

**Pixelh8 Music Tech Pro Performer
V1**

Instruction Manual

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**DO NOT USE AT THE SAME TIME AS A SLOT 1 CARTRIDGE
IT MAY DAMAGE BOTH CARTRIDGES!!!**

Sound Design Rules

Special Modes like **Tremolo**, **Shifter**, **Half Tremolo**, **Vibrato** rely on the initial volume being full, thus the volume envelope gets reset to **Constant** when one of these modes are chosen.

Special Modes like **Unison**, **5th**, **Octave**, **Maj 3rd**, **Minor 3rd**, **Portamento**, **Arpeggio**, **Tremolo**, **Shifter**, **Half Tremolo** and **Vibrato** cannot be produced with **Pitch Sweep**, thus the **Pitch Sweep** option gets reset to **None** when one of these modes are chosen.

Sound Effects cannot be used in conjunction with **Pitch Bend** or **Special Modes**.

Known Bugs/ Quirks

For obvious reasons **Pitch Sweep Up** sounds better in the lower octaves, and **Pitch Sweep Down** sounds better in the higher octaves, as the note terminates when it hits it's highest or lowest pitch i.e. If **Pitch Sweep Up** is used in a high octave the duration of the note is significantly less as it has less distance to travel to it's highest pitch.

The lowest note C2 will not **Pitch Sweep Up**. (I don't know why, It doesn't do it on the original Music Tech either)

When using **Pitch Sweep Up** the note will terminate when it hits it's highest note, however when using **Pitch Sweep Down** the lowest note can be held until the button is released.

Screen flicker in Editor Mode.

DO NOT OPEN OR ALTER THE CARTRIDGE IN ANY WAY DOING SO MAY DAMAGE THE CARTRIDGE.
DO NOT TOUCH OR ATTEMPT TO MAKE A CONNECTION WITH THE PORT ON THE TOP OF THE CARTRIDGE, DOING SO MAY DAMAGE CARTRIDGE.

WHY NOT VIST <http://www.facebook.com/pages/Pixelh8-Music-Tech-Software/46799085116> the Music Tech Facebook Group ©

And yes there are some hidden programs. ☺
Lots of love

Pixelh8

Editor Mode

Pitch Sweep

Pitch Sweep is selectable between **None**, where no pitch sweep occurs.

Up Slow Full Length Sweep (hits all on the pitches on the way up at a slow speed)

Up Slow Medium Length Sweep (hits half of the pitches on the way up at a slow speed)

Up Slow Short Length Sweep (hits only a few of the pitches on the way up at a slow speed)

Up Med Full Length Sweep (hits all on the pitches on the way up at a medium speed)

Up Med Medium Length Sweep (hits half of the pitches on the way up at a medium speed)

Up Med Short Length Sweep (hits only a few of the pitches on the way up at a medium speed)

Up Fast Full Length Sweep (hits all on the pitches on the way up at a fast speed)

Up Fast Medium Length Sweep (hits half of the pitches on the way up at a Fast speed)

Up Fast Short Length Sweep (hits only a few of the pitches on the way up at a Fast speed)

Down Slow Full Length Sweep (hits all on the pitches on the way down at a slow speed)

Down Slow Medium Length Sweep (hits half of the pitches on the way down at a slow speed)

Down Slow Short Length Sweep (hits only a few of the pitches on the way down at a slow speed)

Down Med Full Length Sweep (hits all on the pitches on the way down at a medium speed)

Down Med Medium Length Sweep (hits half of the pitches on the way down at a medium speed)

Down Med Short Length Sweep (hits only a few of the pitches on the way down at a medium speed)

Down Fast Full Length Sweep (hits all on the pitches on the way down at a fast speed)

Down Fast Medium Length Sweep (hits half of the pitches on the way down at a Fast speed)

Down Fast Short Length Sweep (hits only a few of the pitches on the way down at a Fast speed)

Wave Duty

Wave Duty can be selectable between 12.5%, 25%, 50% & 75%

Volume Envelope

Volume Envelope is selectable between

Constant ,**Slow Fade Up** , **Medium Fade Up** , **Fast Fade Up**
Fast Fade Down, **Medium Fade Down**, **Slow Fade Down**

Octave

Octave is selectable between octaves 2, 3 and 4.

