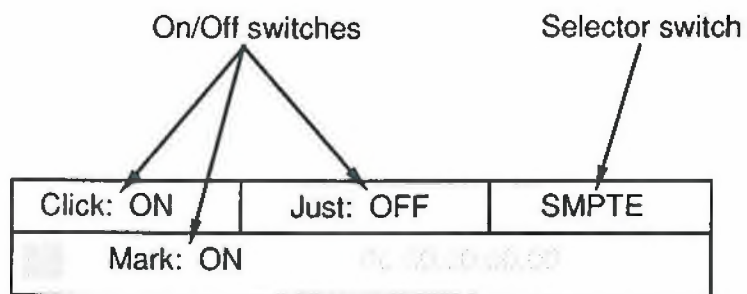4. Click the small button again to select the desired option.

    The trackball cursor reappears.

You can use the trackball and terminal keyboard to **step** through the options available on a screen switch.

1. Roll the trackball until the trackball cursor is on the screen switch.

2. Press and hold the ⌘ key while you click the large trackball button to step to the next switch options.

    OR

    Press and hold the Option key while you click the large trackball button to step to the previous switch options.

On/Off switches   Selector switch

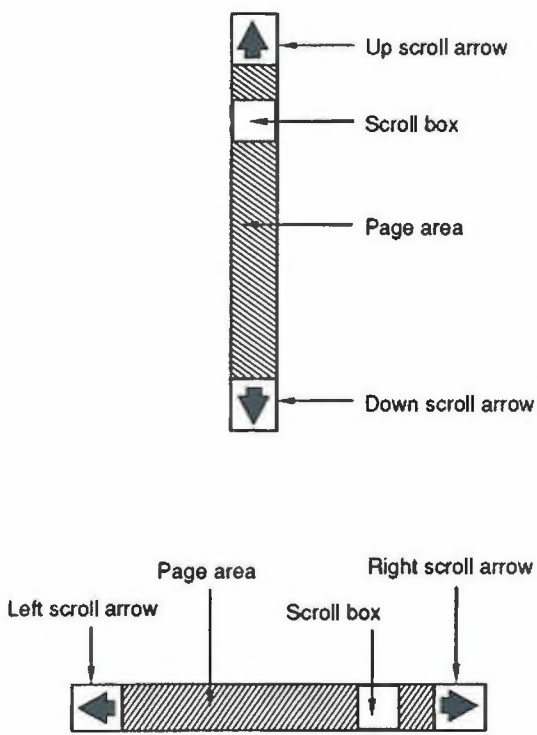| Click: ON	Just: OFF	SMPTE
Mark: ON		

Operating the Real-Time Performance system (con't)

Scroll bars

Some displays contain horizontal or vertical **scroll bars**, which allow you to move forward or backward through the display. You can use a scroll bar in several ways.

- Step backward or forward slowly by clicking the **scroll arrow** at either end of the scroll bar.

- Scroll backward or forward slowly by clicking and holding one of the **scroll arrows**.

- Go directly to a location by dragging the **scroll box** to a different position.

- Page backward or forward by clicking the area between the scroll box and either end of the scroll bar.

Up scroll arrow

Scroll box

Page area

Down scroll arrow

Page area

Right scroll arrow

Left scroll arrow

Scroll box

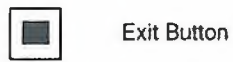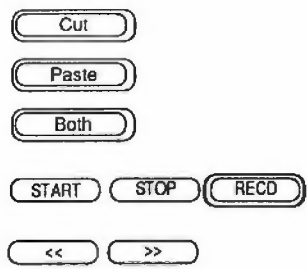## Operating the Real-Time Performance system (con't)

Buttons

Buttons appear on the terminal screen as either oblongs or boxes and are used to activate different functions. You operate a button by using the trackball.

1. Roll the trackball until the trackball cursor is on the button.

2. Click the large trackball button.

Some screen buttons, when clicked, select functions or commands that do not affect your current work. These buttons are enclosed with a single line.

Other screen buttons, when clicked, execute a command or function that alters your current work. These buttons are enclosed in double lines. Some double-line buttons have to be clicked twice before the function is executed. The first click places the button in a blinking "ready" state, the second executes the function or command.

