

AKAI
professional

Rogerinn

SOFTWARE UPDATE

MPC3000

MIDI PRODUCTION CENTER

Software version 3.1

WARNING

To prevent fire or shock hazard, do not
expose this appliance to rain or moisture.

Operator's Manual

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Saving and Loading Standard MIDI Files

MPC3000 sequences may be saved to floppies as Standard MIDI Files, and Standard MIDI Files may be loaded from floppies into MPC3000 sequences. This permits the transfer of sequences between the MPC3000 and any MS-DOS/Windows or Macintosh sequencer.

A Standard MIDI File is an industry-standard file format for the exchange of MIDI sequences between sequencers. There are three types of MIDI files:

Type 0:

In this type of MIDI file, all events are contained in a single track, each event having a unique MIDI channel assignment. This format is commonly used in simple MIDI file players.

Type 1:

In this type of MIDI file, events are organized into separate tracks, similar to the MPC3000's sequence structure. This format is best for exchanging sequences between multi-track sequencers because the track separation is maintained.

Type 2:

This format is not supported by the MPC3000.

When the MPC3000 saves a MIDI file to a floppy, it may be loaded directly into any MS-DOS/Windows computer sequencer. This is because the MPC3000 1.44 MB floppy disk format is the same as that used in MS-DOS/Windows computers. Conversely, if you save a MIDI file to a floppy from a sequencer running on a MS-DOS/Windows computer, that floppy may be directly read by the MPC3000. To exchange MIDI files between the MPC3000 and a Macintosh sequencer, you must either use Apple's System 7.5, which is able to directly save to and read MS-DOS/Windows floppies, or use the Apple File Exchange utility to translate the MIDI file between MS-DOS/Windows and Macintosh file formats.

When a MIDI file is saved from the MPC3000, it has an eight character filename (taken from the first eight characters of the sequence name) and a three letter extension of "MID". The MPC3000 will read any MIDI file with an extension of "MID", "SMF" or "MFF".

Saving a Standard MIDI File

To save a standard MIDI file, go to the "Save a Sequence" screen by pressing DISK, then 1:

```
===== Save a Sequence =====
Seq:23-Sequence_name           Size:   0K
Disk:SCSI DISK PART A         Free:  793K
Save as:MIDI FILE TYPE 1      Drum ch:10A

=====
<Do it>                        <Select disk>
```

Two new fields exist, *Save as* and *Drum ch*:

- The *Save as* field:

This field allows you to select which type of file to save— either a normal MPC3000 sequence file or a Standard MIDI File. This field is a choice field with three options:

1. MPC SEQ FILE:

Select this if you want to save your sequence in the normal MPC3000 sequence file format.

2. MIDI FILE TYPE 0:

Select this to save your file as a type 0 MIDI file. All tracks will be merged together into the MIDI file's single track, with each event retaining the MIDI channel assignment of the track it previously existed within. Select this format if you want your MIDI file to be played in a simple MIDI file player.

3. MIDI FILE TYPE 1:

Select this to save your file as a type 1 MIDI file. Each track will be saved in its own separate track within the MIDI file, and each event is given the MIDI channel assignment of its original track. Select this format if you want to maintain track separation when transferring your sequence to another sequencer.

COMMENT: *If you save your sequence as a MIDI file, the contents of the following fields in the Play/Record screen will not be saved to the file: Loop, Type, On, the auxiliary MIDI channel/port field, and Vel%. This is because the MIDI file format does not support these data items.*

Once saved, the new MIDI file's name is created from the first eight characters of the sequence name and has an extension of "MID".

Loading a Standard MIDI File

In order to load a MIDI file, it must exist on a MS-DOS/Windows floppy disk formatted to either 1.44 MB or 720 KB. (The MPC3000's 1.44 MB floppy disk format is the same as MS-DOS/Windows 1.44 MB floppy disks.) It must have a standard eight character MS-DOS/Windows filename with a three letter extension of either MID, SMF or MFF. MIDI files on Macintosh disks may not be loaded directly. They must first be copied to MS-DOS/Windows 1.44 MB disks using Apple File Exchange or System 7.5.

