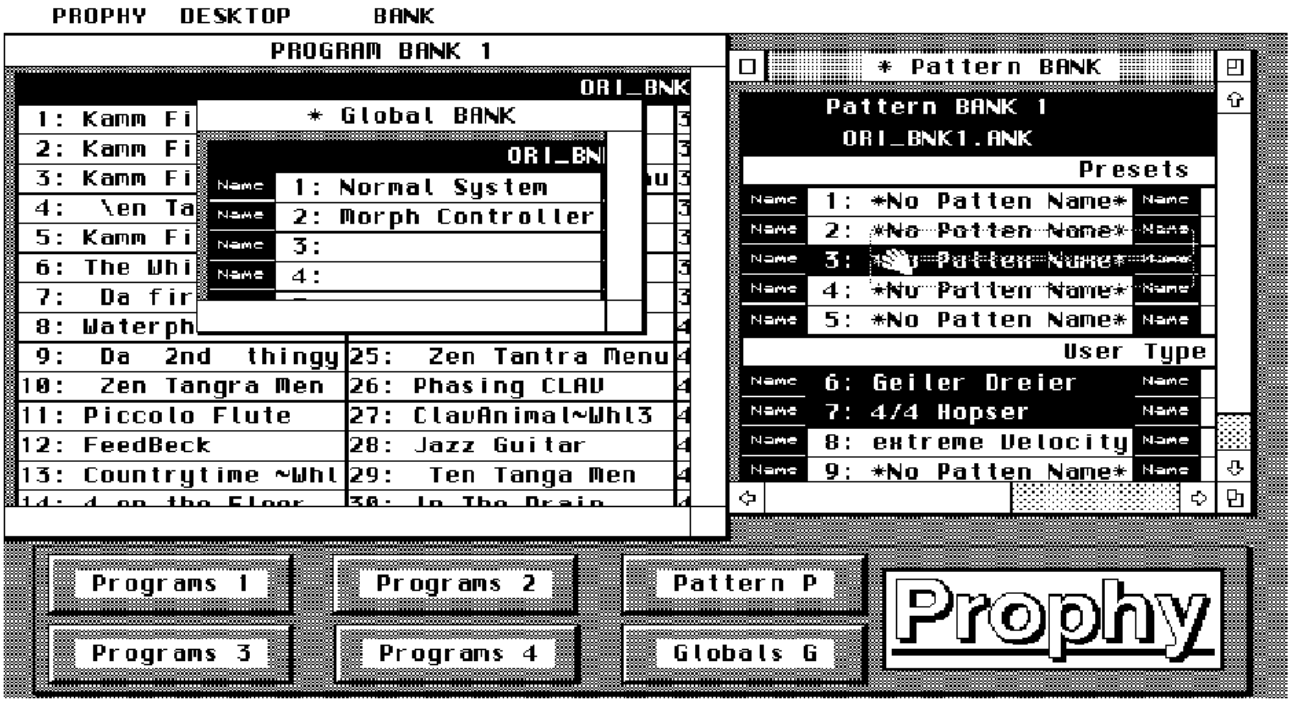
# Prophy




for ATARI ST, TT, Falcon


**DIE KLANGPIRATEN**





Petra Wolf Joker Nies

# P r o p h y

**K O R G**
# Prophecy
**Bankloader**
**Version 1.2**
**for**
**ATARI ST, TT, Falcon**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## Introduction

This is **Prophy**, the **KORG Prophecy** Bankloader for ATARI. It can be used as a PRG or ACC.

**Prophy** runs on ATARI ST; STE; MEGA ; TT; and FALCON with minimum 1MB and 640*400 screen resolution (..REAL fun on a TT with a big screen!). It features full GEM-compatibility; size and position of open windows can be saved in the setup; "clean" code that runs under all TOS-Versions, including multitasking (tested under MAG!X and MROS-Switcher in conjunction with CUBASE).

