

OctaMED

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	<i>TITLE :</i> OctaMED		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	OctaMED	1
1.1	The Instrument Properties Window	1
1.2	The Instrument Load Window	2
1.3	The Transpose Window	3
1.4	The Replace Notes Window	4
1.5	The Spread Notes Window	5
1.6	The Note Echo Window	6
1.7	The Input Channel Window	6
1.8	The SMF Load Options Window	6
1.9	The MIDI Controllers Window	8
1.10	The Mouse Options Window	8
1.11	The Keyboard Options Window	9
1.12	The Programmable Keys Window	10
1.13	The Keyboard Shortcuts Window	11
1.14	The Mixing Settings Window	12
1.15	The Mix - Track Panning Window	14
1.16	The Mix - Effects Window	14
1.17	The Recording Window	15
1.18	The FastMemPlay Window	15
1.19	The Aura Sampler Options Window	16
1.20	The Miscellaneous Options Window	16
1.21	The Default Directories Window	18
1.22	The Font Window	18
1.23	The Palette Window	19

Chapter 1

OctaMED

1.1 The Instrument Properties Window

PURPOSE

Sets the properties of each instrument.

HOW TO OPEN

Instr menu; Main Control's Props button. Where?

GADGETS

* Top

> Name More

The current instrument's name.

> Information box (top right)

The current instrument's number.

> Slider More

Selects a new instrument.

> Arrows

Select a new instrument.

* First section

> 1st More

Selects the first instrument (01).

> Last

Selects the last instrument (1V).

> L.U.

(Last Used) Selects the last instrument actually in memory.

> Flush More

Removes the current instrument from memory and clears all its properties.

> Default Pitch More

The current instrument's default pitch (note). Entered in the Tracker editor using the F key. Useful for percussion.

* Second section

> Loop: Start More

The loop start position, in bytes, from the sample's start.

> Length

The length of the loop, in bytes.

> On More

- On

The loop is played.

- Off

The loop is disabled.
 > Disable More
 - On
 All notes played by the instrument are ignored.
 > Loop Ping-Pong More
 + Mix mode only.
 - On
 Plays the loop (if it exists) forwards and backwards alternately. Try it out!

* Third section

> Finetune slider More
 Raises/lowers the overall instrument pitch in small steps.

> Transpose slider More
 Raises/lowers the pitch in halfsteps (semitones).

> Hold More
 The maximum length of notes played by this instrument, in 'ticks'.

> Decay More
 The volume fading speed when the Hold length has elapsed. Value 0 stops the note instead of fading.

> Vol More
 The default volume of the current instrument. Given in decimal and hex. Ranges from 0 (silent) to 64 (full volume). Remember to set this slider for each MIDI instrument!

* Fourth section (MIDI)

> MIDICH More
 Notes played by the instrument are sent through this MIDI channel (1 - 16). Value is 0 for non-MIDI instruments.

> Preset More
 The instrument's preset number. 0 uses the default preset for the selected MIDI channel.

> Suppress NoteOff More
 - On
 Does not send a Note Off message when the instrument is to be stopped (it is unnecessary with e.g. percussion sounds).

> Extended Preset More
 - Off
 Maximum value of the Preset slider is 128.
 - On
 Maximum value of the Preset slider is 2800. For use only with MIDI devices which support the preset sending method.

* Bottom

> Exit
 Closes the window.

1.2 The Instrument Load Window

PURPOSE

A convenient way of loading instruments in the sample list. More

HOW TO OPEN

Instr menu; Main Control's SList button. Where?

GADGETS

* List boxes

- > Left-hand
 - The instruments in the selected directory. Click on one to load it into the current instrument position.
- > Right-hand
 - The directories in the sample list. Select a new directory by clicking on it.
- * Section below the list boxes
 - > Prev Free
 - Selects the previous empty instrument position (in the song).
 - > Prev Inst
 - Selects the previous instrument.
 - > Information box
 - The current instrument's number.
 - > Next Inst
 - Selects the next instrument.
 - > Next Free
 - Selects the next empty instrument position.
 - > Flush
 - Removes the current instrument from memory and clears all its properties.
- * Bottom
 - > Exit
 - Closes the window.