To load a MIDI file of this type, insert the disk and go to the "Load, erase, rename" screen by pressing DISK, then 7. Select the MIDI file in the File field, then press <Load>. The following screen will appear:

```
===== Load MIDI File =====  
Load into sequence:02-(unused)  
DRUM tracks from MIDI channel:10  
Arrange tracks:AS IN FILE (NORMAL)  
  
=====  
<Do it>
```

The fields are:

- The Load into sequence field:

Enter the sequence number in memory to load into.

- The DRUM tracks from MIDI channel field:

Tracks in MIDI files do not have a Type assignment (DRUM or MIDI) so when loading a MIDI file, the MPC3000 doesn't know whether to assign any of the newly created tracks to DRUM in the Type field. If you know which MIDI channel is used in the MIDI file for drum notes, enter that number in this field. When loaded, any tracks created from events assigned to this channel number will be given a Type assignment of DRUM. Normally, MIDI files use channel 10 for drum notes, so it is usually best to enter 10 here. If you don't want any tracks to be assigned to DRUM, enter NONE here.

- The Arrange tracks field:

This field only appears if a type 1 MIDI file has been selected for loading. It has two options:

1. AS IN FILE (NORMAL):

If this option is selected, the newly created sequence will have the same track numbering arrangement as in the file. Track 1 will map to track 1, track 2 to track 2, 3 to 3, etc. This is the normal setting.

2. ONE PER MIDI OUTPUT:

In this option is selected, one track is created for each channel/port assignment in use within the MIDI file, and all events are mapped to tracks with the same channel/port assignment, regardless of their original track numbers. For example, if a MIDI file to be loaded contains events assigned to channel/port 1A, 6D, 7B and 2C, then the resulting sequence would contain four tracks assigned to these channel/ports, and containing the events that had the same channel/port assignments in the MIDI file. This option will cause different tracks containing the same channel/port assignments to be merged together, but allows MIDI files with more than 99 tracks to be loaded.

COMMENT: If a type 0 file is selected for loading, the message "(Format 0 file, will auto-map tracks)" appears in place of this field. This indicates that, as with the ONE PER MIDI OUTPUT selection, one track will be created for each channel/port assignment that exists in the file's single track.

To load the MIDI file, set the fields as desired then press <Do it>.

Loading Sample Files From Akai S1000/S3000 CD-ROMs or Hard Disks

Earlier versions of the MPC3000 system software supported the loading of sample files from S1000 or S3000 formatted floppy disks. Now, sample files may also be read from S1000/S3000 hard disks or CD-ROMs.

To load a sample file from an S1000/S3000 hard disk or CD-ROM, first you must connect the hard disk or CD-ROM drive to the SCSI port and make it active (recognized by the MPC3000 as ready for use). To do this, read the section of this manual entitled "Connecting multiple SCSI devices, making a SCSI device active without recycling power". The instructions for making an MPC3000 hard disk, an S1000/S3000 hard disk, or a CD-ROM drive containing an S1000/S3000 CD-ROM are the same.

Once you have made the S1000/S3000 hard disk or CD-ROM active, the remaining instructions are nearly the same for reading S1000/S3000 floppies, hard disks or CD-ROMs.

Once the S1000/S3000 hard disk or CD-ROM is active, go to the "Load S1000/S3000 sample files" screen by pressing DISK, then 8:

```
==== Load S1000/3000 Sample Files ====
File:Ambient_snar          Size:   44K
Disk:FLOPPY DISK          Free(snd): 1916K
Volume:KICKS+SNARES

=====
<Load>                    <Sel Vol> <Sel Dsk>
```

Two new fields and two new soft keys exist:

- The **Disk** field:

As in any of the save and load screens, this field shows the active disk device, either the floppy or one of the SCSI disk partitions. S1000/S3000 hard disks and CD-ROMs have partitions just like MPC3000 hard disks. This field is for display only and cannot be edited— you must use the **<Sel Dsk>** soft key to change the active disk device or partition.

- The **<Sel Dsk>** soft key:

As in any of the save and load screens, pressing this soft key presents a screen allowing you to change the active disk device or partition.

- The `Volume` field:

On S1000 or S3000 hard disks or CD-ROMs, each partition may contain up to 100 **volumes**, in which the actual files are contained. Volumes act as directories— files are contained within volumes, and volumes are contained within partitions. This field displays the active volume and only appears if a SCSI disk partition, not the floppy, is selected in the `Disk` field. It is for display only and cannot be edited. To change the active volume, you must press `<Sel Vol>`.