**MagiCMac**: first use fpupatch.tos!

**! ! IMPORTANT ! !**

We don’t take any liability for damage, loss of data or any kind of multi-dimensional reality shifting, that YOU or anyone produces with the help of the PROPHY program.

IT’S AT YOUR OWN RISK !!

## Some important Information

If you don't understand a term, please refer to the manuals of the Atari or the Prophecy first, before you call the hotline.

The Prophecy will be called **machine** on the following pages.

**Programs, Patterns** or **Global-**Sets will be called **objects**.

All ATARI key-shortcuts are printed **bold** and are put in **[this]** kind of parenthesis:

**[Space]** = space-bar
**[Alt-L]** = hold shift and press L

All machine-specific terms are written in CAPITAL letters:
GLOBAL-CHANNEL, PATTERN, PROGRAM, etc.

important informations are **printed bold** and/or ***cursive***

## GLOBAL-CHANNEL

The MIDI-channel, used for the communication between machine and Atari. It can be changed at GLOBAL-page 8, in the machine. **Prophy** recognizes on which GLOBAL-CHANNEL the machine is set.

## PERFORMANCE-EDITOR

The edit buffer in the machine, where program-data is changed ***but not saved permanently*** . Thats were a PROGRAM is transmitted to by the sequenzer, for listening to it.

## Getting started . . .

First of all, connect the MIDI-**IN** of the ATARI with the MIDI-**OUT** of the Prophecy and the MIDI-**OUT** of the Atari with the MIDI-I**N** of the Prophecy. Before starting **Prophy**, make sure that the following adjustments are made in the GLOBAL-SECTION of the machine:

page **GLB-15** [SysEX Filter] **Receive** to **ENABLE**
**Xmt** to **OFF**
The Xmt-parameter is only to be set to ON, if a second Prophecy should be realtime-edited via SysEx.

page **GLB-20** [Memory Protect] **Program** to **OFF**
**Pattern** to **OFF**

**this is absolutely necassary *BEFORE* you start the program otherwise no data can be transmitted ! !**

**Also important and to be noticed:**

**During data-transmission the ARPEGGIATOR, Keys and Controllers should NOT be used**

## Ataris without Harddisk

Make a safety-copy of the original program-disk. Store the original disk in a save place and insert your working disk. Start the program by double-clicking on **Prophy .PRG**.

## Harddisk installation

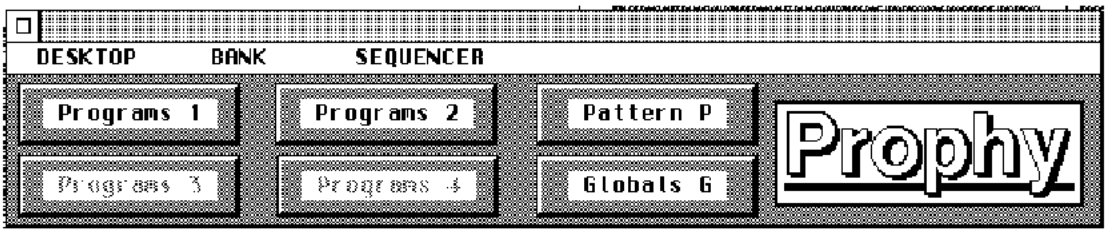
Make a folder named **Prophy** and copy the whole contents of the floppy-disk into this folder. Open the folder and double-click on **Prophy.PRG**

## Running under M-ROS SWITCHER

Working under M-ROS (distributed with Cubase), you can run **Prophy** parallel to Cubase. The program needs at least 1080 KB, MIDI set to STANDARD, INPUT and OUTPUT to ATARI. We recomend to run **Prophy** as an ACC instead, because it saves memory.

