

Computer Random Music

Adapted from original code by Clifford A. Pickover

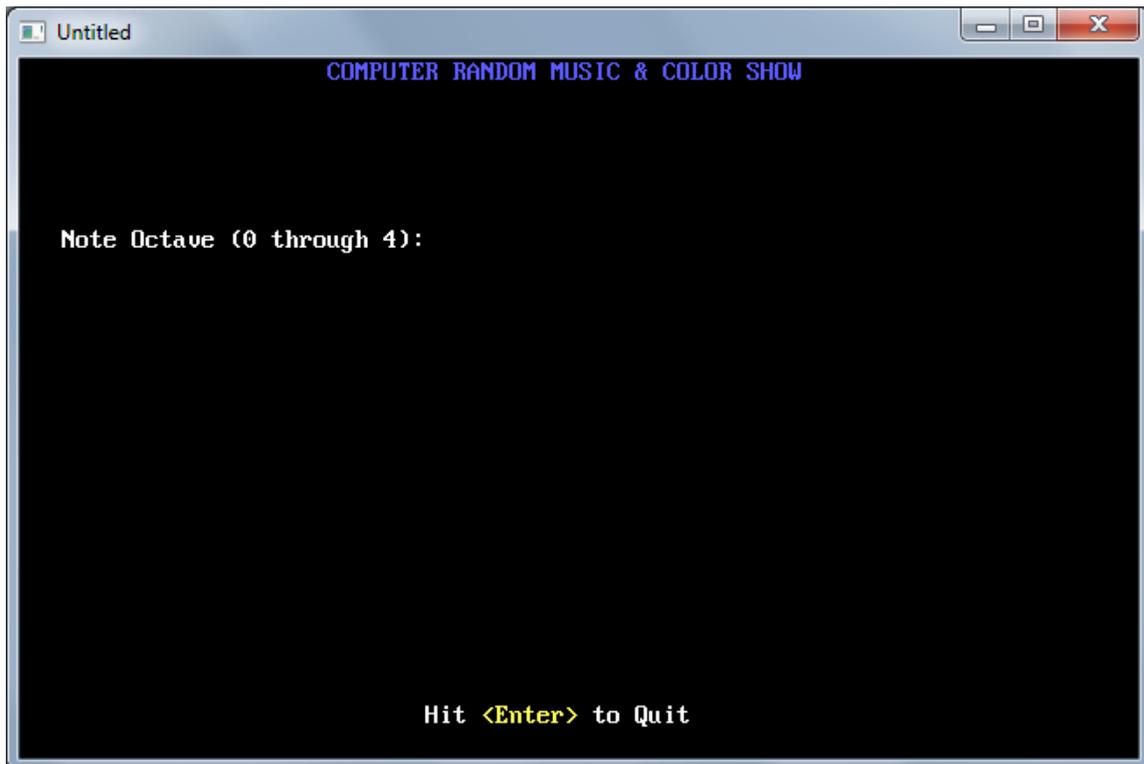
Using the pseudo-random function that is generated by the computer, *up to 16, 384 individual musical notes* can be played. The pseudo-random key can either be entered as a +- seven-digit number (decimals allowed) or by using the computer's TIMER function. The pseudo-random key is displayed so that the same sequence of notes can be generated again with another run of the program. The music tempo can be chosen from 32 to 255 beats per minute.

Hot keys while the program is ***running*** are as follows:

