

A1/A2 DKU

A1/A2  
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 02/03-71

## PURPOSE:

TO PLAY UNBLOCKED (A1) OR BLOCKED (A2) MAGNETIC TAPES  
 WITH EMS INFORMATION

## USE:

- 1 ASSIGN DK0 TO UNIT -4 (A1/A2 IS A EXECUTE FILE ON DK0)  
 AND THE MAGNETIC TAPE TRANSPORT ON WHICH THE TAPE  
 IS MOUNTED TO 7 AND 10 (THE LEFTHAND TRANSPORT IS  
 MT0 AND THE RIGHTHAND IS MT1)  
 IF A COMPOSITION REQUIRES MORE THAN ONE REEL  
 ASSIGN 7 TO THE TRANSPORT ON WHICH REEL ONE IS MOUNTED  
 AND 10 TO THE OTHER ONE  
 THE PROGRAM WILL AUTOMATICALLY CHANGE UNIT WHEN A CHANGE  
 TAPE MARK IS ENCOUNTERED FROM 7 TO 10 THE FIRST TIME  
 FROM 10 TO 7 THE SECOND TIME AND SO ON
- 2 LOAD THE PROGRAM BY TYPING E A1/A2

## EXAMPLE

TAPE IS MOUNTED ON LEFTHAND TRANSPORT

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KM15 V5A                /TYPED BY MONITOR
$A DK0 -4/MT0 7,10     /$ TYPED BY MONITOR
                        /CLOSE LINE WITH CARRIAGE RETURN
$E A1/A2                /$ TYPED BY MONITOR
                        /CLOSE LINE WITH CARRIAGE RETURN
  
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- 3 WHEN THE PROGRAM IS LOADED IT WILL REWIND THE TAPE  
 READ THE FIRST RECORD TO DECIDE WHETHER IT IS  
 A1 OR A2 TAPE AND THEN TYPE

A1/A2 1.0  
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THE USER COULD NOW TYPE A COMMAND STRING CONSISTING  
 OF ONE OR MORE ELEMENTS FROM LIST BELOW SEPARATED BY COMMAS  
 AND ENDING WITH CARRIAGE RETURN  
 IF NO COMMAND STRING IS TYPED MUSIC WILL PLAY UNTIL  
 END OF TAPE

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S          STOP AT EACH STOPMARK
           (GENERATED BY CALL SETSU)
B          REWIND TAPE
L=NAME1-NAME2  PLAY FROM LABEL NAME1 TO LABEL NAME2
ON A1-TAPES NAMES SHOULD BE RECORDNUMBERS AND CAN
ONLY TAKE THE VALUES
1,20,40,60,80,100, , ,N+20, , N=1,2,3,4,5, , ,
IF A2 TAPE GENERATED BY EMSTOT, NAME SHOULD BE OF FORM
R12345 WHERE 12345 IS RECORD NUMBER WITH SAME
RESTRICTIONS AS IF A1 TAPE
LEADING ZEROES IN RECORDNUMBER MUST BE TYPED (R00001)
  
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IF AN ILLEGAL COMMAND IS TYPED THE PROGRAM  
 WILL TYPE  
 'ILLEGAL COMMAND TRY AGAIN'  
 AND THE WHOLE COMMAND STRING MUST BE REPEATED

4 WHEN THE COMMAND STRING IS DECODED  
THE PROGRAM WILL FILL THE CORE BUFFER WITH  
EMS INFORMATION AND THEN TYPE

TIME?

THE USER CAN NOW TYPE A TIME CONSTANT TO GET  
THE MUSIC PLAYED AT A DIFFERENT SPEED  
THEN THAT SPECIFIED WHEN GENERATING  
THE CODE  
DEFAULT VALUE IS 1000 WHICH WILL GIVE THE  
ORIGINAL SPEED  
THE NEW TIMING OF THE MUSIC  
IS CALCULATED AS  
 $FMS (FORMEL \text{ MILLISECOND}) = 1000 / \text{TIMECONSTANT}$   
IF NO VALUE IS GIVEN THE VALUE GIVEN LAST TIME  
(OR THE DEFAULT VALUE 1000 IF A VALUE NEVER HAS  
BEEN GIVEN) WILL BE TAKEN

WHEN TIME OR ONLY CARRIAGE RETURN  
HAS BEEN GIVEN MUSIC WILL START IN  
ONE SECOND

5 AFTER MUSIC HAS ENDED TIMING ERRORS IF ANY  
WILL BE REPORTED ON UNIT -12  
THE ERROR LIST WILL BE OF THE FOLLOWING FORM

TIMING ERRORS  
ERROR TYPE        X        MUSICTIME        YYYYYY

THE ERROR TYPE X IS ONLY A DEBUGGING AID FOR  
THE PROGRAMMER AND WILL SOON BE REMOVED  
THE MUSICTIME IS THE NUMBER OF MILLISECONDS  
(FMS) PLAYED SINCE LAST 'TIME?'