- The `<Sel Vol>` soft key:

Pressing this soft key presents a screen that allows you to change the active volume of the S1000/S3000 hard disk or CD-ROM. This field appears only if a S1000 or S3000 hard disk or CD-ROM is active and one of the disk partitions is currently selected in the `Disk` field above.

Other than the above changes, this screen operates as in previous system software versions.

Connecting Multiple SCSI Devices, Making a SCSI Device Active Without Recycling Power

In previous versions of the system software, the only way to make a SCSI hard disk active (recognized as ready for use by the MPC3000) was to turn the MPC3000's power on while the SCSI disk was connected and turned on. Also, it was impossible to connect two or more SCSI devices to the MPC3000 and switch between them while working.

Now, up to seven SCSI devices may be connected simultaneously, and you may make any one of the connected devices active at any time without recycling power.

To make a SCSI device active, or to make a different SCSI device active when two or more are connected, go to the "SCSI status, make SCSI device active" screen by pressing DISK, then 9, then 4:

```
===== SCSI Status =====
Status:NO SCSI DEVICE IN USE

===== Make SCSI Device Active =====
SCSI device address to make active:AUTO
Timeout for SCSI scan:30
=====
<Make active>
```

The fields and soft key in this new screen are:

- The *Status* field:

This field shows whether a SCSI device is currently in use and if so, tells the SCSI address of that device. There are eight possible SCSI addresses, 0 - 7. Your external SCSI hard disk has a switch to select one of these addresses. If a SCSI device is currently active, this field will display the address of that device. It is a display field and cannot be directly edited by the cursor. The 8 possible status messages are:

- NO SCSI DEVICE IN USE
- SCSI ID 0 IN USE
- SCSI ID 1 IN USE
- SCSI ID 2 IN USE
- SCSI ID 3 IN USE
- SCSI ID 4 IN USE
- SCSI ID 5 IN USE
- SCSI ID 6 IN USE

Only addresses 0 - 6 may be used for external SCSI devices. Address 7 cannot be used because it is the address of the MPC3000.

- The `SCSI device address to make active` field:

This field determines which SCSI address will be made active when the power is turned on or when `<Make active>` is pressed. It is a choice field with the following options:

AUTO	(scan for lowest addressed SCSI device)
0	(scan for SCSI device address 0)
1	(scan for SCSI device address 1)
2	(scan for SCSI device address 2)
3	(scan for SCSI device address 3)
4	(scan for SCSI device address 4)
5	(scan for SCSI device address 5)
6	(scan for SCSI device address 6)

If only one SCSI device is connected to the SCSI port, select AUTO. Then, when `<Make active>` is pressed or when power is turned on, the single device will be made active regardless of its address setting, 0 - 6. (If two or more devices are connected when the "AUTO" scan is done, only the device with the lowest address will be made active.) In operating system 3.08 or earlier, the MPC3000 always performed an "AUTO" scan at power-on.

It is only necessary to enter a specific SCSI address (0 - 6) in this field if more than one SCSI device is connected to the SCSI port. In this case, enter the specific address of the device you want to make active (0 - 6). Then, when `<Make active>` is pressed or when power is turned on, the SCSI port will be scanned and only the device with the specified address will be made active.

- The `Timeout for SCSI scan` field:

This field has the same function as the `Power-on SCSI search delay` field, used in operating system version 3.08 or earlier. When `<Make active>` is pressed or when power is turned on, the MPC3000 continuously scans the SCSI port for a device to make active. If it doesn't find a device, it continues its scan for the number of seconds entered in this field, then displays an error message. Since the scan is usually done at power-on when both the MPC3000 and the hard disk are turned on simultaneously, it is important to give enough waiting time for the hard disk to spin up to operating speed. Most hard disks come up to operating speed within about 20 seconds, so the default setting here is 30 seconds. If the MPC3000 is not recognizing your hard disk when both devices are powered on simultaneously, try a longer scan time in this field.

COMMENT: *If you aren't using a hard disk and you'd like to eliminate this power-on scan time, select 0 in this field.*

- The <Make active> soft key:

Press this soft key to make the connected SCSI hard disk active. Whenever the MPC3000 is turned on, it automatically performs the same function as pressing this soft key. In either case, the `Status` field will subsequently show that the hard disk is active.

