

## MUZIX 81 MULTISIM

### MULTISAMPLING SIMULATOR FOR THE MUZIX 81 AUDIO PROCESSOR

The MULTISIM is an extraordinary software enhancing even further the capabilities of the SIMULATOR. The available 45K of memory can be divided arbitrarily into 1 to 6 segments called pages. Samples can be recorded into these pages separately. Pages can be assigned to the synthesizer keyboard with almost total freedom providing more possibilities for the user than the most expensive sampling machines.

The recordings should be made either from the same sound source at different pitches if it is obviously necessary (e.g. human voice) or from different sources dividing the keyboard among different instruments (e.g. a complete drum set).

#### DETAILED DESCRIPTION

This is an extension to the SIMULATOR description. Since the MULTISIM is very similar to it only the different functions are mentioned.

##### 1. MENU SCREEN

Load the cassette as you are used to it. Both sides of the cassette begin with the short loader and the MULTISIM program, then you will find a human choir on side A, and a Simmons drum set on side B. If you enter the MENU At the lower left part of the screen you will find a column containing the letters A to F and a cursor. These letters represent the pages of memory. Initially the whole memory is in page A, all the other letters are inverted. If you load the sound sample on side B of the cassette all letters turn black on white indicating that all 6 pages are used. You can move the cursor around them with the keys 6 and 7. The data table on the right side represents always the current page pointed by the cursor. The only data common to all pages are PLAY MODE and KBD MODE.

##### 2. CKEY (KBD segment definitions)

On entering this option the message

NUMBER OF SEGMENTS:

appears. You have to design how many samples do you want to use and where they ought to be on the keyboard. After answering this question the program will ask you to push the MID KEYS and TOP KEYS of all used segments successively, beginning from A. TOP KEY means the highest key of a segment.

It is a good practice to set up the keyboard segments before recording, but not a necessity. You can rearrange the assignment anytime independently of the sound sample in the system.

### 3. REC (Record mode)

On entering record mode the following message appears:

- 1: CURRENT PAGE
- 2: NEXT PAGE

Say you just started the system so you must be at page A. If you press 1 and play a sound then it will be recorded into the whole memory. In order to make place for the next recordings you have to truncate it. You can PLAY it and change the truncation point back and forth until you find the shortest acceptable one. Now if you enter RECORD again and press 2 then you will make a recording into page B (beginning from the truncation point of page A), although the cursor pointed at A. Of course now you cannot change the truncation point of A any more. This way you can go on further always pressing 2 for NEXT PAGE if the recording was successful. If it was not, you can repeat it with 1 for CURRENT PAGE. If you accidentally forget about truncating, no disaster happens, you are back to the MENU.

Note that you can record again any page of an existing sample; only the pages after it will be lost.

Both after RECORD and in DISP a horizontal black and white line above the bar graph of the sample will denote the borders between the pages.

### 4. SAVE and LOAD

Since in the MULTISIM the keyboard segments are strongly connected to the sample all keyboard informations are saved and loaded together with it automatically.

### 5. Other MENU options

LOOP, TUNE, and BACKWARD act always on the current sample; USER changes the tune status of the segment containing the chosen key to "USER" independently of the cursor.