1.3 The Transpose Window

PURPOSE

To transpose notes, change notes and change instrument numbers in a More particular area of the song. Transposing is raising/lowering the pitch of each note in a group by the same amount.

HOW TO OPEN

Edit menu. Where?

GADGETS

- * Affect section
 - > Left-hand radio button More
 - Song
 - The operation (transpose, change notes or change instrument) affects the whole song.
 - Block
 - The operation affects the current block.
 - Track
 - Affects the current track in the current block.
 - Selected Tracks
 - Affects selected tracks in the current block.
 - Range
 - Affects the range (marked with the mouse).
 - > Right-hand radio button More
 - All Instrs
 - The operation affects all instruments.
 - Current Instr
 - Affects the current instrument.
 - > Out-of-range Notes cycle gadget More
 - Change Octave

Notes to be transposed out-of-range (below C-1 or above F#B) are still transposed, although their octave numbers are unaffected (only the note name is transposed).

- Leave Intact

Notes to be transposed out-of-range are unaffected.

- Deleted

Notes to be transposed out-of-range are removed.

- * Transpose section More
 - > Octave Up
 - Transposes the notes in the affected area up one octave.
 - > Halfstep Up
 - Transposes up one halfstep (semitone).
 - > Halfstep Down
 - Transposes down one halfstep.
 - > Octave Down
 - Transposes down one octave.
- * Change Notes section More
 - > Source
 - Sets a 'from' note for Change and Swap.
 - > Destination
 - Sets a 'to' note for Change and Swap.
 - > Change
 - Changes all the source notes found in the affected area to the destination note.
 - > Swap
 - Swaps all source and destination notes found.
- * Change Instrument section More
 - > Source
 - Sets the current instrument as a 'from' instrument for Change/Swap/Delete. The instrument's number is shown.
 - > Destination
 - Sets the current instrument as a 'to' instrument for Change/Swap. The instrument's number is shown.
 - > Change
 - Changes the notes (in the selected area) played by the source instrument to the destination instrument.
 - > Swap
 - Swaps the source and destination instrument numbers of notes having either.
 - > Delete
 - Deletes notes played by the source instrument.
 - > Instrument Slots
 - Off

Change/Swap/Delete behave as above.

 - On More

Change/Swap/Delete act on the instruments themselves, rather than notes played by them. So:

 - > Change: Moves the source instrument to the destination instrument position.
 - > Swap: Swaps the source and destination instruments.
 - > Delete: Removes the source instrument from memory and clears all its properties.

1.4 The Replace Notes Window

* Note: 'Full note' refers to the note plus its player command.

PURPOSE

To change occurrences of a 'source' note in a particular area to a 'destination' note. A souped-up version of the Transpose window's Change Notes function. More

HOW TO OPEN

Edit menu. Where?

GADGETS

* Source area

> Full note box More
Sets the 'from' full note. Supports transparency.

> Clr
Sets the full note box to --- 00000.

> Pick
Picks the full note under the cursor as the source note.

> Swap
Swaps the source and destination full note.

* Dest area

> Full note box More
Sets the 'to' full note. Supports transparency.

> Clr
Sets the full note box to --- 00000.

> Pick
Picks the full note under the cursor as the destination note.

* Replace area

> Song
Replaces all occurrences of the source note with the destination note, over the whole song.

> Block
Replaces in the current block only.

> Track
Replaces in the current track of the current block.

> Sel. Tracks
Replaces in the selected tracks in the current block.

> Range
Replaces in the marked range.

> Note
Replaces just the note under the cursor.

1.5 The Spread Notes Window

PURPOSE

Spreads the notes in the range across consecutive tracks to the right. If notes already exist in the tracks, they're replaced. More
The range should be one track wide for best results.

HOW TO OPEN

Edit menu. Where?

GADGETS

> Width

The number of tracks to spread the notes across (2 - 10).

- > Spread
Spreads the notes. (Shift-click to close the window too.)
- > Exit
Closes the window.