(Cut)

(Paste)

(Both)

(START) (STOP) (RECD)

(<<) (>>)

▼ Take Button   ▶ Play Button

| DTD MGR | Selection Panel Button

| M1 | M2 | M3 | M4 | M5 | M6 | M7 | M8 | Memory Buttons

■   Exit Button

(?)   Info Button

Operating the Real-Time Performance system (con't)

Take buttons

A special button, called a **Take** button, is a triangle within a square. It is located on the terminal screen adjacent to the field which it affects.

Take buttons operate in several ways. Sometimes a Take button places a value, such as the current play time, into the field adjacent to it. At other times a Take button takes the value in the adjacent field and stores it or places it in some other field. For information about how the Take buttons on specific displays operate, refer to the documentation for that display.

Operating the Real-Time Performance system (con't)
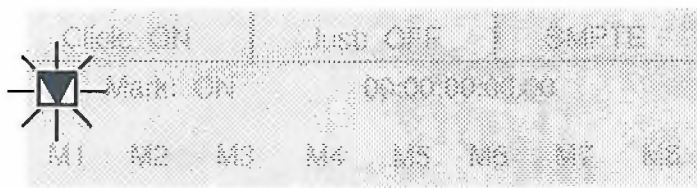
Memory buttons

Memory buttons store time values for later use in any time field. A memory button is lit when it contains a time value.

You can insert a time value into a memory button.

■ Drag the value from a time field onto the memory button.

The memory button lights to indicate that it has received the time value.

You can insert the contents of a memory button into a time field.

■ Drag the time value from the memory button to the desired time field.

The time value in the memory field is inserted into the time field.

| M1 | M2 | M3 | M4 | M5 | M6 | M7 | M8 |

00:10:15:09.10

The velocity keyboard button panel (VK Panel)

### Introduction

The Synclavier 3200 can be operated without a velocity/pressure keyboard using the VK Panel on the MacIntosh II terminal. All five button panels, a control knob and display window appear on the screen and control the same functions as those on the velocity/pressure keyboard control panel. The VK Panel is available as an option on other Synclavier models.

Whenever the Real-Time Performance system is running, you can activate the VK Panel display and use it in tandem with any of the directories or displays. If you reduce the size of the display using the half-size or mid size command, you can view both the display and parts of the VK Panel.

Once you have become familiar with the operation of the VK Panel, you can perform any of the operations of the Synclavier—sampling and sound editing or sequence recording and editing—from the computer terminal.
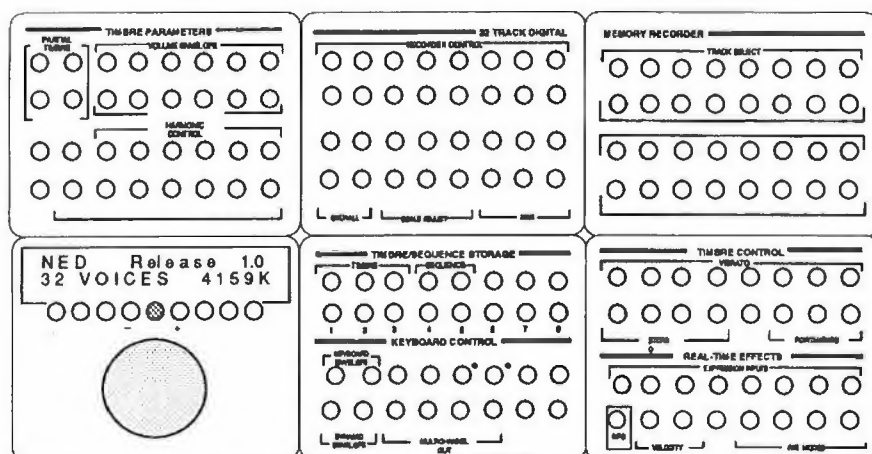
The velocity keyboard button panel (con't)

Selecting and sizing the VK Panel

You can select the VK Panel while any Real-Time Performance (RTP) display is on the screen.

■ Select VK Panel from the Window menu; or press ⌘ –D on the terminal keyboard.

