

Creative Music System



INTELLIGENT ORGAN MANUAL

12-Voice Stereo Music Synthesizer

About This Manual

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Chapter 2 to chapter 5 are written as a tutorial with the newcomers in mind. This software must not be used on two or more different machines at the same time. (unless Creative's copyright has been violated). rudiments of music theory are introduced. No effort is spared to make learning fun. The only prerequisite is that you must be keen to learn music and to know the song "Twinkle, twinkle star".

You are advised to concentrate on one song until you reach a degree of satisfaction. You should save you song periodically to monitor your progress. It is always encouraging to play back you old recordings.

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INTELLIGENT ORGAN USER MANUAL

The last chapter is a collection of songs for you to practice on.

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A> README

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About This Manual

This manual is written for newcomers to music with little or no background on music theory. Users who are well versed with music theory and are already familiar with any keyboard instrument can omit most portions of this manual, probably referring to the first chapter on installation. The help menu of the Intelligent Organ should be enough to guide you through.

Chapter 2 to chapter 5 are written as a tutorial with the newcomers in mind. Only the basic functions of the Intelligent Organ as well as rudiments of music theory are introduced. No effort is spared to make learning fun. The only prerequisite is that you must be keen to learn music and to know the song "Twinkle, twinkle little star".

You are advised to concentrate on just this one song until you reach a degree of satisfaction. You should save you song periodically to monitor your progress. It is always encouraging to play back you old recordings to hear how far you have progress. However, you must be reminded that this is not a formal organ or piano course, but an introductory crash course. Also do not get discouraged at initial difficulties because in a formal piano course, it will be many weeks before you play your first song.

Chapter 6 and 7 cover additional functions available in the Intelligent Organ and are written more like a reference manual.

The last chapter is a collection of songs for you to practice on.

IMPORTANT NOTICE

Special care has been taken in designing this Intelligent Organ software so as to enable users to run it in parallel with other softwares. However, as it requires control over certain internal service routines of the computer, it may produce unpredictable results when attempting to run it together with certain resident softwares that require absolute monopoly of these service routines. It is therefore advisable to remove any resident program in the computer prior to running the Intelligent Organ.

Please read the "README" file, if any, for the latest information on the Intelligent Organ which is not available at printing time. To read the file, type:

A> README

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1. I/O Port Address Installation

(You may skip this section if your intelligent organ is already playing music).

You must have the Game Blaster or Creative Music Card installed prior to running the Intelligent Organ Software. For the installation of the Music Card, please refer to the installation note provided in the Music Card package.

Next you will have to install the driver for the organ.

The Organ Driver has been factory installed for the Music Card at I/O port address hex 220. You may, therefore, skip this installation procedure if you do not have any add-on card in your computer system that uses the same address. Otherwise, you will need to install the Music Card at another I/O port and subsequently install the Organ Driver at the new I/O port address.

Type at A>Inst-org

The Intelligent Organ Main Menu will appear, and you will be prompted to key in your selected option:

C/MS INTELLIGENT ORGAN INSTALL PROGRAM

```

[1] I/O port hex 210
[2] I/O port hex 220
[3] I/O port hex 230
[4] I/O port hex 240
[5] I/O port hex 250
[6] I/O port hex 260
[Esc] Abort the Change
[Enter] Save the Change
New I/O Port : 220
Option :
```

Figure 1

Select the appropriate option to correspond to your jumper setting by keying in the option number and hit [Enter], to save the settings and exit from installation. Should you encounter any problem while using the organ, eg. no sound, please check if you have done your installation as instructed.

2. Time for Some Actions

The Intelligent Organ software is found in the \ORGAN\ sub-directory of the GAME BLASTER DEMO/INTELLIGENT ORGAN disk.

Type: `A>cd organ`
to enter this subdirectory.