1.6 The Note Echo Window

PURPOSE

Produces automatic echoes using player command 0C (set volume). The More volume halves with each echo. Echoed notes will only be placed in empty note positions throughout the marked range. The range may cover more than one track.

HOW TO OPEN

Edit menu. Where?

GADGETS

- > Distance
Number of lines between successive echoes.
- > Minimum Volume
Does not generate echoes with a smaller volume than this.
- > Do Echo
Creates the echo. (Shift-click to close the window too.)
- > Exit
Closes the window.

1.7 The Input Channel Window

PURPOSE

Contains the MIDI channel number through which notes will be More received when Input Active is on. Where?

HOW TO OPEN

MIDI menu. Where?

GADGETS

- > Slider
The input channel. If set to 0, accepts input from all MIDI channels.
- > OK
Closes the window.
- > Cancel
Restores the slider to its original state, then closes the window.

1.8 The SMF Load Options Window

PURPOSE

Contains options used when loading Standard MIDI Files (type 0 or 1). If loading isn't successful first time, try changing some of the settings in this window and reload the file. More

HOW TO OPEN

MIDI menu. Where?

GADGETS

* Top

> Max Tracks

Maximum number of tracks in the song. Reduce from 64 especially if you're getting 'Not enough memory' reports.

> Lines/Block

Number of lines per block. The MIDI song is split into several blocks of this size after loading.

> Resolution

Number of Tracker editor lines per quarter note (crotchet). 8 assumes that there are no notes shorter than a 32nd-note. Increase this value if timing is inaccurate; reduce if block space is being unnecessarily wasted.

> Offset Adjust

Adjusts minor discrepancies in overall timing. If the first block starts on line 001 instead of 000, set this to -1.

* Command Pages

> Tempo

The command page on which MIDI tempo commands - converted to 0F player commands - will appear. Choose such a value that the risk of overlapping with other commands is minimal. If the page is 0, the command is ignored.

> Note Velocity

Command page of player command type 0C.

> Preset Change

Command page of player command type 1C.

> Modulation Wheel

Command page of player command type 04.

> Pan

Command page of player command type 0E.

> Channel Volume

Command page of player command type 17.

> Channel Pressure

Command page of player command type 0D.

* Bottom

> Don't Intermix Type 1 Tracks

- Off

Tries to interweave the notes in each track of a type 1 song, in order to use as few tracks as possible. (Type 0 songs consist of only one track, so this does not apply.)

- On

Keeps each instrument on its own separate track.

> Exit

Closes the window.

1.9 The MIDI Controllers Window

PURPOSE

Defines player commands 31 - 3F to set particular MIDI controllers. More

HOW TO OPEN

MIDI menu. Where?

GADGETS

* Upper section

> Slider

The player command currently being edited (31xx - 3Fxx).
(xx means that the command level can be any value.)

> Clear Current

Resets the current player command setting.

> Clear All

Resets all player command settings.

* Lower section

> Controller Type [arg] cycle gadget

+ Sets the type of the controller.

- Standard [MSB]

The standard MIDI controllers (changed using the MIDI Control Change message). The command level is the Most Significant Byte (just ignore this!).

- Standard [LSB]

Standard MIDI controllers, Least Significant Byte (to finetune the controller value). Only applies to controllers 0 to 31.

- RPN [MSB]

Registered Parameter Number controllers - extended controllers defined in the MIDI standard. MSB.

- RPN [LSB]

Registered Parameter Number controllers, LSB (for finetuning).

- NPRN [MSB]

Non-Registered Parameter Number controllers - not standard, but different for every MIDI device. MSB.

- NPRN [LSB]

Non-Registered Parameter Number controllers, LSB (for finetuning).

> Controller Number number box

The number of the controller: 0 to 16383.

* Bottom

> Exit

Closes the window.

1.10 The Mouse Options Window

PURPOSE

Selects the function of each mouse button when clicked in the Tracker editor. More

HOW TO OPEN

Settings menu. Where?

