

DE LA SOUL

dead after the daisy age?

SAMPLE CDS: ART OR THEFT? pascal gabriel simon harris ed stratton norman cook coldcut PUT THEIR CASE MARCH 1992 £1.75



ON TEST

Geerdes Roland D-series Editor

Korg SoundLink Digital Recording System

Bourbaki Fractunes ST Imaging Program

> C-Lab Unitor 2 Synchroniser

Yamaha MDF2 Datafiler

E-MU PROTEUS MPS master performance system



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COMMENT

According to Laurie Anderson, language is a virus from outer space. Tim Goodyer examines the problems with and the justifications for technical jargon.

NEWSDESK

I read the news today, oh boy/10,000 holes in Blackburn Lancashire/And though the holes were rather small/They had to count them all/Now they know how many holes it takes to fill the Albert Hall - profound Beatles lyric.

COMMUNIQUE

An inside perspective on lipsyncing for TV and a personal response to the ravings of a mad MIDI guitar vigilante are a couple of the highlights of this month's selection of readers' writes.

READERS' ADS

MT's one-stop shop - the largest hi-tech readers' classified section in print as used by pros. opportunists, hobbyists, wannabes, collectors, speculators. . . What about you?

Appraisal

YAMAHA MDF2

Yamaha's new MIDI datafiler currently enjoys the honour of being the cheapest of its kind on the market. Ian Waugh gets on with the filing.

GEERDES D-SERIES EDITOR

If you're using one of Roland's D-series synths (or an MT32) and you're tired of doing battle with its programming system, this ST editor/librarian can help. Gordon Reid goes soft on his D5.

BOURBAKI FRACTUNES

The gap between audio and video technologies closes - a recent crossover is software that allows you to generate fractal images from your music. Ian Waugh's PC gets psychedelia.



ALA



DLUME 6 NUMBER 4 MAR-CH 1992

Triangle

Edited 1 2 3 4 5 6 7 8 Play -- | Send 03

KORG SOUNDLINK

From the home of the M1 and the Wavestation comes SoundLink - an advanced digital recording and editing system. Simon Trask trips into the future.

E-MU PROTEUS MPS 00

With the popular Proteus series of sample playback modules as its inspiration, E-mu's new synth sounds as good as it looks. Simon Trask explores the Master Performance System

Music

DEMOTAKES

Returning from the battlefields of Yugoslavia and inspired by repeated viewings of *Terminator 2*, Skum wades into another batch of MT's readers' demos.

SAMPLE CDS

First they were sampling off other peoples' records, now they're selling records to sample off. Tim Goodyer listens while Simon Harris,

Pascal Gabriel, Norman Cook, Ed Stratton and Coldcut put the case for sampling CDs.

DE LA SOUL

Studio

In spite of The Turtles' attempts to sue them to death, De La Soul is Dead remains simply the title of their second long player. Mark van Schaick talks samples and success with Maseo.

C-LAB UNITOR 2 Synchronisation made easy - for Creator/Notator users, at least. Tim Goodyer locks into C-Lab's integrated SMPTE synchroniser and MIDI expander for the Atari ST. Mod LFO Depth Techmogogy Mod Afterto OC ON THE BEAT MT's beatbox programming series survives the acid test of the recording studio. Nigel Lord renews his efforts in bringing the rhythm divine to your, drum machine. DIAL M FOR MUSIC With the musical fraternity showing little interest in computer bulletin boards, the popularity of MIDI Song files could be well timed. Ian Waugh explains how to download music over the phone. Rate **MOOG MULTIMOOG** RETROSPECTIVE In trying to follow the immortal Minimoog, Moog produced a series of innovative mono synths. Peter Forrest & Tim Goodyer revive two of the best. Triangle Sync Off Sautooth Synd

sync

3

COMMUNICATION BREAKDOWN

r 1 a

JARGON - LOVE IT or hate it, you can't escape it. It's tempting to associate "exclusive terminology" with Second World War RAF types, spotty computer whizzes or be-anoraked train spotters, but none of us can really claim to avoid it. So why is it that we love to talk about certain subjects in terms nobody else can understand? Is it simply a case of defining an elite group to which we belong or is there something more to it?

Although jargon *can* lend itself to the definition of a social group, it serves another, more imortant and rather obvious purpose: it facilitates communication of ideas and information where general language does not. Unless you have already defined the terminology associated with certain areas of a science (for want of a better term), it is impossible to apply it, make advances in understanding it, or further awareness of it. So what are we talking about here: quantum mechanics? Non-linear mathematics? Genetic engineering? How about electronic musical instruments?

It's easy to single out the people who revel in the terminology surrounding MIDI and studio gear for its own sake. But it's impossible not to use that terminology yourself - if you're going to read manuals, follow synth operating architecture, explain your requirements to a studio engineer, or understand the solution to your MIDI problem when a manufacturer explains it to you. Terminology is, in fact, an essential part of any field of understanding. And the more complex the considerations, the more important it is that the terminology functions accurately and efficiently.

If we're going to get the best from the technology involved in music, we have to accept and assimilate the terminology that accompanies it. This applies equally to everyone from the novice bedroom musician to the R&D team working on the latest hitech musical marvel - and certainly includes a magazine like MT and its readers. To a novice, the terminology may appear daunting but you can rest assured that MT's writing team actively try to keep the jargon in perspective. Take my word for it, a little perseverance when you encounter new terms for the first time can go a long, long way.

While it makes comfortable reading to avoid technicalities, it severely limits the usefulness of an article. The most profitable way of dealing with most subjects is to take onboard enough of the technicalities to allow a practical understanding of what's going on. And that's exactly what MT's editorial aims to give you.

Right now we're entering an era of digital music technology - complete with its talk of error rates and logic levels. You can choose to try to ignore the background to the technology and deal only with its applications or to deal with the technology largely on its own terms. Without suggesting we all enrol in a doctorate course in digital electronics, I'd suggest we try to confront the gear and the terminology. In this I hope you'll find MT responsible as well as informative. But don't expect any of us to be able to escape talking jargon.

ON AN ENTIRELY different note, you'll doubtless have noticed that MT's cover price has been increased to the princely sum of £1.75 this month. We will, however, be holding subscription rates at their present level until the end of March. You'll find a special discount form elsewhere in this issue, so fill it in and save yourself some cash - and ensure yourself of regular delivery of the world's premier hitech music monthly. We can't say we're happy having to pass some of our increased production costs on to our readers, but we think you'll find that it leaves MT not just the best read in its field, but the best buy too. \blacksquare Tg

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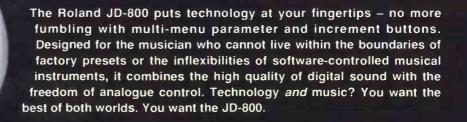
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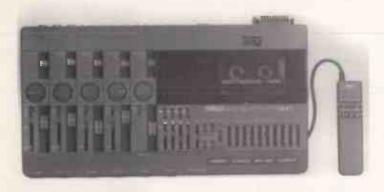


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GEAR FEST



The whole world may be going digital, but for most musicians, analogue tape is alive and well - a fact demonstrated by the continuing launches of new cassette-based multitrackers. Latest in the Yamaha line is the MT120, offering, according to Yamaha, "the definitive article for the world of multitracking". This successor to the popular MT100II offers significant improvements over its predecessor, foremost of which is the "sync" facility, allowing you to switch off the MT120's dbx noise reduction on one channel to facilitate recording of SMPTE and FSK timecodes. The dbx remains active on the other three tracks.

The 120 also offers two recording speeds for improved flexibility and better recording quality at the higher speed of 9.5cm per second. Enhancements have been made to the tape transport mechanism and related controls, using a "sophisticated micro-computer control system to improve tape handling and stability". Input sensitivity controls on all four channels accept just about any combination of input sources and each channel can be directly assigned to its own recorder track. Alternatively, several channels can be assigned to a single track via the Pan controls on each channel. Five-band EQ is provided.

Other features include flexible monitoring facilities, mono send/stereo return effects loop with send controls on each mixer channel, individual Tape Out jacks, independent LED peak meters for all four tracks and three-digit tape counter.

Last but not least, the answer to

a musician's prayer! The MT120 comes with a standard two-pin plugin mains cable, so there's no vulnerable 12V power supply. This little box of tricks retails for £399, with the optional RCM1 Remote Control at £32. Both prices include VAT.

If you're in the market for a cassette multitracker, getting more info about the MT120 couldn't be easier - call Yamaha's 24-hour action line on 081-419 5419 for a free brochure pack.

Yamaha are also about to launch their new MIDI storage device, the MDF2 (see review in this ish). Those of you with long memories may remember its predecessor, the MDF1, which was possibly the earliest device of its type, saving to 2.8" Quickdisks. The new unit brings the format bang up to date, including 3.5" disk drive and the capacity to receive and store System Exclusive bulk dumps of up to 600kB. Additionally, sequence or song data (up to 80,000 notes) can be recorded or read as a Standard MIDI File (format 0) and played back, though the MDF2 is also compatible with the Yamaha ESEQ format. Playback file are read directly from disk with virtually no loading time.

The new unit can work from batteries as well as the more usual power supply, and weighs a petite 1.1kg. It's expected to be available from February onwards and will be selling for a price not unadjacent to \pounds 299 including VAT. It looks jolly nice too.

More info from Yamaha-Kemble Music (UK) Ltd, Sherbourne Drive, Tilbrook, Milton Keynes MK7 8BL. Tel: (0908) 368872. **Dp**



QUALIFIED SUCCESS

The University of London Examinations and Assessment Council is currently considering the introduction of a music technology option in A-Level and AS Music, with proposals being centred on practical work in sequencing and multitrack recording. The music technology option will also provide the first GCE in Music to allow candidates the possibility of submitting the majority of their work within the context of the creation, performance and production of popular music.

We think this is an excellent idea, and we're sure that it can only be good for cultural and artistic diversity in education. Naturally, MT should be required course reading!

Schools and colleges requiring advance details should write to Mrs D Muallem, the Subject Officer for Music, at ULEAC, Stewart House, 32 Russell Square, London WC1B 5DN. **Dp**

KURZWEIL ON THE UP

Acrobat Music, are happy to announce the availability of a range of upgrades for 1000-series machines. The upgrades bring the 1000-series up to the spec of the current range and consist of A and B sound blocks at a fraction of their previous price, to add extra sounds and improve some of the existing ones, as well as a software and MIDI spec upgrade. The improvement means that, for example, the old PX-1000 is transformed into a Pro-1 and the K-1000 into a Pro-76. Upgrades are available for the K-1000, K-1000SE, PX-1000 and PX Plus 1000 at prices from £199 to £299.

More details on the upgrades are available from Acrobat Music, 30 Highgate Road, London NW5 1NS. Tel: 071-267 9229. Fax: 071-284 0083. **Dp**

Everything You've Been Hearing Is True







Sound Technology plc, Letchworth Point, Letchworth, Hertfordshire SG6 1ND Tel: 0462 480000 Fax: 0462 480800

GEAR FEST

Korg bound into 1992 with several new releases on the synth front. First up is the O1R/W, the rackmounting version of the successful 01/W. It has all the features of the 01/W and offers a 7000-note sequencer and card slots. Around £1,600 will buy you 200 programmes, 200 combinations, 2 multi-effect systems, full digital processing and a healthy

32-voice polyphony. The O3R/W. priced at around £999, is designed to offer "killer sounds at a more moderate price", and caters for those who also wish to use the General MIDI standard. It retains generous 32-note polyphony, Al² synthesis and effects sections and offers 100 user programmable patches, 128 ROM programmes for General



MIDI and 100 Combination programmes, all in a 1U-high rackmount.

New keyboards for 1992 are the 01/W Pro and the 01/W Pro-X, with 76-note and 88-note weighted keyboards respectively. The 01W/Pro, expected to retail at



£2450, is the 76-note version of the O1/WFD and has the same features plus the ability to load Standard MIDI Song Files and increased ROM capacity of 80Mbit. The 01/W Pro-X, at £2999, features Korg's weighted piano-action keyboard.

All the above new instruments. will be available from Korg main dealers during March, and MT will be taking a detailed look at them very soon, so watch out for the indispensable reviews.

More info from Korg UK, 8-9 the Crystal Centre, Elmgrove Road, Harrow, Middlesex HA1 2YR, Tel: 081-427 3397. Fax: 081-861 3595. Dp

NOT-SO-DANGEROUS LIASONS

A new agency was recently set up with the interests of songwriters in mind. Songwriter's Agency offers substantial contacts in the UK and worldwide who are seeking material for specific artists - and according to the Agency, demand for material is currently outstripping supply. The Agency's main purpose is to act as a liason between songwriters, artists and recording companies and publishers, using their contacts and experience to place material in the most appropriate publishing and recording contexts. The agency has recently entered into a working partnership with Cornwall-based Sawmills studio, with the aim of producing and recording selected material on an "in-house" basis, with the resulting master tapes available for marketing to recording and publishing companies around the world. Since its establishment. Sawmills Studio has played host to bands such as XTC, Sad Cafe, Wet Wet Wet, The Stone Roses, The Farm and New Model Army, Among the in-house production team is Martin Colley (recently interviewed by our sister mag H&SR) who has over 20 years experience in production and engineering, including numerous live sessions for Radios 1 and 2.

The partnership is looking for all types of music, including "service music" for jingles and signature tunes, and can be contacted at Songwriters' Agency, 21A Clifftown Road, Southend on Sea, Essex SS1 1AB. Tel: (0702) 436229. Fax: (0702) 433741. Dp

TOUGH COOKIES

Flight cases can be a pretty much indispensable accessory if you do any live playing at all - you can't very well walk around with your M1 in a Tesco carrier, can you? John Hornby Skewes currently distribute an American-made range which could be worth a look if you're in the market for cases. SKB Cases are made in sunny California and meet the most demanding quality and durability specifications. In addition to musical instrument cases, SKB also manufacture cases for military weapons, medical equipment and computers. All of their music products are developed through extensive research and development and

"performance-tested by pros".

The SKB range is extensive, including several styles of guitar and bass case, violin cases, sax and trumpet cases, keyboard, machine drum and sequencer/sampler cases, as well as lightweight rack and mic cases. As an example, their tough ATA Universal Keyboard case fits 95% of the popular professional keyboards being played today. This is achieved by their exclusive design which allows internal size adjustments via foam blocks which lock together to provide "secure and durable protection" around the keyboard.

John Hornby Skewes have an informative brochure covering the whole range and available from them at Salem House, Garforth, Leeds LS25 1PX. Or call them on (0532) 865381. Fax: (0532) 868515. Dp

Good news for the many Casio FZseries sampler owners out there comes in the shape of the Casio FZ Users Club, being set up by Adrian Cox and Will Penney. The Club has no connection with the previous club of the same name, but will no doubt be hoping to attract its former members. Judging by the number of enquiries we receive at MT about an FZ Users' organisation, there are quite a few of you out there.

The new Club is not linked to Casio

UK, though the company has provided

encouragement. Member-ship is

and access to the club's libraries. Casio have kindly given permission for the Club to pass on copies of the original FZ library and the Fangel (Option 2) set at £3 per disk. Around

FZ1 IN THE CLUB

75% of the original disks are currently available, though the founders are seeking to complete the set. A Public Domain library is also on offer, again at £3 per disk, or at a reduced price of £1.50 per disk for those members who send in a disk of samples not already in the Club's list. Finally, there is a library of samples originated by the Club at £4.50 per disk.

Newsletters will include articles about aspects of the FZ samplers and reviews of software and CDs/tapes. The founders hope that members will contribute with hints and tips. Additionally, they will be able to correspond with other users in the letters section of the Newsletter.

Interested parties should contact Adrian and Will at The Casio FZ Users Club, 53 Linkfield Road, Mountsorrel, Loughborough, Leicestershire LE12 7DJ. Tel: (0533) 375603. Dp

MUSIC TECHNOLOGY MARCH 1992

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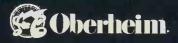
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A concept the competition $\operatorname{ar\check{e}}^{till}_{\Lambda}$ dreaming about!

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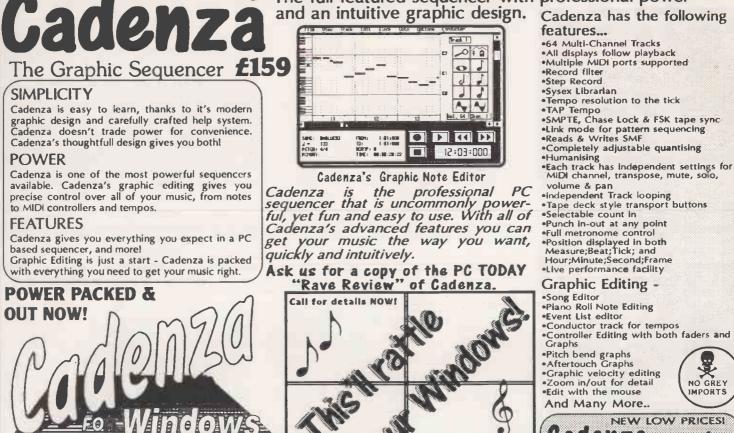
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MQX-32M



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NOTATOR GOING CHEAP

If you've admired C-Lab's powerful Notator sequencing and notation package in the past but haven't yet taken the plunge, now could be the right time. For a limited period, Sound Technology are backing a special promotion on the C-Lab Sync Pack, which comprises Notator v3.1, Unitor 2 (see review in this ish) and a C-Lab mouse. The normal combined cost of these items would be £950, but selected dealers are currently offering the package for £649, a saving of just over £300 (look Ma, no calculator). Notator v3.1 running with Unitor 2 provides

powerful SMPTE read/write facilities for locking Notator to tape, three Merged MIDI Ins and three separate MIDI Outs for simul-taneous use of 48 MIDI channels. The Tape Control Mode recently added to v3.1 of Notator is compatible with either the Fostex MTC1 or the Tascam LMTC1 to provide full tape machine control from within the sequencer software.

More info from Sound Technology at Letchworth Point, Letchworth, Herts SG6 1ND. Tel: (0462) 480000. Fax: (0462) 480800. **Dp**

SAMPLE THIS

New additions to the Ensoniq EPS-16 Plus sample library are in the offing, including the SL7 Dance 1 Sound library, a set of five disks containing dance loops and other contemporary sounds selected for their suitability in dance music production. The SL7 Dance 1 sound library samples were produced by Scott Blackwell, who has worked with artists such as Kurtis Blow and ZZ Top, whilst Maurice White of Earth, Wind and Fire is the man behind the new Vocal Sounds set, and Marcus Miller has produced the new Ensonig Bass Sounds set.

The new sample library additions are available now and cost £53.90 per set.

More from Sound Technology, 15 Letchworth Point, Letchworth, Herts SG6 1ND. Tel: (0462) 480000. Fax: (0462) 480800. **Dp**

DANGER: UNEXPLODED DISC

New on the ever-expanding sample CD market is Danger 1, the first sample collection from the Dangerous CD company. Containing over 1000 digitally-mastered stereo samples, the CD is, according to the company, "probably the largest sample CD library ever made on one disk". Designed by Vitamin C (credits include The Shamen, Bomb the Bass and many more), the CD offers drum loops, keyboard sounds, basses, FX and that old favourite, "much more". It's also datastreamed for Akai S1000/ S1100 users. The CD retails for £49.95.

We'll be reviewing Danger 1 in the near future; in the meantime, for further info or to order, contact The Dangerous CD Company at PO Box 2545, London N11 1TS. Tel: 081-368 8271, Fax: 081-361 5833. **Dp**

MUSIC MAKER SHOWS THE WAY

Music Maker Exhibitions are pleased to announce three major public shows for 1992 in conjunction with the Music Industries Association. The Northern Music Show '92 takes place on 16th and 17th May at the G-Mex Centre in Manchester. A broad-based music show, it will also encompass the successful Northern Guitarist Show.

The Scottish Music Show, now established as Scotland's premier music exhibition, takes place on the 19th and 20th of September at the SECC, Glasgow. Finally, the London Music Show is this year located at Wembley, and takes place on the 28th and 29th of November. With the recent change of the International Music Show into a trade-only event, the London Music Show becomes the UK's largest public music show.

More information on any or all of the above shows is available from Clive Morton or Julie Day at Music Maker Exhibitions, Alexander House, Forehill, Ely, Cambs CB7 4AF. Tel: (0353) 665577. Fax: (0353) 662489. **Dp**

Loads of news from MCM kicks off with the launch of the new Zoom 9000 Guitar Processor (tell your band's guitarist about it). Featuring 21 digital and analogue effects, five of which can be used at the same time, the new processor is as compact as its predecessor, the 9002 (that's pretty small - about the size of a large-ish digital stopwatch). As well as a comprehensive range of effects, the 9000 offers an in-built tuner and its own dedicated foot controller, the FC01. Its retail price is £259.95 including VAT.

Of possibly more interest to synthists is the news that the new OBMx synth from Oberheim will be shipping from March. Though its audio path is entirely analogue, the OBMx is fully MIDI equipped and completely programmable. Features include complete front panel parameter control from 35 knobs and 62 switches, up to 12 stereo

GEAR FEST III

polyphonic voices, two oscillators per voice, four multi-stage envelopes per voice, three LFOs per voice and two separate filters per voice. Also included in the new synth are Matrix modulation, as found on the Oberheim Matrix synths, External audio inputs, individual stereo audio outputs for each voice, stereo mix output and LCD display for easier editing. The OBMx is a rackmount expander and will be available in two versions two-voice and 12-voice. Expansion cards which increase the number of voices incrementally will also be available. The two-voice system will retail for £1199.95, while the 12voice system will set you back £2999.95. Both prices include VAT.

MCM are also pleased to announce that they have won distribution rights for Turtle Beach Systems' MultiSound, a 16-bit digital sample playing audio card for IBM PC and compatibles.

Multisound has a 20Mhz Motorola 56001 digital sound processor chip capable of 10.5 million instructions per second. This fast processing makes realtime equalisation, data compression, varispeed playback and "much more" possible. MultiSound's built-in MIDI synth provides 32 polyphonic, 16-channel multitimbral voices. The voice data contains 126 16-bit sampled instruments, stored in 4Meg of ROM on the card. Multisound enables Analogue input/output, using 64x over-sampling technology on both input and output for analogue-to-digital conversions, so sound quality is clean and accurate. The system supports mono or stereo 8- or 16-bit recording with 44.1kHz, 22.5kHz and 11.02kHz sampling rates. Its recommended retail price will be £949.95 including VAT.

To conclude this bulletin, how about this: MCM have taken the unusual step of actually *reducing* prices on much of their range. The Oberheim Matrix 1000, Strummer and Drummer, Waldorf Microwave and MIDI Bay, most Opcode, Coda and Passport software and Ultimate Support Systems all benefit from these reductions. On top of this, MCM have also increased their current product range, adding over 12 new items. Let's hope this trend continues, and even catches on with other companies!

More information on any of the above from MCMXCIX, The MCM Building, 708A Abbey Road, Tudor Estate, London NW10 7UW. Tel: 081-963 0063. Fax: 081-963 0624. **Dp** 0 m m u n 1 q u é

he can't trance dance

Well, you fell for the joke parts hook, line and sinker! If anyone's a prat, it's Martin Howard Naylor, aka Martin Howard (what's the point in having two names? MIDI guitarist by day and spandexclad bank-robber by night?)

Gracious Martin, it's the old favourite of a mature (elderly?) technically-skilful musician attacking house music. Worse he defends Bryan Adams (arf arf) and the disciples of Satan (Genesis). When either of these two come up with something as breathtakingly brilliant as Orbital's 'Chime' or Mr Fingers' 'Can you feel it?', then, maybe, he should be allowed to mention these nothings.

