MUSEINC. OR 1.1 Readme File

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General Information

A. What is MuseInc? /Version History

MuseInc is the TI-BASIC/Celtic III hybrid programs to help your Axe music making experience much, much better. It includes a tracker. MuseInc used to be just a bunch of defined constants for Axe to type something like this: Freq(ºC3, ºQT) which played Middle C quarter note.
After a bit, MuseInc had its own music making software, which was the official start of MuseInc.

Update History:

Ver. 1.0 – MuseInc born as a include program with bunch of defined constants.

Ver. 2.0 – MuseInc got its own music maker.
Ver. 2.0.1 – Added the Rests, and changed some key commands.
Ver. 2.1.0 – Changed the format of MuseInc from Freq(ºC3, ºQT) to Freq(ºCN,3, ºQT)

Ver. 3.0 – Decided to start over from a scratch and was updated with better GUI, better exporting method, able to name the music file, and able to export from multiple files.
Ver. 3.1 – Added some stuff so it's more error-proof.
Ver. 3.2 – Fixed the crappy preview file, and improved export graphic.
Ver. 3.2.1 – Minor error fix.
Ver. 3.3 – Added stuff so it supports dotted notes and up to whole note.
Ver. 3.3.1 – Now pressing clear clears the note, pressing DEL deletes the note, and pressing ^ inserts the note at the cursor.
Ver. 3.4 – Added copy/paste method and rename/duplicate file method. Pressing STAT opens the 'about' screen.
Ver.3.4.1 – Fixed the minor error in MUSEDIT.

Ver. OR 1.0 – Official Release of MuseInc!
Ver. OR 1.1 – Several Bug fixes and Optimization

B. Installation

First, in “Files” folder, either put MIOR.8xg from “Group File” folder, or download individual programs in “Files” folder except ASRC.8xp (This is just a source file) into your calc. Archive Pic0.8xp, MUSEDIT.8xp, MUSEINC.8xp, and MUSERT.8xp.

After putting those files in your calc, download these file into your calc:
Axe 1.1.1 - http://www.omnimaga.org/index.php?action=dlattach;topic=1463.0;attach=10781
DCS7 7.2 Beta 2 -
http://www.cemetech.net/scripts/countdown.php?/beta/dcs72b2.zip&location=archive

File Documentation

-prgmASRC	230 bytes
-prgmMPREV	963 bytes
-prgmMUSEDIT	4771 bytes
-prgmMUSEINC	693 bytes
-prgmMUSERT	261 bytes
-prgmθS3	373 bytes
-appvMTEMP	62 bytes
-Pic0	767 bytes

Using MuseInc

A. Menu

[Up] / [Down]: Move the cursor around.
[2nd]: Select choice.

B. In Editor

This text Format means that it is added in this version.

[Left]/ [Right]: Move box
[9]/ [*]: Scroll through notes
[6]/ [-]: Scroll through octaves
[3]/ [+]: scroll through tempo
[Y=]: Create new page
[WINDOWS]: Preview a page
[ZOOM]: Jump to page
[TRACE]: Delete page
[GRAPH]: Return to main menu
[2nd]: preview one note
[Up]/ [Down]: Next page/Previous Page
[DEL]: Delete the note
[CLEAR]: turn the note into Blank.
[^]: Insert Note
[(]: Set beginning copy section
[)]: Set ending copy section
[,]: Copy
[/]: Paste
[APPS]: Duplicate file
[PRGM]: Rename file
[STAT]: View “About” page

Warning!
Pasting WILL overwrite your notes! Insert some blank notes before you paste your note.
When you insert the note, the last note will be DELETED! If you don't have a blank note at the very end of you file, I suggest you make a new page before inserting note.
The progress will be auto-saved. Don't worry about saving.
*In notes, Capital letters mean neutral notes and lowercase letters mean sharped notes.
*In tempo, Capital letters means neutral tempo and lowercase letters mean dotted notes.

C. Exporting Music

When you choose “Export File”, it’ll ask you how many files you want to export. This simply means that how many Files (sections) do you want to export? Let’s say that you have FILE0001, FILE0002, and FILE0003 and you have to export in this order: FILE0001, FILE0002, FILE0001, FILE0003. In order to do this, type “4” at # of files (since there are 4 sections) and type FILE0001, FILE0002, FILE0001, FILE0003 in order.

After exporting is semi-done, the program will give you some options.

- **Executable** – exports program as executable program so you can listen to it.
- **AppVar** – exports program as application variable for various purpose.
- **Raw Data** – exports the music data as Str4.

D. Some Random Tips

- **When creating music files, it’s best to use NameNumber format (Like KRAID001, KRAID002, etc.). It helps you remembering the order/name of your files.**
- **If you mistyped the file name when you’re making new file, don’t panic! There is a rename file button now in editor.**
- **Preview pages often. It’s painful to export and finding errors in song.**
- **Try to keep few pages as possible per file. Exporting 5 2-pages files are faster than exporting 2 5-pages files!**
- **When you export the music file as executable, it’s recommended to compile as DCS7 program since it output best sound quality with no noises.**
- **If you’re making music for game dev, try to keep them in same tempo and maximum of 16 notes, so the game doesn’t slow down a lot.**

Technical Stuffs

A. Why do I need to export as Appvar?

You may realize that you don't need to export as AppVar forever. Then why does such an option exists? Why is it taking space in your calc? The reason is: AppVar can be used for game development purpose! Section C will explain this in more detail.

B. Creating Music without MuseInc Editor

Yes, it's possible. This is how you do it.

First, create a new program and type this in your program:

```
:.PROGNAME
:prgmMUSEINC
:
:
:
:prgmMUSERT
```

And this is a form of typing notes:

```
:PM(ºNOTE,OCTAVE,ºTEMPO
```

NOTE: it's from CN~BN. CS is sharped C and CN is non-sharped C.
OCTAVE: it can be number from 0~7
TEMPO: it can be ºTS, ºSX, ºET, ºQR. Adding "D" (e.g. TSD) plays dotted notes.

C. Finally! Using MuseInc music in game dev

In this section, I'll explain how to do so. :D
First, make sure you exported file as either appvar or raw data before you implement it.

And then, to use it in the game……

First, make sure prgmMUSEINC is included at the top of the program and prgmMUSERT is included at the bottom of your program.

Also, the music will only play when it's in the loop.

Do you remember the exporter saying something about page #? Yes, you need to know that. If you don't know it, count from individual files.
Now that you know it, put this code somewhere before game loop:

If you compiled as appvar:

```
:GetCalc("appvWHATEVER",Y₀)
```

If you compiled as raw data:
Just Rcl Str4 and store it to pointer Str1M

Now add this code right before game loop:

```
:16*PageNumL
:0→M
```

Now put this in game loop:

```
:PM({3*M+Y₀},{3*M+1+Y₀},{3*M+2+Y₀}
:M++
:M>L?0→M
```

(Replace Y_0 with Str1M if you're using raw data.)

And you're set!