## Operation as ACC

By simply renaming **PROPHY.PRG** to **PROPHY.ACC**, the program can be loaded automatically while booting your Atari. If you don't know what **ACC** or **Accessory** means, refer to the Atari-manual. During operation as ACC, there are only 2 program-banks, to save memory. Because it still needs 400KB in this mode, the Atari should have **more** than 1MB to be able to start other programs. PROPHY.ACC must be on the **root-directory** of the start-volume, usually **C**, when working with Harddisks. For automatic load-up of banks from other directories and/or partitions at program-start, use the **Auto-Path** function in the Desktop-Menu. Pressing the **[OK]**-Buttons in the files-select box writes these Informations to a file named **PRO_DESK.CFG** on the root-directory




This is the desktop-button window that apears when running as ACC. The desktop menu-bar is now part of this moveable window.

## The Cursor-Keys. . .

. . . should be used when scrolling the windows. Because of TOS inherent window-management problems, you might have to click several times with your left mouse-button on the scroll-bars to change the screen. So its much quicker and easier to do this with the **[Cursor-Keys]** .

## Operation

The desktop-Menu:
**Next** und **Previous** switches between the open windows. **Auto-Path** determines a path where the program, especially when started as an ACC can find auto-load files. **Language** switches the operation-language between German and English. **Save Desk** saves width and position of the windows. **Quit** tertminates the program. All these functions can be controlled via keyboard, by holding down the **[Control]**-key and then press the coressponding key, i.e.:

**[Control-S]** = Save Desk
**[Control-N]** = Next Window
**[Control-P]** = Previous Window, etc.

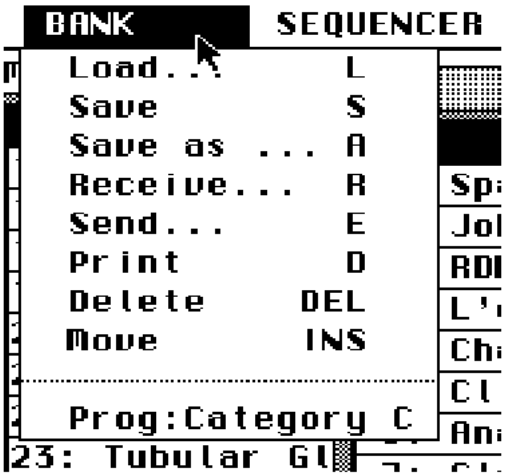
To switch between the windows click on them, or use the keyboard, like:

**[1-4]** = PROGRAM-Bank 1-4
**[P]** = PATTERN-Bank
**[G]** = GLOBAL -Bank

Inside the window you can reach the parts that can`t be seen, by clicking on the grey part of the scroll-bars or use the Cursor-Keys, which is the fastest way.

## Bankloader Operation

The operation is the same for all three type of banks (Program, Pattern, Global), differences are explained in the corresponding chapters.




The functions in the different windows are called under **BANK** in the menu-bar of the desktop or with the characters behind the functions names via keyboard.

**Load** **[L]** - loads Bank from disk
**Save** **[S]** - saves Bank to disk
**Save As** **[A]** - saves Bank to disk with new name
**Send** **[E]** - sends Bank to RAM of the machine
**Receive** **[R]** - receives Bank from RAM of the machine
**Print** **[D]** - sends the names in the bank to a printer or into a file.
**Delete** **[DEL]** - deletes all marked objects, if nothing is marked, an empty bank is generated.
**Move** **[INS]** - with this function an empty space is produced to insert an objekt. After a warning message all objects are moved one position down **ATTENTION !! In a full bank you loose the last object**. If nothing is marked, all empty places are deleted.
**Category** **[C]** - The CATEGORY of the programs of a bank can be displayed or changed.

## Mark Objects

To copy or delete inside a bank or from one to the other, or to send or receive certain Programs or Patterns from/to the machine, they have to be marked clicking on them with the ***left*** mouse-button, in case of more than one, ***while holding down the*** **[Shift]**-key (marked are displayed inverted). To undo the marks, click on the titel-bar of the bank with the left mouse-button, where the name of the bank is shown.