The VK Panel appears in front of the current RTP display.

■ Select Terminal from the Window menu; or press ⌘ –D again.

The current RTP display appears in front of the VK Panel.

The VK Panel can be changed in size using the enlarge or reduce box in the lower right corner.

■ Click on the enlarge or reduce box and drag the corner until the display is the desired size.

The display is changed in size to show more or less of the VK Panel. You can scroll to parts of the panel that are not on view using the scroll bars to the right and at the bottom of the VK Panel window.

Displaying both the VK Panel and the current RTP display

You can reduce the size of the current RTP display so that most of the VK Panel is visible at the same time.

1. Click Half Size or Mid Size on the Display menu.

   The current display is redrawn at half- or mid-size. Part of the VK Panel is visible behind the display.

2. Select VK Panel as explained before or by clicking anywhere on the VK Panel itself.

   The VK Panel is drawn over the current RTP display.

3. Click on the upper bar of the VK Panel and drag it to a position where you can see just the top of the current RTP display and where the upper right panel is just to the right of the RTP display.

4. Bring the RTP display to the front by clicking on it.

   The three lower panels and the upper right panel of the VK Panel are visible around the RTP display.

The velocity keyboard button panel (con't)

Rearranging the VK Panel

You can place the individual panels of the VK Panel in any arrangement and store up to 6 different arrangements. Thus, panels used with a particular operation can be visible around the current RTP display.

1. Select Arrange VK from the Window menu.

    A miniature VK Panel is displayed beside six numbered presets.

2. Click the square in front of the preset to be arranged.

3. Drag a panel to the desired position.

    The source and destination panels exchange positions.

4. Repeat step three until the arrangement is as desired. At any time you can click Default to return to the default arrangement.

5. Click OK.

    The rearranged panel is displayed, and it is also saved under the designated preset. The Arrange VK dialog closes automatically.

Using the current RTP display and the VK Panel together

Normally, when the VK Panel is in the foreground, switches and buttons on the current RTP display are not active. Similarly when an RTP display is active, buttons on the VK Panel are inactive. You can set the screen so that both the VK Panel and the current RTP display are active.

1. Reduce the current display to half- or mid-size as described above, and position the VK Panel so that the desired panels are visible around the current RTP display.

2. Select Activate Window from the Window menu.

    The current RTP display is active, and all of the visible buttons and controls of the VK Panel are active as well.

3. Select Activate Window again.

    The Activate Window feature is turned off. Only those buttons and switches on the display in the foreground are active.

VK Panel
operation

Pressing VK Panel buttons

You control the functions of the Synclavier using the buttons of the VK Panel just as you would on a Synclavier keyboard button panel. As with the Synclavier keyboard control panel, buttons have three modes:

mode	VK Panel button color
off	red
on steady	white
on blinking	white blinking

To turn on a function

■ Click the appropriate red button.

The button turns white or blinking white, depending on its mode.

To turn off a function

■ Click the appropriate white or blinking button. In some cases, you may have to click twice or click another button.

The button turns red.

Holding VK Panel buttons

Certain functions on the Synclavier velocity/pressure keyboard require you to press and hold a button while you press another button. You accomplish this on the VK Panel using the Shift key on the terminal keyboard.

1. Press the Shift key.

   The cursor turns into a hand with a pointed finger.

2. Click the desired button and release the shift key.

   The button turns white, and the hand remains on the button.

3. Click the second button.

To release the button from its hold

■ Click the button without the Shift key pressed.

To release all held buttons

■ Press ⌘-T on the terminal keyboard.

VK Panel operation (con't)

Operating the VK Panel control knob

You can change the values of a selected parameter using the control knob just as you would on the Synclavier keyboard control panel.

1. Click the desired parameter button.

    The button turns white, and the display window shows the default value of that parameter.

2. Click and drag the control knob to the right or left.

    The knob appears to turn in the direction of the drag, and the value in the display window increases or decreases.

    The rate buttons above the control knob indicate the rate at which the value is changing. Buttons furthest right or left indicate the highest rate of change.

