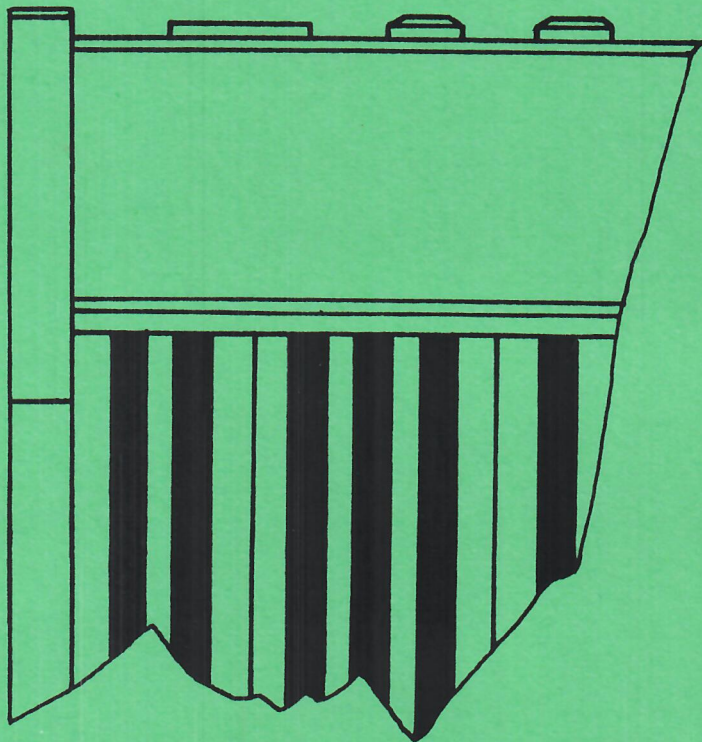


GREENGATE
p r o d u c t i o n s

DS:3



KEYBOARD GUIDE

GREENGATE

DS:3

DIGITAL SOUND SAMPLING SEQUENCER

KEYBOARD GUIDE

APPLE II PLUS, APPLE IIe

PROGRAMS BY:

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GREENGATE PRODUCTIONS

24 MISSDEN DRIVE

HEMEL HEMPSTEAD

HERTFORDSHIRE

ENGLAND

THE CAST:

DAVID GREEN : HARDWARE AND SOFTWARE DESIGN
COLIN HOLGATE : MECHANICS
JOHN MOLLOY : MANUAL
MURRAY MUNRO : ILLUSTRATIONS AND SOUNDS
ROD MUNRO : BUSINESS

This program uses a high-speed operating system called Diversi-DOS(tm), which is licensed for use with this program only. To legally use Diversi-DOS with other programs, you may send \$30 directly to: DSR, Inc., 5848 Crampton Ct., Rockford, IL 61111. You will receive a Diversi-DOS utility disk with documentation.

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The DS3 is another product from:

This is just the start there is more to follow.

KEYBOARD GUIDE

INTRODUCTION

The DS3, when fitted with the keyboard becomes a fully fledged sound sampling sequencer. It will allow you to play up to four notes simultaneously from the keyboard or even to have four monophonic sequences all of which have been entered from the synthesizer keyboard. To fit the keyboard follow the keyboard fitting instructions which come with the keyboard.

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CHAPTER 1

GETTING TO KNOW YOUR DS3 KEYBOARD

- 1-1 OPEN THE BOX
- 1-2 SOMETHING TO TRY

OPEN THE BOX

Inside the long thin section of the box you should find the DS3 keyboard. The DS3 keyboard is a five octave digitally scanned keyboard. This means that you can play up to four notes anywhere over a five octave range at any one time. The DS3:B software allows the DS3 card to make full use of the keyboard itself and will not work with any of the files which come with the system:A disks.

The check list for the keyboard system should feature all of the items listed in the DS3 users guide plus:

- a) one 61 note fully polyphonic digitally scanned keyboard.
- b) a keyboard system master disk (this supersedes the DS3:A master disk)
- c) one 5 metre keyboard cable
- d) one keyboard flying lead.

These are the new items which you should now have in front of you. If you don't have any of these items please feel free to call us at (0442) 3496 from the UK, or UK code ; 442 3496 from any overseas country. PLEASE ALLOW FOR ANY TIME DIFFERENCE AS YOU WILL PROBABLY BE SHOUTED AT IF YOU PHONE AT 3 OR 4 AM (or worse you will receive no reply at all)

Follow the instructions carefully for setting the keyboard up and then you should be all ready to go.

SOMETHING TO TRY

When everything has been set up then insert the master disk into the computer and turn it on. The screen will clear and it will come up with the main menu:

GREENGATE DS3 MASTER DISK 0.0

RAMCARD DOS LOADED

1. SOUND SAMPLE
2. WAVEFORM EDIT
3. SOUND PLAY/SEQUENCE
4. SEQUENCE DEVELOP
5. KEYBOARD SETUP
6. CREATE SONG FILE
7. CREATE PERFORMANCE FILE
8. EXIT TO APPLESOFT

YOUR CHOICE?

Select option 3 which will take you to the play/sequence option. The PLAY/ SEQUENCE menu will appear and the first question: OLD SETUP? (N): will follow.

If you follow these instructions implicitly then

you will get to try out the equipment in an interesting manner.

