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**Extra blank labels** in packages of 250. (\$11.95)

# The HyperStuff Collection™

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## **ClipTunes™**

for the APPLE IIGS

TRIAD VENTURE, INC.  
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# ClipTunes™

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# INTRODUCTION

## REQUIREMENTS TO USE

**For HyperCard IIGS Users:** AppleIIGS computer with 1.5Meg. (2 Meg. recommended) **Please note: Additional memory may be required by usage of NDA's or other memory resident programs. Hard-Drive and HyperCard IIGS.**

**Note for HyperStudio Users:** Minimum memory required is 1 Meg.

## WHAT'S INCLUDED:

Manual

Product registration card

Two (2) disks containing:

30 songs with accompanying "Wave,"  
"Sequence," and "Instrument" files.

MIDI Synth Tool 35

HyperCard IIGS Xcmd

HyperStudio Xcmd

HyperStudio 2.1 & 2.1b Patch

Demo Stacks

## **IMPORTANT NOTE !**

**HYPERSTUDIO 3.0 DOES NOT REQUIRE ANY PATCHING. FOR EARLIER VERSIONS OF HYPERSTUDIO (2.1 OR 2.1B), REFER TO PAGE 11 IN MANUAL.**

## *Music and Sound on the Apple IIGS*

The one unique feature of the Apple IIGS that sets it apart from all other personal computers is its ability to produce sound and music. The GS can perform like a digital tape recorder and "digitize" speech and sound. Usually, digitizing sound requires a separate board to allow a microphone connection into the GS. In addition, the digitized files require large amounts of memory as well as disk space. Therefore, creating a musical song using digitized recording techniques is not practical.

Creating or performing music on the GS is greatly enhanced due to its built in synthesizer chip. Rather than digitizing the music, this chip 'synthesizes' or creates the musical instruments that are then used to perform all of the musical characteristics of any song. This greatly reduces the amount of memory or disk storage required. In any Hypermedia application, it is important that the author make note of the differences between a "digitized" sound and a "synthesized" sound (instrument).

## *Music on ClipTunes Disk*

All music on the ClipTunes disk has been created using the synthesis technique described above. Recently, Apple upgraded the quality of sound on the GS with a new tool called "MIDI Synth." This tool (TOOL 35) will be necessary to play any of these songs, and is included in the ClipTunes package. Each song requires three small files:

- 1) **A Sequencer File (Song Title.SEQ):** This file contains all of the musical characteristics of the song.
- 2) **An Instrument File (Song.BNK):** This file contains all the

characteristics on how each instrument is designed.

3) **A Wave File:** (Name.WAV): This file contains the wave forms that are used to design each of the instruments.

To play a song from "ClipTunes," a SEquence file is loaded. This file will then look for the corresponding Instrument and Wave files associated with the song. If the sequencer file can't find the correct instrument or wave file, the song will not play correctly. **Keep all sequencer, instrument and wave files in the same directory.**

### *Suggested Options*

The GS comes equipped with its own internal speaker, but because of its size, much of the fidelity will be missing. It is suggested that at the very least, the user connect a pair of external speakers to headphone jack. To really appreciate the sound quality of these songs, an optional stereo card connected to external speakers can be added. This dramatic difference in quality will enhance all musical and sound applications for a reasonable economic outlay.

### *A Note about the 'Tunes'*



Many entertainment (game) applications have demonstrated the power of linking music with graphics. Because of the demanding programming skills required, it was difficult for the computer user to be creative with these concepts. Hypermedia supplies the tools for anyone to link graphics, sound, music, and text. The intent of ClipTunes is to provide music for the Hypermedia application. All the songs included in this package were chosen with this purpose in mind. While most songs could be played on their own, the true power of ClipTunes is to link them with a graphic or text.