## Delete

To **delete** marked objects, hit the **[DEL]**-key or choose the corresponding Menu-entry. If nothing is marked, an empty bank is generated.

## Copy

To **copy** marked objects, "take" them with the l***eft mouse-button*** (the arrow turns into a hand) and drop them over the destination (shown invertiert). After a werning message, the objects are copied to the destination, one after annother, ***without*** spaces as they might apear when selecting them.

!! ATTENTION !!
ALL OBJECTS AT THE DESTINATION ARE
OVERRITTEN.

## Send or Receive data

To **send** or **receive** one, or a selection of objects mark them and press the **[E]-**key for sending respectively [**R]** for receiving, or choose the menu-entry. Now the objects are send/received to/from the corresponding storage-places in the machine.

**If nothing is marked, a whole bank is send/received after a warning messages.**

## Helpfull Displays


Here we see one of the message-windows as they apear with all operations for further selection or as warning messages. The "highest" of the buttons can be operated with the **[Return/Enter]**-key, the other buttons with the underlined letter, while holding down the **[Alternate]**-key.

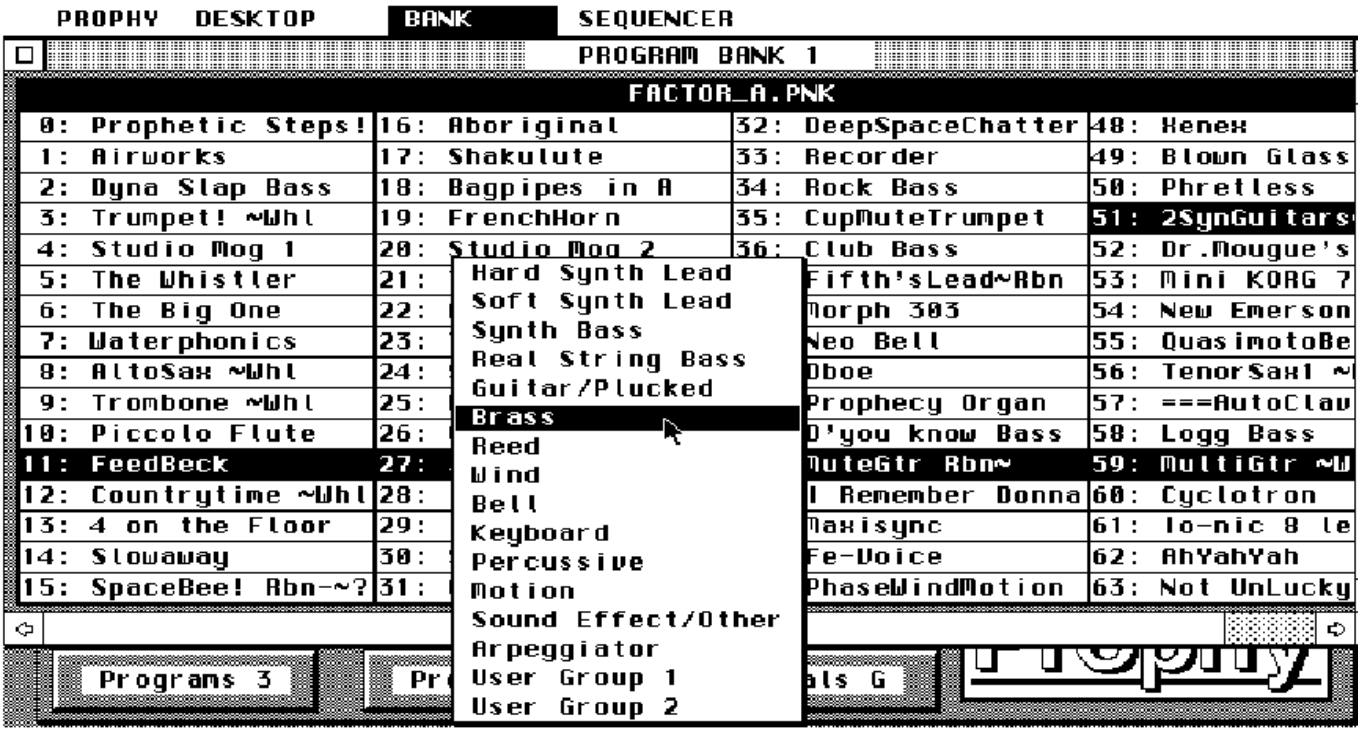
An Asterisk, in front of the name of the bankloader, shows that data has been changed but not yet saved. If there is a **P** behind the name, the sequencer plays (this should be audible).