Why do musicians need to know about theory and technique? Music is about making sounds with feeling, emotion and atmosphere and you only need very basic technique to be able to do this. But it's something Genesis know little about; have you heard The Lamb Lies Down on Broadway? It's utter rubbish and probably one of the most stupid album titles in the history of popular music.

Mart, you're too old. Like Genesis, you probably Can't Dance, so, you sad man, you'll never fully appreciate house music. What's worse is that you obviously haven't even tried.

Marti, you're also misguided. A&R has little to do with house music - most house comes out on small independent labels who don't even have A&R departments. Instead, the

Good, thought-provoking stuff Union in

in your "what is live?" January editorial.

The problems with live, partly live or mimed music on TV are often political. In the old days, shows like The Old Grey Whistle Test recorded bands totally live, but more often than not ruined their sound by refusing the bands' sound engineer access to the mixing desk. Things got better with The Tube, where the engineers were actually allowed to mix; but unfortunately, the expense and inconvenience of providing decent equipment was too much for most pop shows to handle and as a result the Top of the Pops lip-sync format has become the norm.

The biggest problem here is that the musicians themselves get no say in how they are presented and that even in this day and age, television companies still want to pretend that furiously lip-syncing artists are "appearing live" on the show. Well OK, the singer may not be dead and yes, the show may be *broadcast* live, but miming is miming, and I think that to pretend otherwise is cheating. In their own perverse, illogical way, the Musicians'

musicians themselves control and dictate their own music. Which is really quite a good idea.

Martini, you're a pretentious fool, inflated by your own selfimportance (sick).

Well, I'd better stop this and go and listen to the extended guitar solos and power-riffing of my favourite crash-chord powerrock duo, the Pet Shop Boys. Aren't they house music with vocals? Union in this country made life hell for pop musicians through the '70s and '80s by ruling that miming was OK as long as the track was completely rerecorded for TOTP broadcast. It wasn't enough simply to pay all the musicians on the record a session fee (whether they appeared on the show or not) the record had to be re-made. (I often pictured Brian Wilson and The Beach Boys trying to rerecord 'Good Vibrations' in three hours in some North London eight-track.) How the groups and record companies got round this ruling is a source of countless bizarre, amusing anecdotes - don't worry, I won't spill the beans.

The whole TV sham could be put back on the rails with a dose of honesty (remember that?). Code all the performers with small letters in the corner of the screen: M - miming, LV live vocal, L - completely live. It wouldn't do any harm, would it? At least the public would know what they were getting. . . And after 30 years of crap pop TV, not before bloody time. **Dave Stewart** (keyboard player) London

Andrew Bleep Hill aka Andrew Hill Norfolk

PS Could you please send me some photos of the British missionary Dr Livingstone?

Sorry Andrew, the last Livingstone went out this morning (to a guy named Stanley in Africa). Just got a batch of wicked photies of JM Jarre, if you're interested? **Tg**

repeat performance

I would like to congratulate you on the comprehensive and informative review of Mark of the Unicorn's Performer software by Ian Waugh in the January issue of MT. However, I would like to correct the impression that may have been given by his comments on the system of hard disk installation used by Performer, and on a number of other leading music software packages.

Firstly, although just one master disk is supplied with the Performer package, a second master disk complete with hard disk install, for backup use, is sent to each registered user once they have completed and returned the registration card to us at Sound Technology, Performer's UK distributor.

Secondly, if a HD install is lost due to a hard disk crash or other disaster, the master disk from which it came is still a master disk - you can still make an uninstalled working copy from it. That is, the program runs from the hard disk but requires the master disk to be inserted once for verification.

Thirdly, if a registered user needs to resort to their backup copy because of a mishap, the damaged disk can be replaced by ourselves by return of post.

I hope this will reassure current and prospective users of Performer that the copyprotection system used is not quite the dangerous tightrope that they may fear!

Simon Stock

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"I've replaced an entire rack of gear with the Peavey Pro-Fex." —Chris Camozzi, guitarist with Michael Bolton

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YAMAHA MDF2 MIDI DATA FILER



WHERE WILL IT all end? That abomination of Japanese culture, the karaoke machine (once aptly described as a cross between entertainment and humiliation), already seems to be taking over from traditional "live" music. Part of the problem (apart from the appalling taste of the British public) probably lies in the cost of live music - it's not easy to field a five-piece band on £50 a night. Which is why many musicians have resorted to sequenced backing tracks.

Although essentially not much different from backing tapes, they should be at least one 'equipment generation clearer. And even though the majority of punters wouldn't know a backing tape from a sequencer, they let you honestly say "No, I don't use tapes", which helps appease your conscience, if not your bass player, drummer and keyboard-playing friends.

If you're going to sequence on stage, you need the gear for the job. Few musos actually carry a computer with them - too big and too fragile - and while some swear by hardware sequencers, they have their limitations for live use - generally lack of memory and a long loading time. The solution is, of course, a MIDI data filer such as Yamaha's MDF2.

The idea is simple: you use your sequencer to create backing tracks and then transfer them to the 3.5" disk of the MDF2. This plays back the tracks exactly as they were recorded, directly from the disk. That is, they're not loaded into any sort of memory area first, so playback is instantaneous.

Although it has record and playback functions, the MDF2 doesn't profess to be a dedicated sequencer and, indeed, has very little in the way of editing facilities. It uses a single-track system which records all 16 MIDI channels and there is no overdub facility. Essentially the data has to be "ready to go" before you record it onto the MDF2.

To record, hook your sequencer to the MDF2 (MIDI Out to MIDI In), select MIDI clock on the MDF2 and press Record and Pause. As soon as your sequencer starts transmitting, the MDF2 begins recording and saving data onto disk. The MDF2 records at a default tempo of 120bpm but you can change this before recording. Playback will follow any tempo changes within the file itself.

The MDF2 uses the standard MIDI File format 0 and recognises the ESEQ format used by Yamaha on their SY77, SY99 and the QX3. It distinguishes between formats by checking the header so you're not left with the responsibility for telling it which is which.

MS.DOS formatted disks are used, so the MDF2 should also read standard MIDI files saved to disk by a PC. The Macintosh also reads and writes to MS.DOS disks (using programs such as DOS Mounter or Apple File Exchange) and ST disks are fairly MS.DOS compatible, too, although some may need to have a special header written to them (such utilities are available in the public domain). MS.DOS compatibility programs exist for the Amiga and Archimedes, too.

The MDF2 worked fine with a file recorded with MOTU's Performer and transferred using Apple File Exchange, and it read sequence ESEQ files from an SY77 disk. The ability to read standard MIDI Files directly also gives you the option of purchasing pre-recorded backing tracks on MS.DOS disks from companies such as Hands On.

The MDF2 can also record System Exclusive data, files up to 600K in size. Apart from the obvious use of storing synth and expander setups, this could be used with portable keyboards and organs. The machine would also be a useful add-on for an instrument with a sequencer, for example, but no built-in disk drive, such as the M1.

Having recorded a number of songs, you can specify an order for playback or chain them together. There are other functions too, such as renaming, deleting, copying and appending files and formatting and copying disks.

As the disks are MS.DOS compatible, you can edit the files on a computer, although this is best restricted to changing file names (useful for re-ordering files).

For a piece of gear which seems so obviously suited to pro use, you may wonder why Yamaha put it in a desk-top case rather than a rack unit. Well, in use you're likely to want the unit beside you and lodged somewhere in a rack may not be the most convenient place. Plus, it can also be used at home on top of a piano or homekeyboard and, although it would be under-using it, you could use it as a scratch pad to record your doodlings. And should you want to pair it up with your QY10, it runs off both mains and batteries.

Currently, the MDF2 is the cheapest bulk storage/sequence playback machine on the market. It works well, it's easy to use and with standard MIDI File compatibility, it should be tempting to anyone using sequences for live work - particularly if they already use a computer. Is this where the musician's fight back to karaoke begins? **I** *Ian Waugh*

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VARIETY, THEY SAY, IS THE SPICE OF LIFE; VARIETY IS ALSO, IT SEEMS, THE SPICE OF A GOOD INSTALMENT OF ON THE BEAT. TEXT BY NIGEL LORD.

A COUPLE OF weeks ago, I was in conversation with the house engineer at a local 16-track studio. The band being recording there relied heavily on sequenced drum tracks and - apparentlyhad a handful of patterns onboard their machine which had been culled from this very series. Having always been intrigued to find out just how well other programmers were able to interpret the information included in each article, I arranged to call round to the studio to hear just what they had managed to do with the patterns.

The results were much better than I could have predicted; admittedly the rhythms they had selected were some of the simpler dance patterns I outlined last year, but the rhythms had lost nothing "in translation" from page to program. I was delighted to find the band had used several variations of the original patterns timed to coincide with different elements within the songs.



In the absence of a drummer or percussionist, programming duties had fallen to the band's bassist, who had the articles passed onto him by the vocalist/keyboard player who bought Music Technology. Why had he opted to use patterns from the series? Because a rival band with the same beatbox were using most of the good demo patterns for their songs. Couldn't they have written their own, I wondered? No - noone in the band knew where to start; having previously all worked with drummers, rhythm was considered to be something of a black art. How, then, had he been able to program variants of the patterns? That wasn't so much of a problem, it seemed; the hardest thing was always thinking up the original idea - that was what he liked best about this series. By the way, how did I manage to come up with so many?

To my chagrin, they stopped short of concluding that it was because I was an

enormously talented git - but no matter. My immortality was assured. A (sadly) unsung band was recording unknown material in a little-used studio. So this was rock 'n' roll. Still, they were using one of *my* rhythm tracks. . .

This chance meeting with one of the series' users was actually quite helpful in finding out just where the problems lie for most people when confronted with the task of writing a rhythm track. It transpires, for example, that on those occasions when they had come up with an idea of their own, they found it worked well when played in isolation - or perhaps with the bassline - but put into context within the intended song, didn't sound quite so impressive. And indeed, this is a problem which one often comesup against in the process of programming a rhythm track.

Anyone who's ever suffered a disaster at the hairdressers will probably see an analogy here; it's all too easy to get your hair done in the style you want, but finding a style which suits the face underneath it is quite different. This is, of course, one of the reasons I go to such lengths to encourage experimentation with the patterns presented each month. Whilst I accept their use as a source of useful ideas and inspiration, copying a pattern verbatim - and sticking to it - is unlikely to provide you or your music with anything like perfect rhythm - unless, of course, a song is to be built from the drum track upwards. Even then, there's always room for movement within the structure of a song.

This is seldom a problem for real drummers as they usually default to an altogether more predictable level of playing, which, because few in the rest of the band are capable of improving upon it, is usually left as it is.

Hopefully, with several hundred patterns to choose from already and more added each month, this series should provide you with a sufficiently large library of rhythms to make it possible to select one suitable for >>

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material you're working on. And if this seems like rather a lot, consider for a moment how many synth voices the average keyboard player has access to or how many samples.

Any one of this month's patterns should make a worthy addition to anyone's collection. Each are highly individual, and each contain enough rhythmic ideas to keep you buttonpushing for hours. Though all are fairly complex patterns to listen to, there's little here to tax a reasonably competent programmer. Once again, the real difficulty lies in finding easy categorisations for the six patterns. But that's something I shall leave for you.

A couple of programming notes: in

patterns which feature two snare drums, make sure you assign the longer sound to Snare 1 and the shorter, drier voice to Snare 2. Similarly, in example three, you should opt for more open-sounding, double-headed toms for the first three of the voices and (as indicated), a well-damped, drier instrument for the fourth.

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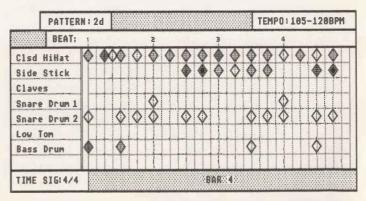
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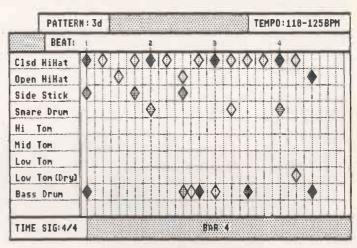
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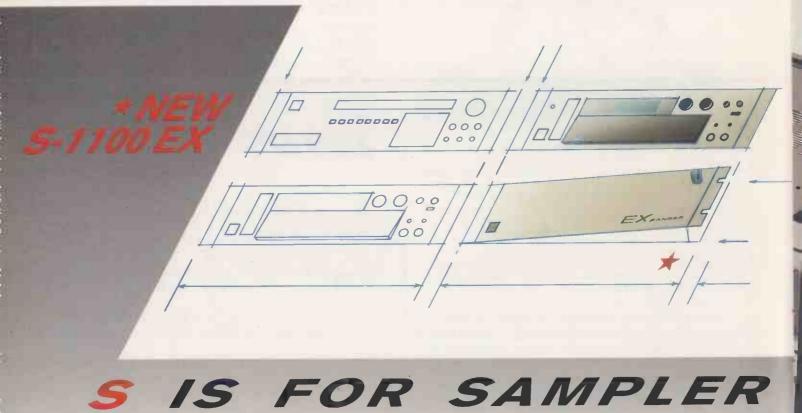
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Akai (U.K.) Ltcl, Haslemere Heathrow Estate, Silver Jubilee Way, Parkway, Hounslow, Middlesex TW4 8NO. Tel: 081-897 6388 Fax: 081-759 8268

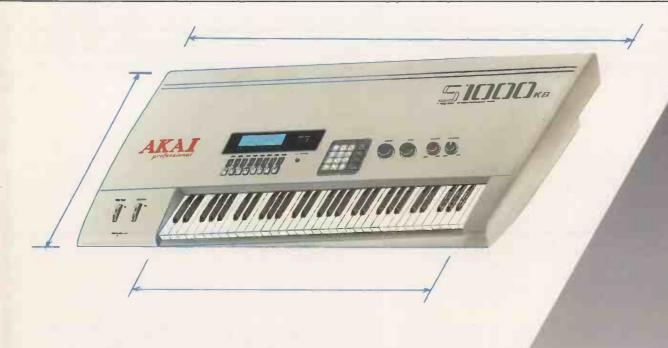
MUSIC TECHNOLOGY MARCH 1992

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demo takes

THE DYING HOUR: 3am. The darkest part of the night. The time when potential suicides become actuals; the time the murder rate peaks; the time the human body most easily succumbs to fatal illness. A suitable time for the fearless Skum to face the terrors of the MT readers demos postbag. . . I've been away; places to go, people to kill - you know how it is. But it seems I've been missed. The demos have been piling up and readers who ought to know better have been demanding that I attend to them.

Given the lateness of the hour, what could be more appropriate than to begin with a band calling themselves **The Watchmen** - a band who've seen fit to name themselves after those self-appointed guardians of law, order and The American Way of comic art? Surely here there would be something to measure up to the horrors of the night - something powerful and reassuring. Something. . . from tracks, the horrible synth brass comes courtesy of Kawai's K1 or K4, silky smooth pads flow from a Roland D10, polite rhythms from an Alesis HR16 shyly invite you to dance. I have to concede that the recording ain't badit's lacklustre even for a four-track (Yamaha MT2X), but it would be adequate to show off the songs - if there was anything to show off. The vocals are also unimpressive in themselves, yet that could have been enjoyable enough in the context of a decent tune. The remaining tracks, 'Danceteria' and 'Time Flies', only serve to compound the felony. It's rather like trying to sell candyfloss at a rugby league match...

It's hard to be constructive with my criticism without suggesting that the less-than-deadly duo go right back to the drawing board. The plague of copycat dance beats, the tide of rediscovered "rock" and the wealth of recycled oldies currently swamping the sad world of pop



Poole in Dorset? Let's look closer. With scant regard for such things as "secret identities", The Watchmen readily announce themselves as Brett Green (keyboard programming, guitar and production) and Andy King (vocals, drum and keyboard programming, arrangements and occasional guitar). I hit play and I'm brought face to face with a real horror - a band who still think trying to sound like Go West or Level 42 is a hip idea.

In 'From Here to Eternity', the first of three

music is bad enough. To find someone managing to fit in so well with this dismal picture without actually belonging to any of these categories is more than scarred flesh and spilt blood can endure. Where's the stop button?

Back in the shady comic world of Dr Manhattan they're still asking the question "Who watches The Watchmen?". I'm left to wonder "Who listens to 'em?".

I like a survivor - a man like Rob Norman,

say. Not content with going the distance with me some months back, he's back for more with an untitled tape of eight songs. The first he's called 'April Dancer' after Stephanie Powers' character in The Girl from U.N.C.L.E.. This is the first healthy indication that he's got absolutely nothing in common with The Watchmen. The second comes when the pounding bass drum and clinical acid synth burblings of 'April Dancer' step out of the monitors and into the night. If nothing else, the track is an object lesson in proving that you don't need a Roland Bassline to get that acid sound, since the old TB303 isn't listed alongside the Korg Mono/Poly, Roland Alpha Juno 2 and D110 synths, Kawai Q80 sequencer, Yamaha R100 reverb and Casio DA2 DAT. (I presume the Mono/Poly has subbed for the Bassline.) If the music has been driven straight to DAT by the Q80, it would account for the outstanding cleanliness of the recording. It's a splendid way of recording but, then, if Monsieur Norman (he's from Edinburgh) had wanted to add vocals to his music he'd have had to think again.

The music carries on: 'Patagon' goes a long way towards proving Rob's not obsessed with dance (no bad thing) but then 'Logo Stuff' reinstates the "acid" Mono/Poly, adds some decidedly jazzy bitonal stuff and pulls it back again. There's some good rhythmic experimentation going on here too - tracks in 5/4 and 9/8 that don't sound out of place against a decidedly '90s demo can't be all bad. Then there's that ambient noise stuff that Keith Emerson woul probably have called "Spatial" back in the early '70s.

It all goes to show how much can be achieved - both technically and musically - with a modest selection of gear when it's carefully chosen and applied.

I enjoyed the letter too, Rob: "How do you think some of the poor sods must feel after one of your tirades? Imagine it; stranded in the 20th Century without a bit of talent or integrity, then held up to public ridicule by a scoundrel. I'd be suicidal. They say that at the moment of death all the impressions you have ever made, the consequences of your every thought and action are revealed to you. . . Of course, I'm wasting my time preaching moderation to one as far gone as yourself. Anyway, I feel much better now."

So do I, Rob, so do I. And I may keep the tape - after all, I did manage to sit through all eight tracks. Skum

UNITOR 2

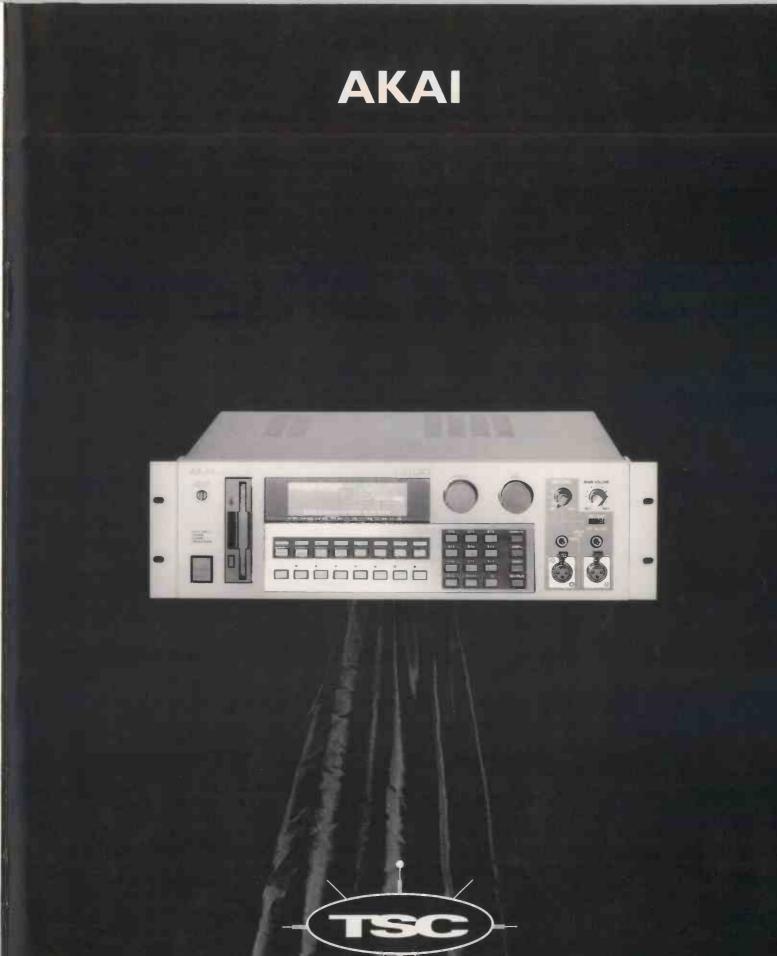


Synchronisation is never the easiest of matters to deal with, but users of Creator/Notator sequencers have it easier than most if they adopt C-Lab's own SMPTE synchroniser. Review by Tim Goodyer.

> OU'RE USING C-LAB'S Creator sequencer or Notator scorewriting program and you're looking to move into the big boys' world of SMPTE (Society of Motion Picture and Television Engineers) synchronisation. The problem is that you're not sure which synchroniser to go for. You want something that will do the job, sure, but you want it to integrate well

with the software you're using. On top of that, you've seen that the current batch of Macintosh synchronisers seem to offer all sorts of "extras", like additional MIDI ports and patchbays. Where are the equivalent units for the poor ole ST? Are you being left behind by progress?

For once you can relax. Not only have C-Lab's boffins largely anticipated your need, but the unit



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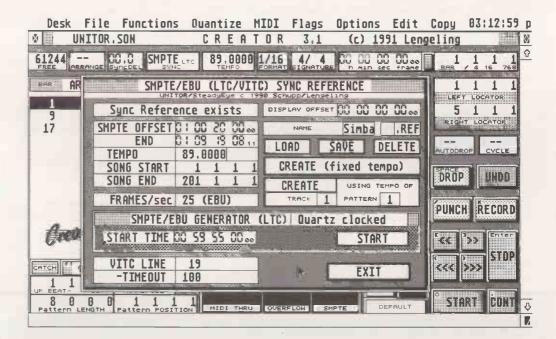
you're searching for has been available for years longer than the Mac boxes you were worrying about. Not only that, but you actually already have the software you need embedded within Creator or Notator. Unitor, as C-Lab have christened their synchroniser, has recently been superseded by Unitor 2. And that's where this review comes in...

Briefly, then, Unitor 2 is a SMPTE/EBU synchroniser and MIDI interface expander. Sorry, no patchbay.

Unitor 2 - as it comes out of its cloth carrying case - is a black plastic box (roughly 8" x 3.5") which takes the place of the Creator/Notator dongle in the Atari's ROM Port. The dongle then fits into a similar port on the front of Unitor. This is the only visible difference between this version of the unit and its predecessors - previously there were two versions, Unitor C and Unitor N, and the appropriate one of these took the and filtered and submitted to Creator/Notator's realtime Transform functions if required.

The D-connector is for use with other C-Lab peripherals, Human Touch and Steady Eye, which allow manual timing input and phase-synchronous operation with video respectively. The SMPTE jacks connect directly to your multitrack and are set up to output at -6dBm and accept input levels between -20dBm and +6dBm. The manual gives guidelines on setting levels for 2" and 1" machines, ½" and ¼" machines and cassette multitracks. It's reassuring to know that Unitor hasn't been aimed at professional users to the exclusion of those with more modest studios.

So much for the hardware. To operate Unitor you'll need to open the Synchronisation window under the Options menu (or hit S on the Atari's keyboard). Here you'll find all the setup facilities you need - and in a



place of your dongle. No, this didn't mean you ended up with two dongles (and therefore the opportunity to sell on a copy of the program with the dongle you no longer needed) as the dongle was part of the "price" of Unitor. The new arrangement is more logical but leaves you with two pieces of hardware to lose instead of one. Classic swings-and-roundabouts stuff.