You can also increment the selected value by clicking the rate buttons.

```
NED     Release   1.0
32 VOICES      4159K
```

⊖ ⊖ ⊖ ⊖ ⊗ ⊖ ⊖ ⊖ ⊖

−   +
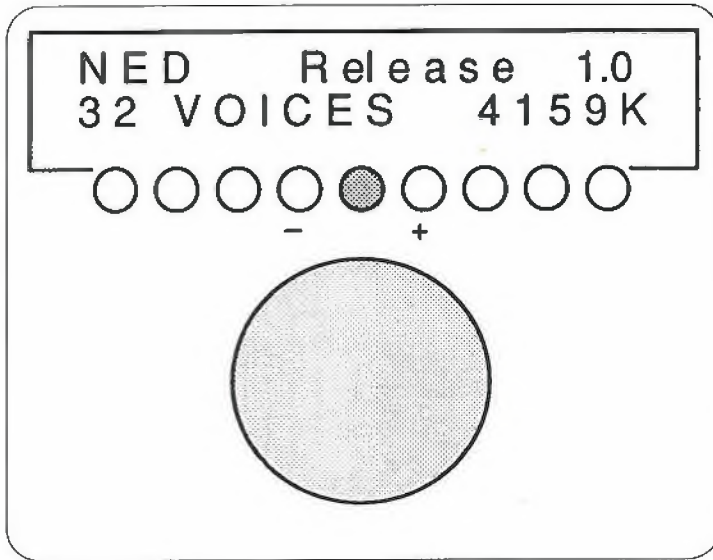
Terminal keyboard equivalents for VK Panel buttons

Using terminal keyboard equivalents

If you do not find it convenient to use the track ball to click or hold the necessary buttons, you can perform the same operations at any time (regardless of what is visible on the screen) using terminal keys. Keyboard equivalents also make it possible to simplify complex operations to a single keystroke using a key reassignment and macro program such as QuicKeys.

When you use terminal keys to perform Synclavier functions, you proceed as follows, using the keyboard equivalents shown on the opposite page.

1. Select a bank of buttons, if necessary.

2. Click or hold the desired button.

3. Turn the control knob, if necessary.

4. Release any held buttons.

Terminal keyboard equivalents (con't)

1. **Select a bank** (this step does not have to be repeated for additional operations using buttons from the same bank).

key combination	*bank selected*	*panel*
Option-KP0	Timbre Parameters, upper	1
Option-KP1	Timbre Parameters, lower	1
Option-KP2	Recorder Control, upper	2
Option-KP3	Recorder Control, lower	2
Option-KP4	Track Select 1-16	3
Option-KP5	Track Select 17-32	3
Option-KP6	Timbre/Sequence Storage	4
Option-KP7	Keyboard Control	4
Option-KP8	Timbre Control	5
Option-KP9	Real-Time Effects	5

2. **Click or hold a button.**

key combination	*action*	*button row*
Option-1-8	click	upper
Option-Control-1-8	click	lower
Shift-Option-1-8	hold	upper
Shift-Option-Control-1-8	hold	lower

Terminal keyboard equivalents (con't)

3. **Turn the control knob.**

key combination	increment value by
Option- + or –	ones
Option-Control- + or –	tens
Option-Shift- + or –	hundreds
Option-Control-Shift- + or –	thousands

4. **Release a held button.**

key combination	action
⌘ -T	release all holds

Terminal keys normally available for reassignment

If you use a key reassignment and macro program, the following keys are normally available for reassignment.

Option-A-Z
⌘-A-Z
Any combination of Shift, Control, Option, ⌘ and A-Z

Shift-F1-F12
Control-F1-F12
Option-F1-F12
⌘-F1-F12
Any combination of Shift, Control, Option, ⌘ and F1-F12

Control-0-9
⌘-0-9
Any combination of Shift, Control, ⌘ and 0-9

Shift-KP0-9
Control-KP0-9
⌘-KP0-9
Any combination of Shift, Control, Option, ⌘ and KP0-9

Terminal keys not available for reassignment

If you use a key reassignment and macro program, you should avoid reassigning keys that have functions in Synclavier Real-Time programs. In addition to the keyboard equivalents for control panel buttons described above, the following keys have Real-Time Program functions.