GADGETS

* Main section

> Left/Middle/Right Button

- + Select the function for each mouse button.

- No Operation

The button has no effect.

- Track On/Off

The button switches the clicked track on or off.

- Select Track

Switches the clicked selected track (S buttons) on or off.

- Position Cursor

Places the cursor under the mouse pointer.

- Select Range

Marks a range.

* Bottom

> Exit

Closes the window.

1.11 The Keyboard Options Window

PURPOSE

Contains many settings used when editing in the Tracker editor.

HOW TO OPEN

Settings menu.

Where?

GADGETS

* Advance Line section

More

> Radio button

- Don't advance

Don't move up/down a line after an edit.

- Up

Move up a line after an edit.

- Down

Move down a line.

* Advance Track section

More

> Radio button

- Don't advance

Don't move to the next/previous track after an edit.

- Prev track

Move to the previous track.

- Next track

Move to the next track.

* Advance Cursor section

More

> Radio button

- Don't advance

Don't move the cursor left/right after an edit.

- Left

Move left after an edit (if on the command digits).

- Right

Move right.

* Bottom

> Space Value slider

More

Enters notes every nth line, where n is the space value.

> Chord Reset More
 - On
 After entering a chord, the cursor returns to the starting track.
 - Off
 The cursor stays where it is.

> Advance with sound More
 - On
 Plays the block's notes when scrolling the block up/down.

> Poly Play More
 - On
 Playing notes with the keyboard plays through alternate sound channels. Edit mode must be off.

> Destructive Spacing More
 - On
 Deletes any notes that lie between the lines used for entering spaced notes.
 - Off
 Ignores intervening notes.

> Auto-Round Spacing More
 - On
 Restricts cursor movement to lines divisible by the spacing value. (E.g. for value 2, can move to 000, 002, 004 etc.) Only affects using the cursor keys.

> F6-F10 = Highlights More
 - On
 Keys F6 - F10 move to the first five highlighted lines.

1.12 The Programmable Keys Window

* Note: 'Full note' refers to the note plus its player command.

PURPOSE

A shortcut for entering notes. Can assign full notes, or groups of full notes, to key combinations Shift-0 to Shift-9 (the programmable keys). More

HOW TO OPEN

Settings menu. Where?

GADGETS

* Upper section

> Cycle gadget

- Numeric

Edits Shift-0 to Shift-9 definitions.

- Right Alt

Edits the Right Alt definition. (Hold down Right Alt while entering a note to add the defined player command.)

> Slider

Which definition to edit (Shift-1 to Shift-0).

* Middle section

> Full note box

The selected definition (=Range= if the definition is a range of notes). Supports transparency. More

> Clear

- Sets the current definition to --- 00000.
- * Pick section
 - > Note
 - Copies the note under the cursor to the current definition.
 - > Range
 - Copies the range to the current definition.
 - > Buffer
 - Copies the copy buffer to the current definition.
- * Bottom
 - > Save Keys
 - Saves the key definitions to disk. If saved under the default name, the definitions will be loaded when OctaMED starts up.
 - > Load Keys
 - Loads key definitions from disk.
 - > Exit
 - Closes the window.

1.13 The Keyboard Shortcuts Window

PURPOSE

Defines any key combination to operate almost any OctaMED feature. [More](#)

HOW TO OPEN

Settings menu. [Where?](#)

GADGETS

- * Left section
 - > List box
 - A list of all shortcuts. Select a new one by clicking on it.
 - > Name
 - The name of the selected shortcut (changeable).
 - > Ins. New
 - Inserts a new shortcut before the selected one. Shift-click to duplicate the selected shortcut.
 - > App. New
 - Adds a new shortcut to the end of the list. Shift-click to duplicate the selected shortcut.
 - > Information box
 - Format is 'Key: a/b', where:
 - a: Number of the selected shortcut.
 - b: Total number of shortcuts in the list.
- * Input section
 - > Shift/Alt/Amiga
 - + Decide the effect of the Shift, Alt and Amiga qualifier keys.
 - Ignore
 - Ignores the key. It can be held or released.
 - Either
 - One of the keys (left or right) must be held.
 - Left
 - The left key must be held. (The right one can be held).
 - Right
 - The right key must be held. (The left one can be held).
 - Both
 - Both left and right keys must be held.
 - None

Both keys must be released.