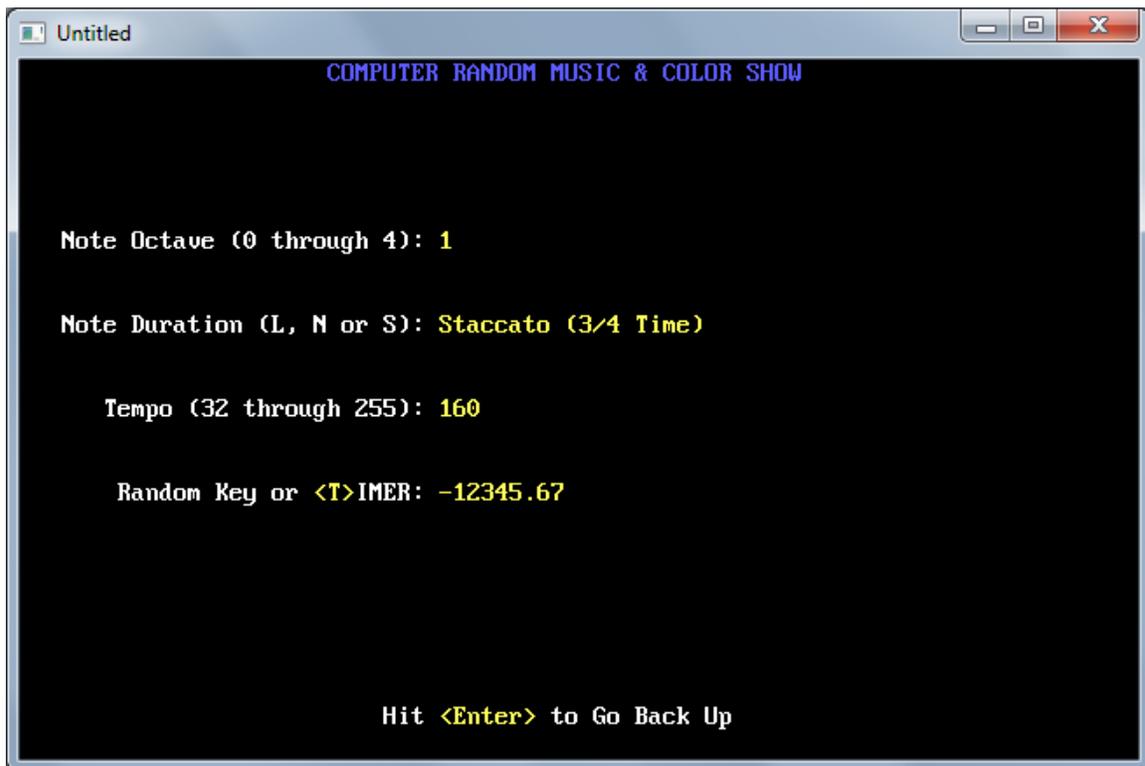
<0> through <4>	=	Octave Zero through Octave Four
<L>	=	Note Duration, Legato (1/1 Time)
<N>	=	Note Duration, Normal (7/8 Time)
<S>	=	Note Duration, Scattaco (3/4 Time)

Keys recognized when the program is ***paused*** are as follows:

<Esc>	=	Restart the program
<Enter>	=	Go to the previous screen for any changes <i>except</i> the pseudo-random key
<P>	=	Go to the Playback Mode with the ability to start playing anywhere
<AnyOtherKey>	=	begin running the program again from where it was paused

