

KEYBOARD ORGAN

(4K)

FOR APPLE II

Personal Computer Programs

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APPLICATION

This program is designed for use with the Apple II Computer. The program title indicates the user memory size (RAM) required to store and run the program.

FURTHER DOCUMENTATION

Lists and notes of all programs plus a complete print out are available from Magnamedia. Use the enclosed order blank to obtain these lists.

AVAILABLE FOR OTHER POPULAR COMPUTERS ALSO

GUARANTEE

This program is guaranteed to function when used in the computer specified with sufficient memory. If the tape or program is found defective when new, Magnamedia will replace it. Send the tape and \$1.00 handling charge to Magnamedia.

PURPOSE

KEYBOARD ORGAN is designed to produce musical tones from the keyboard and to show what keyboard and to show what key each tone represents.

OPERATION

1. Type RUN and press "Return".
2. The computer asks what length of notes you want.
3. Type a number from 0 to 255. (50 or 60 is a good starting length - - about like quarter notes). Press "Return".
4. "Play" the keys (except the top row of numbers). The screen shows you what key you are playing (except on the highest notes).

The middle line (ASDF . . .) is like the white keys of a piano or organ starting at middle C (key A).

The keys on the upper row (QWER . . .) correspond to the black keys on the piano or organ (except R and I since there are no black keys in these positions).

The lowest row of keys (ZXCV . . .) also starts with the C note, but it is one octave below middle C. There are no half-step "black keys" in this range.

Play with it a while. Soon you will be able to play your favorite tunes.

Use it to teach scales, tunes, and even tone recognition.

5. If you press the "Repeat" key while holding any of the music keys it will play the note repeatedly. Try it.

NOTES

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PROBLEMS?

You shouldn't have any, but in case you do check out the following for solving your problem:

1. Can't Load The Program
 - Check computer by trying another program.
 - Be sure computer has large enough memory for the program
 - Turn computer off, set tape up at beginning of tone and start over.
2. Program Stops
 - Use "Err Message" section of computer manual to determine the cause.
 - Reload program.
3. Accidentally hit "Reset" key.
 - Return to Basic by pressing "Control" and "C" key at the same time.
4. Can't Clear Screen To Restart Program
 - Enter these commands, and press "Return" after each one:
 - TEXT "Return" key
 - POKE 34,0 "Return" key
 - POKE 35,24 "Return"key
 - POKE 32,0 "Return" key
 - POKE 33,40 "Return" key
 - Type RUN "Return" key

Now your program should have started. If it doesn't we both have problems.

NOTES

AUDIO INSTRUCTIONS

Verbal instructions are on side one of the tape. You may find it helpful to listen to this before starting the program. You know - If all else fails . . .

ARE YOU A PROGRAMMER?

Computer programmers seem to be coming out of the woodwork everywhere. Some are pros. Some are beginners. Some haven't even started yet, but it may not be long before they are making an important contribution with their ideas.

If you have a program worth marketing we invite you to do it through Magnemedia. The royalties may help you to buy bigger and better toys. Don't wait - Contact us now.

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