Hard Disk Format now allows selection of SCSI address

When formatting a SCSI hard disk, it is now possible to specify the SCSI address of the hard disk to be formatted. Press DISK, 9, then 3 to go to the Format Hard Disk screen:

```
===== Format Hard Disk =====  
SCSI address:AUTO  
  
Formatting will erase all existing data  
and divide the disk into 'Partitions' of  
less than 30 megabytes each.  
=====
```

The new field, `SCSI address`, has the same function as the `SCSI device to make active` field described above— it contains the address (0 - 6) of the external SCSI hard disk to be formatted. If the only SCSI device connected is the hard disk to be formatted, enter AUTO here and the MPC3000 will automatically determine its SCSI address. (It is strongly recommended to have no other SCSI devices connected during a hard disk format.) If more than one SCSI device is connected, enter here the SCSI address of the hard disk drive to be formatted (0 - 6).

MIDI Machine Control

MIDI Machine Control (abbreviated “MMC”) is a standard system of communication over MIDI that allows the MPC3000 to remotely control the transport of an MMC-compatible audio or video recorder. By using MIDI Machine Control, the MPC3000 can remotely play, record, stop or reposition an external recorder.

To use MIDI Machine Control, press MIDI, then 4, and the MIDI Machine Control screen will appear:

```
===== MIDI Machine Control =====  
Send MMC:OFF          MIDI out:A  
  
(Shortcut to toggle MMC on or off from  
Play/Record or Song screens: hold STOP  
& Press PLAY.)  
=====
```

To turn MMC on:

1. Connect a MIDI cable from one of the MPC3000's MIDI outputs to the external recorder's MIDI input.
2. Set the MMC field in the above screen to ON.
3. Set the MIDI out field in the above screen to the same MIDI output port to which you connected the external recorder.
4. Set the external recorder to respond to MMC commands. (The external recorder must be MMC-compatible.)

While MMC is on, the keys in the Play/Record section of the front panel have different functions:

PLAY: This does not play the MPC3000 sequencer. Instead, it sends an MMC “deferred play” command to the external recorder, causing it to play.

STOP: This does not stop the MPC3000 sequencer. Instead, it sends an MMC “stop” command to the external recorder.

PLAY START: This does not play the MPC3000 sequencer. Instead, it sends an MMC “Locate (to start)” command, followed by a “deferred play” command, causing it to play from the start of the recording.

<<”, “<”, LOCATE, “>”, and “>>”: In addition to their normal MPC3000 functions, these keys cause MMC “Locate” commands to be sent out, repositioning the external recorder.

RECORD + PLAY pressed together: This does not enter record mode on the MPC3000’s sequencer. Instead, it sends an MMC “Record strobe” command to the external recorder, causing it to enter record mode.

Whenever an MMC command is sent, the bottom line of the screen briefly displays a message indicating that the command was sent.

MMC is most useful if the MPC3000 is also set to respond to SMPTE or MIDI Time Code from the external recorder. This allows the MPC3000 not only to remotely control the external recorder’s transport functions, but also for both devices to play in sync. (To learn how to set the MPC3000 to receive incoming SMPTE or MIDI Time Code sync, read the chapter of the operator’s manual: “Syncing to tape and other devices”.)

If both MMC is on and the MPC3000 is receiving SMPTE or MTC sync from the external recorder, the PLAY, STOP and PLAY START keys act as follows:

PLAY: When pressed, the external recorder starts playing, causing its sync signal to be sent. When the MPC3000 receives the sync signal, it starts playing in sync.

STOP: When pressed, the external recorder stops playing, causing its outgoing sync signal to stop. When the MPC3000 stops receiving sync, it stops playing.

PLAY START: When pressed, the external recorder repositions to the start of the song and starts playing, causing its sync signal to be sent. When the MPC3000 receives the sync signal, it starts playing in sync.

When using MMC, it is useful to quickly turn MMC on or off. For example, you may want to quickly turn MMC off in order to hear the MPC3000 play alone, then turn it back on in order to play both devices together. As the MMC screen shows, a shortcut has been provided for this purpose: from the Play/Record or Song screens, hold the STOP key and press PLAY.

Sending MIDI Time Code In Real Time While Playing

The MPC3000 may now send MIDI Time Code out over MIDI in real time as a sequence or song plays. MIDI Time Code is an industry-standard for sending SMPTE time code data over MIDI.