## The Bank Names

AUTOBNK2.**PNK** - PROGRAM-Bank, loads automatically to bank 2 at program start
NONAME00.**PNK** - PROGRAM-Bank saved without naming it (SAVE AS)
AUTOBNK.**GNK** - GLOBAL Bank, loaded automatically
AUTOBNK1.**ANK** - PATTERN Bank, loads automatically to bank 1 at program start

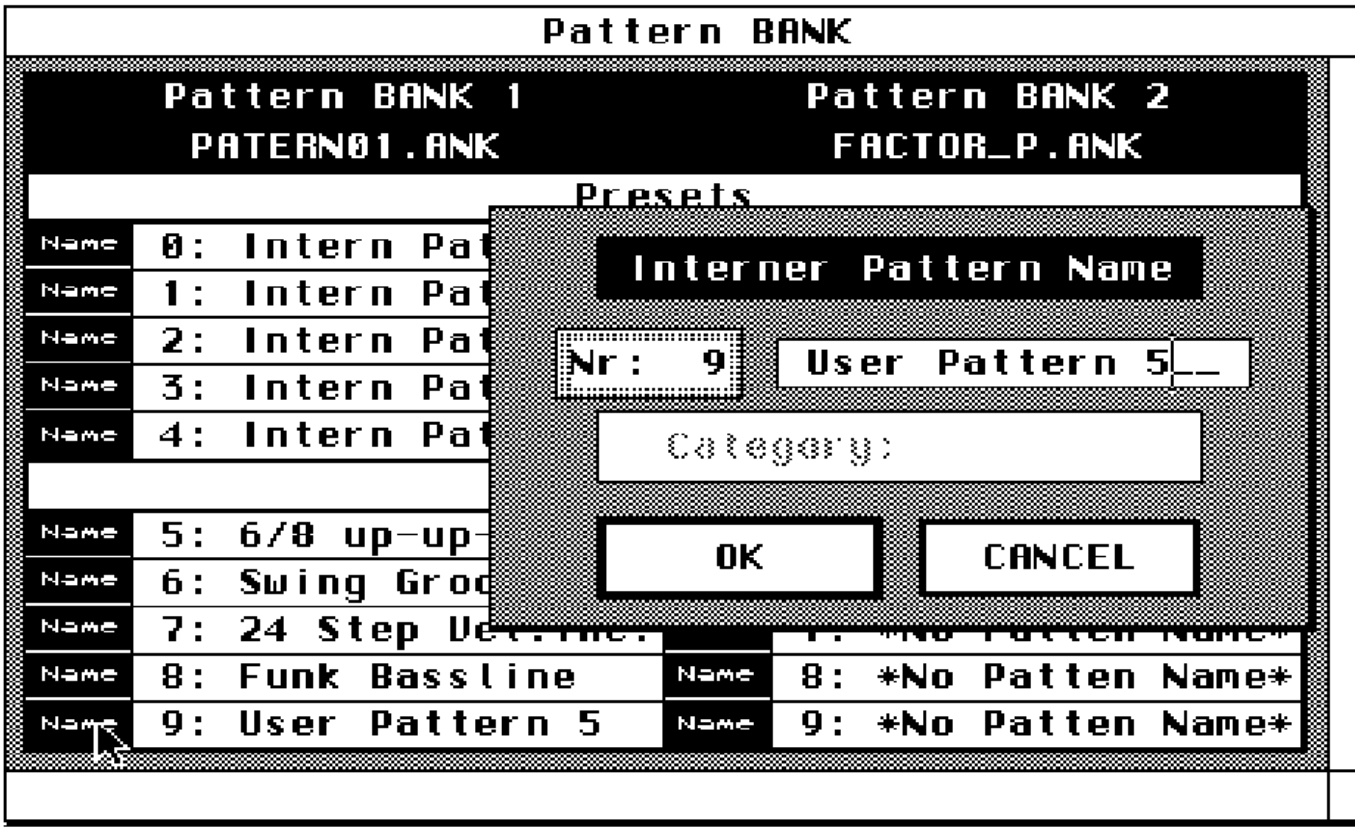
The program automatically puts the right ending to your bank-names, this list is only for keeping survey over the data-masses.

