	[Shift]+[F9]/mouse [page]: G - Go to page [Enter], type [pagenumber] + [Enter]

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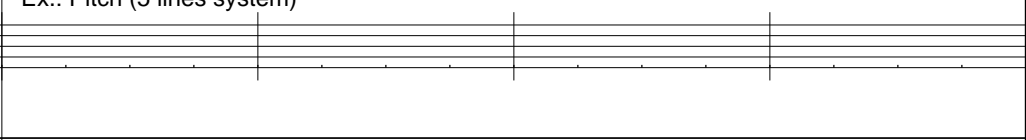| [Enter]	Pressing [Enter] ACTIVATES a selection.
(large key at the right side of the letter-keys)	- Ex.: Press [Shift]+[F4], select B with the cursor then press [Enter]: this linestyle is now selected and could be activated with [F3].
see also next page	- The LEFT MOUSE BUTTON is identical to [Enter]. - LEFT and MIDDLE MOUSE BUTTON to toggle (= [Spacebar]).
[Esc]	Pressing [Esc] IGNORES a selection or ESCAPES from a menu or file.
(key at top left)	- Ex.: If you press [Esc] now, the programm will go back to the main menu, twice [Enter] will bring you back to the first page of this file. - The RIGHT MOUSE BUTTON is identical to [Esc].
[F1] = HELP	Pressing [F1] will present a COMMAND-TABLE as a MATRIX:
(first Function-Key of [F1] to [F12] in the top row)	- Ex.: Press the [Shift]-button (normally used to get capital letters) - TOGETHER WITH [F3] - you will get the menu to define a noteline. [Esc] saves the settings and returns to the file. - Ex.: Press [F3] ALONE - you draw the defined line. - Ex.: Try all the different marks and flams (bottom-right of [F1]-table)!
[Page Dn]/[Page Up]	= next/previous page. Together with [Ctrl]: last/first page

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[Enter]	moves cursor to the FOLLOWING(1) NOTELINE on the page - if there is any - and from last one back to first one. If there are several TOGETHER (distance = 1): moves to MAIN (last) noteline. While playing: plays next noteline (see SOUND).
[Shift]+[Enter]	moves cursor TWO LINES downwards(2): text entering mode, from last line back to first one. [Ctrl]+[Cursor R/L] moves cursor to next/previous WORD. Try it!
[Ctrl]+[Enter]	Only if the cursor stands somewhere on a noteline: draws a new SIMILAR NOTELINE - 4 lines below(3). Minimum distance should be 5 lines to next noteline. The last chosen PULSE IS ALREADY INSTALLED! - This function is very helpful for continuous entering. - Works as well when there are several lines together (no space inbetween!)
[Alt]+ above combination	reverses the directions to: PREVIOUS(1)/upwards(2)/above(3).

Test here:

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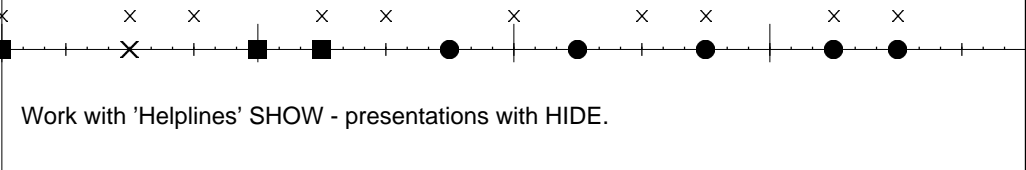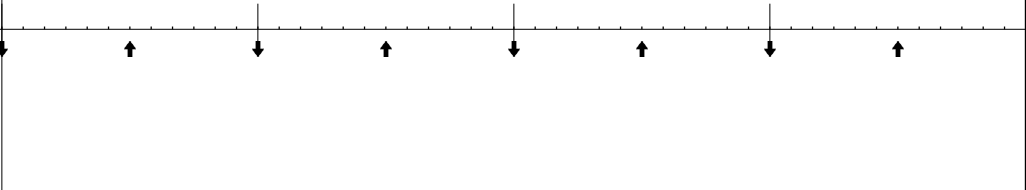
ON THE WORKSHEET

Is mouse installed ?