To send MIDI Time Code in real time as a sequence or song plays, go to the Sync screen by pressing TEMPO/SYNC, then <Sync>:

```
==== Sync In =====   ==== Sync Out. ====
Mode:MIDI CLOCK         MIDI clock:OUT A
Shift early (ms):20     MIDI tm code:OUT A
MIDI Input:2
Song Pointer:ON

=====                =====
<SyncIn=OFF>           <GenSMPTE>
```

Notice the new MIDI tm code field on the right side of the screen. It is a choice field with five options:

OFF: No MIDI Time Code is sent.

OUT A: MIDI Time Code is sent out over MIDI output A.

OUT B: MIDI Time Code is sent out over MIDI output B.

OUT C: MIDI Time Code is sent out over MIDI output C.

OUT D: MIDI Time Code is sent out over MIDI output D.

MIDI Sample Dump

MIDI Sample Dump is an industry-standard format for transferring sample data between sampling devices over MIDI. To use this feature, you must first connect the MPC3000 to the external sampler using either one or two MIDI cables:

1. Using one MIDI cable:

This is called “open loop” mode and although simpler is also less reliable and often slower than closed loop mode. If sending data from the MPC3000 to the external sampler, connect a MIDI cable from one of the MPC3000's MIDI outputs to the MIDI input of the external sampler. If sending data from the external sampler to the MPC3000, connect a MIDI cable from the external sampler's MIDI output to one of the MPC3000's MIDI inputs.

2. Using two MIDI cables:

This is called “closed loop” mode and is more reliable and often faster than open loop mode. Regardless of the direction of data transfer, connect one MIDI cable from one of the MPC3000's MIDI outputs to the MIDI input of the external sampler and another MIDI cable from the external sampler's MIDI output to one of the MPC3000's MIDI inputs.

To send or receive a MIDI Sample Dump, press the PROGRAM/SOUNDS key, then type 9, and the following screen will appear:

```
===== MIDI Sample Dump (Receive) =====  
MIDI input:2          MIDI output:B  
MIDI channel: 1      Free samples: 981K  
(Send from ext device or hit <Send req>)  
===== Select sound for <Send req> =====  
Requested sound: 1  
=====  
<Send req><Send/recv>
```

This is the MIDI Sample Dump screen. There are actually two screens— one for receiving and one for sending. To toggle between the send and receive screens, press the <Send/recv> soft key.

Receiving and sending MIDI sample dumps are individually described in the following two sections.

Receiving a MIDI sample dump from an external sampler

To receive a MIDI Sample Dump, make sure that the receive screen is showing. If not, press <Send/recv>. The screen fields and soft keys are described below:

- The `MIDI input` field:

This is the MIDI input jack number (1 or 2) through which the sound data will be received. Set this field to the number of the MIDI input jack you used to connect to the external sampler.

- The `MIDI output` field:

This is the MIDI output jack (A, B, C or D) through which the sound data will be sent. Set this field to the MIDI output jack you used to connect to the external sampler.

- The `MIDI channel` field:

Enter here the same MIDI channel that the external sampler is set to transfer on.

- The `Free samples` field:

This field is not changeable—it displays the amount of memory, in kilosamples, that is currently available to load new sounds into. This number should be exactly double the number of free kilobytes, shown in the “Load, erase, re-name file” screen.

- The `Requested sound` field:

This field is used only if you are using “closed loop” mode (two MIDI cables). Enter the number of the sound (of the sounds currently loaded in the external sampler) that you want to receive.

- The <Send req> soft key:

This soft key is used only if you are using “closed loop” mode (two MIDI cables). When pressed, the MPC3000 sends out a “dump request” message to the external sampler, tell it to start sending the sound number entered in the `Requested sound` field.

- The <Send/recv> soft key:

Pressing this soft key toggles between the send and receive screens.

You may start the sample dump in one of two ways:

- 1. At the external sampler.**

While the MPC3000's receive screen is showing, it stands ready to receive a sample dump. Initiate the transfer at the external sampler.

- 2. Send a “dump request” to the external sampler.**

This method may only be used if the two devices are connected using “closed loop” mode (two MIDI cables). First, set the `Requested sound`

field to the sound number (in the external sampler) that you want transferred. Then, press <Send req>. Immediately, the MPC3000 sends out a "dump request" message to the external sampler, telling it to start sending the specified sound number.

