303tracker_screen

Jeroen Schellekens

COLLABORATORS

	TITLE : 303tracker_screen		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Jeroen Schellekens	July 7, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

303tracker_screen

1.1 Main

This is the guide wich handles all buttons and functions seen on the main screen.

1.2 Main screen

Note Column

This column contains 32 places wich can be filled with notes (pitch). You program it like in Protracker or Octamed, by entering a note with the keyboard. For example, the note B with octave 2 will be displayed like this: B-2. To write a note B-2 in one of the 32 places, select Edit On (or press Space) and push the key U once. Then, the cursor (the yellow box) will move one place down, wich means you can now write the next note. Use the Cursor Keys to place the cursor up or down, or click at the place you want with the Left Mousebutton.

1.3 Main screen

Cutoff Frequency Column

----

32 sliders wich control the amount of cutoff frequency of the filter. In other words, a low cutoff freq. means a dull sound where all high harmonics are filtered away, while a high cutoff freq. gives a sharp sound full of harmonics. The more a slider is placed to the left, the lower cutoff freq. of the filter is. Vice versa when a slider is fully to the right, it will sound bright and has the highest possible cutoff freq.

You can change a slider by clicking with the Left Mousebutton on
it, and then while holding the mousebutton moving it to the left or the
right. You'll hear the sound become duller and sharper as you move it.
Attention: When there isn't a note written at the place you change the
current slider, there won't be any sound, or difference in
sound! That's because when there is no note-data, all other
column will have no effect at that place!

1.4   Main screen

Resonance Column

----

32 sliders wich control the amount of resonance of the filter. A high
resonance (slider to the right) gives a whistling, dripping timbre. For
acid basslines, resonance is often full open (right). A low resonance
(slider to the left) keeps the original waveform (squareform or sawtooth)
intact, while the cutoff frequency determines the sharpness of it.
Attention: When there isn't a note written at the place you change the
current slider, there won't be any sound, or difference in
sound! That's because when there is no note-data, all other
column will have no effect at that place!

1.5   Main screen

Envelope Modulation Column

In this column you can determine for every 1 of the 32 steps, if the
envelope of the filter is a constant one, or one wich starts at a high
cutoff and sweeps down to a very low cutoff in a short time. When Env. Mod.
set to high (slider placed to the right), the note on that place becomes a
sharp one becoming very dull in a short time. It makes it sound hard and
short, with much attack.
When the Env. Modulaton is turned low (to the left), it starts more dull
(low attack) and won't change that much in time.
Attention: When there isn't a note written at the place you change the
current slider, there won't be any sound, or difference in
sound! That's because when there is no note-data, all other
column will have no effect at that place!

1.6   Main screen

Decay Column

Determine the length of one of the 32 notes. When the slider is placed to
the left, the sound becomes short, but this DOESN'T mean the attack becomes
higher, as with the Env. Modulation . It just will sound
less long. When the slider is more to the right, the sound will remain
longer.
Attention: When there isn't a note written at the place you change the
current slider, there won't be any sound, or difference in
sound! That's because when there is no note-data, all other
column will have no effect at that place!

1.7   Main screen

Accent Column

Apply a certain amount of accent on the note. When the slider is whole to
the left, there won't be ANY accent. Else, there WILL be, and at the most
right, the accent will be full. Accent gives the note a kind of push, it
will sound louder and more aggressive. It will tend to 'wow' when you set
the resonance at maximum.
Attention: When there isn't a note written at the place you change the
current slider, there won't be any sound, or difference in
sound! That's because when there is no note-data, all other
column will have no effect at that place!

1.8   Main screen

Toggle Edit On/Off

You can click on this cyclebutton to turn editing the notes on or off. When
on, you will write a note at the place of the cursor by pressing one of the
following keyboard keys:
2 3 5 6 7
Q W E R T Y U I
S D G H J
Z X C V B N M
When edit is turned off, you can still press these keys, and you will hear
the note but it won't write it. Handy for testing.

1.9   Main screen

Choose Drawstyle

When set to Draw, you can draw between all sliders placed under eachother
in one column. So you can make a spread of slider-states wich flow in a
'human feel' way.
You can also set them in a straight way by choosing the Line method. Now
you can draw a line and all sliders between the line in that column will
adapt to this line.
Attention: This function has only effect on the columns wich contain
sliders (e.g. like Cutoff or Accent).

1.10   Main screen

Select Waveform

Switch between a square (pulse) and a sawtooth.
Set to Square: The oscillator is now set to a square waveform, and
all notes will contain this waveform. It sound more
round than the sawtooth.
Set to Sawtooth: The oscillator is now set to a sawtooth waveform
wich sounds far more sharper and will growl/grunt
more than the squarewave. All notes will sound like
this from now on.