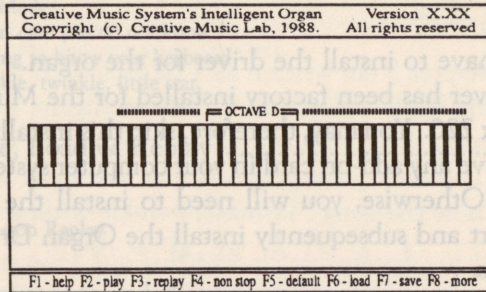


Figure 2 Intelligent Organ Main Menu

Type at `A> Organ` and after the *chrrr* and *whrrr*, you should see the above picture on your monitor. This is the main menu of your Intelligent Organ.

And if you don't see the main menu on your screen, you should through the installation once more.

HELP MODE

Hit [F1] on your function key pad and you will be given a brief sum of the Intelligent Organ's functions. The adventurous can literally put aside this manual for a while and begin the exploration of this Intelligent Organ.

As a tip, there is a song provided in your Intelligent Organ disk called DEMO. Feel free to load it in for replay, non-stop replay with all kinds of effect; changing instruments, accompaniments, tempo, etc. Go on and have a good time — you wouldn't damage anything by playing the organ and the HELP menu is always there to guide you around.

PLAY MODE

Before you start to key in anything, you would need to know which are the keys to play.

Figure 3 gives you a good picture of the PC keyboard representation of the normal piano keys.

SEVEN OCTAVE PIANO KEYBOARD ON YOUR PC

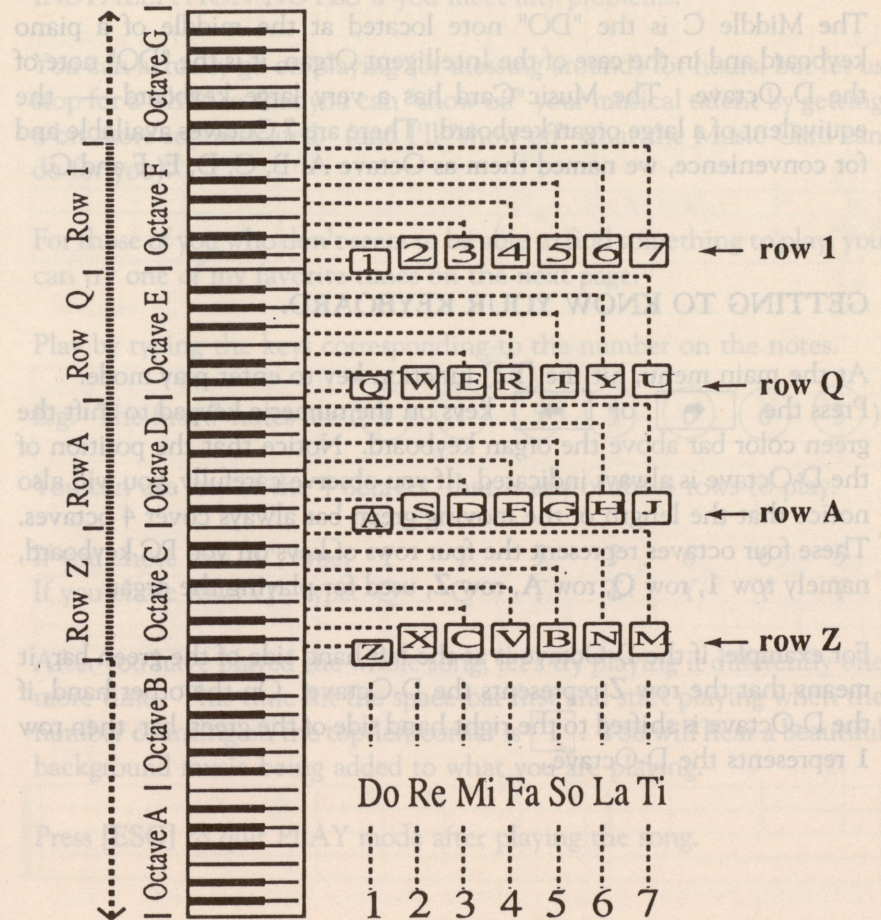




Figure 3

JUST IN CASE YOU DO NOT KNOW.

