

**MAKE
MUSIC
MAKE
FRIENDS
HAVE
FUN**

Pixelh8 Music Tech Master Stroke DS Instructions

AND, Liverpool Beta Version September 26th, 2009

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MENU 1



MENU 1: Also acts as the start screen and it controls the Wave Duty between 12.5%, 25%, 50%, 62.5%, 75%, 87.5
Pan between Left = 0, Middle = 64 and Right = 127
Volume between 0 and 127 all other volume functions are in relation to this setting.

MENU 2

MENU1		MENU3		MENU4		MENU5		MENU6			
c	c#	d	eb	e	f	f#	g	ab	a	bb	b
major		minor		harm		whole		pent			
solo	uni	maj 3rd	min 3rd	5th	oct						

MENU 2: Controls the key and whether the note is performed with a secondary interval. The default key is C Major, with a solo note. The key selects the key performed using the “Directional Pad Mode” and is irrelevant in “Xylophone Mode”.

Examples

In C Major

UP	DOWN	LEFT	RIGHT	L	R	B	A
C	D	E	F	G	A	B	C

In D Major

UP	DOWN	LEFT	RIGHT	L	R	B	A
D	E	F#	G	A	B	C#	D

Intervals

SOLO = Solo note no note on second channel.

UNI = Unison plays same note on second channel.

MAJ 3rd : Plays a major third above the note played on second channel.

MIN 3rd: Plays a minor third above the note played on second channel.

5th: Plays a perfect fifth above the note played on second channel.

OCT: Plays a perfect octave above the note played on second channel.

MENU 3

MENU1		MENU2		MENU4		MENU5		MENU6	
none		trem		vol ramp up		arp up		echo	
phase		half trem		vol ramp down		arp down		shift	
50 _{bpm}		60 _{bpm}		75 _{bpm}		100 _{bpm}		120 _{bpm} 150 _{bpm}	

MENU 3: Controls time based effects & BPM

NONE: No effect.

PHASE:

TREMOLO: Volume full then volume off.

HALF TREMOLO: Volume full then volume half.

VOLUME RAMP UP: Volume starts at silence and increases to full in 8 steps.

VOLUME RAMP DOWN: Volume at full and decreases to silence in 8 steps.

ARPEGGIO UP: Holding down notes, it will arpeggio from lowest to highest note.

ARPEGGIO DOWN: Holding down notes, it will arpeggio from highest to lowest.

ECHO: Note at full volume, off, 3/4 volume, off, 1/2 volume, off, 1/4 volume, off.

SHIFT: Cycles through different wave duties over 4 steps.

BPM

50bpm, 60bpm, 75bpm, 100bpm, 120bpm & 150bpm

Please note the BPM has a different effect on different time based effects due to the effect being based around 4 steps or 8 steps.

MENU 4

MENU1	MENU2	MENU3		MENU5	MENU6
arp rand	ping pong	pitch up		pitch down	rand note
arp up down	slow ping pong	pitch up slow		pitch down slow	
50 _{bpm}	60 _{bpm}	75 _{bpm}		100 _{bpm}	120 _{bpm} 150 _{bpm}

MENU 4: Controls time based effects & BPM

Arpeggio Random: Plays random note from selected key.

Arpeggio Up & Down: Holding down notes, it will arpeggio up and down.

PING PONG: Pans note from left to right.

PING PONG: Pans note from left to right slowly.

PITCH UP: Plays note and bends note up in pitch until highest note.

PITCH UP: Plays note and bends note up in pitch until highest note slowly.

PITCH DOWN: Plays note and bends note down in pitch until lowest note.

PITCH DOWN: Plays note and bends note down in pitch until lowest note slowly.

RANDOM NOTE: Plays random note.

BLANK: NOTHING IN BETA

BPM

50bpm, 60bpm, 75bpm, 100bpm, 120bpm & 150bpm

Please note the BPM has a different effect on different time based effects due to the effect being based around 4 steps or 8 steps.

MENU 5

MENU1	MENU2	MENU3	MENU4		MENU6
attack					
release					
A + r	MAJ ARP	min ARP			

MENU 5: Controls Attack & Release and time based effects.

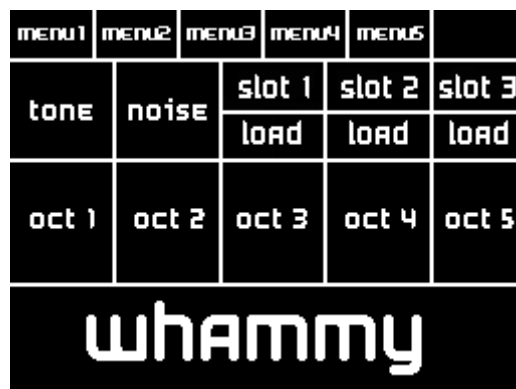
A+R: Turns attack & release on, the attack bar can be adjusted between 0 and 127 steps to reach full volume and the release can be adjusted between 0 and 127 steps to reach silence. Holding a note using this effect sustains the note at the current volume setting.

MAJOR ARP: Cycles through note, major 3rd from the base note, 5th from the base note, and octave from the base note.

MINOR ARP: Cycles through note, minor 3rd from the base note, 5th from the base note, and octave from the base note.

BLANKS: NOTHING IN BETA

MENU 6



MENU 6 controls TONE, NOISE, SAVE STATES, OCTAVES & WHAMMY BAR.

TONE: Selects a tone to be produced.

Noise: Selects noise to be produced.

SLOT 1: Saves current sound in Slot 1.

SLOT 1 Load: Loads saved current sound in Slot 1.

SLOT 2: Saves current sound in Slot 2.

SLOT 2 Load: Loads saved current sound in Slot 2.

SLOT 3: Saves current sound in Slot 3.

SLOT 3 Load: Loads saved current sound in Slot 3.

SAVE STATES ARE NOT SAVED AFTER POWER OFF!!!

OCTAVE 1: Selects notes to be produced from Octave 1.

OCTAVE 2: Selects notes to be produced from Octave 2.

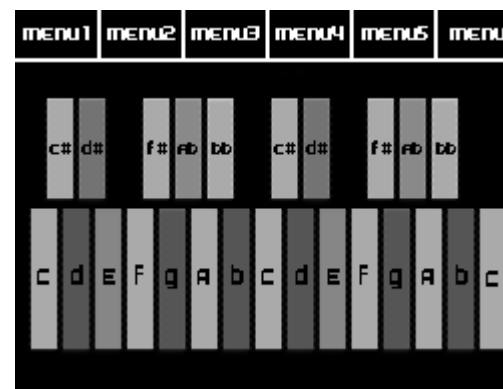
OCTAVE 3: Selects notes to be produced from Octave 3.

OCTAVE 4: Selects notes to be produced from Octave 4.

OCTAVE 5: Selects notes to be produced from Octave 5.

Whammy bar: Bends current note up or down. At the centre of the bar the note remains as is, moving the stylus left lowers the pitch, move stylus right raise the pitch.

XYLOPHONE MODE



By pressing down X, Music Tech Master Stroke will go into Xylophone mode allowing immediate access to two full octaves of notes and switches off the “Directional Pad Mode” of Up, Down, Left Right etc to control the notes performed.

However in this mode some features such as arpeggios which rely on multiple key presses will not function as the screen is only single touch.

Report any bugs /quirks to

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