

instant

MUSIC

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PRELUDE

Instant Music is for the musician in us all. If you find yourself strumming air during your favorite guitar riff, or drumming along on your car steering wheel, but the only *real* musical instrument you can play is your stereo, then *Instant Music* may be just what you've been waiting for.

Music has been a part of the human experience for thousands of years. Over the course of the last 400 years, musicians have codified the essential rules of harmony, counterpoint and rhythm, formalizing a set of guidelines that have become the basis for western music. Without such guidelines, music would lack form, becoming an aimless collection of notes. *Instant Music* uses many of these guidelines to keep you within musical bounds as you improvise onscreen. For example, *Instant Music* uses techniques like *harmonic voicing* (see **Glossary**), so while your songs are always musically "correct," you also have many options for voicing a particular chord. *Instant Music* also uses *Diatonic* pitch modes, an essential ingredient of any accomplished jazz musician's technical repertoire, which makes it possible to jam over six octaves in real-time. To complete the musical picture, *Instant Music* recognizes the concepts of chord, melody and scale, as well as a wide assortment of rhythmic patterns.

Instant Music's guidelines let you create your own music with little room for musical error. For example, when loading "Anitra's Dance" into your Amiga, you are loading a kind of musical stencil; the basic shape is complete, while the actual notes, embellishments, and refinements are up to you. Such templates have been constructed with the musical information already built in — rhythm, scale, and chord rules. With *Instant Music* you can concentrate on what sounds good, rather than "How do I voice a C9 chord with an E bass?"

As you gain musical proficiency, you can edit your songs in greater detail. Because *Instant Music* allows many levels of control over each template, even professional musicians will find it a valuable addition to their instrument collection. You can even edit your songs in "free mode", thus doing away with guidelines altogether. Rock and jazz musicians will be delighted at the speed with which they can create different arrangements, quickly finding the one combination of voicing and instruments that captures the essence of a song.

Instant Music also lets you see your music as well as hear it. From St. Gregor and Bach to Prokofieff and Cage, composers have often been intrigued by the graphic form of music - the shape of phrases and gestures. Modern composers such as Karlheinz Stockhausen and Luciano Berio, for example, have concentrated on this visual aspect of their compositions. By looking at an entire 16 or 32-measure song in a single screen you'll gain a new awareness of music structure, and a new way to analyze it.

How To Use This Manual

This manual is organized so you can use just as much of it as you want. The first chapter, "An Earful of Instant Music," is an overview of the program that gets you up and running fast, demonstrating why we call the program *Instant Music*. The second chapter, "Going Further With Instant Music," is a series of lessons that illustrates the program's more advanced features for those who want to create their own complex compositions. The third chapter, "Instant Music Reference," can be used as a quick reference guide because it lists all of *Instant Music*'s menus and commands. The appendix at the end of the manual contains documentation for the music included with *Instant Music*, and information for those who want to learn more about music theory and notation.

CHAPTER 1: AN EARFUL OF INST

Starting Instant Music

Start your Amiga with the Kickstart disk as u
Workbench disk in drive DF0: (the internal dri
master key disk and use the **Duplicate** comman
User Guides for instructions on duplicating disks
you when to swap disks. You can name your b
the master key disk only. Use the **Rename** com

Now you can reboot your Amiga with the dup
original disk will be used as the *key disk*. Wh
asked to briefly insert the *Instant Music* key disk
the original disk has been verified, you can put i

Reboot your Amiga with your backup copy of I
double-click the *Instant Music* disk icon with
window, double-click the *Instant Music* (IM) pr
the master program disk, the title screen appears
Instant Music theme song is loaded automaticall

Notice the button in the upper-right corner of th
This is the **Mousejam Button**; the white icon
the instrument controls at the very bottom of th
shown in white letters; this means that instrum
mouse pointer so it's in the large center window
and start moving the mouse foward and backw
response to your mouse movements. How's tha

CHAPTER 1: AN EARFUL OF INSTANT MUSIC

Starting Instant Music

Start your Amiga with the Kickstart disk as usual. When the "Load Workbench" screen appears, insert a Workbench disk in drive DF0: (the internal drive). When the Workbench appears, insert the *Instant Music* master key disk and use the **Duplicate** command to create a working copy of *Instant Music*. (See your *Amiga User Guides* for instructions on duplicating disks.) If you are using only one disk drive, the Amiga will instruct you when to swap disks. You can name your backup disk anything other than "IM," that name is reserved for the master key disk only. Use the **Rename** command from the Workbench menu to rename your backup copy.

Now you can reboot your Amiga with the duplicate disk as your working copy of *Instant Music*, and the original disk will be used as the *key disk*. Whenever you start *Instant Music* from the backup, you will be asked to briefly insert the *Instant Music* key disk so the program can read the disk's registration numbers. When the original disk has been verified, you can put it away, and use the backup during the rest of your session.

Reboot your Amiga with your backup copy of *Instant Music* in drive DF0:. When the Workbench reappears, double-click the *Instant Music* disk icon with the left mouse button to open the disk window. In the disk window, double-click the *Instant Music* (IM) program icon to start the program. After the program has verified the master program disk, the title screen appears, followed in a few moments by the *Instant Music* screen. The *Instant Music* theme song is loaded automatically and begins playing.

Notice the button in the upper-right corner of the screen that contains a white icon in the shape of the mouse. This is the **Mousejam Button**; the white icon indicates that mousejam is currently *on*. Now take a look at the instrument controls at the very bottom of the screen. The instrument name in the control at the far left is shown in white letters; this means that instrument is currently chosen for you to mousejam with. Move the mouse pointer so it's in the large center window that contains the colored bars, hold down the left mouse button and start moving the mouse forward and backward. You'll hear that the selected instrument is now playing in response to your mouse movements. How's that for an example of *instant* music?