

REVISED POKEY PLAYER DOCUMENTATION PART SEVEN  
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### ADVANCED FEATURES

The Pokey Player system has a few other special features that are used in advanced applications. This part of the documentation shows you how to reduce the number of notes entered by using repeats, how to use white noise for a percussion effect, and how to do detuning to get another interesting type of sound.

### REPEATS

As you listen to a piece of music, you can sometimes hear that a group of measures is played more than once. Repetition occurs often in music, especially in contemporary songs. So that the repeated measures do not have to be written twice, special symbols are used in sheet music to indicate that certain measures are to be repeated. The symbol that marks the beginning of a repeat consists of two vertical lines followed by two dots. The end of a repeat is marked by a symbol that looks almost the same, except that the dots come before the double lines, instead of after them.

#### (example)

When the music is played and you come to the first repeat symbol, the playing continues as usual. However, when you come to the end of the repeat, instead of continuing to the next measure, playing jumps back to the measure which had the beginning repeat symbol, and continues from that point. When you come to the end repeat mark the second time around, you ignore it and continue with the next measure. Normally a sequence of notes is repeated only once. There are, however, cases where a voice may repeat several times, such as in a bass line.

The Editor has a special command to support repeats, so that you don't have to enter the same notes twice. When you press the R Key, the Editor will display a beginning repeat symbol in the top level, and ask you to press RETURN. It will then ask you how many times the sequence of notes is to be played. In a standard repeat, the notes are repeated once, meaning that the sequence is played a total of two times, so you would normally type the number 2. Upon pressing RETURN the command will be entered, and you can continue entering notes. At the end of the repeat, press the R Key again. This time the symbol is for a repeat end, with dots to the left of the lines. Press RETURN to enter the command. When the Player later plays this voice, it will play the note sequence the designated number of times.

The number that is entered for the beginning of a repeat can range from 0 to 255. You will probably never need to use values larger than about 30. The number 1 means that the sequence should be played only once, which would seem to make the repeat structure unnecessary. A value of 1 is used only when you are developing a piece of music. If you keep replaying a song to listen for bad notes at the end, you don't want to wait for repeats earlier in the song, so use the number 1 at first and remember to change it to the correct value before you compile the final version. The number 0 should not be used, because it will make the voice repeat forever.

Repeats cannot be nested. Whenever you have a repeat beginning, it has to be later followed by a repeat end before another beginning can be used. It is okay for a voice to contain several repeats; you just cannot have a repeat inside a repeat. However, each voice can have its own repeat, so each one can repeat independent of the others.