Regarding of which of the above two methods you use to initiate the sample dump, once the transfer begins the RECORD light will begin blinking and the bottom line of the screen will display the following message:

```
Receiving sample dump...          <Cancel>
```

Pressing <Cancel> at any time during the transfer will abort the transfer. Once the transfer is complete, the following screen will appear:

```
===== MIDI Sample Dump =====  
Sound is received. Press <Play> to hear  
it. To rename it, enter LETTER mode by  
turning the data knob, typing letters  
and pressing ENTER, then press <Done>.  
New sound name:SOUND001  
=====
```

<Play>	<Done>
--------	--------

Follow the on-screen instructions to play or rename the new sound, then press <Done>. The sound now exists in memory and you may assign it to a program.

Sending a MIDI sample dump to an external sampler

To send a MIDI Sample Dump, make sure that the send screen is showing. If not, press <Send/recv>. The screen will appear as follows:

```
===== MIDI Sample Dump (Send) =====  
MIDI input:2          MIDI output:B  
MIDI channel: 1  
(Select sound then press <Send>)  
===== Select sound to <Send> =====  
Sound:SOUND_NAME      ( 0) L/R:LEFT  
=====
```

<Send>	<Send/recv>	<Play>
--------	-------------	--------

The screen fields and soft keys are described below:

- The MIDI input, MIDI output, and MIDI channel fields, and the <Send/recv> soft key:

These fields and soft key operate exactly as in the receive screen described in the previous section.

- The Sound field:

In this choice field, select the sound to be sent from an alphabetical list of sounds in memory. To the right of this field is the selected sound's number within the list of sounds.

If the selected sound is stereo, an additional field, L/R, will appear further to the right. Because MIDI Sample Dump may only transfer mono sounds, you must select in this field to send either the LEFT or RIGHT side of the stereo sound.

- The <Send> soft key:

Pressing this soft key will cause the MPC3000 to start sending the sound selected in the Sound field.

- The <Play> soft key:

Press this soft key to hear the sound selected in the Sound field.

You may start the sample dump in one of two ways:

1. Set the Sound field to the sound you want to transfer, then press <Send>. Immediately, the MPC3000 starts sending the sample data.
2. Send a "dump request" from the external sampler.
This method is possible only if "closed loop" mode (two MIDI cables) is in use. When the MPC3000's send screen is showing, it stands ready to send sample data in response to receiving a "dump request" message. Do the required procedure in order to send the dump request message from the external sampler.

Regarding of which of the above two methods you use to initiate the sample dump, once the transfer begins the PLAY light will start blinking and the bottom line of the screen will display the following message:

```
Sending sample dump...      <Cancel>
```

Pressing <Cancel> at any time during the transfer will abort the transfer. Once the transfer is complete, the bottom line of the screen will return to normal.

Saving Program or APS Files Without Sounds, Optional Overwriting of Sounds During Program Save or Load

In previous system software versions, three conditions existed that are now enhanced:

When a program was saved to disk, all sounds used by the program were automatically saved to disk at the same time. Also, when saving an APS file, all sounds in memory were automatically saved to disk at the same time. Now, when saving a program or APS file, you may opt to save only the PGM or APS file without the accompanying sounds.

If when saving a program and its sounds, a sound file existed on the destination disk having the same name as a sound to be saved with the program, that sound would not be saved. (The sound file on disk would not be overwritten.) Now, when saving a program you may choose to either overwrite or not overwrite sound files on disk having the same names as sounds to be saved.

If when loading a program, a sound existed in memory having the same name as a sound file to be loaded with the program, that sound would not be loaded. (The sound file in memory would not be overwritten.) Now, when loading a program you may choose to either overwrite or not overwrite sounds in memory having the same name as sounds to be loaded.

The enhancements are described in the following three sections.

Enhancements to the "Save a program" screen

In order to add the enhancements, the "Save a Program" screen has been enhanced. This screen is accessed by pressing DISK, then 4:

```
===== Save a Program (PGM) =====
Program:19-Program name      Size:   0K
Disk:SCSI DISK PART A       Free:  793K
Save:PROGRAM+SOUNDS (NORMAL)
Replace same sounds on disk:NO (FASTER)

=====
<Do it>                      <Select disk>
```

Two new fields exist:

- The **Save** field:

Program files contain no sound data so when saving a program, the sounds used by the program are normally also saved at the same time. This choice field permits the option of saving the program file by itself without the accompanying sound files. The two options are:

1. PROGRAM+SOUNDS (NORMAL):

This is the normal setting, saving first the program file then each sound file used within the program.