All keys of keyboard instruments are arranged in groups of 12 keys (5 black & 7 white keys). Each of this group is called an Octave and the 1st white key of each Octave is a "DO", the second white key "RE", the third "MI" followed by "FA", "SO", "LA", "TI".

The Middle C is the "DO" note located at the middle of a piano keyboard and in the case of the Intelligent Organ, it is the "DO" note of the D Octave. The Music Card has a very large keyboard — the equivalent of a large organ keyboard. There are 7 Octaves available and for convenience, we named them as Octave A, B, C, D, E, F and G.

GETTING TO KNOW YOUR KEYBOARD.

At the main menu, hit the [F2] function key to enter play mode. Press the  or  keys on the numeric keypad to shift the green color bar above the organ keyboard. Notice that the position of the D-Octave is always indicated. If you observe carefully, you will also notice that the length of the moving green bar always cover 4 octaves. These four octaves represent the four rows of keys on you PC keyboard, namely row 1, row Q, row A, row Z, used for playing the organ.

For example, if the D-Octave is at the left hand side of the green bar, it means that the row Z represents the D-Octave. On the other hand, if the D-Octave is shifted to the right hand side of the green bar, then row 1 represents the D-Octave.

Have you pressed [F2] yet? Go ahead, press [F2] and start messing around with those "piano keys".

Try playing any of these keys on you PC and you should hear the corresponding notes. If you cannot hear any sound, please check the volume control on your Music Card and refer to the separate INSTALLATION NOTES if you meet any problems.

You can actually go on playing (or messing around) for hours, but let us stop for a while so that you can "show off" your musical talent by getting a bit more sophisticated. (and I'll "show off" what the Music Card can do for you).

For those of you who don't seem to be able to find something to play, you can try one of my favorite tunes on the next page.

Play by typing the keys corresponding to the number on the notes.

E.g. The first 7 notes are (1) (1) (5) (5) (6) (6) (5)

You can use any of the 4 octaves, that is any of the 4 rows to play.

If you chose row "1", type: 1 1 5 5 6 6 5
If you chose row "Q", type: Q Q T T Y Y T

After you have played the whole song, let's try playing it differently one more time. This time hit the space-bar first and start playing when the number counting on the top-left corner is 1. You will hear a beautiful background music being added to what you are playing.

Press [ESC] to quit PLAY mode after playing the song.

TWINKLE, TWINKLE, LITTLE STAR

(filename:TWINKLE)

KEY 1=C

Rhythm = March

twin - kle, twin - kle lit - tle star, how I won - der
what you are, up a - bove the world so high,
like a dia - mond in the sky, twin - kle, twin - kle
lit - tle star how I won - der what you are.

3. Save, Load & Replay

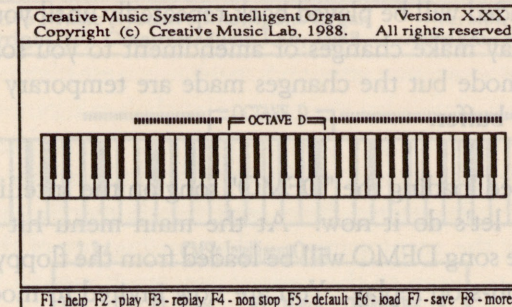


Figure 4 Intelligent Organ Main Menu

SAVE

Wonderful, isn't it?! Since this is your first song on the Organ, I am sure you would like to save it to show your friends or perhaps just for records sake. Press the function key [F7] and you will be prompted to key in the name of the song.

Type "MYSONG1" and press [Enter] and the song that you've just played will be saved onto the floppy disk. The Intelligent Organ actually "remembers" the song you are playing by storing it temporarily in a reserved memory area in your computer. We call this area the "BUFFER" and during a 'SAVE' operation, the contents in the buffer is transferred onto the disk.

Perhaps you would like to play the song again before you save. Hit [F2] to play again, this time play it properly. Then press [Esc] to quit; and use [F7] to save the song.