1.11   Main screen

Decrease pattern

Go back a pattern by pressing it once quickly. If you hold it, it decreases
fast until it reaches 00. You can also hold both mousebuttons to decrease
even faster.

1.12   Main screen

Increase pattern

Go forward a pattern by pressing it once quickly or hold it, and increase
fast until it reaches 63. You can also hold both mousebuttons to increase
even faster.

1.13   Main screen

Decrease tempo

Decrease the tempo in Beats Per Minute.

1.14   Main screen

Increase tempo

Increase the tempo in Beats Per Minute. Tempo ranges from 40 to 225 BPM.

1.15   Main screen

Quickrender/Render button

By pressing this button with the LEFT mousebutton, 303tracker starts to
render the current pattern as a sample.
By pressing it with the RIGHT mousebutton, you enter a window which gives
more control over what you want to render etc. It's called the FINAL render
window.

1.16   Main screen

Select Octave Button

Select wheter you want to transpose the keyboard one octave up (2) or back
one down (1). If it displays 1, the keyboard's range is C-1 to E-3, while
octave 2 reaches C-2 to C-4.

1.17   Main screen

Goto Workbench

By pressing this button you will enter the Workbench, without leaving the
program. You can go back to 303tracker, by pressing Left Amiga + M.

1.18   Main screen

Play/Render Button

Pressing this button you'll get a window where you can select if you want
to play the current pattern, the whole song from the current position, or
go to the Render-menu where you can render the pattern or song.

1.19   Main screen

Enter pattern-number

Click on this field to enter a new pattern-number, which will jump to the
new one when pressed [ENTER].

1.20   Main screen

Enter tempo-value

Click on this field to enter a new tempo in Beats Per Minute, ranging
from 40 BPM to 225 BPM.

1.21   Main screen

Glide Column

Here you can add or remove a glide to one of the 32 notes, by clicking on
the field. If you've programmed one, it'll display 'On'. Else the field is
empty.
Condition is that there has to be a note at the current place. If not, you
still see a glide, but in a dimmed color.

1.22   Main screen

Note Length Column

Here you can determine the length of one of the 32 notes, by clicking on
the field. The length can be 1/16th, 1/8th or a Rest note. If you programm
a Rest note, it'll play a new note, but won't start the envelope again.
This is nice for playing two notes where the second is 'part' of the first
one, as if the first one becomes another pitch.
Condition is that there has to be a note at the current place. If not, you
still see the length, but in a dimmed color.

1.23   Main screen

Pattern-Length

The red 'rubber'-band (well, in fact it are pixels!) displays the length of
the pattern, in other words where the pattern ends. You can change the
length by clicking on of the numbers 00 to 31 (at the right corner) and
you'll see that the band adapts to the position you marked.
Be aware, that if you want to change the pattern-length to 16 steps, you
have to let the red band (ghi ghi!) end at position 15, instead of 16, what
you might think. This is because the pattern start from point 00!
By the way, you can't change the start position of the pattern!

1.24   Main screen

Position Numbers

These are for informing you where you are editing or are pointing with your
mouse. Just to show you at wich position you are busy.

1.25   Main screen

Note Column Head

Besides functioning as information, it has another function:
1- By clicking on it with the Left Mousebutton, you select this
column wich is needed for some column edit operations.

1.26   Main screen

Cutoff Frequency Column Head

Besides functioning as information, it has two other functions:
1- By clicking on it with the Left Mousebutton, you select this
column wich is needed for some column edit operations.
2- By clicking on it with the Right Mousebutton you can
shift/move the contents of the whole column to the left or to the right
at once. Just hold the mousebutton and slide to the left or the right!

1.27   Main screen

See Cutoff Frequency Column Head

1.28   Main screen

See Cutoff Frequency Column Head

1.29   Main screen

See Cutoff Frequency Column Head

1.30   Main screen

See Cutoff Frequency Column Head

1.31   Main screen

See Note Column Head

1.32   Main screen

See Note Column Head

1.33   Main screen

Menu Bar

By pressing the Right Mousebutton, you can select items from the

menu-bar.

1.34   Main screen

Menu Bar

By pressing the Right Mousebutton, you can select items from the

menu-bar.

1.35   Main screen

Menu Bar

By pressing the Right Mousebutton, you can select items from the
menu-bar.

1.36   Main screen

Menu Bar

By pressing the Right Mousebutton, you can select items from the
menu-bar.

1.37   Main screen

Menu Bar

By pressing the Right Mousebutton, you can select items from the
menu-bar.

1.38   Main screen

Menu Bar

By pressing the Right Mousebutton, you can select items from the
menu-bar.