- > Control/Caps Lock
 - + Decide the effect of the Control and Caps Lock keys.
 - Ignore
 Ignores the key. It can be held or released (on or off, for Caps Lock).
 - On
 The key must be held (on for Caps Lock).
 - Off
 The key must be released (off for Caps Lock).
- > Mapped
 - The key itself, if it can be displayed.
- > Raw More
 - The key's 'raw-key' code.
- * Action section More
 - + The effect of the key combination.
 - > Cycle gadget
 - OctaMED Command
 Executes an OctaMED ARexx command (type it into the Command box, with any required parameters).
 - Execute ARexx File
 Executes an ARexx script (type its name into Command).
 - Ext. ARexx Command
 Sends an ARexx command to another program (type the command into Command, the program's ARexx port into ARexx Port).
 - Launch Program
 Launches (runs) an executable program (type its filename into Command).
 - > Command
 - Varies according to the above cycle gadget's setting.
 - > ARexx Port
 - The other program's ARexx port name (if appropriate).
 - > Window More
 - The identifier of the window (in ARexx form) to which this shortcut applies. If blank, the shortcut can be used in all windows.
 - > Load
 - Loads a shortcut file from disk.
 - > Save
 - Saves a shortcut file to disk. If the default name is used, the shortcuts are loaded when OctaMED starts up.
- * Bottom
 - > Exit
 - Closes the window.

1.14 The Mixing Settings Window

PURPOSE

Contains settings related to Mix mode. More

HOW TO OPEN

Settings menu. Where?

GADGETS

* Mixing Mode section

- > Radio button
 - + Selects the output device through which notes will be played.
 - Amiga 8-bitPlays through the Amiga at normal quality.
 - Amiga 14-bitPlays through the Amiga with better quality, and not much more processor load, but at half the volume.
 - Toccata 16-bitPlays through MacroSystems' Toccata 16-bit board.
 - Delfina 16-bitPlays through the Delfina 16-bit board.
 - Disk 8-bitRecords the output to a file on disk, as an 8-bit sample.

The

 - Recording window
 - is opened before recording.
 - Disk 16-bitRecords the output to a file on disk, as a 16-bit sample.

The

 - Recording window
 - is opened before recording.
 - MaestroPro 16-bitPlays through MacroSystems' MaestroPro 16-bit board.
 - > Stereo
 - OnThe output is in stereo.
 - OffThe output is in mono (the same on both speakers). Less strain on the processor than stereo.
 - > Smoothing
 - OnSignificantly enhances sound quality, but needs much processor time. Recommended for Disk 8/16-bit modes.
 - * Mixing Frequency
 - > Slider
 - How quickly the samples should be mixed, in Hertz. High frequency means better quality but more processor load.
 - > Requested
 - Your selected mixing frequency.
 - > Actual
 - The actual mixing frequency used. Necessary because all of the output devices can only play at certain frequencies (except Disk 8/16-bit).
 - * Bottom
 - > Max. Channels
 - The maximum number of channels. Set to as low a value as you really need.
 - > Volume Adjust
 - Adjusts the overall volume of notes. The value is a percentage; when 100 %, the notes are at 'normal' volume. Can directly enter a value into the number box.
 - > Mix Buffer Size
 - The size of the 'mix buffer', an area of memory used to mix samples together.
 - > Panning
 - Opens window:
 - Mix - Track Panning
-

Adjusts the stereo location of each track.

- > Effects
 - Opens window:
 - Mix - Effects
 - Adds effects such as echo to your music.

1.15 The Mix - Track Panning Window

PURPOSE

To adjust the stereo location of the notes played on each track.

HOW TO OPEN

Mixing Settings window.

Where?

