

# The Music Studio™ 2.0

The premier music composition program.



*Compose.  
Engineer.  
Explore.*

## NEW VERSION 2.0 Over 15 new features

- Real time MIDI input/output
- Over 20 new digitized sounds
- Change key signature anywhere
- Change volume and tempo at any time
- Change note stem direction
- Merge songs together
- Automatically insert measure bars
- Automatically number measure bars
- "Jukebox" plays multiple songs automatically
- Change note duration automatically

Supports the following MIDI interfaces: Apple MIDI Interface, Opcode Studio Plus Two & The Professional Plus, Passport MIDI Interface, Passport MIDI Interface for Apple II (MIDI out only).

KD-945-02

Apple® IIgs

512K, RGB Monitor

and 2.0 GS ROM Required

3.5" Disk

KD-945-71

*Designed by Audio Light*

ACTIVISION®

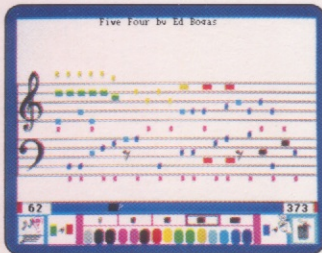


# Why every other music program plays second fiddle.

**Supports the following PRINTERS:**  
ImageWriter I/II  
KD-945-45

Our idea was to design a computer music "tool kit"—one so complete it would offer the options and audio functions everyone wants—yet be simple enough for musicians not familiar with computers or programming.

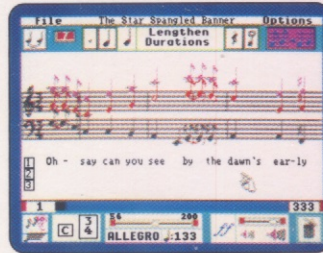
The Music Studio offers a whole new world of entertainment with the touch of a mouse or MIDI keyboard. There is even a complete library of songs included with the program. And, if you're a professional musician, the possibilities are even more exciting.



## Explore New Worlds

The unique "music paintbox" allows you to doodle, compose, experiment and explore. A great short-cut to musical composition.

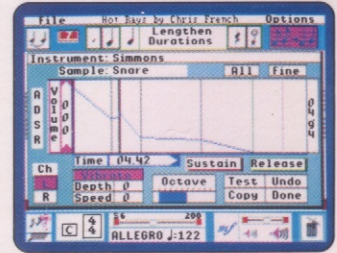
- Notes of different sizes and colors can be painted up and down the staff, then played back instantly.
- Fix notes in place, change instruments or erase an entire piece—at the touch of a button.
- Paintbox compositions can be transferred to the Music Editor where all the power of The Music Studio is available.



## Compose Music At The Touch of a Finger

Music composition was never easier. All you need is a mouse or MIDI keyboard.

- Tempo, note duration, instruments, volume and more can be easily modified.
- Use with MIDI interface to connect your computer to electronic musical instruments for even greater power and performance.
- Add lyrics. Save and print compositions.
- Complete music "processing" allows easy transposing, copying, moving and deleting.



## Create Your Own Instruments and Effects

Design your own instruments or create new sound effects with unique characteristics. You have complete control over the audio capabilities of your computer.

- Experiment with a variety of professional studio features.
- Take a sound and shorten, lengthen, mix, twist and turn it.
- All the dynamics of a sound synthesizer are right at your fingertips.

NOT COPY PROTECTED FOR YOUR CONVENIENCE. MIDI interface available on Apple IIGS, and Amiga. IIG speaker system from Bose and Supersonic Stereo Card from MDIdeas. Parallel ports plus IBM/Epson compatible versions. See instructions for additional printer compatibility information.

Commodore and Amiga are trademarks of Commodore Electronics Ltd. Apple® IIGS is a trademark of Apple Co. Screens may vary depending on computer system used. Activision, Inc. P.O. Box 7287, Mountain View, CA 9403 enclosed. ©1987 Activision, Inc. All rights reserved **BD-113-02B**



# The Music Studio™ 2.0

ACTIVISION

Apple® II GS



# The Music Studio™



Version 2.0  
**For Apple® IIGS  
Computers**

Designed and developed by  
Audio Light, Inc.