### *Music on ClipTunes Disk.....*

<p><b>PATRIOTIC SONGS</b> America Battle Hymn of the Republic When Johnny Comes Marching Home</p> <p><b>MARCHES</b> High School Cadets The Thunderer Wedding March Bridal Chorus</p> <p><b>ITALIAN SONGS</b> Ciribiribin Funiculi, Funicula Oh, Sole Mio</p> <p><b>IRISH SONGS</b> I'll Take You Home Again, Kathleen Killarney St. Patricks Day in the Morning</p> <p><b>CHILDREN'S SONGS</b> Baa! Baa! Black Sheep Cradle Song Twinkle, Twinkle, Twengle Star</p> <p><b>SEASONAL SONGS</b> Noel Francais - medley of "Bring a Torch, Jeanette, Isabella" "Angels We Have Heard on High" "The First Noel" "Willie, Take Your Drum"</p> <p>Let It Snow Sleigh Ride Carol of the Bells</p> <p><b>SHORT INTRO JINGLES</b> Gotcha Triad Theme Mr. Kite Loop da Loop Weather Fanfare Welcome</p> <p><b>SPECIAL EFFECTS</b> Resolve Dissolve Plunk</p>
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## SONG - FILE CHART

<u>SONG TITLE</u>	<u>SEQUENCE</u>	<u>INSTRUMENT</u>	<u>WAVE</u>
America	Amer.Seq	Amer.Bnk	Orch.Wav
Battle Hymm	Battle.Seq	Battle.Bnk	Combo.Wav
Carol Of			
The Bells	Bells.Seq	Bell.Bnk	B2.Wav
Bridal Chorus	Bride.Seq	Brides.Bnk	Demo.Wav
HS Cadets			
March	Cadets.Seq	Cadet.Bnk	Synth.Wav
CiriCiriBin	Ciribir.Seq	Ciribir.Bnk	Demo.Wav
Cradle Song	Cradle.Seq	Cradle.Bnk	Orch.Wav
Dissolve	Dissolve.Seq	Dissolve.Bnk	B2.Wav
Fanfare	Fanfare.Seq	Fanfare.Bnk	Synth.Wav
Funiculi,			
Funicula	Funcul.Seq	Funcul.Bnk	Combo.Wav
Gotcha	Gotcha.Seq	Gotcha.Bnk	Demo.Wav
Johnny Comes			
Marching Home	JohnHome.Seq	JohnHome.Bnk	Synth.Wav
I'll Take You Home			
Again Kathleen	Kathleen.Seq	Kathleen.Bnk	Demo.Wav
Killarney	Killarney.Seq	Killarney.Bnk	Demo.Wav
Mr. Kite	Kite.Seq	Kite.Bnk	Orch.Wav
Let It Snow	Letsnow.Seq	Letsnow.Bnk	Demo.Wav
Loop Da Loop	Loop.Seq	Loop.Bnk	Demo.Wav
Noel Francais	Noel.Seq	Noel.Bnk	Demo.Wav
Plunk	Plunk.Seq	Plunk.Bnk	Demo.Wav
Resolve	Resolve.Seq	Resolve.Bnk	B2.Wav
Baa! Baa! Baa!			
Bach Sheep	Sheep.Seq	Sheep.Bnk	Orch.Wav
Sleigh Ride	Sleigh.Seq	Sleigh.Bnk	Synth.Wav
Oh, Sole Mio	Solemio.Seq	Solemio.Bnk	Demo.Wav
St. Patrick's Day			
in the Morning	St.Pats.Seq	St.Pats.Bnk	Demo.Wav
Thunderer	Thunderer.Seq	Thunderer.Bnk	Synth.Wav
Triad Theme	Triad.Seq	Triad.Bnk	Demo.Wav
Twinkle, Twinkle,			
Twengle Star	Twengle.Seq	Twengle.Bnk	Synth.Wav
Weather	Weather.Seq	Weather.Bnk	Demo.Wav
Wedding March	Wedding.Seq	Wedding.Bnk	Synth.Wav
Welcome	Welcome.Seq	Welcome.Bnk	Synth.Wav

## HYPERCARD IIGS SYNTH XCMD

### Copying Xcmds to other stacks

Before you can use the Xcmds in this package on stacks that you create, they must first be attached to those stacks. The "Copy Xcmd" button on the sample stack is provided for that purpose. The Copy Xcmd button requires two xcmds that are supplied with HyperCard IIGS.