L	=	cursor jumps to the position of the mouse cursor. while button pressed: cursor moves with the mouse.		
R	=	Save + Quit file (?)	-	like [Esc]
M	=	1st time: Start block mark	-	like [F8]
		2nd time: End block mark		see [Shift]+[F8]
		3rd time: Unmark block		
L+M	=	Paste block	-	like [Ctrl]+[F8]
M+R	=	shows the SYMBOL TABLE	-	like [F10]
L+R	=	change FONT	-	like [Ctrl]+[F10]
all 3	=	shows the HELP TABLE	-	like [F1]

WITHIN MENUS/TABLES

L	=	execute / select / accept	-	like [Enter]
R	=	save settings and escape	-	like [Esc]
M	=	toggle	-	like [Spacebar]

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Help Table [F1] View / Print	Press this key then leave the HELP again by [Esc]. Use often: learn by heart! [Shift]+[F1]: show/hide setting. [Ctrl]+[F1]: Postscript printing options.
File Save [F2] Split	saves a file: use often! [Esc]: Save/Quit options. [Ctrl]+[Esc]: Save + Quit. [Shift]+[F2]: save as. [Ctrl]+[F2]: Split the file (save rest under new name).
Notelines [F3]	draws a new noteline; [Shift]+[F3]: Definition. [Ctrl]+[F3]: split (note)line.
Spacing [F4]	moves rest downwards. [Shift]+[F4]: insert new page. [Ctrl]+[F4]: split page.
Sound Play [F5] Options	plays a selection of notelines depending on cursor position or marked buffer. [Shift]+[F5]: Sound Options. [Ctrl]+[F5]: Playing single symbols. See SOUND
Header/Footer [F6] Search + Replace	Mark/unmark a header or footer by menu. [Shift]+[F6]: Search/replace text or patterns. [Ctrl]+[F6]: Repeat search.
Line Copy/Paste [F7]	copy line to line buffer. [Ctrl]+[F7]. Paste. [Shift]+[F7]: Line commands.
Block Mark/Paste [F8] Commands	marks block: beginning/end/unmark. [Ctrl]+[F8]: Paste block from block buffer. [Shift]+[F8]: Block commands: move, write/read buffer files, index etc.
Page Mark/Paste [F9] Setup / Number	marks/unmarks page. [Shift]+[F9]: Page commands. [Ctrl]+[F9]: Paste page. [Alt]+[F9]: Setup file page. [Alt]+[F10]!: Page numbering at cursor position.
Symbol Table [F10] Keybrd Setup Font Selection	Table of noteline symbols: Possibility to change freqency and soundlength. [Shift]+[F10]: Keyboard swap: mode, symbol size, spacebar symbol [Alt] +[F10]: Select symbol font (changes symbol font in file and saves it).
MENU [F11] / [F12]	swappes between status field and mouse MENU. / [F12]: Makes a page refresh.

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NON-PRINTING MARKS are shown in an extra color	These marks - as the name says - will not be printed, they are a working instrument on the screen only.
TABULATOR MARKS	Tabulators: [Tab] or [Shift]+[Tab]
HEADER/FOOTER MARKS	Header- and/or Footer-marks: [F6] Put the non-printing marks in the [Shift]+[F1] menu on 'show', you will see the header-mark in the upper left - a footer-mark in the lower left corner.
LINE MARKS	Vertical- and horizontal-line marks: [Alt] + [F5]-[F8] See the little marks in the title of this page: one under the R of RHYTHMICS, the second left of the NON-PRINTING.
HELP MARKS Cursor Positions and Tabulators	Points ([.]) on notelines. 1 2 3 4 2 3 4 1 2 3 1 2 3 4 5 6 1 2
< This is a footer mark	Put 'non-printing marks' on SHOW, try with the cursor on the noteline - put them on HIDE and try again. HIDE for screen prints (change to ptpage.col!) Work with 'non-printing marks' SHOW, put them on HIDE for presentation.

GRIDS	Grids are a simple help for the eyes - like fine lines on a writing block or notation sheet: Install GRIDS in the [Shift]+[F3]-menu.
	If you choose HIDE in [Shift]+[F1] they are neigther shown nor printed.
	Choosing SHOW ALL: Grids are shown and printed on all notelines that you defined with grids ([Shift]+[F3]).
	SHOW MAIN shows and prints ONLY the grids defined on the BOTTOM NOTELINE = last of several lines following each other without empty line inbetween.
	Pitch-notelines show grids only on the bottom line!

Ex.: 4 Notelines following each other immediately

Ex.: Pitch (5 lines system)

Test:	Activate the [Shift]+[F1]-menu and make changes, [Esc].
	Activate SHOW MAIN, put cursor on each noteline: space them by pressing [F4].
	Put cursor into the gaps, press [Ctrl]+[Backspace].
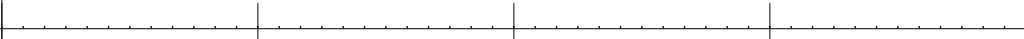
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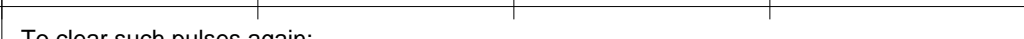
HELPLINES are shown in an extra color.	Helplines will normally not be printed. If you use screen shot printing - put them on HIDE if you don't want them to be seen.
	Use to show special or extra symbols connected to the previous or next line; possibly as references for tabulators.
	Beats and grids cannot be seen, but a helpline works like an ordinary note-line, except that PLAY works only if you put the cursors ON it an press [F5].
	Best is, you put the linestyle in [Shift]+[F3] on THIN - write the symbols on the line - then change the linestyle to HELPLINE.