ACTIVISION

©1988 Activision, Inc.

KD-163-03

ACTIVISION



**DIGITIZED.SOUND**, **HT700.SONGS**, and **SYNTH.SOUND** folders from the "Additional Songs and Instruments" disk into the **MUSICSTUDIO2.0** folder on the hard drive.

3. Copy the **WAVES** folder from the "Additional Songs and Instruments" disk onto the hard drive. Be sure the **WAVES** folder is not in any folder but is at the root.
4. Copy the file **MUSIC.ICONs** from the **ICONs** folder on the "Program" disk to the **ICONs** folder on the hard drive.
5. On the "Program" disk, open the **SYSTEM** folder and the **TOOLS** folder within the **SYSTEM** folder. Copy the file **TOOL032** from the "Program" disk into the **TOOLS** folder in the **SYSTEM** folder on the hard drive.
6. On the "Program" disk, open the **DRIVERS** folder within the **SYSTEM** folder and copy the file **APPLEMIDI** to the **DRIVERS** folder in the **SYSTEM** folder on the hard drive.
7. Installation complete.

#### **To start *The Music Studio 2.0* from your hard drive**

Open the **MUSICSTUDIO2.0** folder and double click on the file called **MUSIC.SYS16**.

### **Activision's New Electronic Support Bulletin Board System**

If you have a modem, you can call the Activision Electronic Support Bulletin Board System (BBS) 24 hours a day, 7 days a week. The BBS has product information, technical support, and new game hints. It lets you download songs, art, and stacks. You can purchase new products and even join some of the special interest groups for Activision products through the BBS. Through April 30, 1988, you can call the Activision BBS at (415) 940-6084. After May 1, 1988 telephone the Activision BBS at (415) 329-7684.

---

## **Addendum to The Music Studio version 2.0 Apple IIGS**

---

This addendum covers 4 important topics: directions for making back up copies of your disks, the new digitized instrument sounds for *The Music Studio 2.0*, directions for installing *The Music Studio 2.0* on a hard drive, and information about Activision's new Electronic Support Bulletin Board System (BBS).

### **Making Back Up Copies of Your Disks**

#### **Using the Apple IIGS System Disk:**

If, when you boot your Apple IIGS, you see the Program Launcher screen instead of the Finder desktop with disk icons and a trash can, follow the directions in your Apple IIGS System Disk User Guide to make back up copies.

#### **Using the Apple IIGS Finder:**

If, when you boot your Apple IIGS you see the Finder desktop, follow these instructions.

With one floppy disk drive:

1. From the Finder, insert the write-protected Music Studio "Program" disk into your drive.
2. Eject the "Program" disk from the drive using the eject button on the drive (this will leave the icon on the desk top) and insert your blank formatted back up disk.
3. Drag the **MUSIC2.0.PROGRM** icon down to the icon for your back up disk.
4. When you are asked if you want to replace the contents of your back up disk with the contents of **MUSIC2.0.PROGRM** disk, click **OK**.
5. Swap disks as you are prompted.
6. Follow the same procedure for your "Additional Songs and Instruments" disk.
7. Put your original *The Music Studio 2.0* disks in a safe place and use your back up disks for your everyday work.

With two floppy disk drives:

1. Insert the write-protected Music Studio "Program" disk in one drive and your blank formatted back up disk in the other drive.



2. Drag the **MUSIC2.0.PROGRM** icon down to the icon for your back up disk.
3. When you are asked if you want to replace the contents of your back up disk with the contents of **MUSIC2.0.PROGRM**, click **OK**.
4. Follow the same procedure for your "Additional Songs and Instruments" disk.
5. Put your original *The Music Studio 2.0* disks in a safe place and use your back up disks for your everyday work.

