

# Challenge 1: Load & play tunes

## Start program

LOAD"SID\*",8.1

(Wait about 30 seconds.)

RUN

(SID wizard starts, Normal is selected)

Enter

## Load tune

[1] F8 (SHIFT+F7)

[2] Down arrow "LOAD TUNE"

[3] Return

[2] Select file using arrow keys. SHIFT key changes direction of arrows

[3] Return

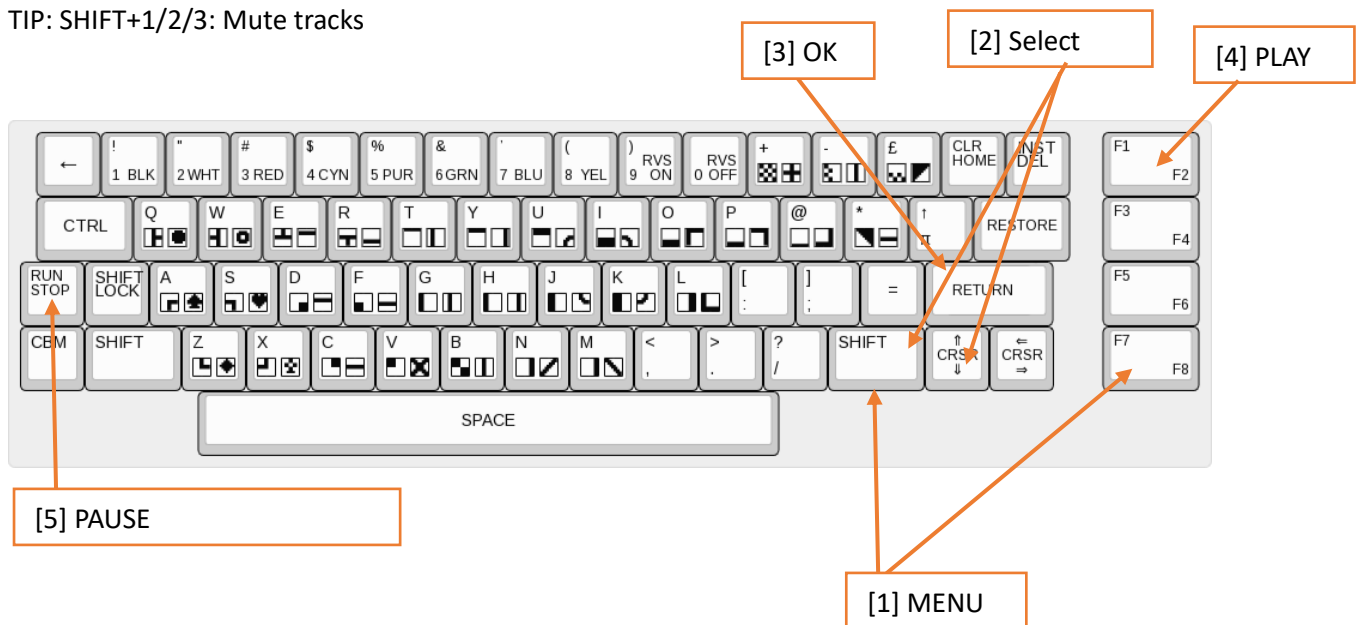
Wait until the screen changes...

## Play tune

[4] F1: Track starts from the beginning

[5] RUN/STOP: Pause/Continue

TIP: SHIFT+1/2/3: Mute tracks



# Challenge 2: Play your own melody

## Prepare tune

F8 (SHIFT+F7)

“KILL TUNE&TEMPO”, Return, Y

## Pattern editor

[1] F5 jumps to the pattern editor

## Session mode

[2] Press Space until the cursor flashes slowly → Session mode. Instruments can be tried out in session mode.

[3] The keyboard can be used like a piano.

[4] Select instrument with + / -

[5] Select octave with COMMODORE + number.