Answer the first question with a * which gets you into the save/ load setup area. In answer to the question save a setup enter N. This means that you do not want to save the setup (obvious in a way as you have no setup to save). The next question (and the most important) asks LOAD SETUP? (Y): Enter a capital Y and press return.

The computer asks you which file you would like to load by the words: FILENAME (???): Enter DEM01 and make sure that you have DATA DISK 2 in one of your disk drives. Then press <RETURN> and the computer will load up the information required in the setup file DEM01.

The screen will clear and the computer will then go back to the PLAY/ SEQUENCE menu. answer the OLD SETUP? (Y): with a Y and the computer will then load up all the relevant files.

You should have done all this before if you have been reading all the manuals in sequence as this was the first demonstration to show off what the system could do. (By entering <SHIFT> 1 you can call up the same sequence.)

When you have had quite enough you can stop it by pressing <ESC>. You may want to do this very quickly as this is not the reason why we have got you here.

Now the moment of truth. Play the keyboard. Yes, you are now the proud owner of a 61 piece bass drum kit. (applause). all right so its not very useful

we admit, but by pressing the button on paddle 0 once you should find that by playing the keyboard now you will now be the proud owner of a 61 piece snare drum kit. O.K. also not very useful. Press the button again and the keyboard switches to a collection of closed hi-hats; again, a short synthesizer bass sound, which starts to illustrate the musical potential; and the last two sounds are a small choir of backward ahhh voice sounds.

Some of the sounds are best in and around the middle range of the keyboard. This is because some sounds just don't work when sped up or slowed down. Other sounds work across the whole of the keyboard. Now you know how to load and try sounds. Try loading some and experiment now with the new keyboard.

CHAPTER 2

THE CHANGES

- 2-1 HOW THE SYSTEM HAS CHANGED
- 2-1 THE SOUND SAMPLER
- 2-3 SOUND PLAY/ SEQUENCE
- 2-4 FINAL CLEWS

HOW THE SYSTEM HAS CHANGED

There are two main changes to the DS3 system that you have all come to know and love, that is:

THE SOUND SAMPLER

and THE SOUND PLAY/SEQUENCE sections.

These have been altered to allow the use of the keyboard. The changes are not very dramatic and the programs all work in much the same way except you can now use the KEYBOARD to play any of the samples you like. Lets look at these changes in more detail.

THE SOUND SAMPLER

The sound sampler has now been changed so that in PLAY mode, you can now try the sounds out on the keyboard. There are two things which must be remembered when sampling.

The first is the pitch at which you sample. If you want the DS3 to play at concert pitch across the keyboard then you must sample the sounds on an A (440 Hz). To do this you will require some kind of reference pitch to work from. If you have another keyboard which you work with have that produce an A from which you can tune the sound you wish to sample from. If the sound is impossible to tune (from a source which is not tunable like a glass or a pipe) then you may find recording it onto a tape first and then changing the speed of the tape will be the only way you can get it in tune. (For more information see the APPLICATIONS GUIDE)

The other thing is that when a sound is first sampled it must begin and end on 128. This has been stated before but it starts to become very noticeable when playing a sound across a keyboard. So here is the best outline of how to get a good sample:

1: Set up the sound using your preamp (mixing desk or cassette player etc.)

2: Sample sound.

3: Trim sound to required length using the trim option in the sampling menu.

4: Try out sound on keyboard. Don't worry if it is a little too clicky at first just ensure that you have all that you require in the sound.

5: Save the sound to disk.

6: Quit the sample menu.

7: Enter the waveform edit menu.

8: Reload the sound you have just sampled.

9: Edit the front and back so that they all start and end on 128. See the DS3 USERS GUIDE chapter 2. For information on editing sounds.

10: Resave the sound. It may be an idea to save it first under a different name to enable you to re edit the original sound if you have made a mistake. Then when you are finally happy with it then remove all the other files which were related to it leaving you with a master sample.

REMEMBER: These sounds are going to be the building blocks for your music. It pays to spend the time getting the sounds just right as when you use them to produce a finished track it will be too late to do anything about them.

11: Exit the waveform edit menu and play the sound on the keyboard by selecting the play sequence option. If all of the following have been adhered to then you will find a vast improvement in the sound quality.

SOUND PLAY/ SEQUENCE

This has changed by the addition of an extra question after the OLD SETUP? question. This is the POLY K/B? question.

It may be answered in the following ways:

1: Y or YES. This means that the keyboard will be active. It can be used to record the sequence you play.

2: N or NO. This makes the keyboard completely inactive. It is ignored. This can be useful when putting sequences to tape so that you cannot accidentally play a wrong note by leaning on the keyboard.

3: 1, 2, 3, or 4. By entering the numbers you can select which channel you are recording on. This is very useful if you are recording separate sequences and wish to keep them on discreet channels. Enter the numbers you require separated by a space and the computer will select the channels that you have

chosen.

FINAL CLEWS

Having passed through this labyrinthine manual you have now reached the end. All the information on how to operate the system is contained within these manuals. All of it has been written down, and if you have reached this far you should know as much as we do about operating the system. It is now up to you to put all of this knowledge into use. In studios, in the home, wherever, it is a brave new world which has such music in it. The equipment is in your hands now. It is entirely up to you what you do now. You are limited only by your imagination.....