To install the HyperCard II GS Xcmds into the demo stack, run the "ScripterTools" stack that is supplied with HyperCard IIGS. Click on the Xcmd Catagory. From the Tool List, click on "DisplayList," then click "Install." Install the Display List Xcmd into the Demo stack. Repeat the above procedure to install "ResCopy" into the demo stack. The Copy Xcmd button is now ready for use.

Run the demo stack and click on "Copy Xcmds." Choose the Xcmd you wish to copy from the available list. Choose the desination stack that will receive the Xcmds.

The Synth Xcmd requires that the file "Tool035" reside in the ...../SYSTEM/TOOL folder of each disk that utilizes the Synth Xcmd.

The Synth Xcmd is an xcmd that works under HyperCard IIGS version 1.0 and later. As is the case with all HyperCard Xcmds it is called with the name of the Xcmd (Synth) and any parameters. Synth can be called with four possible parameters. Only one parameter will be recognized per invocation. Synth can be invoked directly from the message box or from a script handler.

## Xcmd and Song Use License (HyperCard IIGS Version)

The original purchaser of this package is granted use to use the Sequences and Xcmds in their shareware/Public Domain stacks as long as the Xcmds or Songs are not resold or redistributed for their intrinsic value.

Xcmds included in stacks that are distributed as shareware or public domain are required to be "Protected" with a user level of Authoring or lower, and have a protection password set. Stacks cannot have a means of copying the Xcmds to other stacks or describe the syntax or parameters needed to invoke same.

In order to adhere to the Use license requiring disabling of scripting, it is recommended that song, Instrument, and Wave files be placed in the same folder as the stack. This will allow SYNTH to find the files it needs in Prefix 7, which points to the path of the current stack. To play the song Cradle.Seq, that is located in the same folder as the stack that uses Synth, a script handler would read:

```
On MouseUp
Synth "7:Cradle.Seq"
End MouseUp
```

Note that "7" replaces the full path to the file "Cradle.Seq"

*The four possible parameters are:*

- (1) Full path/filename of the sequence file to play
- (2) No Parameter
- (3) Stop
- (4) Check

### PARAMETER 1

By passing a full path and filename to Synth, that file will be played. **Please note that the sequence file, the instrument file, and the wave file must be in the same folder.** This folder can be anywhere and on any disk, but sequence, instrument and wave files must reside in the same folder. An example of this could be:

```
On MouseUp
Synth ":harddrive:music:Cadet.seq"
End MouseUp
```

The above example will play the sequence "Cadet.seq" when the mouse button is released in the card button that called the script.

### PARAMETER 2

Invoking Synth without a parameter will allow the user to select a sequence to play. The standard file dialog box will be displayed and the user can click on the sequence that want to hear. An example script could be:

```
On MouseUp
Global Music
If Music is Empty then
Synth
```

```
End if
End MouseUp
```

Note the declaration "Global Music." Synth creates and uses a global variable named Music. The Global command makes the contents of the variable Music available from any Handler in any button on any card. When Synth is playing a sequence the variable Music is set to equal "Playing." Music is set to empty when Synth is ready to play another sequence.

In the above example, the script first declares the variable Music as Global. It then checks to see if Synth is ready to play another sequence. If Synth is free the Xcmd is invoked. If synth is not free (Music = "Playing") then the script does nothing and returns back to HyperCard IIGS

*You can check the status of Synth with this script:*

Put Music into the Message Box

If a sequence is playing "Playing" should appear in the message box. The message box will be empty if Music is empty.

### PARAMETER 3

The "Stop" parameter is used to terminate the playing of a sequence. An example script would :

```
On MouseUp
Synth "Stop"
End MouseUp
```

Note that in the examples given the command "On MouseUp" is used when the script Handler is invoked from a HyperCard button. To stop the music without a handler, simply type in the message box: " Synth Stop."

### PARAMETER 4

Since Synth plays music in the background, you are free to change cards, paint on the screen, even create cards and buttons while the music continues to play. Because of this freedom of movement, Synth needs a way to communicate with HyperCard to see if a sequence is finished playing. That is what the "Check" parameter does. If a sequence has finished playing, "Check" will release all memory associated with the sequence, and it will ready Synth for another sequence. The easiest way to use the "Check" parameter is to put the following lines into the Stack script.

```
On Idle
Global Music
If Music is not empty then
Synth "Check"
End if
Pass Idle
End Idle
```

Each stack that you create should have the above lines in their stack scripts. You can access the stack script from the "Objects" menu and by selecting "Stack Info," then "script." If you examine the stack script in the demo stack that was included in this package, it would be easy to "Cut" the Idle Handler from this stack and paste it into stacks that you create.