LOAD

Just to make sure that you have saved your song correctly, press [F2] to go to the play mode and then press the [Esc] key to return to the main menu — going to the "play" mode will wipe out the song that is stored in the buffer. Now press [F6] to load the song that you have just saved back to the buffer.

A pop up menu containing all the song titles in you disk will be displayed. Simply move the cursor to the song you want and hit [Enter].

NON-STOP REPLAY

To hear the song that you have loaded, press [F4]. The song that you have just loaded will be played back repeatedly until you press the [Esc] key. You may make changes or amendment to you song while in this "non-stop" mode but the changes made are temporary and will not be saved in the buffer.

Have you tried loading the "DEMO" song on the Intelligent Organ disk yet? If not, let's do it now. At the main menu hit [F6] and select DEMO. The song DEMO will be loaded from the floppy disk. Next, hit [F4] for a non-stop replay. You are now invited to modify the song by changing the instrument, rhythm etc. Isn't it fun? Go on, the power is with you, turn the song upside down.

Try loading other songs in the floppy disk for a non-stop replay. Have fun with them.

To make "permanent" changes you will have to press [F3] to replay. In this mode, the song will only be replayed once and to hear the song again, you will have to press [F3] once more. Changes made in this 'replay' mode are stored in the buffer and is therefore permanent. To avoid changing the DEMO song permanently. Enter a different song title such as "DEMO2" when a filename is asked for during saving.

4. Instruments and Accompaniments

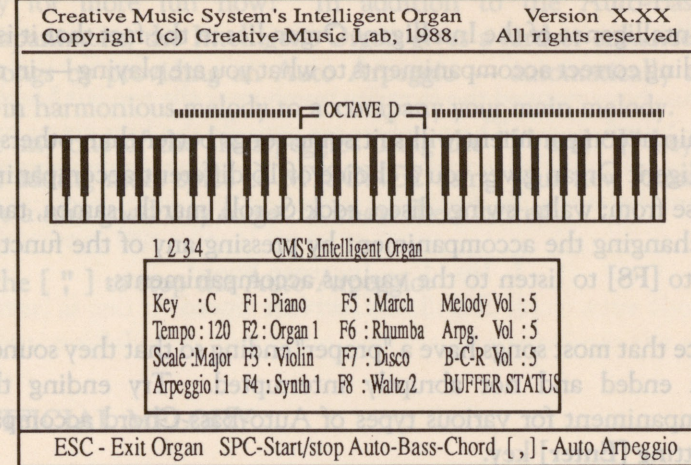


Figure 5 Intelligent Organ Play Menu

INSTRUMENTS

Press [F2] to get to play mode. Notice the menu in the "play mode"? Try pressing function keys [F1] to [F4] and what do you notice? Some words in the main menu begin to change colour or in the case of a monochrome monitor, highlighted.

You are in fact selecting the instruments of the Intelligent Organ.

Go on, choose something and start to play your tune. And you can change instruments any time you fancy — simply press any of the keys [F1] to [F4].

Each function key actually supports 5 instruments giving a total of 20 instruments. Pressing a function key continuously allows you to switch among the 5 instruments.

AUTO-BASS-CHORD

Playing a simple tune is not so difficult after all, but most tunes you've heard are not "simple". They normally come with some "background" sound which is what we call accompaniment. The accompaniment enriches the quality (in most cases) of the main melody by adding bass, chord and rhythms to it.

Bored? For some action simply press the space bar, the accompaniment will be turned on. To stop, press the space bar once more.

The intelligence of the Intelligent Organ lies in the fact that it is capable of adding correct accompaniments to what you are playing — in realtime!

Certain accompaniment will suit some songs better than others and the Intelligent Organ gives you a choice of 16 different accompaniments to choose from; waltz, swing, disco, rock & roll, march, samba, tango, etc. Try changing the accompaniment by pressing any of the function keys [F5] to [F8] to listen to the various accompaniments.