## The Program-Bankloader



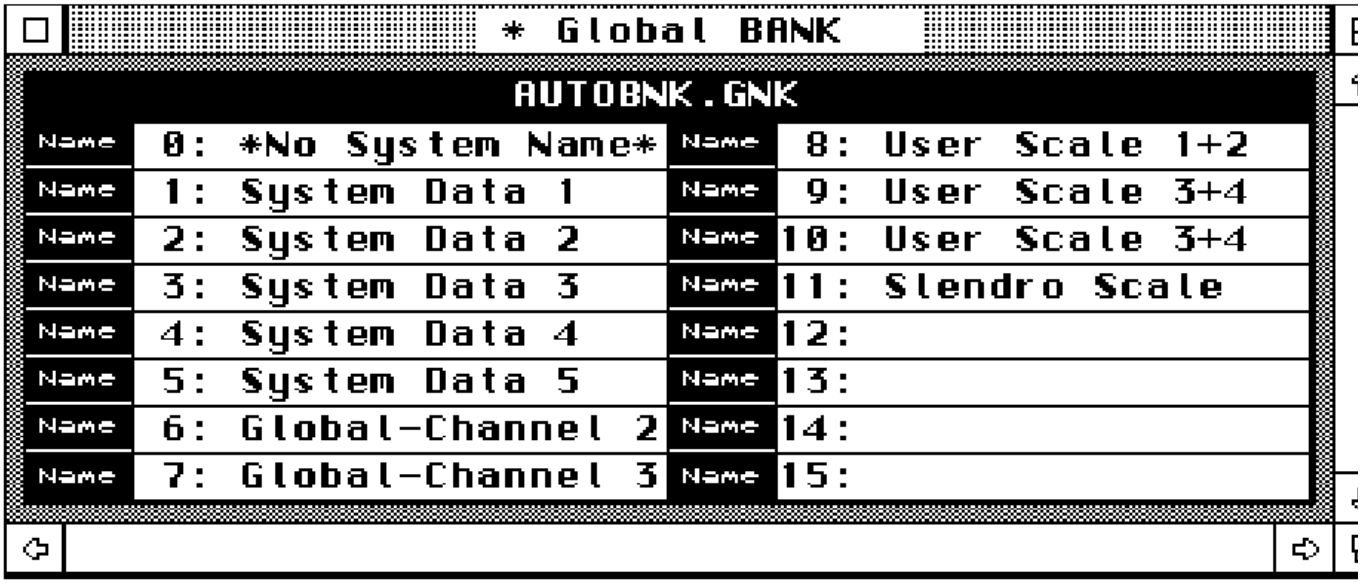

The name of a program can be changed by clicking on the memory-place number on the left, beneath the name. A window apears, like the one you see on the next page. The CATEGORY is also displayed, but can’t be changed in **this** window.
If you press the **[C]**-key, you can mark all programs that belong to a certain CATEGORY, or change the CATEGORY of previously marked programs. The **Show**-button in the message-window brings up the collection shown above. After choosing a Category, all programs that belong to this Category are marked and can now be copied, deleted, send, received, or the Category can be changed.
To do this, press the **[C]**-key again, and then the **Change**-Button. The collection shown above apears. Irf you now choose a Category, **it is changed for all marked programs**.
To cancel these operations, click beside the list.