## HyperStudio Synth Xcmd

Before using the Synth Xcmd, the file "Tool035" must be copied into the .../SYSTEM/TOOL folder of each disk that utilizes the Synth Xcmd. HyperStudio requires that an Xcmd be named HS.Xcmd and reside in the same folder as the stack. Master Xcmd available from Roger Wagner Publishing allows for more freedom in treatment of Xcmds.

### PATCHING HYPERSTUDIO 2.1 or 2.1b

Since HyperStudio was developed before the midiSynth tool it will be necessary to Patch your HyperStudio program to make it compatible with MIDI Synth. While the Synth Xcmd will work on an unmodified HyperStudio program, you will lose the ability to play digitized sounds after a song has played. The HS.Patch programs included in this package remedies that. HS.Patch requires version 2.1 or 2.1b of HyperStudio. HyperStudio 3.0 does not need to be patched.

Double clicking on the HS.Patch Icon will start the patch program. Once the program loads, insert your backup copy of the HyperStudio program into a drive. Make sure that the disk is not Write Protected. Select "Load HyperStudio" from the pull down menu. Please leave your HyperStudio disk in the drive until the patch process is completed. Select "Patch HyperStudio" from the pull down menu. If all went well, a dialog box will appear on the screen confirming that the patch was made. HyperStudio is now ready for use with MIDI Synth.

**NOTE:** *Runtime versions of HyperStudio 2.1 & 2.1b also need to be patched as per the above instructions. Version 3.0 of HyperStudio requires no patching.*

## Xcmd and Song Use License (HyperStudio Version)

The original purchaser of this package is granted use of the Sequences and Xcmds in the shareware/Public Domain stacks that they create as long as the Xcmds or Songs are not resold or redistributed for their intrinsic value.

Xcmds included in stacks are required to be embedded into the stack using the Master Xcmd package available from Roger Wagner Publishing.

Stacks cannot have a means of copying the Xcmds to other stacks or describe the syntax or parameters needed to invoke same.

The HyperStudio version of the Synth Xcmd follows the rules that govern Xcmd use in HyperStudio. It can be called with Three Parameters or (Text.to.pass) to the Xcmd.

### PARAMETER 1

Playing a song in HyperStudio is as easy as typing in the name of the sequence. Please note that the songs you wish to play along with their needed Wave and Instrument files should be placed in the same folder as the stack. Refer to the chart of songs to determine which Instrument and wave files are needed by each song.

To play the song Noel, you would type "Noel.Seq" as the text to pass to the Xcmd.

## PARAMETER 2

To abort the playing of a song you type "Stop" as the text to pass to the Xcmd.

***Special Note about Stop: Before quitting HyperStudio either by the pull down menu or from a button, you should first call the Stop parameter of Synth. This will deallocate all memory associated with Synth and any songs that may have been started.***

## PARAMETER 3

To allow the stack user to select which song to play, you would type "Choose" as the text to pass to the Xcmd. This will cause the standard file dialog box to be displayed. From here a song can be chosen from any disk or folder. The Sequence, Instrument, and Wave files would still have to reside within the same folder, but they need not be in the same folder as the stack.

## HYPERSTUDIO 3.x NOTES - 07/15/92

- (1) Located in TRIADNBA folder, on disk #2, are SynthProNBA and SynthNBA (HyperStudio 3.x New Button Actions).
- (2) For instructions refer to NBA dialog box displayed while creating button.
- (3) SynthProNBA and SynthNBA **CANNOT be used in the same stack.**
- (4) SynthProNBA requires the Midi CDEV to be properly installed and configured (supplied with System Software 6.0).
- (5) SynthNBA and SynthProNBA **REQUIRE version 1.0 of MidiSynth Tool 035** dated Feb. 13, 1992, supplied on disk #2.