Notice that most songs have a "proper" ending so that they sound "right" when ended and not abruptly interrupted. Try ending the auto accompaniment for various types of Auto-Bass-Chord accompaniment by hitting [Enter] key.

Now, with more power at your finger tips, you are ready to take on the "Twinkle, Twinkle, Little Star" again and mesmerize your audience with a vastly sophisticated version. Choose an instrument you like and select "March" for your Auto-Bass-Chord accompaniment. And don't forget to give your song a proper ending before saving it. Name it MYSO2.

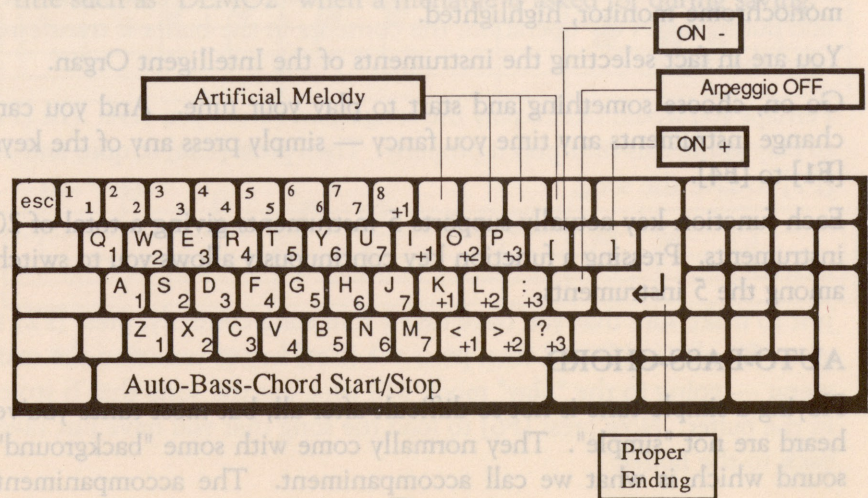


Figure 6

Keys for Auto-Bass-Chord, Auto-Arpeggio and Artificial Melody.

AUTO ARPEGGIO

Ready for more fun now? In addition to the Auto-Bass-Chord accompaniment, the Intelligent Organ gives a further enhancement to you songs by providing an Auto Arpeggio — automatically adding a built-in harmonious melody to accompany your main melody. You can select any one of the six arpeggios using the "[" and "]" keys. How about adding more spice to MYSO2 using your new found friend. That's a sure good way to get to know them better.

Use the ["] to stop the Auto-Arpeggio.

ARTIFICIAL MELODY

Instead of the Auto-Arpeggio, you can add a string of melodies to what you are playing. This artificial melody is provided by the following four keys:

[9], [0], [-] and [=]

Best effect is achieved by pressing one of the artificial melody keys during the long notes of your song.

E.g.

Press [9] to get a trill on the last note you play.

5. Tempo & Volume Control

TEMPO

You must have noticed the jumping numbers at the top left hand corner of your "play" menu. The numbers are actually the beat count provided by the Intelligent Organ to assist you in getting your tempo correct. You can vary the tempo by pressing:

- [Ins] — Increase Speed
- [Del] — Decrease Speed



Figure 7
"PIANO KEYS" equivalent on a PC Keyboard

If you are still struggling to get your song right, because you cannot keep up with the pace of the song, don't despair. Simply decrease the tempo until you can key in your song comfortably. Add Auto-Bass-Chord and Arpeggio and you still get to your sophisticated piece somehow. You can then increase your tempo gradually as your skill gets better. (Let me show a "crooked way" — play your song in a slow tempo and replay it in a regular tempo).

VOLUME CONTROL

Besides the master volume control on the Music Card itself, the Intelligent Organ has 3 individually adjustable volume controls for the Melody, the Auto-Bass-Chord and the Auto Arpeggio. You could adjust them individually to get the best sound effect for your songs.

Now for some serious advice: Spend most time to master one song and if you can master one, you can master them all. So, go right ahead to the last chapter of this manual for more songs.