2. PROGRAM ONLY (NO SOUNDS):

This option allows only the program file to be saved without any sounds.

- The **Replace same sounds on disk** field:

This field appears only if PROGRAM+SOUNDS (NORMAL) is selected in the field above. It has two options:

1. NO (FASTER):

When saving a program (and its sounds), if a sound file exists on disk with the same name as one of the sounds to be saved, the file is not overwritten by the sound in memory. If when saving a program you know that the sounds have not changed, this option will permit a faster save.

2. YES:

When saving a program (and its sounds), if a sound file exists on disk with the same name as one of the sounds to be saved, the disk file is overwritten by the sound in memory. If when saving a program you know that the sounds have changed, you should select this option.

Enhancements to the “Save all programs and sounds” screen

In order to add the enhancements, the “Save All Programs” screen has been enhanced. It is accessed by pressing DISK, then 5:

```
===== Save All Programs =====
File name:File_name           Size:   0K
Disk:SCSI DISK PART A        Free:30793K
Save:APS FILE + SOUNDS (NORMAL)
Replace same sounds on disk:NO (FASTER)

=====
<Do it>                       <Select disk>
```

Two new fields exist:

- The **Save** field:

Program files contain no sound data, so when saving a program the sounds used by the program are normally also saved at the same time. This choice field permits the option of saving the program file by itself without the accompanying sound files. The two options are:

1. **APS FILE + SOUNDS (NORMAL):**

This is the normal setting, saving first the APS file then each sound file currently in memory.

2. **APS FILE ONLY (NO SOUNDS):**

This option allows only the APS file to be saved without any sounds.

- The **Replace same sounds on disk** field:

This field appears only if **APS FILE + SOUNDS (NORMAL)** is selected in the field above. It has two options:

1. **NO (FASTER):**

When saving an APS file and sounds, if a sound file exists on disk with the same name as one of the sounds to be saved, the file is not overwritten by the sound in memory. If when doing an APS save you know that the sounds have not changed, this option will permit a faster save.

2. **YES:**

When saving an APS file and sounds, if a sound file exists on disk with the same name as one of the sounds to be saved, the file is overwritten by the sound in memory. If when doing an APS save you know that the sounds have changed, you should select this option.

Enhancements to the "Load a program" screen

In order to add the enhancements, the "Load a program" screen has been enhanced. This screen is accessed by pressing DISK, then 7, then selecting a PGM file in the File field and pressing <Load>:

```
===== Load Program =====  
Program to load into: 1-PROGRAM_01  
Replace same sounds in memory:NO(FASTER)  
  
=====  
<Do it>
```

A new field exists:

- The Replace same sounds in memory field:

This choice field has two options:

1. NO(FASTER):

When loading a program (and its sounds), if a sound file exists in memory with the same name as one of the sounds to be loaded, the sound is not overwritten by the sound on disk, and the program will use the sound of the same name already in memory. If you don't usually use different sound files with the same name in your sound library, choose this option because it will enable faster loading.

2. YES:

When loading a program (and its sounds), if a sound file exists in memory with the same name as one of the sounds to be loaded, the sound is overwritten by the sound on disk. If you often use different sound files with the same name in your sound library, choose this option to insure that the correct sound is always loaded with the program.

COMMENT: *If you select YES and you overwrite a sound in memory, this may alter the sound of another program in memory that uses the same sound. To avoid confusion, always try to avoid different sound files in your library with the same name.*

New Sound Edit Options— Delete Before Soft Start and Delete After Soft End

In previous system software versions, the Edit a Sound screen enabled the deletion of any portion of a sound by setting the beginning and end of a “zone”, then deleting it. However, this was cumbersome for performing the most common deletion: removing the unused portion of a sound before the soft start and after the soft end.

Now, the `DO` field in the Edit a Sound screen contains two new editing options:

`DEL BEFR SOFT ST` (delete the area before the soft start)

`DEL AFTR SFT END` (delete the area after the soft end)

Improved Speed of Saving to Hard Disk

In previous system software versions, saving to hard disk was slow. In this version, the speed of saving to hard disk has been greatly improved.