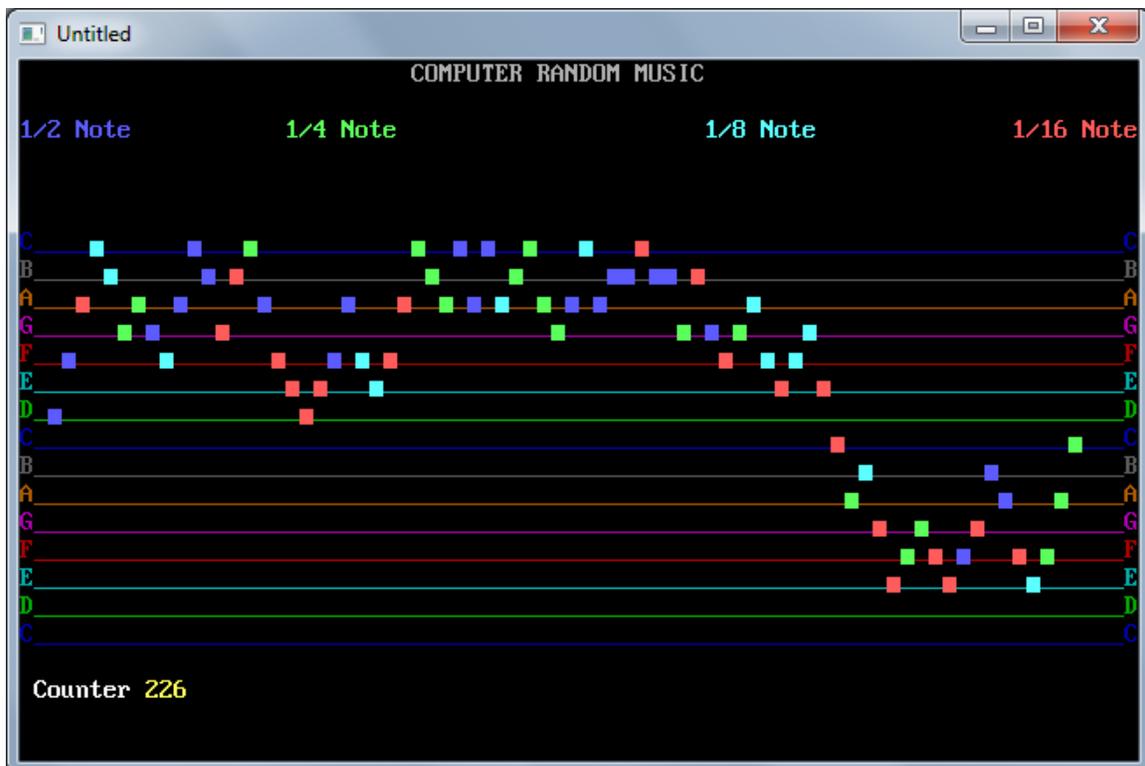


(Screen One)
The opening screen



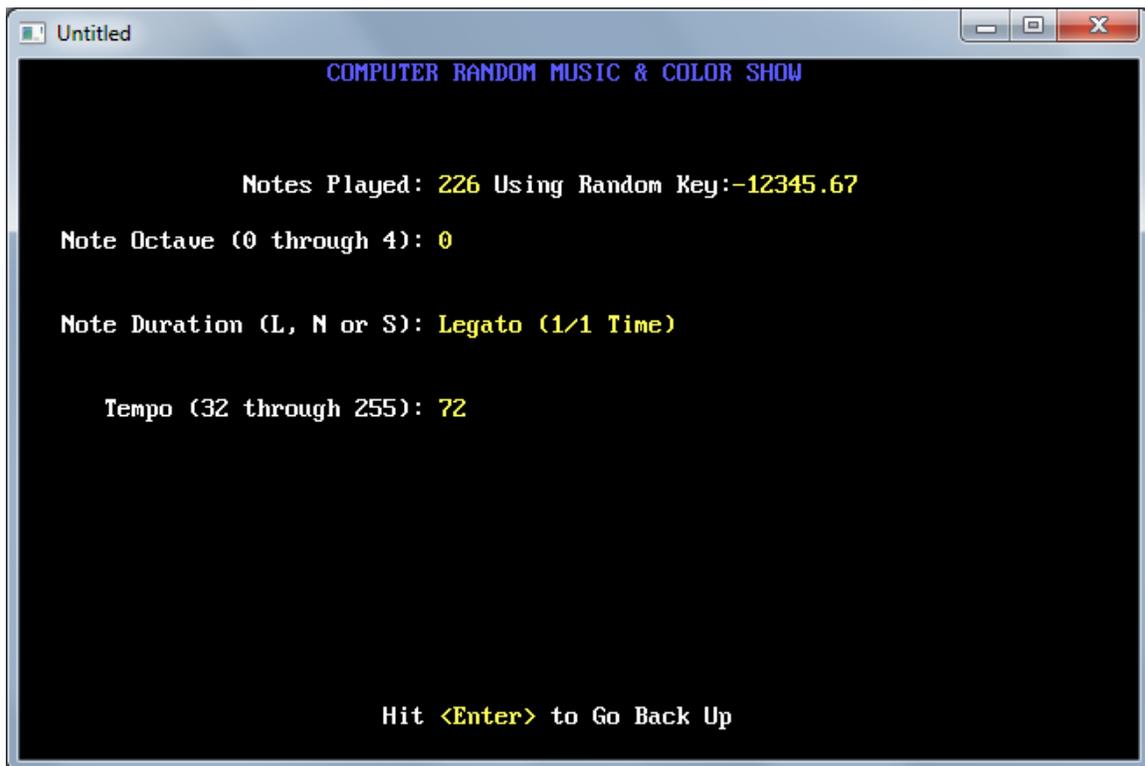
(Screen Two)