## **New Digitized Instrument Sounds**

### **Introduction**

The Music Studio 2.0 now includes over 20 new digitized instrument sounds. These digitized instruments are in addition to the classical, jazz, rock, and voices wavebanks. The classical, jazz, and rock wavebanks contain 15 synthesized instruments each and the voices wavebank contains 15 synthesized voices that can all be used in your songs. These four wavebanks are in the **SYNTH.SOUND** folder on both the "Program" disk and the "Additional Songs and Instruments" disk. The new digitized instruments are in the **DIGITIZED.SOUND** folder on the "Additional Songs and Instruments" disk and are compatible with Apple's preferred format for sound files.

The new digitized sounds offer very realistic sound quality, but use more RAM than the synthesized instruments. Because the Apple IIGS has 64K of memory allocated for instruments, some combinations of digitized instruments will be too large to load. The size of each of the new digitized instruments is listed as part of the instrument's name. You should keep the Apple IIGS's memory limit in mind when selecting more than one of the new digitized instruments. **NOTE:** You cannot mix synthesized and digitized instruments.

### **To Load New Digitized Instruments**

You can compose new songs or hear songs in the song library using the new digitized instruments. Make sure the "Additional Songs and Instruments" disk is in your disk drive (the second drive if you have two). From the **Sounds** menu, select **Open....** A dialog box appears. You may need to click **DISK** to select the second disk. The dialog box lists the folders on the "Additional Songs and Instruments" disk or the contents of the folder you currently have open. Open the **DIGITIZED.SOUND** folder. The dialog box lists the digitized instruments and their sizes. Create your own wavebank by selecting the digitized instruments you want in your instrument palette. When you are

selecting instruments, bear in mind that you cannot have more instruments in your palette than will fit in the 64K of RAM the Apple IIGS allocates for instruments. If you try to put more instruments in your palette than will fit, a dialog box appears with the message: **Warning: No room for all wave data.** Click **OK** to cancel the operation. You can remove all of the instruments from the palette by selecting **Clear sound area before IFF load** at the bottom of the dialog box. Then when you select instruments for your palette, a dialog box appears with the message **Warning: Previous sounds will be removed.** Click **OK** to remove all instruments from your palette and put the instrument you just selected in your palette.

### **Saving Songs Using Digitized Instruments**

Save a song with digitized instruments in the palette as you would save a song with synthesized instruments. Saving a song that uses digitized instruments will automatically create and save the instrument palette in a wavebank file. The song file has a **.sng** extension, wavebank file has a **.wbk** extension. See page 16 of your manual for instructions on saving your work. Remember, you must save your work on a data disk, not on the "Program" or "Additional Songs and Instruments" disk.

## **Installing The Music Studio 2.0 on a Hard Drive**

Before you install *The Music Studio 2.0* on your hard drive, be sure you have made and are using back up copies of your "Program" and "Additional Songs and Instruments" disks.

### **Using the Apple IIGS System Disk:**

If, when you boot your Apple IIGS, you see the Program Launcher screen instead of the Finder desktop with disk icons and a trash can, follow the directions in your Apple IIGS System Disk User Guide.

### **Using the Apple IIGS Finder:**

If, when you boot your Apple IIGS you see the Finder desktop, follow these instructions.

1. Create a new folder called **MUSICSTUDIO2.0** on the hard drive. Copy the following files from the "Program" disk into the **MUSICSTUDIO2.0** folder: **INTRO.SNG**, **MUSIC.FNT**, **MUSIC.SYS16**, **MUSMEN.PIC**, **MUSPOP1.PIC**, **TESTSNG**, **TEXT.FNT** and **TITLE.PIC**.
2. Within the **MUSICSTUDIO2.0** folder, create a new folder called **SONGS**. Copy the files in the **SONGS** folders on the "Program" and the "Additional Songs and Instruments" disks into the **SONGS** folder on the hard drive. Copy the **CZ101.SONGS**, **CZ230S.SONGS**,



Scanned by cvxmelody