

MUSIC

WILL HARVEY'S

CONSTRUCTION SET™



APPLE II GS

256K

3.5 Disk Drive required

Supports Imagewriter

MUSIC CONSTR. SET

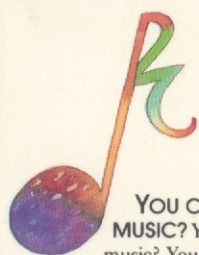
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Will Harvey



ELECTRONIC ARTS™

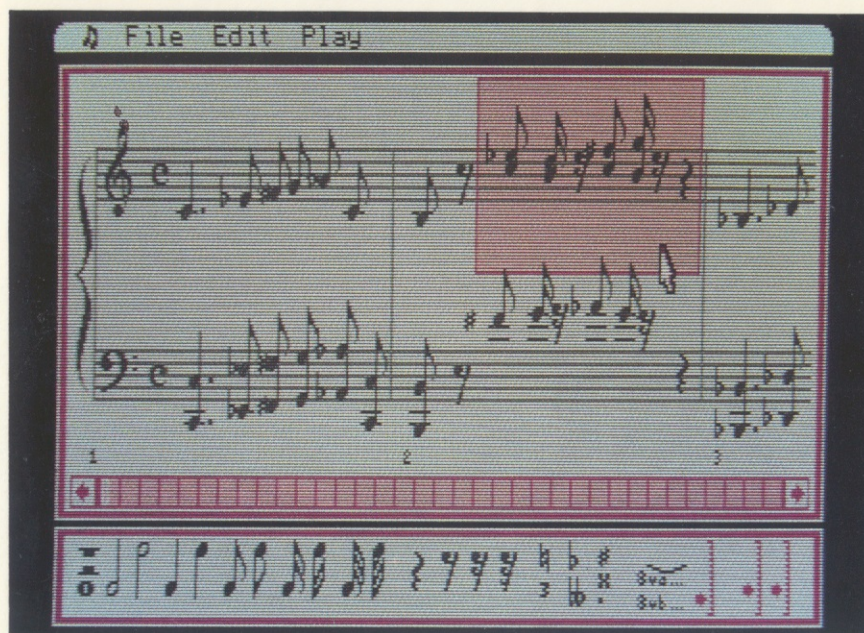
Compose, Play and Print Out Your Musical Dreams



YOU CAN'T READ MUSIC? You already read music? You don't play an instrument? You play them all by ear? You go to the symphony every Saturday? You go to the hardware store every Saturday? WHAT? **YOU'RE ONLY TEN YEARS OLD?** Not to worry. This is a great way to learn about music. And a great way to have fun with what you might already know.



IF YOU'RE WONDERING just how much music you can make with this thing, the answer is: a lot. It can play 15 notes at a time with your choice of two instruments. The digitized instruments produce a sound quality near that of a compact disc player. You can pick from a full range of instruments from piano to sax, from guitar to snare drum and more. No more "dinkety-dink-dink" computer music. You now have some **REAL** musical instruments that turn your computer into an orchestra of sounds.

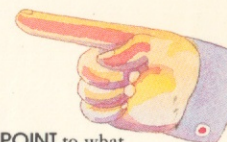


IMAGINE A RECORD ALBUM you could actually enter, rewrite, and then play back—all in seconds. Imagine that, besides the music already on it, you could use it to write songs of your own. And what if—despite this thing's awesome power—it was still simple enough to be a toy? Imagine all that. Then imagine you were holding it in your hands at this very second. You're starting to get the idea.



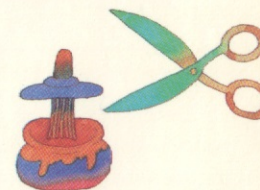
THE MUSIC IN THE MACHINE ranges from rock and roll to ragtime, nursery rhymes to baroque. It's fun to punch one up and play it, but it's even more fun to change it. Throw in a few flats. Put it in a minor key. Reach across the centuries and tweak the nose of Mozart.