GADGETS

- * Top
 - > Free Panning
 - On
 - Can freely set any track slider to any value, without worrying about volume distortion. The volume is halved.
 - Off
 - Distortion is possible, unless Sum Of Balances is 0. The volume is unaffected.
- * Main section
 - > Sum of Balances information box
 - Displays all the slider values added together. When 0, the volume is perfectly balanced between the two speakers.
 - > Left column
 - The number of each track.
 - > Sliders
 - Adjust the stereo location of each track. 0 is center, a positive number is right, a negative number is left.
- * Bottom
 - > Up
 - Shifts all track numbers up by 8.
 - > Down
 - Shifts all track numbers down by 8.
 - > Exit
 - Closes the window.

1.16 The Mix - Effects Window

PURPOSE

Adds special effects to your music.

HOW TO OPEN

Mixing Settings window.

Where?

GADGETS

- * Upper section
 - > Echo cycle gadget
 - Off

No echo.

- Echo

Normal echo (using Echo Rate and Depth).

- Cross Echo

Alternates echoes between the speakers. Stereo must be on.

- > Echo Rate
 - Distance between each echo, in milliseconds.
- > Echo Depth
 - Depth of echoing. Larger values give deeper echoes. The value is each echo's volume as a percentage of the previous echo's volume.

* Lower section

- > Stereo Separation
 - Dragging the slider to the right 'separates' the sound on each speaker. Dragging to the left brings the speakers' sound closer together. Try it!

* Bottom

- > Exit
 - Closes the window.

1.17 The Recording Window

PURPOSE

Displayed during 'direct-to-disk recording' - transferring part of More
your song to disk as a sample.

HOW TO OPEN

In the Mixing Settings window, select Disk 8-bit or Disk 16-bit.

Where?

Then play a note or the song. After responding to the requesters, this window will appear.

GADGETS

- > Top information box
 - The sample properties. 8 or 16-bit, file format, mono/stereo and recording frequency.
- > Middle information box
 - The elapsed time so far (minutes and seconds).
- > Bottom information box
 - The size of the produced file so far.
- > Stop Recording
 - Interrupts recording. Also stops if an OFFE player command is encountered.

1.18 The FastMemPlay Window

PURPOSE

To play samples from Fast memory in 4-channel mode (or on non- More
paired tracks in 5 to 7-channel modes).

HOW TO OPEN

Settings menu. Where?

GADGETS

- * Main section
 - > Active
 - Switches on the FastMemPlay feature.
 - > Buffer Size
 - The FastMemPlay buffer size. To use synthsounds without distortion, set to e.g. 16 or 32. To decrease processor load, increase the buffer size. Can be 16 - 400.
- * Bottom
 - > Exit
 - Closes the window.

1.19 The Aura Sampler Options Window

PURPOSE

Contains settings for the Aura 16-bit sampling/playback board. [More](#)

HOW TO OPEN

Settings window. [Where?](#)

GADGETS

- * Main section
 - > Minimum Period
 - The highest pitch that OctaMED can play through Aura. Small periods mean high pitches but use much processor time. So the Minimum Period value depends on the speed of your processor.
 - > Active
 - On
 - Aura play is active.
 - > Single Channel Output
 - On
 - Outputs sound using the right channel only, saving processor time.
 - Off
 - Outputs through both channels.
 - > Fixed Output Rate
 - Sound is always output at the Minimum Period rate. All notes are scaled to this rate 'on the fly'. Use to play higher notes than the Minimum Period (at the expense of quality).
 - * Bottom
 - > Exit
 - Closes the window.

1.20 The Miscellaneous Options Window

PURPOSE

Contains general settings.

HOW TO OPEN

Settings menu. [Where?](#)

GADGETS

* Upper section

> Close Workbench More

- Off

Tries to close the Workbench (frees at least 40K).

- On

Tries to reopen the Workbench.

> Overwrite Requesters More

- On

Displays an 'Overwrite?' requester if you try to save a file with the same name as another file in the directory.

- Off

Does not display the requesters.

> Warn if Disk Full More

- On

A requester appears if the song you're trying to save probably won't fit on the disk. Only applies to songs.

