



ROSETTI MUSIC SYSTEMS

RMS-12S
8 TRACK COMPOSER PROGRAM FOR
USE WITH SINCLAIR SPECTRUM 48K
COMPUTER, MIDI KEYBOARDS AND RMS
INTERFACE

Developed by JELLINGHAUS MUSIK SYSTEMS

8 TRACK COMPOSER PROGRAM FOR USE WITH SINCLAIR SPECTRUM 48K COMPUTER MIDI KEYBOARDS AND RMS INTERFACE – DEVELOPED BY JELLINGHAUS MUSIK SYSTEMS

This program requires:-

TV or Monitor

Sinclair Spectrum Computer

Tape Cassette Player

JMS MIDI interface

Any MIDI keyboard or MIDI keyboards with assignable channels

FEATURES

The program is stored in black and white on one side of the cassette and in colour on the other side. 8 tracks can be used, and the capacity of each voice can be set before commencing composition. The program is bar orientated and can store MIDI data including gate and velocity. Sound changes can be made in each keyboard in any voice at any point provided that suitable MIDI keyboards are used.

LOADING

TYPE LOAD " " THEN ENTER

START PLAY ON TAPE

After a short time, the loading menu should appear on the screen. If this does not appear it may be necessary to adjust the volume on the tape player. When the program is loaded the main menu appears on the screen.

The composition chart can be set as follows:-

1. Composer. This initially displays 'end of sequence'.

TYPE Shift M to return to main menu.

2. MIDI channel assign. Up to 8 channels can be assigned to suitable MIDI instruments. Push 2. The cursor will appear on channel 1. Set the appropriate MIDI channel number. The 'Enter' key moves the cursor vertically down the column. The column must be completed. (If using only one instrument, assign all voices to MIDI channel 1.)

TYPE Shift M to return to main menu.

3. Capacity. The program initially sets a capacity of 1000 steps per voice over 8 channels. This however can be adjusted to make the most economical use of as many voices as the composer wishes to use (up to 8). TYPE 3 to obtain the cursor which moves down vertically with the 'Enter' key. Again, the whole column must be set before proceeding.
4. Record/Load. TYPE 4 then 1 to save and \emptyset to load. This permits the loading of an existing composition from another cassette. Follow instructions on screen. N.B. When saving a program the instruction "Start Tape press any key" will appear twice. On second appearance press any key again.
5. Tempo. Press 5 once and set numerically to obtain a metronome setting.
6. Time signature. TYPE 6 until desired time signature is reached. Bars (measures) are then measured automatically. N.B. The time signature lasts for the duration of the composition.

TO RETURN TO MAIN MENU TYPE SHIFTED M

TO ENTER A COMPOSITION

Type R — for record

Type \emptyset — commencing bar \emptyset (or insert the bar number if composition has already commenced)

TYPE ENTER

Play the keyboard

STOP with BREAK

It will be noted from the display that the information is displayed in 5 columns.

Column 1. The number of the note or rest in the sequence.

Column 2. The pitch of the note (e.g. 4 D would represent the note D in the 4th octave).
N.B. — H = B Natural (B \natural).

Column 3. The duration of the note.

Column 4. The gate time of the note (Approx 10% = staccato
Approx 90% = legatissimo).

Column 5. Velocity, sets automatically to 5 but can be edited from \emptyset to 9.

Initially all notes are entered as quavers.

The first sequence can then be edited as follows:-

To Edit:

note duration

Velocity

Gate

Press:

E (Edit) B (beat value)

E V

E G

in each case the cursor will move vertically down the column by pressing the ENTER key.

For 'Step Time' editing, the number keys on the Sinclair have been pre programmed with the following values:-

KEY

VALUE

1

0

2

0.

3

0.

4

0.

5

0.

6

0.

7

0.

8

0.

9

0.

0

0.

For Triplets:

Q = crotchet triplet

W = quaver triplet

E = semiquaver triplet

TO EDIT RESTS

TYPE R

TO INPUT ADDITIONAL VOICES

Type E \emptyset ENTER

(The voice number will be indicated by a flashing cursor to change to the desired voice number type the appropriate number then ENTER.)

The composer voice is indicated on the top left. The MIDI channel is indicated on the top right.

R \emptyset ENTER

AND PLAY THE KEYBOARD.

To edit horizontally, type E followed by the line number, then ENTER. The cursor will appear on the line number and is moved horizontally with the ENTER key.

To insert a number of spaces (max. 9).

Type I then step number then point .

Then number of spaces (1 – 9) to be inserted then ENTER

e.g. I 5.2 ENTER would mean – “insert at step 5 two spaces”.

Then edit each with E followed by line number.

To delete:

Type D then step number then ENTER.

TO CHANGE A SOUND

Sound changes can be made in any voice at any point. If editing, first insert a space before the first note of the new sound. Then type E then the line number. Press ENTER which places the cursor on the first column. Press ENTER again which moves the cursor to the second column. Press S followed by the number of the new sound. For example to change the sound of a connected keyboard to sound number 16 at step 5:-

I 4.1 ENTER

E5 ENTER ENTER

S16 ENTER

N.B. Some keyboards have preset sounds which are not numbered. It is suggested that you experiment in this case to establish which number produces which sound.

PLAYBACK

A) To play all voices:

P \emptyset ENTER



P ϕ

(L gives automatic loop)

B) To play voice 1:

P V 1 ENTER

ADDITIONAL INFORMATION

LIST

L + L m N D ENTER

Type L and ENTER to list from Step 1.

Type L and M followed by the appropriate number to list from a particular bar number.

SCROLL

To Scroll push SPACE

NOTES

→ Delete complete voice R, ϕ ENTER | BREAK



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