WHEN YOU MOVE THESE SCALES up and down, amazing things happen. The music speeds up. The music slows down. It gets louder. Softer. In the screen shown here, you're looking at a version of Mozart's "Fantasia and Sonata No. 18." Imagine what all those notes sound like at light speed.



JUST POINT to what you want and then make things happen. Pick up notes and point them into place. Grab some rests. Choose your key. Then pull down "Play" and hear it all played back. When you've got it right, you know right away. And when you don't... well, you know that right away, too. When you're ready, print it out and get yourself some sheet music.

IF YOU DON'T HAPPEN to like one of the measures you wrote, you can use the scissors to make it history. Oops, changed your mind? Then use the glue pot to stick it back in there. You may even want to put in a nice, shiny new measure and start all over again. It feels like getting your windshield cleaned.

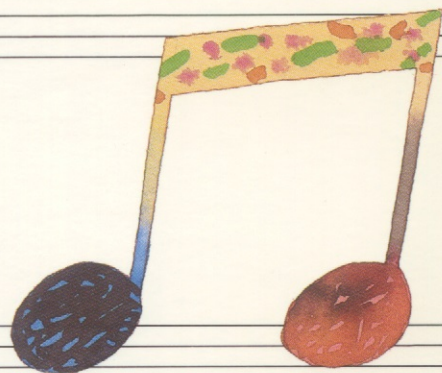


ELECTRONIC ARTS™

ABOUT OUR COMPANY. We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this one, are evidence of our intent. If you'd like a complete product brochure, send 50¢ and a self-addressed, stamped envelope to: Electronic Arts Catalog Request, 1820 Gateway Drive, San Mateo, CA 94404.

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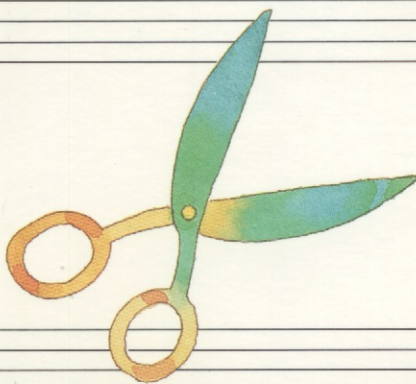
THE PAST. Will's credits include the original *Music Construction Set* for the Apple II, Commodore 64, and Atari 800. Most recently, he's completed *Marble Madness* for the Apple II family and the Commodore 64.



THE PRESENT. Will takes up the challenge to write a music program to use the power of the new generation of computers and still keep the simplicity of his original design. We think he's succeeded brilliantly.

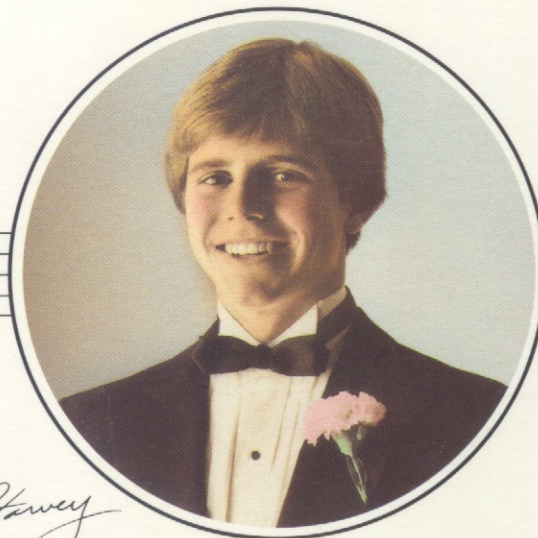


THE FUTURE. Music Construction Set was the first simple music editor on a computer. It brought computers and music together. Now, the new Music Construction Set creates a whole new level of sound quality that brings computers and music even closer together. But this is not the end – Will wants to hear Beethoven's Ninth on a personal computer.