Along the left-hand (outside) edge of Unitor there are two MIDI In sockets (marked In I and In II) which function in addition to the Atari's In, two MIDI Outs (Out E and Out F) which function in addition to the Atari's Out, a 15-pin D-connector (marked Multi-port) and quarter-inch jack sockets for SMPTE In and Out.

ANY PORT

THE ADDITIONAL MIDI Ins and Outs operate simply enough. When assigning instruments within a Creator/Notator Pattern, you now have the option of using MIDI Outs E and F, effectively giving you access to a total of 48 MIDI channels. The missing Outs C, D and E (the Atari's own Out being designated the A port) are to be found on C-Lab's Export unit. Unitor's MIDI Ins can be merged together with the Atari's In more convenient layout than you'll find on a standalone hardware unit. All four frame rates are available (24, 25, 30 and 30 Drop Frame). For use with European TV standards you won't need to change the default setting of 25 frames per second, but if you're moving into the film industry you'll need to use 24fps.

OPERATOR

BEFORE YOU CAN actually get on with the business of putting code to tape, you'll need to create a Sync Reference within Creator/Notator from your sequence. This is performed within the SMPTE Sync window. If you're dealing with a constant tempo or you've contained your tempo changes to a single tempo track, this is as simple as selecting a Track number (this needs to be the tempo track if applicable) and clicking on Create. You can name this reference if you wish, otherwise the word "Created" appears in the Reference box.

You can set a SMPTE Start Time for Unitor - this tells Unitor's clock what time to begin running from. The default setting is 00:59:55:00 (00 hours: 59

minutes: 55 seconds: 00 frames) and there shouldn't ordinarily be any need for you to set it up differently. Finally you need to set a SMPTE Offset in the appropriate box. This tells Creator/Notator how long after the start of the timecode it should begin to play. Any arbitrary offset is adequate - the manual suggests 20 seconds. Now you can go to tape.

A few words of warning: you should try to keep the signal path between Unitor and your multitrack as "clean" as possible, as any alteration of the timecode is likely to make it less reliable. Worst offenders in this area are noise-reduction systems (especially dbx) and EQ. In keeping with industry practice, Creator/Notator's manual advises you to stripe code onto the highest-numbered track of your multitrack. Although this does make it more susceptible to tape "edge damage", it minimises spilling of the code onto adjacent (audio) tracks. The manual also directs you to put the code down without the sequence running - which you do by running the tape and clicking on Start. The SMPTE code should run for some period over the length of the piece of music; stopping the sequencer is taken care of as part of Creator/Notator's Arrange function.

To run Creator/Notator under control of the multitrack, you must exit from the Synchronisation window and put the software into SMPTE mode - by pressing Y on the Atari keyboard. Now, running the tape from the top will cause the sequencer to run until the Arrangement tells it to stop. What's most valuable about SMPTE, however, is that you can also run the tape from anywhere within the length of the code and the sequencer will pick up the correct position almost instantaneously. If you're using MIDI timecode without Song Position Pointer, you'll need to run the tape from the top each time otherwise any music on tape will run from your start point but the sequencer will start from the top regardless.

Back in the Synchronisation window, you can choose to have the sequencer run from some point other than the default of the start of Bar 1 if required, by entering an alternative position into the Song Start Box. Similarly, the default setting of Bar 201 for Song End can be altered to stop the sequencer before the stop point in the Arrange mode or if you want to run the same Pattern until your Song End marker.

EDUCATOR

DERIVING A SYNC Reference from a single Creator/Notator Pattern is the simplest way of doing the job, but Unitor offers other options for dealing with other problems. Learn SMPTE/Internal (under the Options menu) will construct a Sync Reference from a Creator/Notator Song when there are tempo changes 'contained in different Tracks. Learn SMPTE/MIDI (also under the Options menu) allows you to play SMPTE code and MIDI tempo information into Unitor simultaneously. Unitor is capable of building a Sync Reference from a copy of both sets of information. You might need to resort to this if you have already recorded SMPTE code from another SMPTE sync unit, but wish to lock Creator/Notator to it using Unitor.

Sync References, once created, can be edited. Creator/Notator's manual is pretty helpful on this one, giving a guide to how a Reference may be constructed for music already on tape without timecode and whose tempo is unknown. Generally, this sort of editing is going to be pretty tricky and is best avoided if possible. If you've ever edited a tempo track, you'll have some idea of the potential problems.

Once you have created a suitable Sync Reference, you can save it as part of a Creator/Notator Song file so that it will automatically be loaded into the sequencer with the rest of the sequence data or you can save it as a separate .REF file.

VERDICT

WHEN YOU FIRST start to use Unitor, it's hard to believe that you're actually dealing with something as complex as SMPTE timecode - Creator/Notator's software makes operation *that* simple. In contrast with most software capable of doing a useful job, the learning curve is both short and shallow.

The main advantages offered by Unitor to Creator/Notator users are that the degree of integration between sequencer and synchroniser is far higher than that of most hardware synchroniser/sequencer pairings. As an example of this, the display on Creator/Notator's main page gives an indication of the security of the SMPTE code coming off tape. If there's no display in the box, the code is good; poor code is indicated by a bar-graph which reads higher for greater errors. In case of serious discontinuity in the code, an error message appears on screen.

Another useful addition to the software is the Fit Time Calculator. This takes some of the hard work out of the maths when calculating tempi to fit time windows and so on. It also allows you to directly transfer the tempo resulting from a calculation to the tempo window in Creator/Notator.

It's strange that in a review of Unitor, almost all of the attention should be directed towards software that isn't part of the unit itself - yet this accurately reflects both the level of integration of the unit into C-Lab's studio system and the price of the hardware unit, as measured against other professional SMPTE synchronisers. Then there are the extra MIDI Ins and Outs to take into account...

Of course, you might suspect that, in the interests of developing an all-in-one approach to MIDI sequencing and synchronisation, C-Lab had sacrificed the standard of one or other of the individual functions. Well, let's just say that I know of one development company working in high-level DSP technology for the pro-audio industry who currently use Creator and Unitor purely as a source of SMPTE code - because it's the best they've found.

Price £390 including VAT.

More from Sound Technology plc, 17 Letchworth Point, Letchworth, Hertfordshire SG6 1ND. Tel: (0462) 480000/480500. Fax: (0462) 480600.



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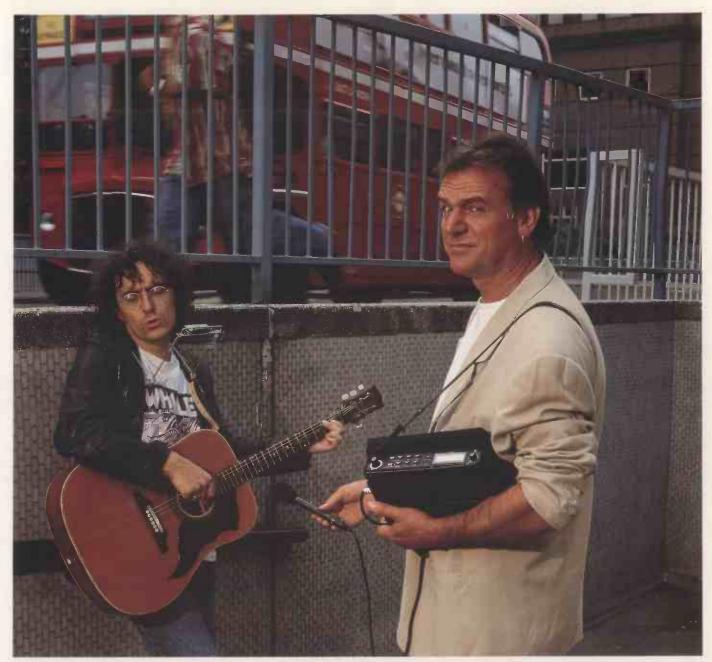
> IT'S AMAZING WHAT you can do with a modem - and I'm talking about the printable options, here. The old adage about having the world at your fingertips is actually true, although they tend not to mention the threatening letters from BT and the hole in your bank account. But used wisely, comms has a lot to offer the musician and it needn't cost an arm and a leg.

If you're new to comms, a few words of explanation are in order, although a complete guide is beyond the scope of this article. Old hands can skip a few paragraphs.

COMM TRICK

COMMS IS SHORT for communications and in this context it refers to two (or more) computers communicating with each other. To join in you need a modem and some comms software. The modem you have to buy (unless you're a North East ram raider) but there's a fair amount of comms software in the public domain for most computers.

The modem connects to your computer's serial port and plugs into your phone socket. If you don't have a plug-in BT socket you'll have to get one fitted. Most modems have a thru socket to plug your phone into so you can use both phone and modem without unplugging one >>



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- Ready to dial Sounds Digital BBS using the Mac.
 - or the other. Alternatively, you can use a BT socket doubler.

Don't skimp on the modem. You want something which will operate at 2400baud at least and these tend to cost around £150. The faster you can transfer data, the less your telephone bills will be. Put another way, the more data you'll be able to transfer for the same amount of money. If you intend to transfer a lot of data, go for a 9600baud machine - though these typically cost in excess of £500.

Most modems are auto-dial, which means they can dial numbers under instruction from the software. They can also answer a call from another computer and respond to the speed and protocol settings. You may be able to pick up a manual-dial modem or one which only supports V23 or V22, for example, much cheaper, but the trade-off will be a lack of flexibility. It'll also be more cumbersome in use and leave you with a larger phone bill.

Comms software varies from program to program and computer to computer, but they all do the same job, which is to control the transfer of data between systems. The main features to look for are a phone book for storing regularly-used numbers and protocol settings and fast transfer protocols. Most services offer half a dozen or more transfer options although, when all else fails, good ol' XModem is a reliable standby. If the software only supports one protocol, XModem will be it. Other protocols are faster and more reliable, however. More sophisticated functions include the use of macros which can automate the log-on sequence and take you to specific areas of the service you're connected to. A buffer will let you scroll through any messages and save them to disk after logging off, saving valuable time online.

THE BOARDS

THERE ARE TWO main types of on-line systems - commercial services and Bulletin Boards. CIX (Computer Information eXchange) and CompuServe are probably two of the most well-known commercial services. They make their money by charging for the amount of time you spend online (that's on top of your phone bill). They both make a vast storehouse of information available to you but they are expensive to use on a regular basis, especially if you don't discipline yourself.

BBSs are usually run by comms enthusiasts. Most are completely free, although they tend to impose a limit on the amount of time you can log on in a 24-hour period. This is usually between 30 and 60 minutes. Some BBSs do charge a subscription fee, however. You may have to pay this before you're allowed access to the board, although with some boards the subscription gives you extra privileges such as access to non-public areas and permission to download more software and stay online longer.

Most BBSs cater for specific computers. The most popular by far are PCs although there are many ST and Amiga BBSs. The Mac and Archimedes also have their BBS operators although not in great numbers.

Several boards cater for a range of machines and you can still log on and take part in a predominantly PC BBS with an ST or Mac, for example.

Virtually all BBSs are divided into areas for different interests such as graphics, music, comms and so on. Many have special conference areas in which users can participate in discussions, ask questions and seek answers to problems they may have.

The greatest draw, however, is undoubtedly the files area, which may contain literally hundreds or thousands of public domain programs, free for the downloading.

ZIP IT

IN ORDER TO save disk space and minimise the time taken to download data (you'll realise how important this is when you get your phone bill), most files on a BBS are compressed with an archiving utility. Obviously, it's important to make sure you have the unarchiver. There's nothing more frustrating than downloading some software only to find you lack the unpacking utility to unarchive it and you've used up all your online time. All good BBSs have a help or info section which will tell you what unarchivers you need and where on the board to find them.

One of the most popular archivers on PC BBSs is PKZip. ST users will be familiar with LHarc and Arc and Mac users with Stuffit. However, there are others. You can generally tell which archiver has been used by the file's extension. For example, a zipped file will have a .ZIP extension, a LHarced file a .LZH extension and a Stuffed file a .SIT extension. Some non-archived text files may be given a .TXT or .DOC extension and so on.

Unarchiving a file is generally straightforward, although it depends on which computer and unpacking utility you're using. PC users will know this with the tortuous command-line interface for PKZip. ST users have a far friendlier GEM-based front end in STZip. The GEM-based version of the LHarc unarchiver is easy to use, too.

It's worth checking out a couple of archiving utilities. As well as using them to pack programs before uploading them to a BBS, you can use them to save disk space by packing programs and files you want to put into storage.

If you haven't got a modem, archivers are available from all good public domain libraries.

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	Akai S1100 Sampler	1 3250	
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	Ensoniq SQ1+	±1235	
	Ensoniq SQR	1825	±/99
	Ensoniq SQ2	±13/5	£1295
J	Ensoniq SD1	£1995	£1895
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	Yamaha SY77		
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J	Yamaha SY22		
ł	Yamaha TG77		
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	Korg M3 R Soundstation		
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	Ultimate support stealth stand		
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CARDS: Sax, Drums, House, Latin, Rock Pop	£79 each	£77 each
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Zoom 9000 Multi FX (new model)		
Zoom 9000 Power Supply.		
Zoom 9002 Multi Effects		
Zoom 9030 Multi Effects	£499.	£489
Yamaha FX500		
Yamaha FX900	£595	£500
Yamaha EMP100	£199	£189
Yamaha R100 Reverb		
Alesis Quadraverb +	£335	£325
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Alesis D4 Drum module		
Alesis Quadraverb GT	£459	£449
Alesis Microverb III Art Multiverb LT		
Boss DRP II Drumpad		
Boss SE50 Multi FX unit		
Boss BE5 ME programmable Multi effects		
Boss AW2 Autowah		
Boss BF2 Flange		
Boss CE5 Chorus		
Boss CH1 Super Chorus	£69 .	£67
Boss C5S Compressor		
Boss DD3 Digital Delay		
Boss DS2 Distortion	£47 .	£45
Boss DS2 Turbo Distortion	£63 .	£61
Boss FW3 Foot Wah	£63	
Boss GE7 Graphic EQ Boss HM2 Heavey Metal	£/9.	
Boss MT2 Metal Zone		
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Boss OS2 Overdrive Distortion	£55	£50
Boss PS2 Pitch Shifter	£127.	£125
Boss PH2 Super Phaser		
Boss SD1 Super Overdrive	<u>£</u> 47 .	£45
Boss FC50 Midi foot controller		
Digitech "The Vocalist" VHM5		
Digitech GSP21 pro	£649	£629
Digitech DSP128P	£299	£279
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DOD Metal Maniac		
DOD Stereo Chorus		
DOD Stereo Flanger	£59.	£57
DOD Compressor/Sustainer	£45	£43
DOD Analogue Delay	£97	£95
DOD Wah Vol	£79	£77

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Roland GR50/GK2	£899	£850
Korg Z3ZD3		
DRUM MACHINES AND SEQUENCERS	6040	0045
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Yamaha RY30 Drum machine		
Boss DR550		
Roland CR80 Human Rhythm player		
Roland R70 programmable drum machine (new model)		
Roland Pad 5		
Roland Pad 80		
Roland SPD8 Total Percussion Pad		
Alesis D4	± 399	±3/9
Alesis SR16 Drum Machine		
Alesis MMT8 Sequencer	£289	
Roland SB55 Sequencer		
Roland MC50		
Kawai Q80 Sequencer		
Akai XR10 Drum Machine		
Akai MPC60		
Yamaha MDF2 Datafiler (new product)		
Alesis Datadisk SQ	£325	£315
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Tascam 488 8 Track portastudio	£995	£985
Tascam 424	£459	£449
Tascam 688 8 Track Midi Studio	£1899	£1850
Tascam Porta 2 Hi Speed Porta Studio	£499	£489
Tascam Porta 05 Hi Speed Porta Studio	£299	£295
Tascam Porta 03 New 4 Track		
Tascam MM1 Mixer	£699	£685
Fostex R8		
Fostex X18 (new model)		
Fostex X28 Multitracker	£399	£379
Fostex X26 Multi Tracker		
Fostex 280 Porta Studio 8 Ch 4 Track		
Yamaha MT 120 4 Track Recorder (NEW MODEL)	£389	£379
Yamaha MT3X 4 Track Recorder		
Aiwa DAT		
Sony DAT		
Tascam DAT	<i>≸</i> POA	
Alesis 1622 Mixer	£699.	£650
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MUSIC BOARDS

DOWN TO THE nitty gritty - what's on the BBSs for you?

While many BBSs have a music and/or MIDI area, there are some devoted almost entirely to music. Three specialist music BBSs in particular have decided to link up to offer a local service to users in the Midlands, East Anglia and the North West. They are The Music Studio UK ((0926) 403904) in Warwick, run by Paul Urmston; Sounds Digital ((0842) 762136) in Norfolk, run by Wally Beben; Compass ((0695) 571117/8) in Liverpool, run by Barry Phillips. These numbers are the BBSs numbers, not voice lines.

Collectively, the boards call themselves the MFN - MIDI/Music Files Network. They are open 24 hours a day except for a short period when they shut down for housekeeping and to swap data between each other - which they do every night.

As well as keeping each other supplied with the latest music files, Paul Urmston has direct links with Australian and US MIDI and Music conferences and the MIDI/Music Distribution Network in

"ON THE SOUNDS DIGITAL BULLETIN BOARD, FOR EXAMPLE, MIDI SONG FILES ARE DIVIDED INTO AREAS SUCH AS CONTEMPORARY, DRUM PATTERNS, CLASSICAL, RAGTIME AND JAZZ." America. He downloads files from them every week.

The MFN boards operate at speeds up to 9600baud. They use standard BBS settings of 8-N-1 which stands for 8 data bits, no parity and 1 stop bit. These are settings which determine how the software organises the data during transfer. You set these parameters in the configuration section of your software along with the baud rate.

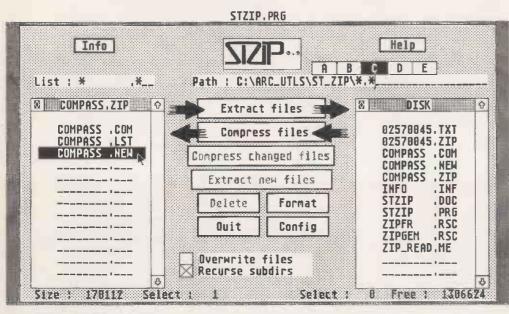
E-MAIL FILES

THERE ARE TWO types of files on the MFN which will be of particular interest to musicians - MIDI files and music utilities.

It can't have escaped your notice that there's currently great interest in MIDI Song files, and there are many specialist companies producing and selling songs in MIDI File format. The MFN have over 350 such files, everything from modern rock and pop songs to classical pieces, all PD or shareware.

The intriguing thing about these files (and this applies to any standard MIDI file) is that they are not only transportable between different software programs but also between different computers.

The MFN standard MIDI files have been zipped and saved with a .ZMD extension. You should be able to unzip them on any computer which has an Unzip program. This includes the ST and Amiga as well as the PC and, I believe, zipped files can also be unzipped on the Archimedes. For the record, it's worth mentioning that some archived files don't like certain versions of unarchiving programs and you'll inevitably find a program which just won't unpack on your machine. That's the way it is with computers. If you do have a problem,



Using STZip on the ST to unzip a file.

check with the BBS Sysop to see what version of the unpacker you should use.

MFN files are as wide and varied as you can imagine. On Sounds Digital, for example, they're divided into areas such as contemporary, drum patterns, classical, ragtime and jazz. Pieces include the likes of Steve Miller's 'Abracadabra', Free's 'All Right Now', Phil Collins' 'In The Air Tonight' and Dire Straits' 'Walk Of Life'. There are also film and TV themes such as Alf and Raiders of the Lost Ark.

There are lots of ragtime tunes and classical pieces including all three movements of Beethoven's *Moonlight Sonata* and the three movements of Bach's *Brandenburg Concerto No. 5.* I can particularly recommend 'Rhapsody in Blue' which is certainly a labour of love and deserves to be heard.

Very few of the pieces come with read me files. It's always nice to know who arranged them and what equipment they used (if you upload any files, do take the time to include a read me file). Some pieces contain embedded program change commands - which is fine if they match your equipment, otherwise it's into edit mode to remove them or to the Output Filter page to filter them out. Many of the files have been configured to work with Roland's MT32. If you don't have this or a CM module you'll have to assign sounds to the various music parts to suit your own equipment.

THERE'S MORE

AS WELL AS general music files, the MFN have around 200 music and utility files for the Amiga, around 200 for the PC, almost 100 for the ST and over 30 for the Commodore 64. The utilities include every conceivable kind of file from algorithmic composers to voice files. There are also over 200 Soundblaster .CMS files, over 30 Cakewalk .WRK files, over 60 voice banks for the SoundQuest Voice Editor (most for the MT32), 50 Sound card utilities and some samples and sample software utilities.

The total Sounds Digital file count according to the January files list is 1690 but the amount of software grows on a daily basis, so there will be even more files available by the time you read this. Compass has 5000 files, though not all are music related.

Of course, the great thing about BBSs in general is that they have programs of every description - wordprocessors, DTP utilities, graphics, clip art and so on. Need a utility to convert a graphic file to GIF format in a hurry? Chances are there's one on a BBS.

MUSIC TECHNOLOGY MARCH 1992

MAIN LINING

WHEN YOU GO online, the BBS will ask you questions about yourself. Most ask for your address and phone number along with the machine you're using and your areas of interest. The Sysop may check this to see that you're genuine but usually you will be allowed full access to the board after 24 hours.

You will be asked to choose a password so the system can recognise you whenever you log on. Pick something you'll remember and/or write it down. If you log on to several different BBSs, make sure you know which password you use for each of them. If you're not dealing with sensitive data or information, you could use the same password for them all - but far be it from me to encourage you into sloppy security habits.

Next, read any messages about the BBS and how to use it. Most BBSs have a file designed to familiarise newcomers with the board's operation and to help them find their way around. Many have a text file containing a list of all the programs it contains. This is an essential download if you want to save on your phone bill. The unarchived Compass files list is almost 400K long. The Sounds Digital files list is (at the time of writing) over 180K. A zipped version is only 49K long and its contribution to your phone bill will be only one quarter that of the unzipped version.

If you want to read any text files or the discussions in a conference area, it's a good idea to download them and read them off-line to save your phone bill. If you want to post a message of any length to the Sysop or another board user, you can prepare it off-line and upload it when you log on. Some comms software has special facilities to help with this.

Download files onto a freshly-formatted disk. Uncompact the files and check for viruses (thought they'd gone away didn't you?). I don't personally know anyone who downloaded a virus from a BBS but it has happened. If you do find a virus, tell the Sysop at once. That's the sort of community spirit we like to encourage, citizen.

Online time costs money. I'm gonna keep saying this till you take it in - you'll thank me later. Even if you only log on for a few half hours a week, the telephone bills soon mount up.

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Do yourself a favour, if you regularly phone long distance, subscribe to Mercury. There's an annual charge of just under £9 but you'll find you can save up to 25% on your calls. And you get a fullyitemised bill. It's not designed for local calls, however. You can make enquires on a freephone number: (0800) 246000.

If you're concerned about the cost, work out how much a program will cost to download. For example, at 2400baud it may take around eight minutes to download 100K's worth of data (which may expand to around 400K on unarchiving). Depending on the telephone service you use (BT or Mercury) and the distance of the call, this might cost you between 18p and 80p (an eight-minute offpeak long distance call via Mercury will cost around 35p). Compare this with the $\pounds 2.50$ or so a public domain library will charge for a disk.

Finally, you may wonder where all the software comes from. Well, it's uploaded by the Boards' users. Most BBSs maintain an upload/download ratio for each user which only allows you to download a certain amount of software before insisting you upload something in return. It's fair, and BBSs only survive by the active participation of their users. You know it makes sense so do the decent thing. Have fun. See you on-line!

