********** Using the Stanford-IRCAM MUSIC Program **********

******* WORK IN PROGRESS -- NOV 77 -- LELAND SMITH *********

This manual is designed for use with the PDP10 at the Stanford AI
lab.   In most cases this text will also apply to the program in use
at the IRCAM lab in Paris.

MUS10 is a complete sound generating package which exists on the
disk. Other versions of the program exist under the names NEWMUS and
KLMUS. For first attempts type:

  R MUS10
  (All lines must be terminated with the 'RETURN' key.)

At this point the program will type the message:

  INPUT?

Basically there are two responses possible.   If the program is to
receive further instructions from another file which has been
prepared with an editing program, type:

  NAME -- where NAME is the name of the file to be read.
                  (If NAME has an extension, it must be used!)

If instructions are to be entered by means of the teletype keyboard
(TTY mode), type carriage return (<CR>).

At this point the sign (>) will appear which means the program is
awaiting input.

(It is possible that an error message such as "Ill mem. rel" or
"Halt" will sometimes appear. If this happens first type 'S' -- to
restart the program -- and then type in exactly whatever you had
typed before. If the error message recurs, find an "expert.")

Most complete statements to be read by MUS10 must end with a
semicolon. Several complete statements may be entered on a single
line but it is best not to have the lines too long.   More   than one
line may be used for a single statement. If the less-than sign (<)
appears everything following on that line will be ignored. Use this
for entering comments.

        ***** Note that the above rules DO NOT apply to the syntax
of the SCORE program.

Already present in MUS10 is an "instrument" known as SIMP which has
been set to play a test tone of 'A' (440 hz) for 1/2 second.

In order to play this tone, first get into TTY mode as described
above, then type:

  PLAY;SIMP;FINISH;

When the computation ends "TEST.SND" will be typed out. This means
that sound data has been written on the, disk under the name
"TEST.SND."   You will also be given other information such as the
maximum amplitude encountered, the number of bits per sample, etc.