However, as and when you feel like wanting to know more about other functions available on your organ, you can always refer to the next two chapters.

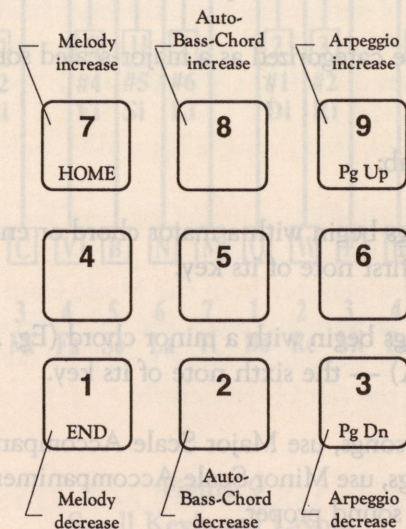


Figure 8
Volume Control

6. Time Signatures, Scale & Keys

TIME SIGNATURES

It is almost invariable that at the beginning of a musical score, there is a Time Signature. The most common being:

$\frac{3}{4}$ and $\frac{4}{4}$ which denote 3 beats and 4 beats respectively.

MAJOR / MINOR SCALE SELECT:

[F9] — Major Scale Accompaniments

[F10] — Minor Scale Accompaniments

Most songs can be categorized as a major-scaled song or a minor-scaled song.

As a rule of thumb:

Major-scaled songs begin with a major chord or end with "1" (DO) — the first note of its key.

Minor-scaled songs begin with a minor chord (Eg. Am, Em, Dm,...) or end with "6" (LA) — the sixth note of its key.

For major-scaled songs, use Major Scale Accompaniment [F9], and for minor-scaled songs, use Minor Scale Accompaniment [F10], so that the accompaniments sound proper.

Generally speaking, we can use [F9] major accompaniment unless the songs ends with "6" (LA) or begins with a minor chord, only then we choose [F10] minor accompaniment.