Module commands

key	alternate key	2nd alternate	function
F1	⌘-1	KP Clear	Move from RTP or Music Printing to Reverse Compiler.
F2	⌘-2	KP =	Move to RTP.
F3	⌘-3	KP /	Move from RTP to Music Printing.
F4	⌘-4	KP *	Move to Signal File Manager.

Menu bar pull down commands

key	function
⌘-0	Quit
⌘-5	Half-size screen
⌘-6	Mid-size screen
⌘-7	Full-size screen
⌘-8	Show title and scroll bars

Terminal keys not available for reassignment (con't)

Audio Event Editor commands

key	function
F5	Lock on to Cue In icon.
F6	Lock on to Edit In icon.
F7	Lock on to Edit Out icon.
F8	Lock on to Cue Out icon.
F9	Play from selected time.
F10	Stops playback. Continues playback.
F11	Plays to the seleted time, starting two seconds before it.

Commands used on other RTP screens

key	function
A-Z	Menu choices and some other commands
Control-A-Z	Motion control and some other commands

Operating the Monitor

Although most Synclavier and Direct-to-Disk operations are performed from the RTP system, many file management tasks are performed from the Monitor.

Complete instructions for using the Monitor are in the manual *Organizing and Storing Sounds*.

Selecting the Monitor

You can enter the Monitor from the RTP system.

1. Press Enter to return to the Main Menu.

2. Press ⌘-Spacebar.

   The screen clears and the Ready prompt appears in the upper left corner. The screen cursor, a flashing rectangle, appears after the Ready prompt.

   The Synclavier keyboard unit is no longer active.

You can enter the Monitor from the Screen Editor.

■ In the command column, type

   .e (period, followed by the letter e)

   The Screen Editor Display is replaced by the Monitor screen with a Ready prompt in the top left corner.

Entering Monitor commands

When you are in the Monitor, you control the Synclavier by typing Monitor commands at the terminal keyboard. Some commands 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, although it does not matter whether you use upper or lower case letters.

After you enter the Monitor, the Ready prompt that appears on your screen signifies that the Monitor is ready to accept a command.

1. Type the command.

2. Press Return.

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

    A new Ready prompt appears, 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 a new Ready prompt. Retype the command and press Return.

Operating the
Monitor (con't)

Getting on-line help for Monitor commands

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.

■ Enter the command

help

A display appears explaining how to use the **help** system.

You can get information on a particular command or a topic by typing help followed by the command or topic. 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.

When you have finished using the help system

■ Press ⌘-Spacebar.

The Ready prompt of the Monitor appears.

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

Operating the Screen Editor

Some file management tasks are more easily performed in the Screen Editor.

Complete instruction for using the Screen Editor are in the manual *Organizing and Storing Sounds*.

The Screen Editor Display

The Screen Editor is a text editing tool that can also be used to save and recall files from the disk.

The Screen Editor Display is divided into two basic areas—the **command column** and the **text area.**

- The command column is the vertical column of letters on the left side of the screen. Depending on the length of the current file, letters from A to V may appear in this column.

- The text area is the entire area to the right of the command column. Up to twenty-two lines of text may appear in this area at one time.

At the bottom of the screen are the **query line** and the **status line.**

- The query line displays messages, including requests for confirmation and error messages.

- The status line displays information about the current file, including its filename and whether or not it has been modified from the disk version.

```
A    The sample-to-memory module samples in stereo or
B    mono at rates up to 100kHz.  The samples are recorded
C    directly into polyphonic sampling memory.  Sounds
D    created using this method are immediately available for
E    performance and recording.
F
G    The sample-to-disk module creates mono samples at
H    rates up to 50kHz.  Samples are recorded into polyphonic
I    sampling memory or onto a Winchester disk from the
J    real-time performance system.  Sampling to disk is done
K    using the signal file manager (SFM) software.
L
M    Sound files can contain information for one or two
N    channels.  When a sound file contains information for only
O    one channel, it is called a mono, or monophonic, sound
P    file.  When it contains information for both channels, it is
Q    called a stereo, or stereophonic, sound file.
R
S    You can separate a stereo sound file into two mono files.
T    You can also combine two mono files to make a stereo
U    sound file.
V
SED version 2.14 (1 Apr 87)
Line   1  X.XPL  Modified   Append Mode   Line Insert
```

Operating the Screen Editor (con't)

Selecting the Screen Editor

You can enter the Screen Editor from the RTP system.