COMMS GLOSSARY

Baud Rate: Often assumed to be the data transfer speed. It is actually the number of times the line changes condition per second. It may be the equivalent to the bps rate but at higher speeds the bps may actually be a multiple of the Baud rate.

BBS: Bulletin Board Service.

BPS: Bits Per Second, the rate at which data is transmitted.

Download: Transfer a file from a Bulletin Board to your computer.

E-Mail: Electronic Mail, messages transferred to users through a BBS.

Log off: Disconnect from a BBS.

Log on: Dial and establish contact with a BBS.

Modem: MOdulator DEModulator. It converts data into a series of pitches/pulses for transmitting down a phone line. A Modem at the other end converts it back to its original form.

Online: When your computer is connected to another via a modem link.

Protocol: An agreed format used to transfer data between computers. There are many different protocols and both transmitting and receiving computers must set to the same one. The most common and popular ones are:

XModem: The standard. Supported by virtually all BBSs and comms software.

YModem: Faster and more reliable than XModem. It can transfer several files in one go.

ZModem: Faster and more reliable than XModem and YModem. It can resume data transfer if the link is broken, useful for long files.

ASCII Transfer: Used for text files.

Sysop: Short for System Operator.

Upload: Transfer a file from your computer to another.

V Numbers: Strictly, these are hardware definitions but they are used to describe Modem speeds. For example, a BBS may list the speeds it supports like this: V21/V22/V22bis/V32.

V21: 300 bps V22: 1200 bps V22bis: 2400 bps V23: 1200/75 or 75/1200 bps V32: 9600 bps CALL US IF YOU WANT TO

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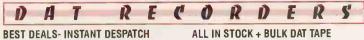
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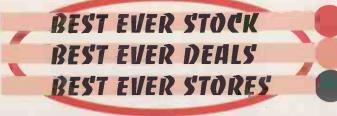
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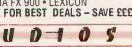


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The parameter-access style of programming employed on most modern synths makes it difficult to get the most out of a synth without the aid of a computer-based editor and librarian - like this one for Poland's D series. Periors has Conden Poid

for Roland's D-series. Review by Gordon Reid.



HILE I'M NOT in possession of all the figures, I suspect that Roland's D-series synths, with more than 300,000 units sold, are the most successful (semi-)

pro-orientated synths ever launched. This remarkable success has inevitably spawned a very competitive third-party support industry, including voice cards, editors, librarians, RAMs and ROMs. With such a proliferation of existing goodies already available, it's difficult to offer something new. One possibility is to come up with something every D-series user wants and to then throw in some extra facilities at no extra cost. This is the approach adopted by German company Geerdes, because their D10/D20/ D110/MT32 Softworkstation editor/librarian (which also runs with the D5) includes 1st Track - a fullyfeatured, 24-track MIDI Sequencer which will run concurrently with the editor/librarian in an integrated environment Geerdes call Softworkstation. If I wanted to attract custom, I reckon a free sequencer would be a good way to go about it.

1 ST IMPRESSIONS

THE EDITOR AND manager (librarian) plus sequencer that comprise the Softworkstation come on a single disk which is dongle copy-protected. The program requires a minimum of 1Mb of RAM and a hi-res monochrome monitor to run. Personally, I dislike programs which only run in mono - I don't own a monochrome monitor. Even using a selection of hi-res emulators I was unable to run the Softworkstation on my colour monitor. (That you're reading this at all is by the grace of the guy who loaned me his SM124.) Is the insistence on mono justified? Certainly some of the editor/librarian screens are very busy, and running in mono is easier on the eye.

The program disk and dongle are supplied in a small ring binder with two manuals. The editor/librarian manual totals 36 close-typed pages; the sequencer manual is somewhat longer and better laid out at 46 pages. Unfortunately, soon after the intro (which includes a useful description of the differences between the various D-series synths) the editor manual runs into trouble: explanations of new ideas are glossed over or omitted entirely, Germlish pervades the manual and there is no reference within it to the D5. To compound all of the above, many screen shots in the manual differ from the screens that you see on your monitor. Yes folks, it's the dreaded "the software's been updated since they wrote the manual" syndrome. Thankfully, importers Newtronic have promised a new manual, commissioned by them, and written entirely by a Brit, which will be available by the time you read this.

THE PROGRAMS

THE EDITOR/LIBRARIAN SECTION of the Softworkstation is structured into five sections: Tones (Manager, Database and Editor); Timbres (Manager and Editor); Patches (Manager and Editor); Rhythm Setup; and Overall settings. The program uses the tone/timbre nomenclature of the D-10/20 synthesisers, so if you're an MT32 owner, you'll have to translate this review accordingly.

If you like your programs simple and self explanatory, this one isn't for you. But once you overcome the initial obstacles, the operation of the Tone Manager is fairly straightforward. Eight boxes each contain eight Tones (a Tone bank), and five of these may be loaded into memory simultaneously. This arrangement is then duplicated: the first set of boxes, called "actual Tones" provides the slots into which you load your tone data (either from the synth or from disk); the second set, named Setup, provide the metaphorical blank piece of paper onto which you write your new Tone banks. Bank creation is straightforward: select, click, drag. . . And besides moving Tones between boxes, you may also duplicate or swap them between banks. Receiving to and sending from the synth, plus loading and saving to/from disk, are carried out via a box called ActualDisplay. Nothing exceptional here, except that the Softworkstation can save Tones to the synth even when the memory protect is on. Create your own nightmare scenarios out of that. Unfortunately, I discovered a nasty bug that limited my ability to receive and transmit banks to and from the D5. Newtronic have, of course, been notified of this, and it should be rectified by the time you read this. But, in common with many dangerous substances, the Softworkstation also

offers some powerful options for users tough enough to handle them. Examples of these are Random, which creates a bank of eight variations on a single Tone and Crossfade, which creates eight random re-combinations of any two selected tones. I particularly liked Crossfade, and the results of this were often useful additions to my patchbanks.

The second half of the Tone Manager is the Tone Database. This enables you to save the information regarding 2,300 Tones in a single information file, and then sort and recall the individual sounds according to 53 search criteria - number of partials, type of sound generation, a given string of up to ten

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Sus Level	θ	8	Ð	8	Mod Sense	68	68	8	8	LL LL	L. HILL OUT I

characters, and 50 user-defined code names. Of course, the actual sound data is not held in the database - this simply tells the computer where to find the Tone data within the files that you have already saved. Tones may be freely added to, or deleted from, the database, the only restriction being that at least one search criterion must be defined when you add a Tone to the database. This is a chore, but once you have hundreds or even thousands of Tones on disk, you'll appreciate the benefits of well-designed sort codes and the ability to find a specific Tone from among thousands of others.

TONE EDITOR

THE NEXT MODULE within the Softworkstation is the Tone editor. The layout of this adopts the "as many parameters on the page as possible" convention. In fact, the editor gives you simultaneous access to every parameter contained with a D-series tone. To Geerdes' credit, the layout of this information (nearly 250 parameters) is clear and straightforward, and you can quickly get down to some serious editing. Each synth parameter is named, and four columns are then shown alongside - a column for each partial. Modifying values is accomplished by clicking on the appropriate figure and using the left and right mouse buttons to increment/decrement the value. Unfortunately, the polarity of the buttons (left/up;

"You'll appreciate the benefits of the database's well-designed sort codes and the ability to find a specific Tone from among thousands of others."

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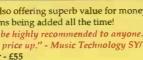
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right/down) is the reverse of every other package I've ever encountered, and is a pain. However, it is also possible to click both mouse buttons and then drag a parameter value bar up and down onscreen. This saves much time, but unfortunately a bug in the program caused the bar to extend beyond its box,

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"1st Track is simple, intuitive and boasts functions that you wouldn't normally expect in a package costing £49, let alone in a freebie." thus obscuring other parts of the screen. It remained this way until the program was rebooted. Another programming shortcut enables you to modify all four partials simultaneously by using the increment/decrement buttons while pointing at the parameter name itself. All four partial columns then count up or down together.

Graphic screens are available where appropriate, and clicking on a button named Ctrl allows you to display graphics for each of the TVAs, TVFs, TVA Biases and Pitch envelopes. These can then be modified in the time-honoured way, by picking up the edit point on any curve and dragging it to the required position. This is very useful, particularly in the TVA/TVF screens where all eight curves are displayed simultaneously, enabling you to get a firm "analogue" grip on the Tone you're modifying.

A PCM wave selector is also provided. This enables you to choose your PCMs by name, rather than by having to rely upon PCM numbers only. PCMs can be dumped from the selector directly into the four partials before returning to the main editor screen. The editor also includes a randomiser (for which the number of parameters effected, and the range to which they are modified, may be user defined) and a partial copier, which enables you to move elements of one sound into another without having to go through the time-consuming and boring task of recreating a partial from scratch.

MANAGERS & EDITORS

ALTHOUGH EACH Of the Timbre, Patch, and Overall Managers and Editors have their own edit screens and separate chapters in the manual, they're minor programs next to the Tone editor and librarian. Let's face it, a D10 Timbre, while being the fundamental building block of multitimbral setups, is only a Tone with four parameters stuck on it. But the Timbre manager and editor performs a useful service, if only because it can display 128 Tones (for example, the complete A-bank and B-banks) simultaneously. Eight Timbres can then be modified simultaneously and retransmitted to the synth or saved to disk.

There are two patch editor/managers within the Softworkstation - one for the D10/D20, and the other for the D110. No patch editor is supplied for the D5 but, since this was the synth with which I was reviewing the software, I tried using the D10 program (selected from the configuration menu in the main menu bar) and see what happened. Happily, all went well. Selecting Performance mode on the synth enabled the software to transmit and receive performances happily, with the proviso that the synth's chord play, chase, harmony, and arpeggio functions were ignored, and the software's reverb parameters (which don't exist on the D5) were similarly discarded. A single Softworkstation patch setup is comprised of 16 banks each of eight patches; within this you can individually edit the patch name, mode, balance, and all the other parameters associated with D-series patches.

D110 patches differ dramatically from D10/20 patches. Accordingly, the D110 patch manager and editor is quite different to its D10/20 counterpart. While I can make no statements regarding its operation, the D110 patch manager appears to contain all the necessary parameters and controls. The screen dump contained in the manual shows that the key ranges for the eight multitimbral parts are displayed graphically within the patch manager main screen - a neat touch, which helps you to create powerful splits and overlaps very quickly.

The Overall Settings page ties up the remaining functions of the synths. These differ between models, but the program has been written so that all synths can be addressed by one program, each synth using or ignoring parameters as appropriate. For the D110 this module appears to be a waste of time, since it duplicates the functions of the patch editor, but for the D5 it fills a gaping hole in the timbre editor - the creation of multitimbral setups.

RHYTHM SETUP EDITOR

THE DRUM EDITOR is the last module in the Softworkstation editors. This enables you to reallocate drum sounds to keys and adjust the volume and pan of each. There is no graphic representation but, nevertheless, the editor is an operational piece of cake. You change sounds by clicking on the old sound, and audition the current sound by clicking on the key name. Saving and loading to/from disk, and transmitting and receiving to/from the synth are performed as usual. There's little else to say about the drum editor; it's clear, it's simple, and it works.

On the subject of rhythms, the Softworkstation can also receive rhythm patterns and tracks from the D10 and D20. This is a useful library function, but no editing of these patterns or tracks is possible on the computer, restricting the usefulness of the facility.

1ST-TRACK

NEWTRONIC SUPPLY 1ST-TRACK as a stand-alone package (at a cost of £49) and having spent some time with it during this review, I could happily recommend it as an entry-level sequencer. Of course, it's not going to stop anybody from using EditTrack, Cubase, or Creator, but then £49 isn't going to break the bank either. 1st-Track is a 24-track sequencer operating in both pattern and track modes, with a wide range of advanced editing features, and enough bells and whistles to make it interesting in its own right.

The main screen shows all 24 tracks simultaneously and allows you to quantise, velocity adjust, transpose, and loop each track separately. The parameters for these operations are shown onscreen at all times and may be modified while the track is playing. All such operations are nondestructive. One of the most useful features of 1st-Track is the "marker". Identical in operation to the locate points on a genuine tape recorder, markers differ from other sequencers only in the number available: 80 of them - unprecedented for an entrylevel package. This means that you can mark not only choruses and verses (or whatever) but every instrument's entry point, plus many other key events within the track. Loading and saving of tracks is straightforward and conventional, but it is also possible to load songs into current files at any position. This makes it possible to build live performances from individual tracks. Mind you, you'll need the RAM of an expanded Mega-ST if you're going to develop this facility in any serious way.

1st-Track also contains a complete MIDI event editor that may also be used as a step input facility. All the usual facilities are here and an added bonus is Catch mode, which chases the MIDI event table while a track is playing, enabling you to locate specific events, or even problems, quickly and easily. The final set of sequencer facilities are contained within the Multi Tool Box. This contains many of the sequence editing capabilities you'd expect to find in a more expensive package. These include copying between tracks, moving, deleting, transposition, velocity adjustment, channel replacement, muting, and a MIDI byte editor. These facilities can be limited to certain tracks, areas within tracks, or even MIDI channels and event types within tracks.

The latest version of 1st-Track also supports SysEx and MIDI File Standard, and may be synchronised to an external MIDI clock.

VERDICT

THE ROLAND D-SERIES synths demand powerful editors because their built-in operating systems are such a pain in the. . . With their Tones, Timbres, patches, multitimbral setups, rhythm setups and effects, they need a piece of software that is simpler and quicker to use than the onboard operating system, and makes the relationship between the various sections of the synth much clearer. Accordingly, the Geerdes Softworkstation is packed with features which will, in all probability, help you to discover new capabilities within your synth - if you delve deeply enough. Once understood, the editors are powerful and relatively straightforward to use, but you must be prepared to think of your Atari as a computer, rather than as a musical tool to get the best out of them. OK, the manual is a disaster and there are bugs in the editors but, except for the Tone manager loading problems (which must be rectified immediately by Geerdes before any other D5 owner buys the package), these don't stop you using the program.

The 1st-Track sequencer is a pleasure to use. It's simple, intuitive and boasts a wealth of functions that you wouldn't normally expect in a package costing £49 (let alone in a freebie). The latest version of the 1st-Track manual arrived while this review was being prepared and, in stark contrast to the editor manual, it deserves credit for being clear and easy to use.

Should you buy the Softworkstation? If you have a D-series synth which you've been using as a performance synthesiser, and you want to move into the world of multitimbral sequencing, this package, with its combined editors, librarians, and sequencer, could be tailor-made for you.

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Alternatively, if you consider yourself to be a "power user" and if money is no object, the Softworkstation may also be near the top of your list when you reach for your cheque book. But the price for this power is high - £149 is almost three times the asking price of some other manufacturers' D-series editors.

One final word. Before you buy this package, make sure that Geerdes have delivered the new manual and sorted out the bugs. If the editor/librarian can be improved to the standard of the sequencer, it will then be possible to give the Softworkstation a firm thumbs-up.

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NO MATTER HOW you look at it, for Moog at least, the Minimoog was a hard act to follow. Everything had worked out so well: the ergonomics, the architecture, and above all the sound. Such was its success that it was difficult for any manufacturer including Moog themselves - to better it. But they had, at least, to try. One of the resulting instruments was the Multimoog. Briefly, the Multimoog is a twooscillator monosynth with aftertouchor pressure-sensitive keyboard. The keyboard is one of the ways in which Moog thought they'd be able to tempt people to trade in their Minimoogs. For something like a bassline, aftertouch may not cut much ice but for lead lines and sync or filter sweeps, pressure sensitivity can be used to devastating effect. Many of Moog's instrument release dates are shrouded in the mists of time (for me at least), but the Multimoog appeared somewhere amongst the other early pressuresensitive monosynths. Moog produced a sister to the Multi in the Micromoog, which appeared in '75, and the Multi appears to have followed closely behind. The Micromoog doesn't share the Multi's >



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Please note: The Dangerous CD Company samples have not appeared on any other sample CD. pressure sensitivity, has a single oscillator, but also a sub-octave splitter (like the Roland SH1). The filter can be pushed into selfoscillation and made to track the keyboard to generate a sweet, resonant sine wave. The Multimoog was the "go faster" version of the Micro, sharing its styling and a lot of the same basics, but possessed of a great deal more besides.

For one thing, there are 44 notes on the Multi's pressure-sensitive keyboard instead of the Micro's 32. For another, there's a second oscillator - essential if the Multimoog was to come near the Minimoog's sonic potential (the Minimoog has three oscillators, if you press the LFO into service as a VCO). The oscillator instability which had been the curse of early Minimoogs is dealt with in both instruments by using circuitry which runs well above ordinary room

"THE MULTIMOOG IS NOT QUITE AS SWEET-SOUNDING AS THE MINIMOOG, BUT SEEMS SOMEHOW MORE 'IMMEDIATE' - MORE '80S AND CERTAINLY MORE '90S."

temperatures - and heating the circuit. This requires a warming-up period of a minute or so before the synth is stable, but is unaffected by subsequent fluctuations in ambient temperature.

The pressure sensitivity uses a rotary control for setting the amount of effect which pressing the keys produces. Unlike some of the other pressure-sensitive monos, the system can only really handle one "pressure effect" at a time, but the Multimoog scores in that the options are all pretty musical: you can pitchbend or modulate either Oscillator A (for Oberheim-type lead guitar effects), the filter (for extra brightness or growl), both oscillators, or all three. You can also alter the sync relationship of the oscillators or you can make Oscillator A's

waveform more of an equal mix of sawtooth and square wave - subtle but effective.

More modulation potential exists in the form of the mod wheel. This can call on any one of six sources to modulate four of the same destinations as the keyboard (except this time it's the other oscillator's waveform which becomes progressively more full-sounding) and can cross modulate with the pressure sensitivity. Instead of the Minimoog's pitch wheel there's a pitch ribbon. With this you have to start a bend at the zero-point (halfway along the ribbon) and return to it in order to get a smooth bend. It's not as convenient as the CS80's ribbon, which treats your first point of contact as the zeropoint. One trick unique to the Moog ribbon is that of playing a trill by hammering on and off the ribbon at the required interval from the zeropoint.

There's just one control for setting the octave for *both* oscillators, although this is offset somewhat by being able to detune Osc A up or down a fifth, and further by another fine control. As well as 2' to 32' positions, there's a setting called Wide Freq. This sweeps the entire frequency range with the associated rotary control. As on the Micromoog, there's a sub-oscillator which, in this case, also syncs to Osc B via another rotary control.

One excellent feature is that the rotary waveform selectors aren't clickstopped, so there's a gradual change from sawtooth through to square and then pulse waves. The disadvantage with this is that you can't readily switch in an *exact* wave setting. But even this is more than made up for by the ability to use the knob as a performance control. And you can do it with both oscillators at once.

A three-position slider labelled Norm Drone Off switches the oscillators out altogether (for filter and/or noise effects) or gives a constant drone. The drone is quite effective when used with glide - which also has an on/off switch and glidetime rotary control.

Rather than the usual ADSR format, the Multimoog's transient generators are AR (Attack/Release) envelopes with switchable sustain. There's no sustain level as such - switching sustain in simply holds off the decay phase until key release. It's worth

bearing in mind here that the Minimoog itself used an unconventional arrangement which involved attack and decay times, a Filter Amount control and a sustain level - the decay time setting served as both decay and release times in the ADSR format. It's fairly clear. however, that the Multimoog and Micromoog's envelopes owe their design to this. For speedy changes, there's also a defeat switch to cut release times - handy for making basslines instantly snappier, for example. Used intelligently, these switches - along with a couple more we'll come to presently - go a long way to compensating for the Multimoog's lack of programmability by facilitating quick yet drastic patch changes.

One surprise the Multimoog has in store comes with the VCF envelope Amount control. A lot of synths enable you to invert the filter envelope with a switch, so that whatever envelope is set works as a negative voltage, lowering the filter cut-off point. But on the Multimoog, in the same way as the waveform is totally variable, so the filter can be swept from positive, through neutral, to negative, with none of the discontinuities that a switch provides. It's a nice feature to have around.

Another nice feature capable of producing what can only be described as nasty sounds lies in the Multimoog's Filter Mod By Osc slider switch. This switch is marked Off/Weak/Strong and places the input of the filter under varying amounts of control from the oscillators' output. and can be used to produce ringmodulation effects. The behaviour of the filter itself is modified by another slider switch marked Filter Mode. Again there are three settings which assign 0.5v/oct or 1v/oct in Normal or Full modes, and pushes the filter into self-oscillation in Tone mode. The effects of using Filter Mod are enhanced if either Full or Tone Filter Modes are selected.

Until you encounter these two switches the Multimoog performs quite predictably and musically. Once these are called into play, however, it assumes a role more commonly associated with larger, even modular, synth systems.

Like so many of the modulation and interconnection facilities on the Multimoog, these features make it a

synth ideally suited, not necessarily to live performance, but to studio performance. This could involve playing it in real-time, or playing it with a sequencer via a MIDI/CV interface, possibly with extra control input in real-time.

On the rear panel there are inputs for control voltages for the filter, the two oscillators, and the destination to which the pressure sensitivity is routed. Short of a modular synth, VCS3 or Matrix 12, there aren't many synths with this sort of flexibility. Talking of interfacing, there are input and output sockets for CV and Strigger too, so it's possible to hook a Multimoog up to a MIDI system, using a MIDI/CV interface like the Groove Electronics M2CV or Roland's old MPU101. You'll have to find Cinch-Jones plugs to slot into the trigger sockets, however, unless you open it up and fit a jack as an alternative.

The rear panel also hosts a couple of sockets for footswitches for modulation and glide - but, as on the Minimoog and Polymoog, they're smaller than standard jacks (but larger than 3.5mm jacks). There's an audio input, which allows an external signal to be processed by the Multimoog's filter and modulation sections. Uses of this are many and varied, and include chopping up a rhythm guitar and doing "interesting" things with voices. It's the sort of facility which continues to ensure analogue synths a place alongside today's digital master-pieces.

As with so many old (analogue) synths, interfacing the Multimoog with the outside world can be traumatic, and setting up a sound without a memory facility is an art in itself. But it's all worth the trouble because of the sound it produces and the fact that the Multimoog makes it easy to do things that more modern synths just don't encourage you to do.

Against the other two-oscillator Moogs, the Multimoog has more to offer than the Prodigy - its keyboard size and sensitivity, its modulation possibilities, and the provision of noise, sample-and-hold and the ability to process an external sound. It has advantages over the Source, too - it doesn't have memories, but it does have knobs, and one of the prime advantages of old analogue synths must be that they can be edited in real-time.

As with any instrument, the all-

important question is what does it sound like? The simple answer in this case is - like a Moog. It's not quite as sweet-sounding as a Minimoog, but seems somehow more "immediate" more '80s and certainly more '90s. But the business of comparing analogue synths is a bit like wine tasting. The only real test is a blind test, where instruments are assessed on their sonic merits in the hands of a capable player. I've only once played the Multimoog and Minimoog side by side, and felt that the Minimoog had the edge - but that's a personal judgement. The two are different, certainly, and if there isn't quite the

If you've been brought up on DX7s and M1s, and you're looking to explore analogue synthesis, the Multimoog will offer you considerable power in a manageable and expressive instrument. If you're ready to get some serious mileage out of analogue technology, then the Multimoog might be an ideal choice. The superb Moog sound is there, and the possibilities both for weird modulation effects, bleeps and blurts and for dynamic changes of sounds are practically endless. These changes can be subtle or violent, sudden or almost imperceptibly slow. Whether you'd enjoy the Multimoog

"THE MOOG SOUND IS THERE, AND THE **POSSIBILITIES FOR MODULATION EFFECTS, BLEEPS, BLURTS AND DYNAMIC CHANGES OF SOUNDS ARE PRACTICALLY ENDLESS.**"

Multimooq

warmth or bass solidity of the Minimoog, or that feeling of being somewhere between clarinet and soprano sax. there's a lot which the Minimoog doesn't have. You can find examples of the Multimoog on record with After the Fire, whose Peter "Memory" Banks made extensive use of the synth's pressure sensitivity. The Micromoog, meanwhile, found favour with Thomas Dolby (in his Golden Age of Wireless period) and Japan's Richard Barbieri (on most of their best-known LPs).