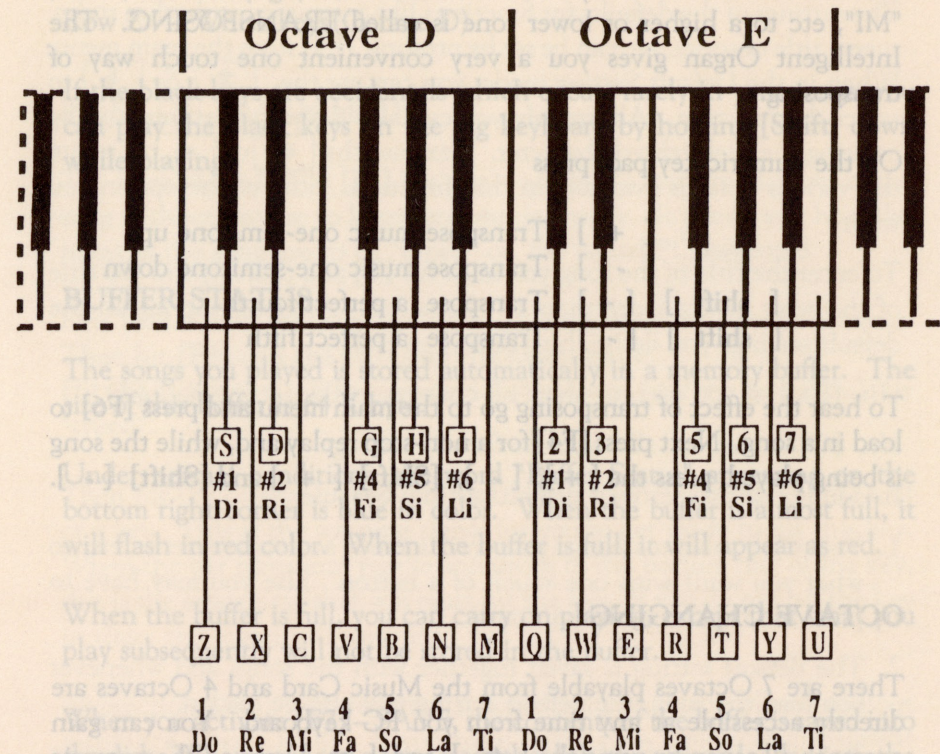


Figure 9
Small Keyboard Layout

TRANSPOSING

Not every songs are written in C key (1=C) — i.e. C is the "DO" note. Some tunes sound better if they are played in a higher key while others sound better in a lower key. This actions of "moving" your "DO", "RE", "MI", etc to a higher or lower tone is called TRANSPOSING. The Intelligent Organ gives you a very convenient one touch way of transposing:

On the numeric key pad, press

- [+] Transpose music one-semitone up
- [-] Transpose music one-semitone down
- [shift] [+] Transpose a perfect fourth
- [shift] [-] Transpose a perfect fifth

To hear the effect of transposing go to the main menu and press [F6] to load in a song. Next press [F4] for a non-stop replay and, while the song is being played, press the [+], [-], [Shift] [+] and [Shift] [-].

OCTAVE CHANGING

There are 7 Octaves playable from the Music Card and 4 Octaves are directly accessible at any time from you PC keyboard. You can gain access to all seven by using the [←] and [→] keys on the numeric key pad to shift to the rest of the octaves.

BIG & SMALL KEYBOARDS — BLACK KEYS

Besides the 4 Octaves keyboard, the Intelligent Organ also provides users with a small keyboard with directly accessible "Black Keys". Those who would like to play the "Black" Keys directly can hit the [Tab ⇄] key to toggle to a small keyboard (see fig. 9) with only 2 octaves.

The 4 rows hence becomes:

- Row 1 – Black keys (Octave E)
- Row Q – White keys (Octave E)
- Row A – Black keys (Octave D)
- Row Z – White keys (Octave D)

If the black keys are accidentals which occurs rarely in your songs, you can play the black keys on the big keyboard by holding [Shift] down while playing.

BUFFER STATUS

The songs you played is stored automatically in a memory buffer. The size of this buffer is 64 K byte.





Under normal conditions, the word "Buffer Status" appearing on the bottom right corner is blue in color. When the buffer is almost full, it will flash in red color. When the buffer is full, it will appear as red.

When the buffer is full, you can carry on playing, except that what you play subsequently will not be stored in the buffer.

When you activate [F7] – SAVE, the contents of the buffer is saved into the disk. When you load a song from the disk, the song is loaded into the buffer.

7. Default Settings & Other Functions

DEFAULT SETTINGS F5

The settings of the defaults for functions like instruments, rhythm styles, speed, title of songs, etc can be set by pressing [F5] from the main menu. When in the Default Setting mode, you can use the  &  to select the function. Alternately you can also jump to that function by pressing the highlighted character. Next use the  or  to rotate the various options available in that function. Stop at the option you want.

To enter the title of the song you must hit [T] and then type in the title of the song in not more than 24 characters. After having set all the default settings you desire, hit [Enter] to end.

Hit [Esc] if you wish to abort all changes to the setting and quit.

Hit [O] to restore all values to factory settings.

It is important to set your default settings because:

1. You will be able to change your instruments, accompaniments, etc. to what you want with one touch of a button. Else you may have to press the button more than once.
2. The default setting is saved together with the songs and whenever you load the song, the default setting will also be loaded.
3. You can change the default settings after you have played a song or loaded a song.

MORE FUNCTIONS F8

When you hit [F8] in the main menu you will be offered with more functions:

F1 - LEARN - This function allows you to learn an organ song that is loaded in the memory buffer.

F2 - PATH - Allows you to set the directory path for SAVE & LOAD.

F3 - SHELL - Allows you to SHELL to DOS temporarily; eg. to perform a DIR command.
Type EXIT to return to ORGAN

F4 - QUIT - Quit the Organ and return to DOS.