This is the **Octave** you will start in in **Player Mode**, you can change this in player mode by pressing **Select**.

Primary and Secondary Key Select

Primary and Secondary Keys are selectable from all keys Major and Natural Minor.

The **Primary Key** is the musical key you will start in, in **Player Mode**.
The **Secondary key** is the musical key you can switch to and from by pressing **Start** in **Player Mode**.

Special Modes

Unison produces the base note on the first and second channel.

5th produces the base note on the first channel, and a 5th up from the base note on the second channel.

Octave produces the base note on the first channel, and an octave up from the base on the second channel.

Maj 3rd produces the base note on the first channel, and a Maj 3rd up from the base note on the second channel.

Min 3rd produces the base note on the first channel, and a Min 3rd up from the base note on the second channel.

Portamento Mode slides up and down between the notes that are played in succession.

Arpeggio Mode plays all the notes held down in quick succession from lowest to highest, repeatedly.

Tremolo Mode plays the note at full volume, and a pause of equal length, repeatedly.

Shifter Mode cycles through the four wave duty settings in quick succession, repeatedly.

Half Trem Mode plays the note at full volume, and then the note at half volume, repeatedly.

Vibrato Mode plays the note, the note bent up slightly, the note, the note bent down slightly, repeatedly.

Sound Effect Modes

Choosing anything other than **None** negates all other options in sound editor mode.

Drums creates a generic sounding drumkit. (No Samples)

Game creates a set of generic beeping noises.

Bad TV sounds like a badly tuned television.

Alien creates set of generic "alien" sounds.

Lasers creates a set of generic laser sounds.

Crunch creates a set of crunchy noises.

Presets

Choosing anything other than **None** negates all other options in sound editor mode. Preset are pre made sounds that I have found I like when designing this bit of software.

Special Delay

Is the delay between the notes are changed in modes like **Arpeggio**, **Tremolo**, **Shifter** etc, it is also the delay between sound effects.

Unison Phase

Off sets the **Unison** produced in the second channel to produce a phase like effect.

Player Mode

After you have designed your sound in editor mode press the **L** shoulder button to enter **Player Mode**.

In **Player Mode** the keys **UP**, **DOWN**, **LEFT**, **RIGHT**, **L**, **R**, **B**, **A** controls the notes or sound effects.

Up button plays the first note of the key that you are in.
Down button plays the second note of the key that you are in.
Left button plays the third note of the key that you are in.
Right button plays the fourth note of the key that you are in.
L button plays the fifth note of the key that you are in.
R button plays the sixth note of the key that you are in.
B button plays the seventh note of the key that you are in.
A button plays the eighth/octave note of the key that you are in.

Example 1 C Major

Button

UP	DOWN	LEFT	RIGHT	L	R	B	A
C 1 st	D 2 nd	E 3 rd	F 4 th	G 5 th	A 6 th	B 7 th	C 8 th

Example 2 C Minor

Button

UP	DOWN	LEFT	RIGHT	L	R	B	A
C 1 st	D 2 nd	E_b 3 rd	F 4 th	G 5 th	A_b 6 th	B 7 th	C 8 th

To change **Octave** in **Player Mode** simply press **Select** to cycle through the octaves.

To change between the **Primary** and **Secondary Key** simply press **Start**.

To do a soft reset and go back to the **Editor Mode** hold down **SELECT**, **LEFT** and **A**. In most cases it's best to hold down **SELECT**, and press **LEFT** and **A** simultaneously.

In **Sound Effect** Mode the buttons control various sound effects.