

WHAT IS ETHASAMPLE?

EthaSample is the first audio sampler for the Color Computer that samples in stereo. It was conceived during 4th period Biology class in November, 1992 by Nick Johnson. Work began on November 24, 1992 and will hopefully end sometime in October, preferably before its release date of October 2, 1993.

EthaSample utilizes the Orchestra-90cc pak and the two CoCo joystick ports in order to sample most any audio source and play it back in full stereo.

EthaSample makes 2 4-bit samples (one per channel) and combines them into one byte while recording.

EthaSample samples at a maximum rate of around 8 kHz per channel.

EthaSample is easy to set up and use. It is completely menu driven (interface written by Allen Huffman of MiniBanners fame).

EthaSamples are easy to incorporate into your own programs. The runtime version is public domain.

EthaSample will work with any Color Computer with 512k of RAM, and Disk Extended Color Basic 1.1. A 1.0/ADOS version is forthcoming.

Try EthaSample at the Sub-Etha booth at the 1993 Atlanta CoCoFest!

TOP TEN REASONS YOU SHOULD GET ETHASAMPLE

10: ALLOWS YOU TO PLAY THAT ANNOYING "I'VE FALLEN AND I CAN'T GET UP" SAMPLE OVER AND OVER AGAIN UNTIL YOUR NEIGHBORS CALL 911.

9: MORE FUN THAN LOG!

8: MOST FUN THING TO DO WITH THAT 512K YOU SPENT ALL THAT HARD-EARNED MONEY ON.

7: THE AUTHOR NEEDS SPENDING MONEY DURING COLLEGE.

6: IF YOU DON'T GET ETHASAMPLE, ALLEN HUFFMAN MIGHT CRY.

5: THAT SPATULA OF YOURS IS GETTING A LITTLE LESS INTERESTING BY THE DAY.

4: BECAUSE THE BROCHURE INCLUDES A SNAZZY TOP-10 LIST

3: YOU'VE ALWAYS WANTED YOUR COCO TO BE ABLE TO SAY "PURE ENERGY"

2: STEREO! STEREO! STEREO!

1: FOUR WORDS: SAMPLING IN THE NUDE.

NICK JOHNSON'S FAVORITE SAMPLES

"I've fallen and I can't get up!"

"Stop that sniveling or I'll give you something to really cry about!"

"Spatula!"

"Pure Energy"

"I'm not exactly in the mood for Mozart and all that kind of goings-on."

"And what better way to say 'I love you' than with the gift of a spatula?"

"Honey, Where's the spatula?"

"That was fun! Let's do it again!"

"I can make you all go away any time I want to."

"Information!"

"I am not a number! I am a free man!"

Stop by the Sub-Etha booth at the 1993 Atlanta CoCoFest to hear these and many other exciting samples!

WHAT IS A SAMPLE?

Simply put, a sample is an electronic recording of a real sound.

Sampling on a Color Computer involves reading the joystick port(s) thousands of times each second, and recording that value in memory. The recording in memory can then be played back through an output device.

When you make a sample, you are taking an analog sound and running it through a ADC (analog to digital converter). The result is a digital approximation of the actual sound. The more samples you take in a second, and the more bits you use, the better the approximation.

EthaSample uses a sample rate of about 8000 samples per second per channel, with four bit samples and two channels. This is the fastest rate possible on a 1.79 MHz 8-bit machine. The two channels are combined into one byte. This allows nearly one full minute of sampling. Samples can be made longer if the sample rate is lowered. Rates as low as 5000 samples per second are generally acceptable.

ETHASAMPLE

*THE STEREO SAMPLER FOR THE
COLOR COMPUTER 3.*

WRITTEN BY
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AND
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Turnips are groovy.

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