The opening screen with all choices filled out



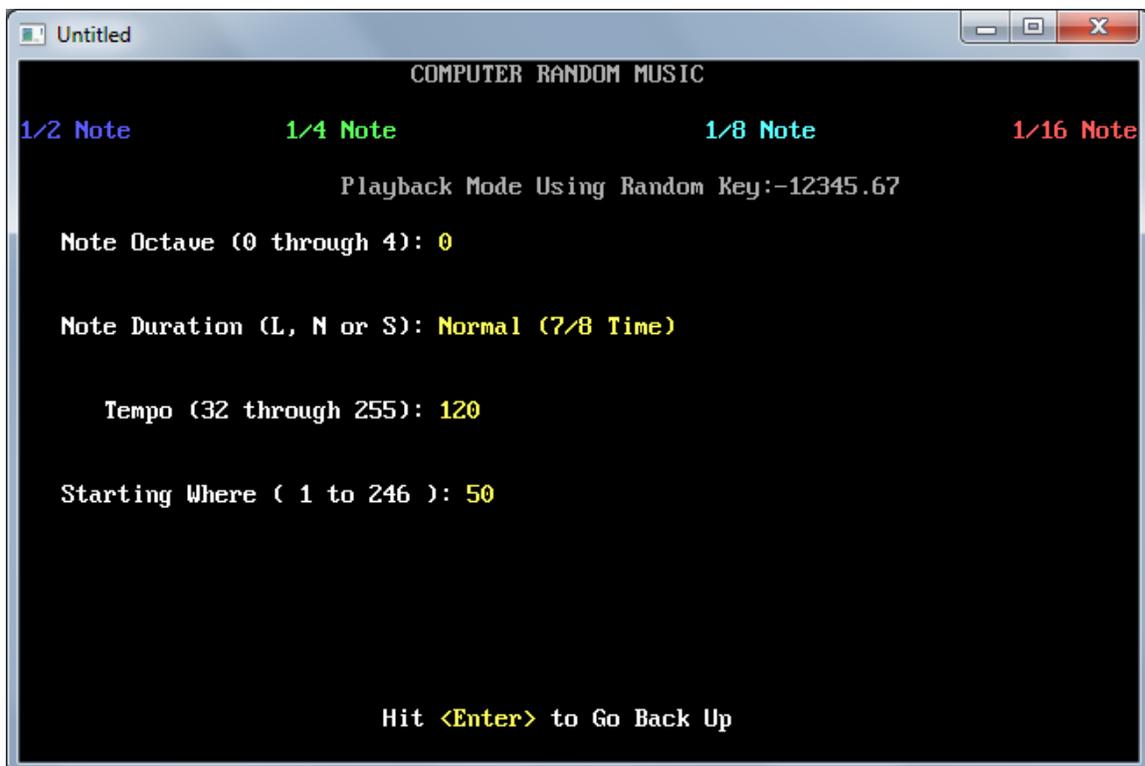
(Screen Three)

Playing pseudo-random music with notes displayed as colored blocks
While the program is *running*, *hot-keys* as documented on *Page One* can be hit as desired
The program can also be *paused* and *unpaused* as documented on *Page One*
If the program is *paused* and <Esc> is hit, the program restarts