With its black moulded plastic facing, metal back, and chipboard base and sides (with fablon woodgrain side panels) it's not as pretty as the Minimoog, but it's still a pleasant-looking instrument with just a hint of the styling of the old modular Moogs. As with the Prodigy, the white sliderswitches feel delicate but.

like the rest of the hardware, are actually very sound. The pressure sensitivity is effective and reliable it's operated by a cushioned bar that stretches the length of the keyboard and sends a control voltage proportional to applied pressure.

Venable construit zin: Moog's open system inpusioutput panel muke his Multimcogle breven'ul synthesizer es well as an expressive Netter you're a per former, a synthetist - or bod' -- check out the re-hand/two-hero punch of the versitile one-MULTERODG. Fastures Two temporatives regulated ultre stable audio the sector stable audio ct to softwards, the set takes and backhards there are benefitive and takes and takes and takes and takes to into use praduces are note constructed variations controlled automatic constructed variation controlled automatic construction and variation and takes and constructed variation and constructed variation and constructed variations and constructed variation and constructed variation and constructed variation and constructed variation and while Programs and and constructed variation a Modulation section featural quick source-destination orientation Dual mode Semple and Hold - synchronous triggering or control vertage controlled low one filter. 24 dB on octive Reversite Ther consours to creater a whick new cless of tound Soperate century generators for VCP and VCA Ribbot "results neeters" (gbb cector – unor intrusta sileying "Operativetter" – inculusatous usearby new it competitio to other Voog annumisans, accessories, and partio sources soch as the guitar Gilde functionids weitchabb, fram part of to tootewitch

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is down to how you want to play the keyboard and whether you want the control offered by that "analogue institution", the knob. The Multimoog's got 22 of these, and, as Roland acknowledged with their JD800, they're a useful innovation.

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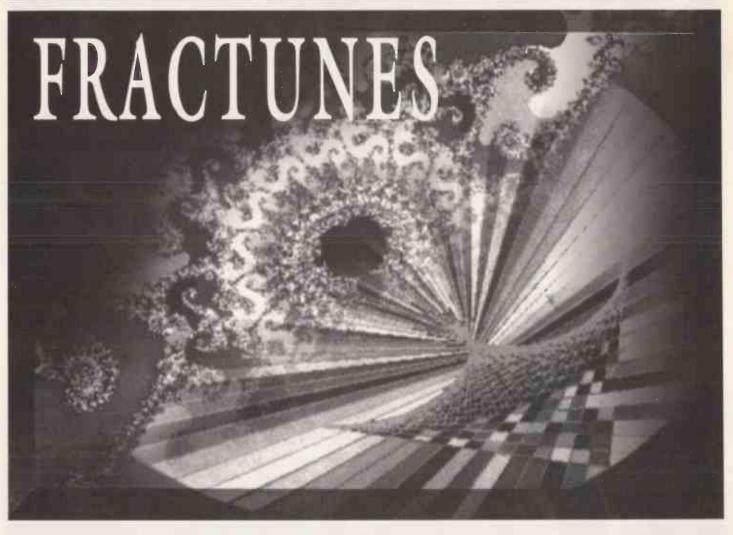
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Using images generated using fractal mathematics and modifying them with information derived from your music, FracTunes represents a personalised visual accompaniment to your compositions. Review by Ian Waugh.

> RACTALS CERTAINLY SEEM to be one of the flavours of the '90s. Fractal music programs seem to be iterating with the speed of, er, fractal generators. But if you've missed out on one of the most significant mathematical developments in years and are wondering what it can have to do with music, check out *The Sound of Chaos* in the July '91 issue of MT.

> Bourbaki's FracTunes tackles the subject of "fractal music" from a different angle to Datamusic's Fractal Music. In fact, it doesn't compose music at all. Rather than use fractals to generate music, it uses music to generate images. Actually, it doesn't actually generate images, either, it alters the colour palette of pre-prepared pictures.

It shares similarities with Jeff Minter's famous Colourspace Light Synthesiser program (now available as Shareware for the Atari ST) except that FracTunes *does* react to music whereas Colourspace was a DIY job. But you can see some similarities behind the thinking of the programmers. FracTunes, incidentally, carries the subtitle "the 21st Century Light Organ".

FracTunes is so named because it was originally designed to work with fractal images created with FracTools and FracZoom, two other programs by the same software house. However, it will also work with any compatible PCX image which can be created by many popular paint programs. The complex nature of fractals, however, makes them particularly ideal palette-shifting fodder.

The program will run on virtually any PC although you need an EGA or VGA display and a hard disk. (There can't be any serious PC users without a hard disk these days, surely.) It's mouse-driven and this is definitely the way forward for PC music software, as Adrian Sutton showed in our October issue. MS.DOS hackers had better just get used to it.

You'll also need a sound system of some sort. FracTunes supports the Roland MPU401 standard, Sound Blaster and AdLib cards and the IBM Music Card.

The program is supplied on two 3.5" disks or four 5.25" disks - make sure you order the right size. ≻



Installation is straightforward (for the PC) although you will need to know your sound card's port and interrupt. Not going to tax you too much, is it? You need a hard disk principally to store the data - the files are compacted and expand to over two megabytes, although you don't have to install all the files initially.

KEEP FRACTALS LIVE

WHEN YOU RUN FracTunes, an impressive fractal immediately appears on the screen. A click on a mouse button causes a pull-down menu to appear on the top of the screen and operation is fairly straightforward.

FracTune works in two modes: Live Play and Slide

Show. In Live Play mode the screen responds to MIDI data arriving at the MIDI In port. That is, you play into it live or feed it the output from another sequencer and the colours of the image on screen change in response to the incoming data. The screen goes black and, depending on the notes you play and any other MIDI data such as pitchbend entering the system, different parts of the display light up.

At first glance this may not seem mind-numbingly exciting, but you are given a fair amount of control over the proceedings. The colour changes are effected by swapping colour palettes and the first thing you can do is load palettes of your choice to give the picture, say, a yellow or cyan cast. There are 12 palettes supplied and you can create your own quite easily and in a rather neat way.

The pointer turns into a cross and as you move this around the screen a box attached to the cross highlights the current colour it is on. Clicking calls up a palette defining the colour, which you can change using RGB values. Although easy to use, the number of possible variations are pretty overwhelming. I guess a colour freak could get lost in there for a week.

Next you can animate the images using strobe and pan effects. Strobing causes the colours in the palette to cycle through the regions in an image (depending on what you're playing). Panning causes the image to move off the screen to the left, right, up or down. You can activate both horizontal and vertical panning and strobing at the same time.

These effects can be controlled from the PC's ➤



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keyboard and happen even when there is no music playing. You can control the speed of the effects, too. At a fairly high speed of strobe, the image can appear to be moving, especially if you use the palette to colour swirls and such in different shades of similar colours. It's all quite hypnotic.

SLIDE SHOWS

THE NEXT STAGE in your exploration will be to use Slide Shows. These are little programs which control palette switching, strobing and pan effects. They are written in relatively understandable English and saved as an ASCII file. Several examples are supplied and you can examine them and create your own using a wordprocessor or text editor.

There are around 50 words in the Slide Show language, all well detailed in the manual. Part of a typical program might look like this:

song = ł	ieavy	
play		
begin pla	ay loop	
de	elay = 9	96
SV	vap pal	ette
st	robe =	right
de	elay = 1	.80
SV	vap pal	ette

Slide Shows can load new pictures, too, so you are only limited - to paraphrase an old computer cliche by the size of your hard disk. FracTunes uses PCX files, which is a fairly common file format used by many paint packages so you can create your own screens, too. You aren't limited to the pictures supplied.

As well as using Slide Shows with incoming data, you can also use them with standard MIDI files. The program reads them and plays them and two rather tasty piano demo files are supplied. Here you have greater scope for customisation as you can tailor a Slide Show to a particular piece of music, especially by selecting suitable delays to complement the music. I don't think the demos really make the most of the potential here.

GRAVEN IMG

THERE ARE SEVERAL functions I haven't mentioned yet and these are all connected with IMG files. These aren't GEM IMG files which are created by programs such as GEM Paint, but files created by FracTools and FracZoom. They are, however, rather complex and contain within them data pertaining to their construction. This permits functions such as Maximum and Minimum Iterations and Iteration Range to be performed on them.

Other functions which are restricted to IMG files are Stained Glass, Dust Toggle, Colour Pour and Kaleidoscope. They appear to be the most interesting and spectacular of all the effects. Unfortunately, Bourbaki have chosen not to include a single IMG file with the program, so I can't tell you just how "spectacular" they are. Far Communications (FracTunes' distributor) were very helpful and sent me some sample files - but as the disk format wasn't compatible with my machine, the files had to be transferred from another computer, after which FracTunes wouldn't recognise them as IMG files. I confess to sore disappointment.

You can buy disks of IMG images and, of course, you could always buy FracTools or FracZoom but, c'mon guys, this isn't really on. Surely you could have included a couple of IMG files to whet our appetite.

The manual is well written and quite comprehensive. After a First Experiments section which gets you up and running very quickly, it runs through the menu options in more detail.

The words in the Slide Show language are well explained and I'd go so far as to say you could create your own Slide Shows without any previous programming experience. Purely for beginners, however, a few Getting Started examples would have been helpful.

Although you can alter the strobe and pan effects during play, you have to stop the music to load other pictures and change settings. It would have been better to be able to do this on the fly. We know the PC is not multitasking (but then neither is the ST) and the program can load new screens while playing so this would not appear to be an impossible request. That apart, Pause and Continue functions would have been useful.

When new screens load they scroll down the screen. An option to instantly switch screen would have been nice. All told, niggles are pretty petty.

VERDICT

I SUPPOSE THE ultimate question is - what is FracTunes for? Well, first and foremost - it's a very enjoyable program to experiment with. If you can tie in changes to the pictures to specific MIDI data using Slide Shows, the results are incredibly satisfying. The program is quite easy to use, the displays are easy enough to customise and you can use it with your own music. You can use the Slide Shows to create displays which are not MIDI-dependent, too.

Apart from using it purely for amusement, it could be used live and in concert. Remember the move to put MIDI data onto CDs? Well, here's one use for that data. Large PC screen displays in your favourite disko?

What about digitising images, say of musicians at work, saving them in PCX format and giving them the FracTunes treatment? Could do some interesting video work with that. Well, it sounds interesting to me.

Whatever else FracTunes may be, it's certainly entertaining. You can find out just how entertaining it is by sending for a demo disk - yours for only a quid! My advice is to do it now, and don't forget to specify the disk size you require.

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When people first sampled other peoples' music to use as their own it caused trouble. Now people are sampling other peoples' music and selling it for other people to use as their own. Simon Harris. Norman Cook, Pascal Gabriel, **Ed Stratton** and Matt Black comment on the new movement. Interviews by

CRIMINAL RECORD?

THERE'S A LOT OF MONEY BEING MADE OUT of sample CDs at the moment. The popularity of sampling and the convenience of the CD medium - not to mention the falling cost of digital technology - have conspired to make sample CDs irresistible to the many musicians currently using samples. That the phenomenon is a recent one can be attributed to the fact that, until just a few years ago, the cost of both samplers and CD players ensured that they were exclusive status symbols.

Broadly speaking, these sample CDs fall into one of two categories: they either contain samples of other instruments (acoustic or electronic) carefully recorded and prepared to allow you to build up multisamples and keymaps so that your sampler can take over another instrument's role, or they contain pieces of other peoples' music - breakbeats and other assorted

musical or vocal samples. The fatal attraction of a CD full of samples is that they take much of the hard work out of sampling - they relieve you of the laborious (and sometimes expensive) tasks of recording "real" instruments into your sampler, or searching out excerpts of (often obscure) records suitable for building a fresh piece of music upon. All that remains is to load up your sampler and get on with the business of making your music.

Just as samplers brought

breakbeats from the DJ's turntable into the realm of recording studio hi-tech, CDs are now challenging good old-fashioned vinyl as the source of beats and breaks. It may come as a surprise then, to learn that sample CDs have a precedent in the form of vinyl sample LPs. Unlike the current wave of sample CDs, however, these albums were primarily aimed at DJs for use in nightclubs as well as in the creation of their own records and remixes. As such they contained breakbeats which had been looped to run uninterrupted for around three minutes - a feature retained on certain CDs but replaced on others by one- or two-bar samples designed to be looped in a sampler by the user. The evolution of sample LP to sample CD neatly serves to further highlight the convergence of interests of musicians and DJs.

One of the longest-running series of sample albums is that created by British DJ, producer, remixer and some-time recording artist Simon Harris, though it was

not the first. Notorious amongst those which predate Harris' albums are two American series' - Drum Drop and Ultimate Breaks & Beats - now some 25 volumes old. A Belgian release called High Fashion, the work of DJ/remixer Ben Liebrand, appeared around 1983. Harris' Beats Breaks & Scratches was inspired by Liebrand's album and has recently found itself transcending the club DJ/sampling musician distinction through its release on CD - all eight volumes. It joins the popular Zero-G series from Ed Stratton, Music of Life's Wild Style breakbeats album, Pascal Gabriel's Dance Samples disc, Norman Cook's Starmix CD and The Original Unknown DJs' Break Beats Vol 1 & 2 as part of the sampler's CD library. More obtusely targeted is Coldcut's DJ Food CD - this contains complete tracks which you are actually encouraged to steal and use to your own musical ends. >



Ed Stratton: "The rules I use are: that samples should be short, that they should be describable as sound effects or non-melodic samples."

Tim Goodyer.



And there's no sign of the flood of sample CDs abating - Stratton intends to add to the Zero-G series, Gabriel has another disc up his sleeve, Coldcut are about to make some of their eclectic library public on a sample CD and there's talk of other - as yet unidentified -"name" artists eager to contribute. Meanwhile, Harris is confident that there's plenty left for him to do with Beats Breaks & Scratches...

"I remember buying a couple of those at Record Shack in Berwick Street", says Harris of Liebrand's album. "At the time I was DJing at the Camden Palais. And I thought 'What a good idea'. Virtually the whole of that was done on a LinnDrum, so on one side it was really 'Ben Liebrand playing with a LinnDrum' and on



Simon Harris: "I'm trying to give people the tools to be creative; I'm not trying to be creative myself in releasing these albums."

> the other it was 'Ben Liebrand playing with whatever synth was in the studio' making stab noises and wind noises. I used that album to death - I put it all over the mixes I was doing for Capitol Radio and scratched it to death. Two or three years later I thought 'Why the hell hasn't anyone done another one?'. I'd ruined my copies and you couldn't get it any more, so it seemed the obvious thing to do."

> Surrounded by the trappings of a well-equipped MIDI studio, hot nights behind a couple of turntables seem a long way behind Simon Harris. Yet in the course of quizzing him about his CDs and the issue of sample CDs in general he repeatedly refers to the requirements of less wealthy musicians and DJs, and expresses his determination to give value for money. He's not too sure that everybody else does.

> Beats Breaks & Scratches Vol 1 appeared in 1987 and contained beats programmed on the hip machines of the day - Roland's TR808, TR909 and TR727 - rather than breakbeats taken from other records. In contrast to the current trend of cramming as many samples onto a single disc as technology will allow, there were

just 12 rhythm patterns accompanied by 30 one-shot samples including whistles, vibraslaps, scratches, and sound effects.

"I just built the rhythms on the 909", he explains, "and I borrowed Derek B's - who was then an unfamous Derek B - 808 and I rented a 727. I linked 'em all up together, took a single output into a little disco mixer and recorded straight onto my Tascam 32. Then I edited leader tape in between the tracks. On the b-side I thought I'd stick down a few of the scratches that I had on tape for my remixes. When I did a remix I'd always take with me a reel of tape with my bits and pieces on, and those were my 'bits and pieces' and a few noises from a Casio CZ5000."

Harris claims never to have anticipated doing any further volumes, but the success of the first - and that of the series as a whole - determined that he should.

"We just wanted it to be as cheap as possible to put together", he says. "It didn't cost anything - there were no artists' fees, no producers, no nothing. It started selling, but it didn't sell in huge numbers. To this day the first album has done about 15,000 copies because the sales have never eased off. The second album started off, picked up and stayed at the same sales rate. And the third one...

"In America, a lot of the DJs would take drum machines into their clubs and I thought it would be a good idea to give people those drum machines on a record so that they could mix it in the usual way, but with it already programmed with current rhythms. In a way it was something I'd done for myself, so that I didn't have to take a 909 into the clubs. The basic principle, the reason why the albums have all been so successful, is that they're non-artistic. They're not meant to show me off, they're not meant for people to sit down and listen to and decide whether they liked it or not. It was purely to give people access to technology they couldn't afford or that they couldn't program instantly. Basically I try to make them a useable demonstration of all the technology that you can muster up on the DJ front."

By the time of the second volume, Harris was using a Sequential Studio 440. "The only album that was limited in terms of it all being done with the same drum machines was the first one. All I wanted was an answer to the Ben Liebrand album: a more up to date one with electro rhythms and 808 sounds. Those were the days when not a lot of people knew what an 808 or a 909 were in terms of its sounds. There were just these sounds that appeared on Chicago house records and New York electro records. I moved onto breakbeats because they were the next big thing."

Big they were. And with them they brought the full impact of the possibilities and problems of sampling other artists' material - not merely that of taking the initial sample, but also selling it to other musicians to use. The situation was exacerbated by a flood of bootleg albums containing samples which were hot, but which gave little respect to the copyright laws.

"Americans have been doing that kind of thing for years", comments Norman Cook over the phone from his bathroom. "There was a thing called *For DJs Only* which gave you acappellas, and there was *DJs Greatest Bits* which were just pressed as 12" bootlegs. They're all very illegal, that's why people often don't know who the original artist was.

"The worst example was Acappella Anonymous which was a bootleg of acappellas of famous New York garage stuff which was imported in huge amounts to Europe and Italy particularly, whereupon every Italian dance tune for the next year-and-a-half - including 'Ride On Time' by Black Box - came off this one album. If you play it you hear hit after hit. In the Black Box court case they said 'We didn't know who did the original, we just got it off this album called Acappella Anonymous²."

When the opportunities opened up by sample CDs became another Big Thing, Harris set about transferring the entire *Beats Breaks & Scratches* catalogue, making his exclusive production library readily available to anyone with a sampler and CD player.

"It was an obvious thing to happen, wasn't it?", he says of sample CDs. "CD is the ultimate manageable medium. It's not like sample discs where you're selecting things from a menu and then loading them into your sampler before you can hear them - you can fisten to sounds, decide what you want and load them in. I can see the breakbeat thing still being around for many years to come, but probably in a totally different form. I still intend to be doing *Beats Breaks & Scratches* in the year 2090. Well, for a long time, anyway. And I hope that Ed Stratton's doing his stuff in many years to come too, because people have a right to buy whichever they want - or both."

Fair comment, but the issue of copyright hasn't gone away simply because the material is presented in a new format. All parties involved are acutely aware of the fact - if their attitudes differ.

"I was quite respectful of copyright", claims Pascal Gabriel, fresh out of the recording studio. "I had loads more drum loops than were used on the CD. Once I'd compiled it and listened to it I thought I might be on dangerous territory. If a drum loop is used in a record and it's covered with other instruments, it's quite easy to get away with using it, but to actually sell a drum loop that's not yours on a CD that people are going to buy on the back of your name is dodgy. The drum loops you hear on my CD are either from sessions I have done or from records that I've had some involvement with. I guess there are a couple in there that are slightly dodgy but they're the obscure ones."

"My attitude is that my samples came from so many different sources that, in a great many cases, I've got no idea where they came from", comments Stratton alias Man Machine - from his Hertfordshire studio. "Some of them are off records and some I actually created or are taken from sessions I've engineered over the years. These are usually the best because they're unique - this is their first use.

"It's such a murky, murky area", he continues. "The rules I use are: that samples should be short, that they should be describable as sound effects or non-melodic samples. If there's anything that's come off anybody else's recording, I make sure it's very short or nonmelodic - breakbeats mustn't have a bassline, for example.

"Every sample is unique and raises its own

questions. A rhythm loop raises the question 'If somebody made a whole track out of what is essentially somebody hitting some drums for one bar - two seconds - is the whole track owned by the person who played that one bar?'. In my opinion, if there's no music, if it's only percussive, then it's really a loop of sound effects. I don't really agree that it's an infringement of copyright. I don't think there's been a case where anybody's been sued over a one-bar or even a two-bar loop that didn't contain any bass or melody like a vocal sample where the sample is so clear that it's obviously a particular artist.

"I've got a set of vocal samples for Datafile 3, of a guy who imitates James Brown to the point that there isn't really any difference. You'd have to use pretty sophisticated equipment to analyse the sounds before you could tell who it was. But if someone's voice gets used more than anyone else's then they also get the benefit of being raised in the public eye. This is why,



Norman Cook: "In the Black Box court case they said 'We didn't know who did the original, we got it off this

album called Acappella Anonymous'."

when it does happen, the person doesn't usually mind too much. Even Lolleata Holloway (the sampled artist in 'Ride on Time'), who was so upset about it, still did quite well out of it in the end."

Stratton's judgement is largely based on his experiences as part of house act Jack 'n Chill: "For the sample we used on 'Beatin the Heat', which I sampled from *For a Few Dollars More*, we did a deal with Ennio Morricone's publisher before releasing the track. He got 5% of the whole of the publishing for that one little sample - that's totally fair. "I think you just have to use a bit of discretion and think how you'd feel if it was you being sampled. I've based my criteria on everything that's gone before; Simon Harris has been selling his stuff for years, and some of that's come off records, so I can do the same. In my opinion his stuff is much more dodgy than mine. It's become an instinct with me now - in the day of Jack 'n Chill there were a lot of things we'd have liked to use but we didn't dare. Looking at it now, I



Pascal Gabriel: "If a drum loop is used in a record, it's quite easy to get away with, but to actually sell a drum loop that's not yours. . ."

think we'd have got away with it. We were much more conservative then but over the years I've gradually learnt what's acceptable and what's not."

Coldcut's Matt Black explains their position: "We've always said we're against wholesale biting of substantial pieces - a whole chorus or even a few words if they are extremely distinctive. You can't steal the heart out of something and make that your own. Our technique has always been to use small bits and make a mosaic - you can recognise some of the elements, that's part of the fun, but no one element is necessarily dominant.

"It's a very harsh thing and I can see both sides of it. Noise is free, but music isn't necessarily free. If I write a song and you steal my song, you've stolen my ideas and that isn't right. If I do a sample tune and you copy it exactly, that's not right either. But if I use a small piece of something, I've paid for the record and in a way I feel I'm entitled to use that raw piece.

"On the one hand you can say an artist and a record company paid for this to be recorded and you are stealing that work from them. The other side of it is that in the States now you have to get pieces cleared and you usually have to do a publishing deal as well. And I think, for large pieces, that is fair. But artists shouldn't look down on samplers because as George Clinton observed, 'De La Soul pay real well' (see interview in this issue). He's probably seen more money from his work being used by De La Soul and other people sampling P-funk than he himself has generated in the last ten years. It would be silly for an artist to say nobody can sample anything I do, but they do have a right to get involved if you get too greedy. Music's got to grow; artists of whatever generation realise that when they look back. As James Brown said 'Everyone's got to make a living...'."