# The Pattern-Bankloader




The Pattern-Bankloader manages two Pattern-banks in one window. The Patterns can be named, as it is seen above, by clicking into the **Name**-field. These names are transferred to the machine and stored when sending Patterns, **but can't be displayed by the Prophecy**. The same window is used like in the Program -Bankloader. The Category-display apears also, but has no function and is shown in grey letters.
When copying Patterns, notice that ***all*** **parameters are copied**. So you can also send 10 USER-Patterns to the machine, instead of 5 PRESET- and 5 USER-Patterns. Notice also, that **all** the parameters can only be changed for the Patterns on the 5 USER memory-places in the Prophecy.
Sending and receiving effects all marked Patterns of **one** Bank. If nothing is marked, the whole Bank is send/received.

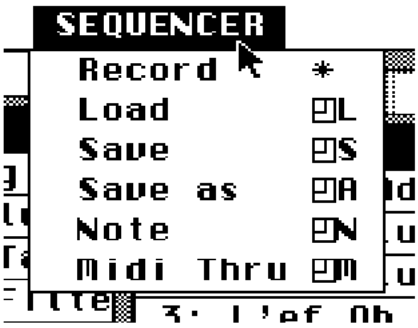
## The Global-Bankloader




The Global-Bankloader manages 16 GLOBAL-Sets per Bank. Because there is only one Global memory-place in the Prophecy **only the *first marked* Global-Set** is send or received. The names of the Global-sets can be changed the way it is explained in the previous chapters.
This name is transferred to the machine and stored when sending a Global-Set, **but can't be displayed by the Prophecy**.
The same window is used like in the Program-Bankloader. The Category-display apears also, but has no function and is shown in grey letters.

## The Sequencer

**[Space]-**bar starts the sequence, indicated by the letter P(lay) in the menu-bar of the main-window. The**[*]**-key starts the recording of a sequence, a mouse-click or any key stops it. If you restart the recording, **the old sequence will be overwritten**. The sequences are standard-MIDI-file format (one track), so you can use data from other sources. The sequences should not be too long (maximum 3333 Events). The sequence AUTOLOAD.MID in your **Prophy**-folder will load at program start.
The other functions of the sequencer are located in the drop-down menu of the desktop. Beside the known functions like **Record, Load,**
**Save** and **Save as**, there are:
**Note** - Here you can choose a note-number that will be played instead of the sequence, when you hit the [Space]-bar.
**MIDI Thru** -
If MIDI-Thru is active, all MIDI-data at the Atari input will be routed to the output, so you can play the edited sounds direct via a connected keyboard.




All functions can also be controlled via keyboard, by holding down the **[Alternate]**-key and hitting the coresponding key.

# THE HOTKEY'S

**1 - 4** - Program-Bankloader 1-4

**P** - Pattern-Bankloader

**G** - Global-Bankloader

**Cursor-keys** - scrolls topped window

**ESC** - closes topped window

DESKTOP:

**Control N** - next window
**Control P** - previous window
**Control A** - determine path for autoload-files
**Control L** - change language
**Control S** - saves position and width of the windows
**Control Q** - terminate program

BANK:

**L** - load bank
**S** - save bank
**A** - save bank as...
**R** - receive data from machine
**E** - send data to machine
**D** - prints name-liste of the bank
**DEL** - deletes selected objects
**INS** - moves selected objects one position down
**C** - show/change Category

SEQUENCER:

**SPACE** - play sequence
***** - record sequence
**Alt** - load sequence
**Alt S** - save sequence
**Alt A** - save sequence as
**Alt N** - note
**Alt M** - MIDI Thru