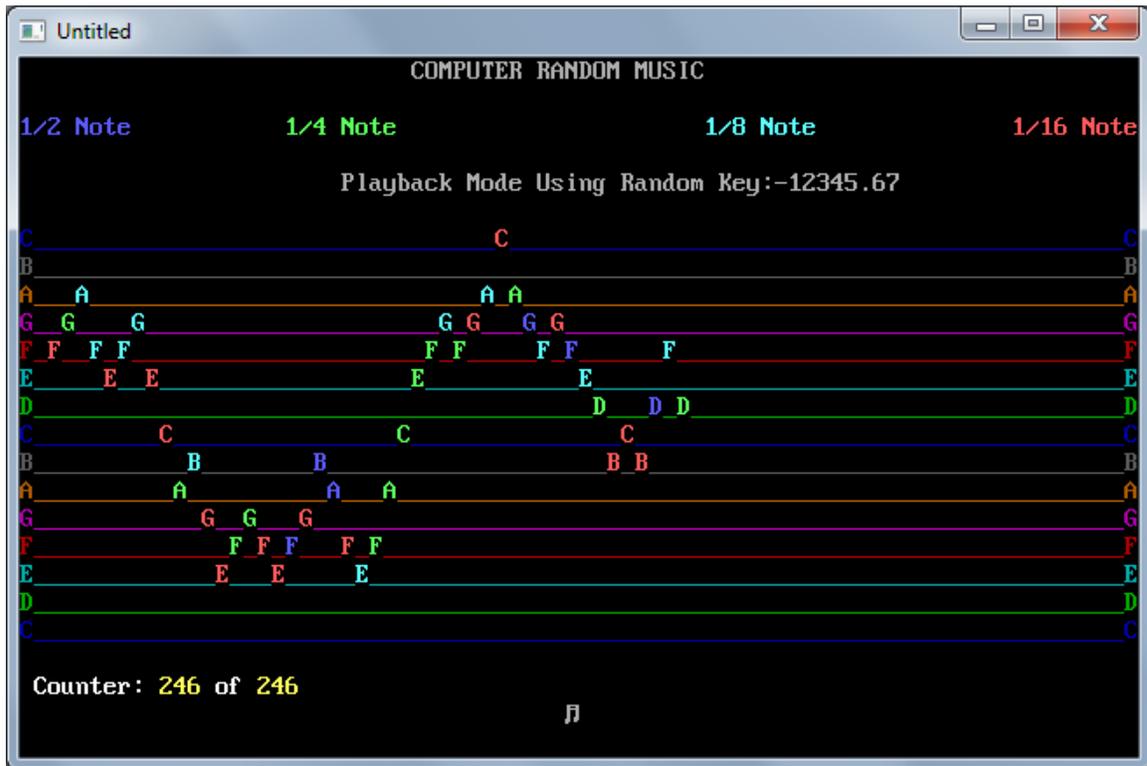
(Screen Four)

If the program is *paused* on *Screen Three* and *<Enter>* is hit, this screen pops up
This allows changes as shown
Then after the *Tempo* is entered, the program continues playing from where it was *paused*



(Screen Five)

If the program is *paused* on *Screen Three* and *<P>* is hit, this screen pops up
This is the *Playback Mode* which allows replaying anywhere in the sequence of saved notes



(Screen Six)

Notes being played in the *Playback Mode* with colored note-letters

While the program is *running*, *hot-keys* as documented on *Page One* can be hit as desired

The program can also be *paused* and *unpaused* as documented on *Page One*

If the program is *paused* before the last note and <Esc> is hit, the program restarts

At the *end* of the saved notes, a *musical symbol* is displayed and <Any Key> restarts the program



(Screen Seven)

If the program is *paused* on *Screen Six* before the last note and <Enter> is hit, this screen pops up
This allows changes as shown on *Screen Four*; then after the *Tempo* is entered, the program continues playing