MORE ON LEARN MODE

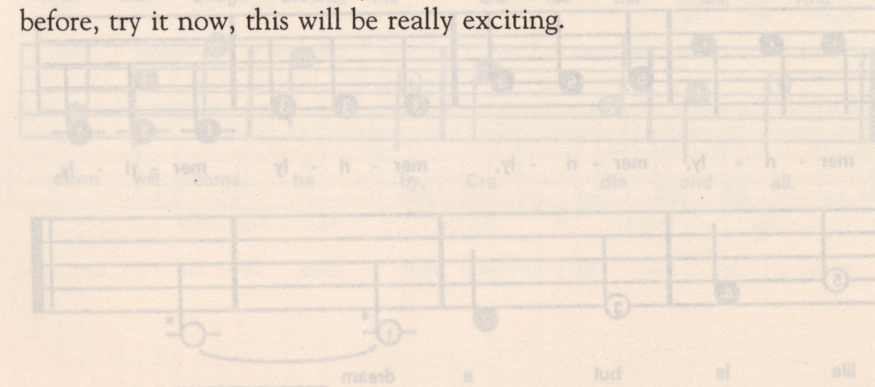
The learn mode [F8] + [F1] is a very easy way to learn to play any organ song without having to know any music theory. It shows you how the notes of the song are to be "typed" on the actual PC keyboard.

First load a song that you like to learn using the [F6] (load) Function. Then hit [F8] and [F1] to enter the Learn mode.

Hit [F1] (demo) again to see a demonstration of how the keys should be "typed".

Then hit [F2] (learn). You will first see a brown bar on the upper half of a key. This is the warning signal for you to get ready to hit this key. When the bar turns into purple and drops to the bottom half of the key, this is the exact time that you must hit the key. If you do not hit the key in time, the organ will wait until you hit the correct key.

By practicing on a song repeatedly, you should be able to play it without assistance after a while. If you have never play a musical instrument before, try it now, this will be really exciting.



8. Songs for Practice

We have chosen a few songs here and formatted them in a unique style to make it easy for beginners to practise. Define the key signature, and the Auto-Bass-Chord Rhythm on your Intelligent Organ according to each individual song before starting to play. And as you practise, change the tempo to suit your learning pace.

ROW, ROW, ROW YOUR BOAT

(filename: ROWBOAT)

KEY 1=C

Rhythm = Waltz

row, row, row your boat,
 gen - tly down the stream.
 mer - ri - ly, mer - ri - ly, mer - ri - ly mer - ri - ly,
 life is but a dream

ROCK-A-BYE BABY

(filename: ROCKABYE)

KEY 1=C

Rhythm = Waltz

Rock - a - bye, ba - by, On the tree - top,
 when the wind blows, the cra - dle will rock.
 When the bough breaks, the cra - dle will fall, And
 down will come ba - by, Cra - dle and all.

BAA, BAA, BLACK SHEEP

(filename: SHEEP)

KEY 1=C

Rhythm = March

Musical notation for 'BAA, BAA, BLACK SHEEP' in 4/4 time. The melody is written on a treble clef staff with a 4/4 time signature. Fingerings are indicated by numbers 1-5. The lyrics are: baa, baa, black sheep have you an - y wool yes, sir, yes, sir, three bags full. one for my mas - ter, one for my c'ame but none for the lit - tle boy who cries in the lane.

WHEN THE SAINTS GO MARCHING IN

(filename: SAINTS)

KEY 1=C

Rhythm = March

Musical notation for 'WHEN THE SAINTS GO MARCHING IN' in 4/4 time. The melody is written on a treble clef staff with a 4/4 time signature. Fingerings are indicated by numbers 1-5. The lyrics are: oh, when the saints go march - ing in, oh, when the saints go march - ing in, I want to be in that num - ber, when the saints go march - ing in.

The logo for 'Creative Music System' features the words 'Creative', 'Music', and 'System' stacked vertically in a light blue, cursive script. A solid yellow square is positioned behind the text, partially overlapping the letters 'C', 'M', and 'S'.

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