

Music playing instructions

for latest version (pdp1m16)

- A. If the music program and data are already thought to be in memory, to play: just put all Sense Switches off, set the TW (Test Word switches) to 0, and start at 4.
- B. If the program and data need to be read in, proceed as follows.
 - 1. Load program into core bank 0 (if it's already there, Start at 700 octal). Program will halt.
 - 2. Program Flags 5 and 6 will be off, indicating that no music is in memory.
 - 3. Turn off all Sense Switches, except Sense Switch 1, which is on to mean "read tape". Put an intermediate tape in the reader. The number of parts should be written on the tape; a suggested tempo may be written there also. If a tempo is present, put it in the TW.
 - 4. Start at 4 to read the first part (voice) of the tape. After reading it, the program should halt with the number of parts read in the AC, and the memory address (typically in bank 0) that the music read so far occupies up to. Program Flag 5 will be on to indicate some music has been read; Flag 6 will be off to indicate that it has not been compiled.
 - 5. Start at 4 again for each remaining part on the tape.
 - 6. When the last part has been read in, press Continue. This will compile the music into core bank 1 (and 2 if necessary), and turn on Program Flag 6. Then (unless Sense Switch 3 is on) it will play the music. (Certain Christmas carols sound better with the Alto and Tenor voices interchanged. To do this, turn on Sense Switch 5 before pressing Continue.)
 - 7. If the music plays to completion, the program will halt. (For music with multiple verses, put Sense Switch 6 on before the end of the piece and it will repeat from the beginning.) Upon halting, the memory address in the IO will be the location (in bank 1 or 2) the music was compiled up to. Press Continue to play again, or return to step 3 above to read a different piece.
 - 8. If you stop playing midway (with the Stop switch), the effect of Continue in step 7 can be simulated by putting down Sense Switch 1 and starting at 4. (Do not use Stop while music is being compiled; wait till it starts playing.)
 - 9. To play with an altered tempo, put new tempo number in TW (larger is slower), put down Sense Switch 1 and put up Sense Switch 2, and Start at 4.