"The whole copyright thing on the Beats Breaks \mathcal{F} Scratches albums is dodgy territory", concedes Harris. "A lot of people know that where the samples have come from is old records that aren't necessarily ever going to sell again. I believe that if you can make a breakbeat from an obscure record famous, then it's up to the original record company to re-issue the original record - which will then sell bucketloads more than the Beats Breaks \mathcal{F} Scratches album because it's primarily aimed at DJs. They're not aimed at the general public, so people aren't going to buy them instead of the original. None of my albums is going to chart in a million years.

"The one break I've never used - out of respect - is the No. 1 breakbeat of all time, 'Funky Drummer'. That is the one record that sells because of the breakbeat. People bought the James Brown In the Jungle Groove album because it had the 'Funky Drummer (Bonus Beats Reprise)' edited by Danny Krivit.

"Another thing is, when I make an album I grab something - a CD or an album or whatever - take the break and put it down without really working out where the hell I've got it from. I'm not an expert on music - Norman Cook is an expert, he can tell you exactly where a breakbeat comes from, who produced it, who recorded it. . . With me, I'll release a load of breakbeats on an album and I don't know where the hell they came from. All I know is when it's a good break and when it works technically - it must loop properly and stay in time."

The other side of the sampling coin is when the samplers become the sampled; the biters become the bitten.

"There was one time that it was upsetting for me", admits Harris. "I don't think any of us have really got any right to say 'You mustn't take this', because everybody's guilty of it now, there's no-one who doesn't sample. Everybody at some point goes into a studio and finds an odd snare from a Queen record or a James Brown record and decides it's going to work on their track. Everybody's done it. Pete Waterman said 'I'm not going to sample anything; all samplers are bastards! Everybody should play guitars and pianos.'. And what's he done? He's released 'Get Ready For This', by 2 Unlimited, which uses a sample off of my Derek B record, 'Yeah, Yeah' from Good Groove. Yet he's the one who stands up and says. . . So everybody does it. I've got great respect for Pete Waterman, but nobody should stand up and say 'You mustn't sample'. I think that the most important thing is that people do it in a creative way. It's no good if you just go and make a copy of something based on samples from the original. I'm trying to give people the tools to be

creative; I'm not trying to be creative myself in releasing these albums. If I can help other people be creative, that's great. That's all I'm trying to do. I'm not precious at all about breakbeats now because I know everybody's gonna use them in a different way. I may use a break in one way but I know somebody else will use it in a far different way."

"I don't believe that anybody who puts together one of these CDs doesn't nick half of it off records anyway", Cook contends, "And thieves can't be worried about being thieved off. It's like musicians who say 'Home taping is killing music' - if you go round their house I bet you'll find they've got loads of other peoples' albums taped. There can't be two standards for it."

The loss of control effected by making your sample library "public" itself raises questions. Firstly, you have to consider a sample CD selling just one copy because it's been sampled by the remaining potential purchasers.

"It's a fact of life", comments Cook. "It's a risk you have to take."

Alternatively, what if someone other than the originator of a sample CD scores a chart hit with a previously unused sample gleaned from a sample disc?

Coldcut's Matt Black replies: "Obviously we'd feel a little bit gutted. But we've always said speed is of the essence, and if you're hot and move fast, then good luck."

Sample CDs raise many other questions, concerning such considerations as the exclusivity of personal sample libraries, the pre-selection of your samples by other parties, the technical aspects of compiling a sample CD and the future of the medium in terms of both music and technology. These issues will be addressed in next month's Music Technology. Vice ADIAL KADIC

Matt Black: "It would be silly for an artist to say nobody can sample anything I do, but they

do have a right to get involved

if you get too greedy."

SELECTED DISCOGRAPHY

THE ORIGINAL WILD STYLE' BREAKBEATS ALBUM DJ Black Steel/Music of Life Contains 13 approx 3-minute loops plus samples and scratches.

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Digital Audio Workstation

SOUNDLINK



What is a company renowned for hi-tech keyboards doing releasing a hard disk-based multitrack recording system costing over 20 grand? Making a logical move, perhaps. Overview by

Simon Trask.

ROPPING THE PRICE of almost any commodity is a good way of promoting interest in it. From the early projections, the total cost of Korg's SoundLink hard disk-based

recording system has fallen by some £7,000. The asking price for this state-of-the-art digital recording and editing system with integrated MIDI sequencing facilities now sits at £23,000 - and that's *including* VAT. What that buys you is the SL100C console, ST-SL100C stand, SL100M main rack unit and SL100S storage rack unit. The console is the operational centre of the system, and so it's important that Korg have the presentation and the user-interface right. The company have opted for a console layout which attempts to keep things as familiar and as visible as possible, without looking too cluttered and daunting. My impression is that they've struck a very successful balance.

The left-hand half of the console has been given a familiar mixing desk-style layout, with a fader for each track plus a MIDI fader and a Master fader. Other track-specific - or rather, channel-specific - controls include Mute and Solo buttons, Line/Track select button and Record select button. Located above these, running across the width of the eight channel faders, are 16 buttons for the 16 tracks in the onboard MIDI sequencer (more later), while running across the top of the front panel are the audio level meters.

Occupying the right-hand half of the console are tape transport-style controls, a Store Mark button for creating Marks on the fly (which you can subsequently use for cutting up sections of tracks, for example), a numeric keypad and infinite rotary wheel (for locating and editing),

> dedicated buttons for accessing Sound-Link's modes and functions, an LED display (which can display the current location in a recording in bar/beat or timecode values), soft buttons, and cursor up/down and up/down page buttons for navigating around the software pages. The console has a black and white display built into it, but you can also plug in an external RBG monitor for a fullscreen colour display of the currently-selected software page.

The stand allows the console to be angled forward for the optimum working position, while underneath the console a tray containing an IBM-compatible computer keyboard can be slid out whenever you want to type in a text entry, then slid back out of sight again. All in all it's a very neat arrangement.

The console's rear panel is positively bristling with connections. To begin with there are eight XLR A/D inputs (16-bit linear, 44.1kHz or 48kHz, 64 x oversampling) and ten XLR D/A outputs (individual channels and master L/R, 18-bit linear with eight x oversampling). There are also connections for timecode in/out, metronome out, VITC and house sync input, AES/EBU and S/PDIF digital ins and outs, a 9-pin serial RS422A connector for machine control of U-matics, and two sets of MIDI In, Out and Thru sockets (one handling standard MIDI performance data, the other dedicated to MIDI Time Code).

The SL100S storage unit comes fitted with a 680Mb formatted Hitachi hard drive, slots for another two optional drives, and an Exabyte 8mm tape streamer unit for backing up the data on the hard disk(s). An optional second storage unit has slots for another three hard drives, giving the system a maximum capacity of six 680Mb formatted hard drives; a fourth slot on the second unit is intended to hold a magneto-optical drive as another backup medium - but, as of writing, it hasn't been decided whether the drive is to be 5.25" or 3.5".

The single hard drive SoundLink comes fitted with provides enough storage capacity for 120 minutes of 16-bit 44.1kHz digital audio - so a fully-expanded Soundlink system would be able to handle 720 minutes, or 12 hours. Of course, if you were to allocate that time evenly across SoundLink's eight tracks you'd get 90 minutes per track. But SoundLink doesn't force you to work in any particular way - you could use up all 720 minutes of recording time on one track - the multitrack tape analogy doesn't hold up when you're working in the disk-based digital audio domain. In fact, disk-based audio recording has much more in common with multitrack MIDI sequencing than with tape, conceptually. For instance, although SoundLink operation and editing is based around a multitrack model, the flexible way in which you can piece together tracks using Sounds (recorded audio data) and Segments (sections of Sounds) is more like, say, Cubase. In fact, disk-based audio recording is the only form of audio recording which provides the same sort of flexibility in the audio domain that a sequencer gives you in the MIDI domain.

SoundLink can record eight tracks at once if need be, and of course play back eight tracks at once, too. Tracks can also be bounced down digitally - so you could bounce down as many as seven tracks onto the eighth track. Tracks appear as strips running from right to left across a Play head (a vertical cursor bar) located in the middle of the screen.

TRACK RECORD

RECORDING TO DISK is a completely dynamic process; tracks needn't be tied into any particular hard disk - in fact, any audio data stored on any hard disk in the system can be assigned to any track. SoundLink is also a non-destructive editing system, so it allows you to cut up recorded audio data (a Sound) into many different Segments >

without affecting the data on the hard disk. This is because it defines Segments by means of address pointers into the Sound data on the hard disks.

One feature of SoundLink which could only be achieved using a computer-based recording system is 'recording multiple takes on the fly. You can get SoundLink to loop around a specified record section, drop in and out of record on each pass, and automatically store each take separately so that you can later go back and listen through to

"Korg have built another bridge between the MIDI and digital audio worlds by allowing 01/W Songs to be transferred via MIDI into SoundLink and vice versa."

> them to find the best one. Time-stretching of digital audio is something else you can do with SoundLink, and it works extremely well, too.

A Session groups all the data relating to a particular recording session, so loading in a Session automatically configures SoundLink for that session - that is, it loads in synchronisation and digital I/O settings, EQ, effects and mix automation, MIDI sequences, internal effects patches and all the pointers to the Sounds and Segments recorded and created on the session. Up to 100 Sessions can be held on the disks, while the total number of samples you can have on the hard disks (spread across all the Sessions) is 2000. When it finally comes time to back up the data - and so free up the hard disks for new work, you can use the Exabyte tape streamer, which uses very cheap 8mm videotape cassettes; an Exabyte backup can store all the data on the hard disks. However, sensible practice dictates that backing up to tape should be done at the end of every recording or editing session.

Onboard effects processing on SoundLink is provided by a scaled-down version of Korg's highend A1 effects processor - scaled down in the sense that it provides just three programmable reverb effects: Room, Hall and Plate. The reasoning is that smooth operation in the digital audio domain is paramount, and changing between disparate effects could produce glitches.

If you want to patch in any more effects, this has to be done via the digital ins and outs. This means that you can only patch in effects processors which themselves sport digital connections (and, surprise surprise, the A1 does just this).

One of the most powerful aspects of SoundLink is mix automation. You can record fader movements and mute on/off hits (up to 30,000 fader and mute events), and draw on up to 200 EQ and 200 effect send Snapshots, 200 effects patches and 200 digital limiter snapshots, all of which can be placed with great precision into a recording (in fact, to 1/80th frame resolution). A neat feature of fader automation editing is that when you start recording over a section, SoundLink doesn't actually start recording your new fader movements until the physical fader passes over a recorded fader location - therefore avoiding the problem of fader "jumps".

It should come as no surprise, given Korg's involvement in MIDI-based music-making, that SoundLink should have a MIDI sequencer built into it - nor that this sequencer is basically the 16-track sequencer on Korg's 01/W synth with a few extra features which relate to the different environment of SoundLink. Most obviously, you can swap between bar/beat and timecode representations of position in the sequencer; in fact, this ability to switch between time- and beat-based location displays is something which Korg have implemented throughout SoundLink (even on the front panel of the console) in order to allow the flexibility of moving between the audio and video worlds.

More dazzling is a function which not only fits a MIDI sequence into a specified time but also preserves the tempo track by recalculating the tempo changes to fit the new "time frame".

Korg have built another bridge between the MIDI and digital audio worlds by allowing 01/W Songs to be transferred via MIDI into SoundLink and vice versa. MIDI Songs in SoundLink can be Started from any location within the Session; in effect, they're just more blocks of data to be slid around and positioned like the Sounds and Segments. Up to 20 Songs and 50,000 MIDI events can be recorded within a Session. If you want to use a computer-based MIDI sequencer with SoundLink, you can always turn to the MTC output on the console's rear panel and connect up a sequencer like Steinberg's Cubase or Opcode's Vision which syncs to MTC - though this won't provide the degree of integration between MIDI and audio which you get with the onboard sequencer.

VERDICT

SOUNDLINK IS NO hesitant first step into unfamiliar territory, but a solidly professional product which knows where it's at and knows where it's going - which unfortunately isn't presently into the clutches of MT. I've attempted to do no more than give an overview of the system here, based on an afternoon's encounter with it at Korg's UK HQ. Disk-based multitrack audio recording may still be an expensive business, but it is slowly working its way down the price spiral witness also emerging new systems such as Digidesign's Pro Tools and Roland's DM80. But rather than make any immediate impact on the lower end of the recording market, SoundLink is more likely to give the likes of AMS and Digital Audio Research sleepless nights

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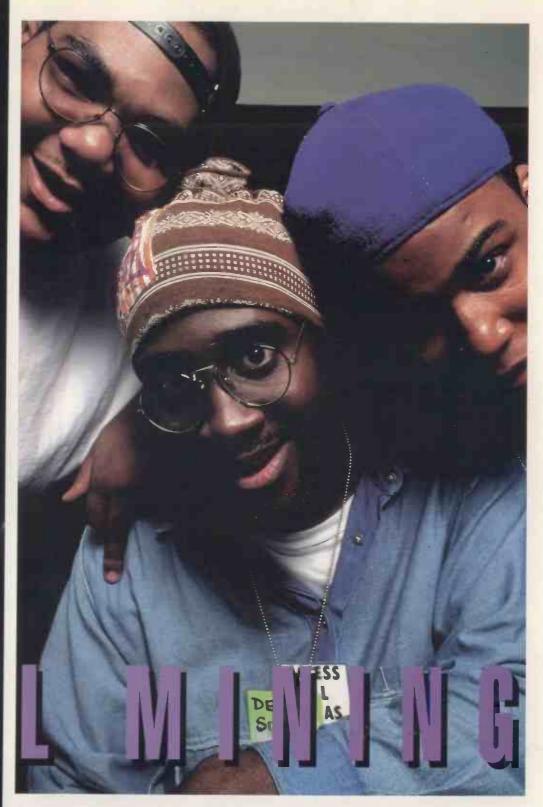
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De La Soul have confused critics and thrilled audiences with their quirky and unpredictable approach to hip hop. They've also attracted the largest lawsuits for

copyright infringement. . Interview by Mark van Schaick. Text by Tim Goodyer.



DE LA SOUL'S DEBUT ALBUM, 3 FEET HIGH and Rising was arguably one of the albums of '89. In its idiosyncratic mixture of hip hop, stolen samples and dialogue, it managed to intrigue and entertain in equal amounts. Through large numbers of well-chosen samples, relaxed rhythm tracks and a laid-back, often humorous outlook on the ways of the world, the music of De La Soul is uniquely distinctive in the genre of hip hop. Through last year's follow up, De La Soul is Dead, the group reacted against the "Daisy Age" philosophy of 3 Feet High and produced a sequel consistent in its ingenuity yet contrasting in its outlook.

Yet success aside, there was a high price to pay for their particular approach to making music: if one band has experienced the penalties of sampling more than most others, it is De La Soul. Their quirky debut single, 'Plug Tunin'' with its sample of Liberace, brought them instant success, but other samples brought them problems. The lift from Hall and Oates in 'Say No Go' brought them trouble, but this was nothing compared to the problems which befell the trio at the end of '89. The result of using an uncleared sample from The Turtles' 1969 song 'You Showed Me' should serve as a severe warning for the whole sampling movement, as the theft brought a lawsuit for \$1.1m - the largest to date - against the group. The court cases are now over (settled out of court for a sum reported as being "in the low five figures") and the group as well as their US record label, Tommy Boy, have adopted a more cautious approach to releasing new material. As a result, four months passed between the >> In the last ten years, **MIDI** has turned the music world upside down and is rapidly impacting on other industries such as lighting and video production. MIDI (Musical Instrument **Digital Interface) has** made technology far more accessible and allows everyone the opportunity to create music - from writing through to final production.

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completion and release of De La Soul is Dead, during which time the samples were cleared. Maseo, De La Soul's man behind the Technics turntables, has bitter memories of the legal wrangle.

"It was a load of bullshit on which I prefer not to look back", he says, shrugging his shoulders. "Especially the stuff with The Turtles. Luckily everything is cleared now, but these things wear you down. Right from the start I thought 'I won't participate in this. I have my pride, so take all the money you want, I don't want anything to do with it'. We dumped all samples at Tommy Boy and asked them to clear them. But initially they thought that 3 Feet High and Rising wouldn't be as successful as it eventually became, so they didn't bother to clear the sample on 'Transmitting Live From Mars'. That's the case with other companies, you know? But when the record was happening they found themselves in trouble, because The Turtles had recognised their track, had no money, and off we went. I remember that Tommy Boy came back to us and asked us whether we'd given them these samples to clear. . . In the end everything has been dealt with without further involvement from my side - I really wasn't in the mood to meet those Turtle guys or their lawyers."

De La Soul - or Kelvin 'Posdnous' Mercer, David 'Trugoy' Jolicoeur and Vincent 'Masco' Mason Jr - are all in their early 20s and started working together about six years ago. Since that time they've indulged themselves in the delicate art of sampling - although in the early days they were limited to doing it using two domestic cassette decks. After endless dubbing, they stuck the track 'Plug Tunin'' together, which landed, thanks to the remixes of Stetsasonic member and producer Prince Paul Huston (see interview MT, February 1990), on the desks of various record company A&R departments. In the end it was Tommy Boy Records - who are also Stetsasonic's label - that picked them up. Interestingly, after two such diverse albums, the group's working methods have hardly changed.

"We always start a new track on my own equipment, at home", Maseo explains. "I swapped my four-track recorder with Prince Paul. He gave me his Ross machine and I gave And more. That's something which we adapted a bit from him, stick everything in a track which you can fit in and find out in the mix what you don't want to use anymore. During recording there's no limit - none. You find out what your limit is when you start mixing and really have to commit yourself. A lot of peope say that we exaggerate with sampling, that we get ahead of ourselves. But because we get so engrossed in our music and because there are so many things we encounter which we want to sample in so many different ways, it's impossible for us to exaggerate. We don't force ourselves, everything comes together very spontaneously. Everything that we use comes back again, even if it's in a remix or something. Nothing is thrown away.

"It has happened that each of us would arrive with ten samples for the same track! We're the first ones in rap who've used 48 tracks, and I think that's great because we started with such simple equipment. It's more our spirit which filled those 48 tracks than our music, you know what I mean? That's another advantage of starting with basic equipment; when you arrive at the studio you lay down the basis which you've built up at home. You don't have to patch anything any more, plus you have your engineer who will help you when you start polishing things. And you can still mess about with some records on top."

With stories of artists like S' Express' Mark Moore taking nothing but records into the studio, I wondered how many records he usually takes in with him.

"That depends on the recording stage", he replies, "where we are that day. If there's only basic tracks, then I need a lot of records, but I do limit myself to things I've been listening to for a while - music which I've walked through.

"I have a large record collection which is growing very fast. Thirty-nine crates - I think that's quite a lot. They are our milk crates, and they're big, you know? And there's still so much that I want to have. . . I buy a lot of new things, also when I'm on tour I'm always searching in record shops. I like to keep up with the times, but I usually buy a whole lot in one go. Even if it's shit I still want to have it, just to

"I refuse to buy MC Hammer or Vanilla Ice

but I do want to hear it - I think it's unlawful

that you have to pay money for that."

him my Tascam, because it was impossible to record SMPTE on it - it was rather old. Apart from that I have an Alesis HR16 drum computer - a fantastic machine - an old Sequential Circuits drum computer and a small sampler, really a small pedal. And until I have more money for a real sampler that will have to do", he laughs. "I'd obviously love to get an Akai S950 or 1000, and a Tascam 688 eight-track recorder, because of the MIDI facilities. A Roland TR808 would be nice, along with a bunch more of those typical hip hop instruments.

"But then I find that too much, and too complicated, equipment detracts your attention from creativity. You're more of an engineer in that scenario and I don't like that. I want to be capable of recording my samples at home, so I don't have to take my records into the studio.

"Paul started out adding loads of stuff to our demos.

find out what's currently happening. OK, all right, I refuse to buy MC Hammer or Vanilla Ice, I categorically refuse that. They have to give me that. Free. I won't buy that, but I do want to hear it. I think it's unlawful that you have to pay money for that."

In contrast to the spoof game show that appeared between tracks on *Me Myself and I*, the conversation that's interspersed between the music on *De La Soul is Dead* reflects the matter of fact way the band have of looking at their situation and their new-found fame - and the impossibility of pleasing every listener.

"If you asked me whether the new CD has been received as well as the first one, I could answer yes and no", says Maseo. "My mates, the younger listeners, like it. The older ones, the people who really loved the sound of *Me*, *Myself* and I and 'Say No Go' are a little dissapointed, I think, but I don't care because they please me. Most people don't have the vibe they had for De La Soul in the early days, but there are also people who initially were holding back a bit and who are getting into us now. I think that especially the song 'A Roller Skating Jam Named "Saturdays" has helped with that. You know, it's simply a challenge and I need that, I like working hard for recognition."

Maseo admits that Tommy Boy weren't particularily pleased when the first, obviously different tracks of *De La Soul is Dead* started to come out of the studio.

"There were a lot of discussions with Tommy Boy", he recalls, "but that's the same as with every record company. When something in a certain form is successful, they'll wring it out of the public until it's completely saturated. And that's not OK, of course. My idea is to be successful with something different every time. Leave one style to its own devices and carry on with another one. That's why our next record will be very different again.

"In an ideal world a record company has faith in its artists. It supports them, stands behind their ideas and allows them to do what they feel they have to do. I won't say that Tommy Boy is against us, but. . . The reality is that Tommy Boy invested in De La Soul and what worked the first time, they want to see working again. But then, you won't get another 3 Feet High and Rising, that will never happen again. Even now I don't feel any pressure for a follow-up. I have to say that it's frustrating that there are bands who break through on the basis of one hit single, whilst the rest of their album is full of shit. They're not following up on a strong album. With all respect, Heavy D arrived because of 'Now That We've Found Love', which is simply a rework of an old hit with some hip samples and so on. The rest of their album isn't exactly worthless, it's nice, but it's completely the same as its predecessor. Apart from that hit, there's no difference - it's exactly the same Heavy D. And that happens with a lot of bands. I find that confusing and a bit frustrating."

IT'S CONVENIENT THAT ALL THREE MEMBERS of De la Soul have known each other since their high school days because, whether they're in the early stages of recording demos or involved in recording or remixes in the studio, it means they work very smoothly together.

"We always use the system of a majority vote", says Maseo of their relationship. "Take for example the first single from De La Soul is Dead - we all wanted 'Ring Ring Ring' apart from Paul. He thought 'Swingalokate' was the best choice. I was still undecided between 'Ring' and 'Saturdays' but the way we work everybody had two choices, which always included 'Ring Ring Ring'. And if someone can argue their choice, what should you say against it? 'In the States Buddy' was our last single. It didn't do very much in Europe, but was pretty successful with us, the record had real street cred. And 'Ring' was different, it had a very different sound. I consider that the best reason for choosing it. So 'Ring Ring' was the first stroke, and 'Saturdays' was the knock-out punch. That was what we thought, but it didn't exactly work out like that. It didn't go badly, but it could have gone better. To really score these days, it appears as if you have to make an awful record. But that's not what we want - we don't want to adapt to the decade of wack music."

During the European leg of their current world tour, De

La Soul expanded their line-up to include three female dancers. The limitations which arise from being a trio with two rappers, one DJ and a small technical crew, were solved with DAT, which supplied the basic tracks whilst Maseo's turntable took care of the overdubs.

"We encountered DAT for the first time when we did a festival where NWA also performed. They used DAT and were head and shoulders above the rest of the artists including ourselves - so we started experimenting with DAT with our engineer Bob Powers. And it immediately worked well for us. Thanks to DAT we could finally arrange the different musical styles in our shows properly. The way we now perform 'Say No Go' and 'My Brother's a Basehead' is miles away from the album version. We stuck those two together extensively using Digidesign's Sound Tools. We edited everything with that. I don't know at all how it works, but Bob told us everything about it, in order that we could come up with clearer ideas."