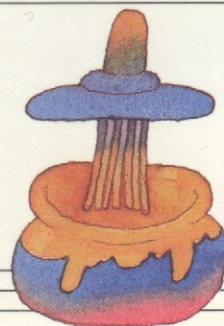


Music Construction Set was designed,
developed and programmed by Will Harvey.
Sound by Jim Nitchals.
Cover Illustration by Milton Glaser.
Produced by Stewart J. Bonn.
Package design ©1986 Electronic Arts.
Software ©1983, 1986 by Will Harvey.

Will Harvey



THE AUTHOR. Will Harvey has already had a distinguished career at an age when most people haven't even started looking for a job. Will has found time to become an Eagle Scout, play tackle football, win the First Place Award in the physics division of the San Francisco Science Fair, and now goes to Stanford University studying anything and everything.



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COMMAND • SUMMARY

MUSIC CONSTRUCTION SET APPLE IIGS

Getting Started

Insert the **Music Construction Set** program disk in any drive and turn on your computer. If your disk drive is the designated startup device, the program loads automatically. (To change your startup device, refer to the Apple IIGS owner's manual.)

To load MCS from Apple Pro-DOS, insert the program disk and press **Control/Open Apple/Reset** simultaneously, releasing the Reset key first.

Setting Volume and Printer Parameters

Use the control panel to change the volume of the sound chip (this controls the range within which the **MCS** sound controls operate) and set printer defaults. You can only gain access to the control panel from ProDOS. Refer to the ProDOS manual for more information.

Music Construction Set supports Apple Imagewriter printers. Connect the Imagewriter to the printer port at the back of the computer. Make sure it's plugged in and turned on. If you get odd printing results, check the Control Panel to make sure all printer settings are set to "Standard."

Using MIDI

You can use a Macintosh Plus serial plug-compatible MIDI interface with MCS. Connect your MIDI instrument with the modem port in the back of your computer, and set the modem settings to "Standard." MIDI output goes to Channel 1, so be sure your instrument is set to that channel. MIDI input plays from any channel. You cannot save MIDI keyboard input in MCS music files. If you get odd results when using a MIDI interface, refer to your MIDI owner's manual.

Command Keys

- Delete** — deletes note on the pointer, note under the pointer, or the contents of the Edit window
- Command** (pressed when pointer is on staff) — sound note
- Command** (pressed while picking up note) — use this note as a repeating stamp
- Command-B** — load bass staff instrument
- Command-C** — Copy
- Command-D** — Move down (lower selected notes one scale level)
- Command-E** — go to the end of the piece
- Command-H** — go to the beginning of the piece
- Command-O** — Open a song file
- Command-P** — Play
- Command-R** — Check number of beats per bar
- Command-T** — load Treble staff instrument
- Command-U** — Move up selected notes one scale level

- Command-V** — Paste
- Command-X** — Cut
- Right arrow** — Scroll right
- Left arrow** — Scroll left
- Up arrow** — scroll a full measure left
- Down arrow** — scroll a full measure right

Music On Your MCS Disk

The following songs are included on your Music Construction Set program disk:

Etude	<i>Etude in C Major, Opus 10, Number 1</i>	<i>Chopin</i>
Fantasy	<i>Fantasy Impromptu in C# Minor, Opus 66</i>	<i>Chopin</i>
Italy	<i>Allegro from Fourth (Italian) Symphony</i>	<i>Mendelssohn</i>
Scherzo	<i>Scherzo from "Midsummer Night's Dream"</i>	<i>Mendelssohn</i>
Ruddigore	<i>When the Night Wind Blows</i>	<i>Gilbert & Sullivan</i>
Canon	<i>Canon in D Minor</i>	<i>Pachelbel</i>
Leroy	<i>Original Music for MCS</i>	<i>Douglas Fulton</i>
Ubet	<i>Original Music for MCS</i>	<i>Douglas Fulton</i>
Wacko	<i>Original Music for MCS</i>	<i>Douglas Fulton</i>
Xmas	<i>Original Music for MCS</i>	<i>Douglas Fulton</i>

Leroy, Ubet, Wacko, and Xmas ©1986 by Douglas Fulton

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MUSIC CONSTRUCTION SET™

by Will Harvey



ELECTRONIC ARTS

Apple II GS; 256K

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