DigiTech

Professional

Sound Recorder

(digitiser)

CONGRATULATIONS!

By purchasing DigiTech Professional you now have in your possesion what we believe to be the best sound digitising programme available for the CoCo 3.

SYSTEM REQUIREMENTS

This programme requires a 512K (or more) CoCo 3. An RGB monitor is preferred, but not necessary.

MAKING A BACKUP

Before you go any further, and to ensure you obtain the maximum benefit from your purchase, we suggest you make a backup of your original disk and use a copy for all work.

1. Format a fresh diskette.
2. Place the master disk in drive 0.
3. If you have two drives, place the freshly formatted disk in drive 1 and type BACKUP 0 TO 1.
4. If you have only one drive, type BACKUP and follow the screen prompts.
5. When finished, place your original in a safe place and use the copy for all work.

SOUND INPUT CABLE

If the cable is lost or damaged, one can be made as follows:

1. Obtain a length of two conductor cable (speaker wire is sufficient), a six pin male DIN plug, and a 1/8" speaker plug.
2. Attach one lead to pins 1 and 5 of the five pin plug, the other lead to pin 3.
3. Attach the lead from pins 1 and 5 to the tip of the speaker plug, the other lead to the shaft. Stereo input may be simulated by attaching pin 1 and 5 to the separate "tips" of a stereo plug.

NOTE: Cable supplied in Australia, separate purchase in US.

WARRANTY

This software is warranted to perform as stated in this documentation. If it does not, it may be returned for replacement for a period of 90 days after receipt. The distributor bears NO RESPONSIBILITY WHATSOEVER toward any damage to the computer, software, or input device. If the terms of this warranty are not acceptable, return the package WITHIN 10 DAYS OF RECEIPT for a full refund.

In Australia:	**In USA:**
REMCOMS	FARNA Systems
11 Corcoran Cres	Box 321
Canungra, QLD 4275	Warner Robins, GA 31099

GETTING STARTED

After making a backup, you can set up your system. First connect the cable to your sound source using the EAR or AUX jack. The sound source can be anything from a tape recorder to a CD player. Connect the other end of the cable to the LEFT joystick port of the CoCo 3. Place your DigiTech work disk in drive 0 and type RUN "*". Your screen will turn blue for a few seconds and then a picture will appear. When the instructions PRESS ANY KEY appear, press a key. The program will continue to load the required modules. You will see the opening screen and a few sounds while this is going on. When loading has completed you will be in the main menu.

MAIN MENU

1. RECORD: When this button is pressed a caption will appear asking you for the START block. The numbers you type in won't appear until you press ENTER. Once ENTER is pressed, the numbers will be displayed and the programme will ask if they are correct. Type Y for yes, N for no. If you say NO, the programme will ask for a start block again. If you answer YES, you will be prompted for an END block. Each block is about one second of sound. DigiTech will then prompt PRESS ANY KEY TO RECORD. Check your sound source, start it if necessary, then press a key to record. The main menu will return when recording has finished. Turn your sound source off if necessary.

2. PLAYBACK: You will be given the same prompts as for RECORD, except this time when you finish you will be asked if you want to play the sound (F)ORWARD or (R)EVERSE.

3. QUICK SAMPLE: This item will immediately play the sample sound defined with DEFINE QUICK SAMPLE (next). You can only play **one** defined sample **forward**. This feature lets you test a sound to see if it is exactly what you wanted.

4. DEFINE QUICK SAMPLE: This is used in conjunction with selection 3, QUICK SAMPLE (above). When selected you will be asked for a beginning and ending block. Use the same procedures as outlined for under selection 1, RECORD. Play the defined sample with selection 3, QUICK SAMPLE.

5. DISK OPERATIONS: Use this item to either (S)AVE or (L)OAD a file. You will be asked for the start and end blocks, and then a filename. **DO NOT PRESS ENTER!** Press BREAK to save or load the file. Make sure you use the very first and very last block to save the entire file.

6. QUIT: This ends the program and displays credits. If you accidentally quit, simply type RUN and press ENTER. All files will remain intact.

7. SIGNAL TEST: When selected an oscilliscope will be loaded. This option is used to adjust the input signal **before** recording. Adjust the source sound level until the displayed line does not clip the edges of the box. If the line does clip the edges and you record, the low bass notes will result in a loud clicking or crackly sound.

USING YOUR SAMPLES IN PROGRAMMES

When you are writing your programme, ensure that you leave enough space for the digitised routines. Place the following BEFORE your sound routines:

```
DEFUSR0=&HE4C:DEFUSR1=&HE0A:DEFUSR2=&HEE5:
DEFUSR3=&HE06:DEFUSR4=&HFD9:DEFUSR5=&HF7F
MXBLK=&HE05:MLBLK=&HE02:DVAL=&HE08:STBLK=&HE06:
LTBLK=&HE07:SAMPLE=&HE09
```

The following routine is used to load the sound. iT SHOULD ALL BE ON one LINE:

```
LOADM(filename):B4=PEEK(&HFFA3):FOR X=(startblock) TO (endblock):
POKE &HFFA3:LOADM (filename)+"/"+STR$(X):NEXT X:POKE &HFFA3,B4
```

To play the loaded sound, include this line:

```
POKE ST,(startblock):POKE LT,(endblock):A=USR1(0)
```

Multiple sounds can be used, but only one can be loaded at a time. Simply save the sounds with individual filenames and then load and play when required.

A NOTE ON CONTINUED SUPPORT

You, the purchaser, have done exactly what is required to ensure continued support for the Color Computer- you have purchased this program from a supporting vendor. We, the suppliers and programmers, ask you to help maintain this support by NOT giving away copies to anyone. By doing so you will ensure that software of this caliber and even better will be forthcoming for the Color Computer. Piracy is illegal, but this is incidental to the loss of support that will result if we the suppliers and programmers do not get a reasonable return for our efforts in bringing you quality software and hardware.

*Thank you for your purchase and **not** pirating this program!*