1. Press Enter to return to the Main Menu.

2. Press ⌘-Spacebar.

   If you entered the RTP system from the Screen Editor, the Screen Editor displays appears.

   If you entered the RTP system from the Monitor, the Monitor screen appears.

You can enter the Screen Editor from the Monitor.

1. At the Ready prompt, type

   sed

2. Press Return.

   The Monitor is replaced by the Screen Editor Display.

Entering Screen Editor text and commands

Screen Editor commands consist of one or two keystrokes. Some commands can only be entered when the cursor is in the command column. Others can only be entered when the cursor is in the text area. Some others can be entered anywhere, regardless of where the cursor is currently located.

Certain commands require additional information. When you enter a command of this type, the cursor moves to the query line at the bottom of the screen where a message appears requesting the information.

To complete the command

1. Type the information required.

2. Press Return.

To enter text, position the cursor in the text area and begin typing.

Backing up the NED System Disk

We recommend that you make a backup copy of the NED System Disk. You need a blank 3.5" double-sided double-density disk, which can be purchased at a computer store.

You make a backup copy by initializing a blank disk and then copying the NED System Disk onto the blank disk.

Initializing a blank disk

1. If the terminal is on, select Restart from the Special menu. Otherwise, press the Power On key on the terminal keyboard.

    A chord sounds. The arrow pointer and a disk icon with a flashing question mark appear on the screen.

2. Insert the NED System Disk into the disk drive of the terminal.

    A smile replaces the question mark, and the screen shows the New England Digital logo. In a few moments, a horizontal menu bar and a flashing rectangle appear at the top of the screen.

3. Select Quit from the File menu.

    A few moments later, the titles in the menu bar change and the NED System Disk icon appears in the top right corner of the screen.

4. Select Eject from the File menu.

    The disk is ejected from the drive, but its icon remains on the screen.

Initializing a blank disk (con't)

5. Insert a blank 3.5" double-sided double-density disk into the disk drive of the terminal.

    This message appears on the screen.

    > This disk is unreadable:
    > Do you want to initialize it?
    > Eject   One-Sided   Two-Sided

6. Click Two-Sided.

    The message on the screen changes.

    > This process will erase all
    > information on this disk.
    > Cancel   Erase

7. Click Erase.

    Another message appears.

    > Please name this disk:
    > Untitled
    >   OK

8. Type an appropriate name and then click OK.

    Several messages appear on the screen to indicate that the disk is being initialized. This process takes about a minute.

Backing up the NED System Disk (con't)

Copying the NED System Disk

When the initialization process is complete, the icon for your blank disk appears below the NED System Disk icon.

1. Drag the NED System Disk icon onto the blank disk icon.

   The blank disk is ejected from the drive and a message appears on the screen.

   > Please insert the disk:
   > NED System Disk

2. Insert the NED System Disk into the disk drive.

   The message changes.

   > Are you sure you want to completely
   > replace contents of
   >   "[disk name]" (not in any drive)
   > with contents of
   >   "NED System Disk" (internal drive)?
   > OK   Cancel

3. Click OK.

   A series of messagess appear on the screen to indicate that the NED System Disk is being copied onto the blank disk. Three times during the backup procedure, the current disk is ejected from the drive, and the second line in the message box prompts you to insert the other disk.

   (con't next page)

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Copying the NED System Disk (con't)

4. Insert the disks as prompted by the messages on the screen.

   The message box disappears when the backup procedure, which takes about two minutes, is complete.

5. When the procedure is complete, select Restart or Shut Down from the Special menu.

   Your backup disk is ejected from the drive, and the message box reappears.

6. Insert the NED System Disk into the disk drive.

   The disk is ejected from the drive and a chord sounds. If you selected Restart, the icon with a flashing question mark appears on the screen. The terminal is waiting for you to insert another disk. If you selected Shut Down, the terminal is turned off automatically.