During the tour Maseo dragged his own studio along with him everywhere they went.

"I like to have my own stuff with me", he explains. "I like working on new tracks every moment of the day. As I said before - I record it and then find out in the studio what I want to use.

"I get frustrated when I've been too far away from my equipment for too long. Imagine that I meet up with loads of dope beats when we're in Europe. What should I do, remember them all? I prefer to record them."

It's courtesy of Prince Paul that Maseo, Posdnous and Trugoy are asked for work by other artists.

"Paul is our producer, of course, but he teaches us a lot. He isn't distant in the collaboration. With the most recent recordings he more or less became a fourth member of the band. His knowledge of the studio, acquired mainly though his work with Stetsasonic, has given us immense insight into the workings of a studio. There is still so much to learn... I never got telephone calls until this album was finished. I would have liked to, but I wasn't big enough - my name wouldn't have brought any more sales, that really was the bottom line. But now it's 'Maseo do you want to remix this?', 'Maseo do you want that?'... Before it was Paul who was asked for all the remixes and other productions because people thought that De La Soul owed everything to Prince Paul. But Paul kept saying 'This is a band, I've taught them everything I do, so they're perfectly capable of delivering good work themselves'."

De La Soul are currently on the Australian leg of their world tour but should be back in the studio to begin work on their third LP when they get home later this year. When they do you can be sure they'll have brought a whole new range of influences back to experiment with. But even as we speak, certain developments are beginning to show through - Maseo's interest in acoustic drums, for example.

"I really want to record live drums", he reveals. "I can't yet play a drum kit, but give me one-and-a-half years and I will, watch me."

Given that Stetsasonic have already used acoustic drums in hip hop, you could be forgiven for suspecting that the influence is rather close to home. In fact, it's closer than you might think.

"At school I played in a marching band, so I used only one drum. The drum kit which was there was always occupied of course, because everybody wanted to play on it..."

E-MU SYSTEMS INC

Sample Playback Keyboard

PROTEUS MPS

E-mu's popular Proteus/1 sample playback module gets a keyboard counterpart - but it's more than a few ivories which distinguish the MPS from its rackmount companion. Review by Simon Trask.

MUSIC TECHNOLOGY MARCH 1992

VER THE YEARS, it's become common practice for manufacturers to release "the expander version" of a MIDI instrument after the keyboard version. Yet it's a practice which can be frustrating for the many musicians who want to buy the latest synthesis system or the latest collection of sounds but who don't need another keyboard in their MIDI setup - not to mention having to pay for it.

So when E-mu Systems launched their Proteus series of sample players in 1989 with a module rather than a keyboard, they were going against the grain - but pleasing a lot of musicians, who were only too happy to slot a 1U-high, 19" rackmounting unit with a large and varied collection of samples and waveforms, 32-note polyphony and 16-part MIDI multitimbral operation into their setups.

The company subsequently followed up the Proteus/1 with a series of related modules under the Pro banner, but no keyboard. Not that it seemed to do them any harm. The descent of E-mu from the rarefied heights of their EIII and Emax samplers to the more populist territory of the Pro-series modules has been one of the success stories of recent years.

But now, more than two years after the launch of Proteus/1, E-mu have finally brought out a keyboard version of their best-selling module - although it was actually first unveiled in public at last year's International Music Show (for a review of Proteus/1, see MT November '89). The Proteus Master Performance System - as the keyboard is somewhat grandly known - isn't just a Proteus/1 with a keyboard slapped on the front. At the same time, it's apparent that the company opted to "build around" the Proteus/1 samples and programming architecture rather than make any fundamental changes to the structure - Proteus users will therefore find much on the new instrument that's familiar to them.

THE BIG PICTURE

BUT WHY BRING out a keyboard instrument now? More specifically: why bring out a keyboard version of Proteus/1 - even if it is souped-up - more than two years after the release of the original module? The answer lies in the name: Proteus Master Performance System. The various Proteus modules -Proteus/1 (pop/rock), Proteus/2 (orchestral) and the forthcoming Proteus/3 (world instruments) - together with Pro/cussion (drums and percussion) have been designed to provide a combination of versatility and familiarity: on one hand they complement each other sonically, on the other they offer, wherever possible, operational and functional consistency across the range. In short, we're talking System Concept - with the Proteus MPS as the centrepiece of the system, if not necessarily the final component. E-mu's American ads have been pushing this concept, and there's no doubt that if you were to piece together some or all of the components you'd have a pretty powerful and versatile setup.

Although it's not a workstation, the MPS has been designed to stand up well on its own, which is why E-mu have given it a broad-based collection of samples - and what better collection than the tried and tested Proteus/1 sounds? The company have also made provision for sonic expansion on the MPS, as they did on Proteus/1, by expanding its 4Mb of sample ROM to 8Mb, and are planning to offer a choice of two 4Mb upgrades, one containing Proteus/3's world instrument samples and the other a selection of Proteus/2's orchestral sounds.

MAIN DEVELOPMENTS

E-MU HAVE MADE one change to the Proteus/1 samples which the MPS comes fitted with, replacing the original grand piano with a mono version of the superior sampled grand from their Pro/formance stereo piano module. But it's the new instrument's inclusion of onboard digital effects processing (a first for the Pro-series) which makes the most significant impact on the Proteus sound world - as is apparent from the mixture of old and new factory Presets (Proteus patches) programmed into the MPS.

Another significant development is the instrument's front-panel user interface. Rather than transplant the Proteus module's necessarily constricted user interface to the MPS, E-mu have taken advantage of the keyboard instrument's greater. front-panel area to redesign the user interface with the emphasis on straightforwardness and accessibility. And they've made a good job of it, too, minimising the hierarchical levels (there are just three edit levels: Master, Performance and Preset) and providing dedicated buttons for important features like Transpose, Quick Keys, Performance Select and MIDI Multi mode so that you can access them instantly. Red pinpoint LEDs associated with a number of buttons are also a great help, as they allow you to see at a glance whether certain features are enabled or not. The central 2 x 16-character, backlit LCD is bright and clear, the generous (but not overwhelming) number of buttons are coloured a distinctive light blue so you can make them out clearly against the depressingly familiar sober grey casing (a severe case of the Majors), and all the buttons are labelled with their specific function (there's virtually no dual functionality on the MPS). There is one feature I would have liked to see implemented: a second infinite rotary wheel, so that one could be dedicated to scrolling through the many software pages and the other to editing the parameters within each page - as it is, moving the cursor between page select and parameter fields all the time quickly becomes tedious.

A new feature known as Quick Keys allows you to call onto the keyboard with a single button-press a split/layer/overlap texture consisting of up to four Zones, each of which can trigger a Preset and/or an external MIDI sound.

When the Quick Keys function is enabled via its dedicated front-panel button, the ten (0-9) numeric buttons located below the LCD window can each select a different Key setup - a completely different configuration of internal and MIDI sounds is just one button-press away. These keyboard-based setups, which are intended for use in live playing, can be

"When the Quick Keys function is enabled, a different configuration of internal and MIDI sounds is just a button-press away." used in conjunction with sequenced parts playing on the MPS when it's set to MIDI Multi receive mode always bearing in mind that polyphony can get squeezed even with 32 voices if you're using much internal lavering.

Quick Keys programming can certainly be used as a means of building up wonderfully big, expansive sounds. Equally, you can use the Quick Keys to group individual frequently-used Presets together on the buttons for easy selection. All in all, then, a versatile and valuable feature.

It seems ironic, with all this thoughtful development of the software and the user interface, that E-mu seem to have put no thought into what keyboard they should fit to their first Pro-series keyboard instrument especially when so much of the design effort has been directed towards making the Proteus MPS performerfriendly. It's not just that they've used a 61-note unweighted keyboard, sensitive to attack velocity and channel aftertouch - but that the MPS's keyboard has quite the most insubstantial feel I've come across. You hardly need to play it; just stroking the keys is enough to coax forth the notes.

ORGANISATION

THE 125 INSTRUMENTS in the Proteus MPS's 4MB of sample ROM are divided into sampled sounds (16-bit linear, 39kHz sample rate, derived from E-mu's EIII sample library), harmonic waveforms (odd and/or even harmonics within various octaves), single-cycle waveforms (either synthesised or taken from samples) and multi-cycle waveforms (short sections of sampled sounds, such as voices, strings and mallets).

While the waveforms offer plenty of abstract material (including a lot of great metallic stuff), sampled sounds cover the usual range of real-world instruments - piano, strings, choir, flute, sax, trumpet, trombone, acoustic and electric guitars,



electric and synth basses, synthpad, organ, marimba, vibraphone, and standard, Latin and FX drum and percussion sounds arranged in a number of kit configurations.

Two Instruments, known as Primary and Secondary, can be combined within a Preset (patch), where each can be routed through a DCA with a dedicated Attack-Hold-Decay-Sustain-Release envelope generator and on to a Pan module before being routed to the effects processors. You can, of course, set coarse and fine tunings for each Instrument, and a function called Double + Detune, which can be turned on/off for each Instrument, makes layering and detuning of an Instrument easy by assigning a second voice to the Instrument for you. Individual Instrument sounds can also be played backwards by enabling the Reverse Sound parameter.

On the subject of tuning, the MPS has four preset tuning tables (Just C, Vallotti, 19-tone and Javanese Gamelan) and four user-programmable tuning tables in addition to standard equal temperament. The user tables allow you to define the tuning of every key from C-2 to G8 - which should cater for all eventualities, I suppose! For each key you can select a MIDI note number (0-127) and a fine-tuning value from 0-63 (in steps of 1/64th of a semitone, or approximately 1.56 cents), so you can encompass anything from subtle pitch inflections on notes to the most bizarre scales you can think up. With the cursor in the LCD's Key field you can select the key you want by playing it on the keyboard, which speeds things up a bit; note and fine-tune parameters are set by stepping the cursor to the relevant fields and then using the infinite rotary wheel or the numeric buttons to select the required values. Unfortunately there's no extrapolate function to allow you to quickly duplicate an interval or series of intervals across the keyboard, so it's manual labour all the way. Nor is there any function for altering the root note of a scale so that the intervals are preserved if you play in different keys. One thing you can do, because the MPS allows you to assign tuning tables to individual Presets, is freely combine different scales - which can lead to some interesting results, to say the least.

Dynamic modulation of Preset parameters is well catered for. There are two LFOs, an Auxiliary D(elay)AHDSR envelope generator, pitchbend wheel and four user-selectable MIDI controllers. Mono pressure and poly pressure can act as mod sources for 24 possible mod destinations, while key number and attack velocity can act as mod sources for 33 destinations. Up to eight destinations are simultaneously modulatable in the former instance, up to six in the latter. One of the destination parameters for the key number and velocity sources is Tone, a very basic filtering facility, hardly worthy of the name (which is perhaps why E-mu have called it Tone); in fact, Tone can only be activated by one of these two modulation sources (which alter a cutoff point), and there are no parameters as such.

The number of Presets has been upped overall in relation to Proteus/1, with 100 ROM and 100 RAM Presets onboard and a further 100 Presets accessible on a ROM or RAM card which you plug into an inconspicuous card slot located near the left-hand edge of the MPS's front panel. Card Presets can be played without the need to load them into onboard memory, so in all, up to 300 Presets can be accessible at any one time. Preset selection in response to incoming MIDI can take one of two forms: either the MPS references one of four userprogrammable patch-to-Preset maps or it responds to the MIDI Bank Select command. While we're on the subject of MIDI, the MPS implements the usual SysEx transfer of Preset and other data, with individual and bulk options, and also implements remote editing of Presets using SysEx commands.

New to the Proteus MPS are Performance Maps. These basically govern the multitimbral side of the

"Clearly, E-mu have put a lot of thought into what they wanted a keyboard version of Proteus/1 to be and it's paid off." instrument. Five maps can be stored onboard, while another five can be stored on a RAM card - and, like the card Presets, read from card without having to load them in. To call up a Performance Map, you hold down the front-panel Performance Select button and press the relevant numbered button below the LCD window.

The Performance Map definition includes ten Quick Key setups, Multimode effects settings and routings, volume and pan settings and Preset selection for each MIDI channel (you can assign one Preset per channel), and selected MIDI commands to be transmitted automatically by the MPS each time the Map is selected. Like Presets, Performance Maps can be edited remotely using MIDI SysEx commands presumably the relevant software companies will be updating their Proteus editor/librarians to take account of the new instrument's added capabilities.

Staying with MIDI, you can select up to four MIDI transmit commands with associated values per Performance Map; these commands can be selected from patch change, song select, song start, song stop, volume and pan. So, for instance, you could remotely select and Start a Song on your sequencer by selecting one Map, and Stop the Song at any time by selecting another Map, or select an effect on an external processor using a patch-change command so that the effect change is aligned with a new Presetbeing output from the Submix outs.

Another Map function, Record User Data, allows whatever MIDI data you want to be transmitted automatically when you select a Performance Map. You can record up to 320 bytes of MIDI data per Map, either by Starting the MPS' record function and then transmitting the relevant data into the instrument via MIDI or by manually entering the required data yourself via the instrument's LCD window (you can also edit recorded data in this latter way). Manual entry is only going to appeal to those people who know their MIDI codes and feel at home with hexadecimal numbering - which is probably *not* the majority of musicians. In fact, I wonder how many people will make any use of this function at all.

EFFECTS

THE PROTEUS MPS has two stereo effects processors, labelled A and B. These effects can be programmed per Preset and per Performance, while output routing can be programmed for each Instrument within a Preset (Effect A, Effect B, Dry or Submix) and for each MIDI channel within a Performance (as for Preset, but with the additional option of Preset - that is, whatever the Instrument routings of the selected Preset are).

Whenever you select Multi MIDI reception on the MPS, the effects settings and routings of the currently-selected Performance automatically replace those of whatever Preset you were playing. All 16 parts/channels in Multi mode are routed through the same two effects processors - no surprises here.

Effect A and Effect B can be treated as separate effects processors running in parallel. Alternatively, you can take a feed from the output of effect B and route all or some of it into effect A, should you want to route an Instrument or a Preset through two effects. If you select Dry, the Instrument or Preset is routed via the main stereo output pair but bypasses the effects processing.

Submix refers to a second, dry stereo output pair (the MPS drops Proteus/1's third stereo pair) which is useful for routing selected sounds out of the instrument to a mixer for separate processing. However, if you're routing the MPS straight into an amp or a pair of powered speakers, you can turn the Submix outputs into auxiliary effect send/return loops, insert an external effects unit into the loop and you've got a second source of effects processing. To work this, you need to plug stereo jacks into the Submix sockets, as the MPS sends the output signal at each socket via the tip and receives the effected signal back via the ring of the plug. This signal is then summed into the MPS's main stereo output at a point in the signal path after the internal effects processing.

Each of the built-in effects processors can generate one effect at a time, chosen from 23 effects in the case of processor A and nine in the case of processor B. Reverb processing is restricted to processor A, which means that, as A can't follow B, you can't do things like flange or chorus the reverbed signal, which is a pity.

Processor A provides you with a choice of 16 reverbs: Room, Warm Room, two Plates, two Chambers, three Halls, two Small Rooms, four Early Reflections and Rain (a sort of "pitter patter" reverb created using a dense group of short echoes followed by longer echoes). Reverb programmability is limited to decay time (and you can get some very long decays out of reverbs like Room - which becomes more like universal space when you turn the decay time up full). E-mu's reverbs have character and presence, and together they provide a nicely varied collection, suited to a variety of requirements.

Other effects selectable for processor A - and thankfully offering a few more programmable parameters than the reverbs - are Stereo Delay (up to 209ms), Cross Delay (up to 209ms), Stereo Phaser, Stereo Flange, Stereo Chorus, Stereo Echo (up to 400ms) and Stereo EQ (two-band parametric). Effects processor B's nine effects are: Stereo Flange, Stereo Chorus, Phaser, Fuzz1, Ring Modulator, Stereo Delay (up to 104ms), Stereo Cross Delay (up to 104ms), Stereo EQ and Fuzz Lite. Effects like the flange, delay and EQ provide variations on the equivalent effects in A - so B's stereo EQ is one-band rather than two-band parametric, but unlike A's stereo EQ its left and right channels are independently adjustable.

Ring modulation is an under-used and underrated effect, and certainly hasn't been implemented often in the digital domain (only Alesis' Quadraverb Plus springs to mind), so it's nice to see E-mu including it on the MPS. Choose the right sort of sounds to put into it and you can get some really wild spiky metallic stuff or eerily soothing metallic drones.

Fuzz1 and FuzzLite can both be pretty grungy and over-the-top, but they can also add a nice rich sustain to less complex sounds. In fact, the waveforms included in the Proteus MPS's sample ROM really ➤

"The Proteus MPS is a serious instrument with sonic depths just waiting to be explored by the more demanding musician." come into their own with the addition of effects processing, especially with the wilder effects.

How to handle the transition from one programmed effect to another, when a new patch is selected while notes are held down, is something which different manufacturers have handled in different ways. Some simply mute everything for a moment while the new effect parameters are copied into the processor. others do their best to ensure as smooth a transition as possible. In my books, Korg's Wavestation has the smoothest transition of all. The Proteus MPS fares very well, too, but there can be a crackle - or Ping as E-mu call it - and a momentary dropout when you switch from one effect (pair) to another, so they've included a Master parameter called FX Transition which you can set to either Mute (everything is muted for a moment, to cover the changeover) or Ping (nothing is muted but there may be a crackle).

All effect parameters for the currently-selected effect in each processor can be edited remotely via MIDI using controller data; you can also use controllers to select the effect for each processor and to set the A amount, B amount and B-into-A amount. The controller numbers are preset by E-mu, as are the controller values for selecting effect type, but all are clearly indicated in the manual. It seems that this remote manipulation of effect parameters is intended more for editing purposes than for dynamic control during a piece of music, because the effects do tend to glitch in response to real-time parameter changes (as E-mu point out in the manual, to their credit).

VERDICT

CLEARLY E-MU PUT a lot of thought into what they wanted a keyboard version of Proteus/1 to be, and it's paid off for them in the resulting Proteus MIDI Performance System, which has emerged as a stylish instrument with real flair. I can see it appealing to a variety of musicians, because sonically it's hard to pin down to any one category. This is particularly so with the addition of the digital effects, which widen the scope for sound creation even more. The effects are very appealing; somehow they just seem to sit perfectly with the samples and waveforms - I suppose you could say they were made for one another. The MPS isn't a difficult instrument to get to grips with, and with its user-friendly front panel, well-varied collection of sounds, Quick Keys easy multi-Preset creation, 16-part multitimbrality and 32-voice polyphony, it could well be an ideal instrument for the hi-tech novice. This isn't meant to put more seasoned hi-tech musicians off giving it a try-out, however. Despite its apparent straightforwardness, the Proteus MPS is a serious instrument with sonic depths just waiting to be explored by the more demanding musician.

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YAMAHA DX11 synth, home use only, £295. Len, Tel: Faringdon

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YAMAHA SY77 workstation, extra voice s/w, £1225. Tel: Hampshire (0243) 376905.

YAMAHA TG77, exc cond, £900 ono. John, Tel: (0926) 422066. YAMAHA TG77, as new, unracked, 13 banks of Yamaha sounds, little use, £875. Bill, Tel: (0402) 223345. YAMAHA TG77, full f/case, cards, £799 ono; Roland U20, cards, case, £495. Steve or Kathy, Tel: (0252) 521902.

YAMAHA TX81Z, £150; Yamaha QX7, £90; Roland TR626, £175; Simmons MTX9 electronic kit, £300. Tel: (0702) 711269.

YAMAHA V50, exc workstation, home use only, 1000s sounds, £750. Tel: (0525) 377587.

YAMAHA YPR6 electronic piano, 5octave, full-size keys, music stand, chrome stand, perfect cond, £145 ono. Tel: 061-980 6140.

SAMPLING

AKAI S612, disk drive, 7 disks, £320; Korg Monopoly, £150; Roland TR707, £120. All immac. Paul, Tel: Brighton (0273) 565790. **AKAI \$900**, exc cond, home use only, latest s/w, £750 ono. Raphael, Tel: (0483) 33763.

AKAI S900 sampler, exc cond, studio use only, £600. Mark, Tel: (0752) 894457.

AKAI S950, expanded memory, boxed, as new, real bargain, only £775 ono. Tel: (0271) 79176.

AKAI \$950 MIDI sampler, as new, exc cond, £900 ono. Dean, Tel: (0753) 580475.

AKAI S1000, R-DAT library, 380Meg, all digital samples, no gimmicks, £150. Simon, Tel: (0482) 872073.

AKAI X7000 sampler, expanded, £300; Korg SQD1 sequencer, £160. Steve, Tel: (0387) 720133.

CASIO FZ10, mint, £625. Steven, Tel: (0603) 56161 X2550, days.

CASIO FZ10M, 2Meg sampler, boxed, as new, large sound library of 100+ disks, £775 ono. Colin, Tel: (0353) 661425, days/(08012) 4017, after 6.30pm.

EMAX SE sampler, Steinberg editor, full sound library, Digital Muse Virtuoso sequencer program. Narinder Singh, Tel: 021-356 1344. EMULATOR II, hard disk, ex-Simple Minds, 20Meg internal hard drive, large sound library, exc cond, manuals, £2000, no offers, no time

wasters. Don, Tel: 031-441 3948, after 6pm.

EMULATOR II, HD, double internal memory, 20Meg on hard disk, 60 disks, f/case. Tel: 041-339 0344. ENSONIQ EPS 4x memory expansion board, £200; w/SCSI module, £250. Terry, Tel: 071-703 7133.

ENSONIQ EPS sampler, sample disks, library, sampling CD, Carlsbro 65W combi amp, 4 inputs, reverb, cost over £1750, accept £1000. Tel: Falkirk (0324) 31513.

ENSONIQ EPS, 2.5Meg memory, 8 output expander, massive library, all boxed, mint, manuals, £1100 ono. Paul, Tel: (0742) 879758.

ENSONIQ EPS16+, rackmount sampler workstation, 2Meg memory, 16-track sequencer, multi digital fx, boxed, manual, library, brand new cond, £1350 ono. Steve, Tel: (0429) 222517.

ENSONIQ MIRAGE, disk library, £400; Fostex X26 4-track, £200; Yamaha PSS140, stand, £50; Korg SQ10, boxed, £10. All good cond, manuals. Simon, Tel: (0602) 763770.

ENSONIQ MIRAGE, large disk library, input sampling filter, f/case, £390; Technics SX-PV10 digital piano, builtin spks, pedal, wooden case, £95. Tel: 071-733 1917. **GREENGATE DS3** sampler, Apple Ile, monitor, twin disk drives, all Greengate s/w in latest form, huge library, performance keybd, MIDI retrofit, manuals, £300 ono. Keith, Tel: (0444) 831504.

KORG DSS1 monster synth sampler combination, free Atari editing s/w: Digidesign + Sound Designer, massive library, will sell £650 or swap for module DSM1 + then throw in quite a few goodies. Sean, Tel: (0525) 717976.

ROLAND S10 sampling keybd, full library, carrying case, stand, disks, £350 ono. James, Tel: 021-308 6343.

ROLAND S50 sampler, home use only, as new, sound library, accessories, Director S sequencer package, £595. Tel: 021-471 4157. **ROLAND S50**, monitor, sequencer, library, never gigged, £950; Hornet 45 combo, amp/spk for keybd, never gigged, £180. Yuri, Tel: 071-497 3126.

ROLAND S50, disks, manual, £700 or swap w/cash adjustment for EPS/EPSm/Akai S950. Adam, Tel: (0273) 420163.