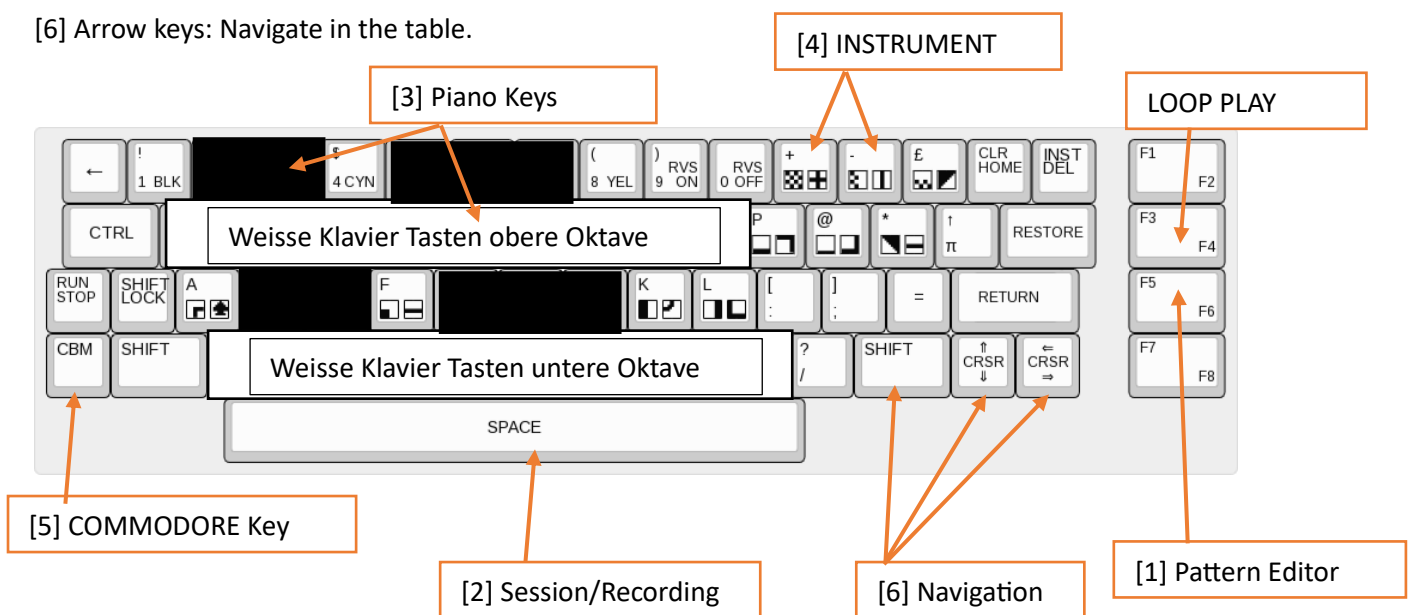
## Step recording mode

[2] In Session mode press SPACE → Step Recording mode. Pressed keys will be added to melody. Notes can be deleted with a/1. RETURN inserts a NOTE OFF.

SHIFT + A/Z: Step length (Step advance).

Instrument number can be entered in the second column.

[6] Arrow keys: Navigate in the table.



## Save track

F8 (SHIFT+F7)

“SAVE TUNE”, Return

Enter name, Return

## COPY/PASTE

Commodore + C

Copy Start

SHIFT + C

Copy end

Commodore + V

Insert

Commodore + Z

Undo

# Challenge 3: Arrange your own track

## Order list

[1] F6 (SHIFT + F5) jumps to the order list

Pattern numbers can be entered in the order list. Navigating is the same as with the pattern editor. To create a new pattern, enter a number that does not yet exist.

[2] New patterns can be added with Insert (SHIFT + INST DEL). Patterns can be deleted with Delete (INST DEL).

[3] The patterns will be played in the corresponding order when you press F1.

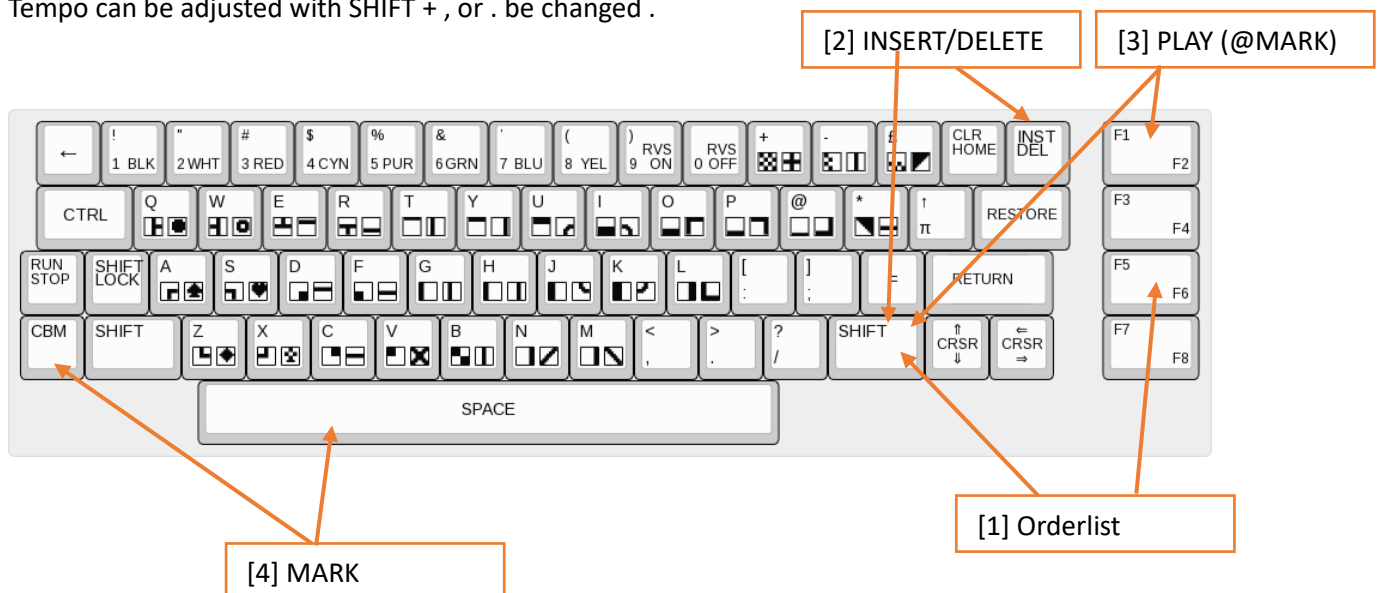
TIP: F8 → AUTOFOLLOW → Return → ON

[4] COMMODORE + SPACE Marks playback position

[3] F2 (SHIFT+F1) will play from there.

RETURN jumps to the selected pattern.

Tempo can be adjusted with SHIFT + , or . be changed .



# Attachment

The image shows a screenshot of a music editor interface with several callout boxes pointing to specific fields:

- Pattern Editor / Number:** Points to the top-left area of the editor.
- Octave:** Points to the 'OCTAVES' field in the top right.
- Step advance:** Points to the 'FAST' field in the top right.
- Instrument:** Points to the 'G1 BASS' field in the top right.
- Key Column:** Points to the 'C-5' field in the middle left.
- Instrument Column:** Points to the 'Gn201' field in the middle left.
- Effect Column:** Points to the '6 20' field in the middle left.
- Orderlist:** Points to the bottom-left area of the editor.
- Start MARK:** Points to the bottom-middle area of the editor.
- Tempo:** Points to the bottom-right area of the editor.

Further information:



<https://www.c1audio.com/mos-6581-2023/>