> Size-Only Window Zoom [Kickstart 3.0 and higher only] More

- Off

Clicking a zoom gadget moves the title bar to its default position, as well as reducing the window's size.

- On

Only reduces the window's size.

> Use ReqTools More

- On

Uses the ReqTools system/file/screen mode/font requesters.

- Off

Uses the ASL library for requesters.

> Swap Amiga Channels (Mix) More

+ Mix mode only.

Sound channels 0 and 3 should be played through your left speaker, 1 and 2 through your right. If your Amiga 'swaps' the speakers, switch this on.

> Load Instr From MainCtrl More

- On

Typing a name into Main Control's instrument name box tries to load the file.

- Off

The instrument is simply renamed.

> H -> B More

- On

Displays the note between A# and C as 'B'.

- Off

Displays the note as 'H' (used in e.g. Germany/Finland).

> Use Mixing (MMD) More

- On

When normal MMD songs are loaded, makes the necessary changes to use Mix mode (mainly transposition).

> Use Mixing (Tracker) More

- On

When Tracker songs are loaded, makes the necessary changes to use Mix mode.

> Show Changed Settings More

- On

Whenever an ARexx option is changed, either within OctaMED or by using ARexx itself, its name and its new value is shown on the title bar. If '(S)' is shown, the option can

be saved using Save Settings.

> Default Directories

Opens window:

Default Directories

Contains your usual directories for songs, instruments etc.

* Lower section

> Default Volume Mode More

Selects whether the cycle gadget in Song Options displays
Decimal or Hex Volumes.

> Default HQ Mode More

Selects whether High Quality Mode is on or off.

> Default Slow HQ Mode More

Selects whether Slow HQ is on or off.

> Default Channel Mode More

Sets the default channel mode.

> Gadget Shortcut Qual More

Sets the qualifier key used with gadget shortcuts.

> Help Viewer More

Selects the program used to display this on-line help system.

1.21 The Default Directories Window

PURPOSE

Tells OctaMED where you usually keep your songs, instruments and
ARexx scripts.

HOW TO OPEN

Miscellaneous Options window.

Where?

GADGETS

> Songs

The path (disk and directory name) of your usual songs
directory. Used by the Open/Save Song file requesters. If you More
don't have a usual directory, leave the box blank.

> Instruments

The path of your usual instruments directory. Used by the
Load/Save Instrument(s) file requesters. More

> ARexx Scripts

The path of your usual ARexx scripts directory. Used by the
Execute ARexx Script file requester. More

> Exit

Closes the window.

1.22 The Font Window

PURPOSE

Selects the fonts used in three different areas of OctaMED. More

HOW TO OPEN

Settings menu. Where?

GADGETS

- * Screen/Window/Editor font
 - + The font used for screen and window title bars and system requesters / text inside windows / the Tracker editor.
 - > GetFile gadget
 - Selects a new font from your FONTS: directory.
 - > Left information box
 - The font name.
 - > Right information box
 - The font size.
 - > Default
 - On
 - Uses the default font for your Workbench, and doesn't save the font used with settings.
 - Off
 - Uses the font shown in the information boxes.
- * Others
 - > OK
 - Accepts the changes and closes the window.
 - > Cancel
 - Rejects the changes and closes the window.

NOTE

You can only use a non-proportional font as the Editor font.

1.23 The Palette Window

PURPOSE

To change the screen's colors. More

HOW TO OPEN

Settings menu. Where?

GADGETS

- * Main section
 - > Palette
 - The available colors. Select a color by clicking on it.
 - > Red/Green/Blue
 - The intensity of red, green and blue light in the selected color. (Unghosted only when WB Palette is off.)
 - > WB Palette
 - On
 - Workbench's color palette is used, and palette details are not saved with settings.
 - Off
 - The set color palette is used.
 - > Palette Type
 - 4-Bit
 - A possible 4096 colors. Use with older Amigas.
 - 8-Bit
 - A possible 16,777,216 colors. Use with AGA Amigas.
- * Bottom
 - > OK
 - Accepts the changes and closes the window.
 - > Cancel

Rejects the changes and closes the window.