ROLAND S50 sampler, Tatung 15" FST teletext colour monitor, sequencer, complete Roland library, immac, all boxed, £750. Neil, Tel: (0773) 540234, after 5.30pm. ROLAND S330, 1U rackmount sampler, mouse, monitor, manuals, disks, as new, £650 ono. Tel: (0706) 50897.

ROLAND S550 sampling module, full Roland library, £1150 ono. Tim, Tel: (0773) 823224.

ROLAND U110 module, as new, boxed, manuals, 100s sounds, £300; Korg EX800 module, as new, boxed, manuals, 100s sounds, £125. Adam, Tel: (0203) 416255, days/021-355 2685, eves.

ROLAND W30, large sample library over 50Meg, £1000 ono, swap for Ensoniq VFX-SDII or p/x for Ensoniq SD1. Martin, Tel: (0734) 744261. ROLAND W30, as new, £950 ovno. Simon, Tel: (0602) 279384. ROLAND W30 workstation, great for studio + live work, £900 ono. Tel: (0223) 313075/071-724 0340.

SEQUENCERS

ALESIS DATADISK SQ MIDI data recorder, ideal for live sequencer playback, unused, guaranteed, £225. Michael, Tel: 061-798 0581.

ALESIS MMT8 8-track sequencer, mint, power supply, manual, £140.

Tel: (0703) 220152.

ALESIS MMT8 sequencer, psu, manual, £120. Rob, Tel: 071-723 1397.

ELKA CR99 MIDI disk recorder, 99 songs, 80,000-note capacity, £150 ono. Derek, Tel: 081-549 6983. KAWAI Q80, exc cond, very little use, power supply, manual, very user friendly, £300. Jason, Tel: (0239) 710523.

KORG SQD1 disk drive sequencer, vgc, £150 ono. Jason, Tel: (0525) 717557.

KORG SQD8 sequencer, as new, £150. Tel: (0763) 262134. ROLAND MC4B + OP8M, classic 4channel CV gate sequencer, w/MIDI option, tape sync, manuals, leads, £300. Tel: (0264) 738750.

ROLAND MC50 sequencer, boxed, manuals, leads etc, as new, £400. Brian, Tel: Manchester 061-624 1957.

ROLAND MC500, exc cond, reluctant sale, rock solid timing, more reliable than any computer, £350 ono. John, Tel: 021-440 5274/(0296) 681226.

ROLAND PR100 digital sequencer, disks, s/w, as new, boxed, £200. Tel: (0909) 566695, between 6-8pm.

ROLAND TB303 bassline, boxed, manual, £160. Steven, Tel: (0726) 66715.

SEIKO MR1000, £25; Roland MC202, £95. Tel: (0264) 738750. YAMAHA QX5, 8-track MIDI sequencer, good cond, manual, £130. John, Tel: 061-220 9617. YAMAHA QX5FD 8-track, 32 Macrotrack digital MIDI sequencer, built-in 3.5" floppy disk drive, vast editing facilities, sync-to-tape etc, as new, f/case, boxed, £350 ono. Tel: (0384) 410853. YAMAHA QY10, as new, £195. Mike, Tel: West Midlands (0562) 700726.

DRUMS

AKAI XR10, boxed, as new, £220. Chris, Tel: 071-739 8993. ALESIS SR16, 1 mnth old, 233 sound samples, £220. Tel: Wellingborough (0933) 273915, days.

ALESIS SR16 drum m/c, 5 mnths old, still under guarantee, £175, no offers. Tel: (0275) 854802. BOSS DR550 drum m/c, boxed, manuals, as new, adaptor, £120. Philip, Tel: 081-941 6359. BOSS DR550 drum m/c, 48 sounds, mint, boxed, manuals, power supply, £140. Tel: (0703) 220152. **BOSS DR550** drum m/c, 48 sounds, inc the best of the TR808, boxed, as new, £125, no offers. Paul, Tel: Leeds (0532) 320537, eves.

CASIO RZ1 sampling drum m/c, tape of samples containing TR808 + 909 sounds, good cond, £130. Sean, Tel: (0438) 313865. CASIO RZ1, £100 ono; QX21, £70 ono; Korg SQD1 sequencer, disk drive, £150 ono; Roland Juno 6, £140 ono; Roland MT32, £150 ono. Paul, Tel: (0344) 429163. CHEETAH MD16 drum m/c, perfect cond, £240. Tel: (0525) 403707. KORG DDD5 digital drums, bass ROM card, manuals, exc cond, home use only, £90. Lloyd, Tel: 081-290 1782, afer 7pm. KORG DDD5 drum m/c, as new, £150. Tel: (0763) 262134. ROLAND R5 drum m/c, boxed, manual, psu, good cond, £260. John, Tel: 061-220 9617. ROLAND R5, £220; Roland PR100 sequencer, £220. £400 the pair, will split. John, Tel: Exeter (0392) 438214.

ROLAND R8, exc cond, boxed, manuals, £400. David, Tel: (0293) 521648.

ROLAND TR505, £100; TR808, £280; TR909, £450. All exc cond. Nigel, Tel: (0724) 711353.

ROLAND TR707 drum m/c, £80. Richard, Tel: 071-608 2282. ROLAND TR727, MIDI in/out sync, trigger in, individual realtime volume controllers + outputs, £120; Akai MIDI delay unit, £35. Chris, Tel: (0243) 586395.

ROLAND TR909, good cond, £350; Roland SPD8 drum pads, only used 10 times, £250. Graham, Tel: (0223) 860348.

SIMMONS MTM trigger-to-MIDI interface, boxed, as new, £225 ono; Simmons MTX9 expander, £79 ono. Steve, Tel: (0271) 79176. YAMAHA RX11, Yamaha RX21L latin, £150 the two. Write: Richard Silverthorn, 11 Fries Hill, Kingswood, Bristol.

YAMAHA RX15 drum m/c, good cond, £120 ono. Tim, Tel: (0773) 823224.

YAMAHA RX17, 26 voices, £120; HH Electronic 100W combo amp, £100. Both for £200. Paul, Tel: (0273) 591847.

YAMAHA RX17, 26 drum samples, 100 patterns, 10 songs, £110. Pete, Tel: (0622) 859948, work/(0795) 535931, home. YAMAHA RX17, as new, fast sale needed, £100. Simon, Tel: (0382) 644510.

YAMAHA RX21, £60; Roland TR606, £30. Tel: (0223) 212226.

COMPUTING

AMIGA A500, 1Meg, Philips stereo colour monitor CM8833 MkII, Music-X sequencing s/w, only 3 mnths old, mint, £450; will throw in FB01 expander for an extra £50. Oliver, Tel: 071-289 0227, eves. APPLE MAC SE 1/20, HP Desk Writer, printer, exc cond, £850 ono. Tel: (0706) 50897.

APPLE MAC SE/30, under guarantee, s/w, 2Meg RAM, 40Meg hard drive, £1250. John, Tel: (0502) 731237.

ATARI ST, Cubase, Notator + Virtuoso s/w, all latest version originals, £800 or swap for Wavestation or SQ80. Simon, Tel: (0279) 443877, eves.

ATARI 520STFM, 1Meg drive, Musilog Studio 24-track sequencer, scorewriting, Citizen 120D dot matrix printer, over £500-worth games, word processor, as new, cost over £800, £375 ono. Rick, Tel: (0427) 873116.

C-LAB CREATOR, v3, original, manual, £130; Steinberg FZ Sampler Soundworks, £120 ono. Tel: Merseyside (0744) 35567.

C-LAB CREATOR, v3.0, registered, manual, £200; C-Lab Explorer, library + editor for D110, £50; Rockman Soloist, power pack, clean + dirty sounds, £50. Pat, Tel: Bristol (0272) 306671, work/422462, home.

COMMODORE 64, 6 games, £50. Lee, Tel: Kings Linford 294161. **ROLAND MPU401**, IBM card, computer music interface, MIDI timecode generator, brand new, never used, manual, £200; Yamaha MJC8 MIDI patchbay, 8 in/8 out, as new, £150. Tel: (0899) 4312.

STEINBERG PR024, v3, £60; Steinberg Twelve, £30. Paul, Tel: (0609) 770090.

STEINBERG PR024, v3, genuine, £40; C-Lab Explorer 32 for Roland D-series editors, 1200 sounds, £40. Nigel, Tel: (0724) 711353. STEINBERG PR024, manual, key, swap for MIDI-to-CV converter. Tel: Cambridge (0223) 276311. SYQUEST 45MEG removable hard drive, SCSI interface, will work w/any SCSI sampler/computer, YAMAHA CX5M keybd, cassette, voicing/sequencer/composer s/w for Commodore C64 computer, costs £500, sell for £80 ono. Tel: (0742) 552290.

RECORDING

AIWA HDS1 DAT, 6 mnths old, very little use, upgrading to pro DAT, £350 ono. Chris, Tel: 081-963 1100, days/081-748 2767, eves. AKAI MG614, £650. Tel: (0264) 738750.

ALESIS 1622, £420; Yamaha MT3X, £350; Neumann U87ai, £750; Atari 1040, monitor, £375; Axxeman, £100; Akai S1100, 10Meg, £2825; Alesis MMT8, £145; XRI XR300, £165; Urei 1176, £600. Offers? Tel: 081-462 6261.

ALESIS MICRO LIMITER, stereo comp/lim, boxed, psu, vgc, £50. Dave, Tel: (0704) 875097.

AMSTRAD STUDIO 100, 4-track, 6channel mixer, echo unit, built-in mixdown cassette, record deck, radio, spks, mics, £180. Sean, Tel: (0438) 313865.

AMSTRAD STUDIO 100, 4-track cassette recorder, 8-input mixer w/echo, built-in 2-track cassette, radio, record deck, spks, exc cond, 6 mnths old, £130. Tel: 081-689 4166.

BOSS DE5 guitar multi-fx, chorus, delay, distortion, compression, £130. Nick, Tel: (0296) 394538.
BOSS RCL10, half-rack compressor, £69 ono. Rob, Tel: 071-723 1397.
BOSS RRV10 digital reverb, £80.
Richard, Tel: 071-608 2282.
CUTEC 16:2 mixer, built-in graphics, £325; Korg DS8, £450. Andy, Tel: (0554) 890349.

DESKTECH 12:2 mixing desk, full aluminium f/case, £200. Chris, Tel: Hull (0482) 782869.

DI BOX/BALANCING BOX, 600 ohm balanced to high impedance in either direction, passive transformer type, total insulation, £25. Alan, Tel: (0379) 676670.

FOSTEX 3050 digital delay, £80; RV2 spring reverb, £70; pyschoacoustic enhancer, £80; XR300 SMPTE unit, £130. Tel: (0264) 738750.

FOSTEX A8, £500; Roland D50, £500 or swap either for Roland D550; Marshall 12W keybd combo, £75. Tel: 081-876 0599.

FOSTEX B16/REVOX A77HS, buy my B16 w/remote, get the A77 free, both exc cond, £1500. Tel: 031-441 5660.

FOSTEX E16, only used 600 hrs,

motors, capstan, recording heads have no wear whatsoever, rare bargain, equivalent to buying new m/c. Raphael, Tel: (0483) 33763. **FOSTEX E16**, footswitch, rackmount stand, vgc, £1950 ono. Barry, Tel: (0438) 740088, days/(0767) 318257, eves + weekends.

FOSTEX R8, 8-track reel-to-reel recorder, vgc, boxed, remote, footswitch, manual, £800. Earl, Tel: 081-571 5320.

FOSTEX X26 multitracker, exc cond, bargain, £180. Tel: (0388) 819913. FOSTEX X26 multitrack, needs servicing, ie very loose jack socket on front, needs play + record buttons, but perfectly usable, only used approx 4/5 times, £95 ono. Jason, Tel: (0525) 717557. JBL CONTROL 1 monitors, as new,

£120. Tel: (0763) 262134. JBL TLX9 monitors, as new, £195. Tel: (0763) 262134.

PEAVEY UNIVERB, 128 reverbs, fx settings, good cond, boxed, £200. A Prentice, Tel: 031-440 1797, 9am-4.30pm.

PRO MIXER MODULES: Electrosonic 16 channels + 4 groups, edge connectors, circuit diagrams, £10 each. Alan, Tel: (0379) 676670. **REVOX B77II**, absolutely mint, 3.75/7.5ips, quarter-track, varispeed, 2 unused + sealed Ampex 10.5" 456 tapes, £550 ono. Mike, Tel: 081-558 3504. **SECK 18:8:2**, 16-track connections,

exc cond, £800 ono. Raphael, Tel: (0483) 33763.

SONY DTC55ES DAT m/c, blank tapes, boxed, manual, as new, £375 ono. Neil, Tel: 061-865 9822. SONY DTC100ES, w/modification, £795 ono; Tascam DA30 DAT m/c, £840 ono; Yamaha MT3X portastudio, £350 ono. Tel: 081-462 6261.

SOUNDCRAFT 200B mixer, 24channel, 4 groups, 8 monitors, 4 auxs, 4-bnd EQ, f/cased, £2100 ono; JBL Control 10 monitors, £750 ono. Richard, Tel: 081-985 9894, after 6pm.

STUDER A810 stereo tape m/c, full manual, exc cond, regularly maintained, £2000; 2" multitrack test tape, £150. Mark, Tel: (0752) 894457.

STUDIO RESEARCH 12:2 mixer, 3bnd EQ, 2 auxs, very quiet, rugged steel construction, exc cond, £215 ono; Yamaha MT44 4-track, w/4 input mixer, 7-bnd graphic EQ, patchbay, cassette storage, case, exc cond, £300 ono. Mark, Tel: 021-449 7938, eves + weekends only. **30 POST OFFICE** patch cords, £4 each; 1 AKG 451, £75; 1 Twister automation unit, £400. Tel: 081-808 9283.

24:2 MIXER, ideal for MIDI, £450; 2" weather test tapes, NAB + IEC, hardly used, offers. Alan, Tel: (0379) 676670.

TASCAM 22-2, 2-track recorder, exc cond, £325 ono; Simmons SPM8:2 MIDI mixer, vgc, £200 ono. Pete, Tel: Cheshire (0928) 88978.

TASCAM 34, 4-track reel-to-reel, good cond, £200 or swap for SR16 drum m/c. Neil, Tel: (0753) 537116, days/(0628) 603329, eves. TASCAM TSR8, 8-track, boxed, as new, 2 reels Ampex tape, £1390; Dramwer LX20, £170; EMT10, £140. Alan, Tel: 051-339 1167. TEAC A3340 tape recorder, remote, £400. Chris, Tel: (0734) 794493. VESTA FIRE RV3 twin-channel analogue reverb, EQ, £75 ono. Tony, Tel: Cambs (0480) 66346. WHITE 12:2 mixer, £110 ono. Wanted: Alesis 1622 mixing desk. Nick, Tel: (0946) 830262. YAMAHA MT3X, £335; Sony DTC1000ES DAT, £765; Tascam DA30 DAT, £825: Drawmer 1960 valve compressor, £695; Alesis MMT8, £140; Atari 1040, monitor, £350; Axxeman, £95; Yamaha SPX90II, £250. Offers? Tel: 081-462 6261.

YAMAHA MT3X, exc cond, boxed, manuals, £335. Terry, Tel: 021-471 4157.

YAMAHA MT3X, 4-track, 6 inputs, 2 auxs returns, home use only, £425. Tel: (0525) 377587.

YAMAHA MT44, 4-track tape m/c, Yamaha RM602 mixer + patchbay, £400. Neil, Tel: Hemel Hempstead (0442) 871465.

YAMAHA R1000 reverb, as new, £100. Tel: (0763) 262134.

AMPS

C AUDIO 1200W stereo power amp, f/cased, £650 ono. Tel: (0706) 378141.

CARLSBRO COBRA 90 keybd combo, 3-channel, £150. Nigel, Tel: 081-898 7573.

CARLSBRO COBRA 90W keybd amp, 5 inputs, reverb, fx loop, £160 ono. Tim, Tel: (0707) 872886. CARLSBRO COLT 45 keybd combo,

never gigged, £100 ono; MIDI thru box, 2 ins/8 outs, £30. Lewis, Tel: 071-609 5750.

CARLSBRO SCORPION keybd amp, reverb, 2 inputs, exc for home use, £40 ono. Simon, Tel: (0705)

733969, after 6pm.

CUSTOM SOUND 200W 6-channel mixer amp, footswitch, fx loop: mutable on each channel, mutiple outputs, headphone socket, vgc, £190 ono. Barry, Tel: (0438) 740088, days/(0767) 318257, eves + weekends.

LESLIE 760, 100W, separate bass + treble power amps, absolutely mint, matching preamp - use w/any keybd, £325. Neil, Tel: Hemel Hempstead (0442) 871465.

1000W RMS MOSFET stereo power amp, 500+500, anti-surge, antithump, DC protection, fan cooled, bargraph meters, twin power supplies, balanced in, £400. Alan, Tel: (0379) 676670.

PA SYSTEM, 6-channel Seck desk, 300W Kudos spks, dual power amp, Beyer mic, echo unit, leads, all £480. Tel: Wolverhampton (0902) 757527.

SOUND CITY COMBO AMP, 120W, built-in reverb, exc for guitar or keybds, will swap for powered monitors or £120 cash. Alan, Tel: (0706) 57692.

TANNOY STRATFORD monitors, £95. Ian, Tel: (0308) 25819.

PERSONNEL

ADAM IN NOTTINGHAM, the guy who was going to get the Fairlight, call me back mate, I've lost your number. Steve, Tel: (0782) 660969. BRISTOL-BASED techno wiz looking for similar to make some hard-core hard-hitting toons. Martin, Tel: (0275) 854802.

EXPERIENCED SALES PERSON, wd like to work in studio. Average experience due to home MIDI studio setup. Don't mind what job at all, preferably in London. Neil, Tel: (0753) 537116, days/(0628) 603329, eves + weekends.

FEMALE VOCALIST urgently required to become part of latest digital studio. Must be talented and reliable. Dance/soul orientated. Immediate start. Claire, Tel: 071-608 2282.

GREAT SONGS seek lyricist. Andrew, Fax: Warsaw, Poland +4826 284580.

JAZZ/BLUES BAND, working in Portsmouth area, require keybd player preferably doubling Hammond organ. Tel: (0705) 472935.

KEYBD + DRUM M/C PLAYER wanted for songwriter for band/duo. A Hornsby, Tel: 081-880 2650. **KEYBD PLAYER** needed who can read most forms of music to work

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with producer/arranger with own equipment. Into: dance, rare groove, house, hip hop and all that. This isn't a hobby, this is serious. Sherwin, Tel: 081-952 9251/(0459) 138141.

RAVE TECHNO OUTFIT seeks group or partners in Midlands area. Tel: (0527) 546826, after 6pm.

SYNTH PLAYER WANTED, 16-21 yrs old, for band starting out in Falkirk area. Must have analogue and sampler sense. Influences: heavy metal, hard core, techno, acid house. Paul, Tel: (0324) 474253. WANTED: confident S1000 and Cubase user for programming and teaching in home studio. £4 per hour. Tel: (0268) 681345. WANTED: male or female vocalist for dance, soul or rap songs. Full commitment essential. Tel: 081-659 7605.

MISC

GIBSON SG STANDARD, walnut, 1970s, vgc, £250; Gibson SG 1963, good original cond, £500; Washburn Eagle, solid mahogany, 5piece straight through neck, humbucking plckups w/coil taps, superior quality instrument, £250. Alan, Tel: (0379) 676670.

LEFT-HANDED Pulse electric guitar, 1U black, twin pickups, whammy etc, gig bag, £50. Tony, Tel: Cambs (0480) 66346.

MPC SYNCTRACK, syncs Roland TR808, other non-MIDI drum m/cs + sequencers to tape, £15. Tel: (0706) 50897.

PHILIP REES 2M 2-way MIDI merge unit, brand new, unused, £70. Tim, Tel: (0773) 823224.

SCHOLZ ROCKMAN guitar, headphones, power supply, £140 ono. Rob, Tel: 071-723 1397. SOFT CELL Mutant Moments EP, 550: 14 Map Cap Cat Logt, 525.

£50; 'A Man Can Get Lost', £25; various rare flexis, £15. Jason, Tel: (0525) 717557.

STYLOPHONE, immac collectors item, £20; 80 copies of MT, 1984

onwards, 80 original colour spec sheets, 13 manufacturers catalogues, original 808, 909, TB303 etc, £10 the lot. Tel: 081-993 0786.

2 PRO FLIGHTCASES by Quentor of Norwich, 28"x10"x40" internal dimensions, £70 each. Alan, Tel: (0379) 676670.

YAMAHA EMQ1 MIDI disk recorder, boxed, manuals, as new, adaptor, 11 disks, £110. Philip, Tel: 081-941 6359.

YAMAHA WX11 MIDI wind controller, WT11 sound module, £425 ono. Tel: (0277) 373008.

WANTED

AKAI S1000/S1100, Atari 1040STE, hard cash paid. Jay, Tel: 081-508 5853/(0836) 367479. ALESIS HR16 drum m/c, must be exc cond, cash waiting. Tel: (0384) 410853.

ATARI 1040STF external TV modulator, good price paid. Paul, Tel: (0634) 861744, after 6pm. AN ASSORTMENT OF KEYBDS required + studio gear to enhance my studio line-up, cash waiting. Royston, Tel: 061-273 5480. CARLSBRO COLT 45K, cash available. Laurie, Tel: (0504) 860675, anytime.

CASIO FZ1 or Roland S50 sampling keybd, will pay between £600-700 depending on model + cond. Philip, Tel: (0424) 32076.

DESPERATELY WANTED: MPG80 programmer for Roland MKS80 synth. A Prentice, Tel: 031-440

1797, 9am-4.30pm. FOSTEX M80 + Kawai K4 keybd, cash waiting. Tel: 061-483 8551,

FULL-SIZE POLYSYNTH, w/manuals

+ box, must be MIDI + digital for use w/Yamaha QX21 sequencer, £100 cash waiting. Tel: (0462) 675329. KORG CX3 organ. Joe, Tel:

Rotherham (0709) 379656.

MIDI-TO-CV CONVERTER, swap for Pro24 v3. Tel: Cambridge (0223) 276311.

MOOG TAURUS MKI bass pedals, genuine musician looking to pay fair price for set in reasonable cond. Martin, Tel: 081-558 2658.

MUSIC TECHNOLOGY, March 1990 issue, send me your copy + I'll send £2.50 by return. Tel: 081-689 8372. ROLAND D50 programmer,

Steinberg D50 s/w, MPC Electronics music percussion computer. Stephen, Tel: (0603) 56161 X2550, days.

ROLAND E15 at reasonable price, cash waiting. Alan, Tel: (0379) 676670.

ROLAND MULTITIMBRAL KEYBD, D10 or similar. Tel: Nottingham

283289. ROLAND MV30 Studio M, p/x Akai

MG614 etc or cash. Tel: (0264) 738750.

ROLAND RD250S piano, cash waiting. Dave, Tel: (0925) 814385. **ROLAND SH101**. Tony, Tel: (0202) 697054.

ROLAND TB303 bassline, will pay £200. Paul, Tel: (0642) 535736, after 5pm.

ROLAND TB303 bass synth. Steve, Tel: (0224) 742688.

ROLAND U220, Roland U20 in exchange, any offers. Mike, Tel: (0273) 675000.

ROLAND W30 music workstation, will pay around £900. Paul, Tel: (0302) 538304.

SIMMONS PORTAKIT. Tel: Warwick 400512.

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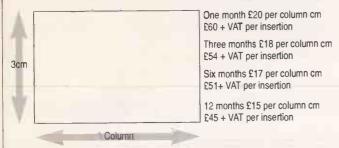
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