Drum + Bell

Work with 'Helplines' SHOW - presentations with HIDE.

Try here

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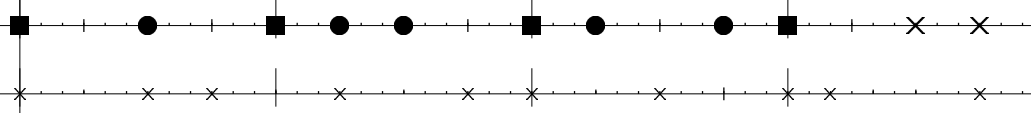|	
CURSOR SHOW	Shows a vertical cursor that can be moved by the cursor keys [Up, Down, (Ctrl) Left and Right] - [Backspace] - [Home], [End] - [Ctrl]+[Home], [Ctrl]+[End].
	[Enter] alone moves it to the next - [Alt]+[Enter] to the previous noteline.
	[Shift]+[Enter]: cursor 2 lines downwards, [Alt]+[Shift]+[Enter]: upwards; from last line jumping to 1st one, resp. from 1st line to last one: try now!
	When writing quickly or holding down a cursor key (not too long!) the form of the cursor changes to an underline mark.
CURSOR SHOW + CROSS	SHOW + CROSS can be useful for correct positioning of text and for comparing positions on different notelines as well as to make sure you are on the right line when deleting ([Ctrl]+[Backspace]) or spacing ([F4]).
MOUSE CURSOR	When using a mouse, a second cursor shows up that can be freely moved all over the work sheet - including the status field and the mouse menu ([MENU]).
	Quick positioning of the normal cursor by pressing the LEFT BUTTON shortly.
	Holding down the left button moves the normal cursor with the mouse.
CURSOR HIDE	HIDE should only be used when making hard copies or for presentations. The mouse cursor cannot be hidden by a menu; but you can hide it by moving it out of sight to the right or downwards - or deactivate it on DOS level.

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SHOW/HIDE	1	Press [Shift]+[F1] now and make sure that all parameters are put on SHOW. Grids should be set to SHOW ALL, Cursor to SHOW + CROSS.
CURSOR	2	Read through this text first - then put the cursor into the empty field below.
MENU	3	Select the 'Noteline Definition Menu' with [Shift]+[F3].
BEATS		a) Number of beats [1-150] (Always read QUICK HELP at bottom of the menu!) Type the number of beats per line / [Enter]. Ex.: 4 would mean that you will have 1 form with 4 beats (4/4)
GRIDS		b) Grids [0-320] (Follow the instructions of possible hints!) Grids are only visual devisions: smallest units / pulses per beat etc. Ex.1: Entering 12 will show 12 grids between two beats. 0 = none.
RESOLUTION		c) Resolution [8-640] (Follow the instructions of possible hints!) Select a resolution which makes sense! (default 480 or 576). e.g. if you want 7 beats and devide them lateron into 4 resp. 3 pulses: (4x3x7=84): 420, 504 or 588. Ex. 480: 2, 3, 4, 5, 6, 8, 10, 12, 15, 16 etc.
LINES		d) No. of lines [1-52] For the moment enter 1 (later press [Shift]+[PgDn] and try as you wish).
LINESTYLE		e) Line style Try different types, change with spacebar / [Esc].
DRAW LINE	4	Press [F3] / Change with [Shift]+[F3] / Delete with [Ctrl]+[Backspace].

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	1	Example: Resolution 480 / 4 Beats / 12 Grids / 1 line / thin Put the cursor on the following noteline: the choices will be shown in the status field below: ' R 480 / B 4 / G 12 '

The pulse is definded by entering a chiffre
1 to 9   or: 010 to 099.
	2	If necessary, move the cursor to the crosspoint of vertical line and noteline.
		' 1 « [.] » ..? ' shows the key ([.]), the distance to the left and the right.
		
		Now observe the changes in the status field!
		
		- Press [.] (the point*) - then press [4] (number 4):
		  the cursor moves to the second beat then returns to the second puls that
		  has a distance of 1/4 to the first one. Status field now: ' 4 « [.] » ..? '
		
		- Press [3]: the distance changed to 1/3.
		- Press [2]; [6]; [9]; [1] = 1/2; 1/6; 1/9; 1/1.
		- Press [0], then [1] and [2]: [012] = 1/12.
		- Acordingly press any "pulse" between [010] and [099].

	3	Fill in the noteline with different pulses - then change distances at any(!!) point as you like. Use [Ins] and [Del], [Shift]+[Del], [Shift]+[Backspace]. Move the cursor, observe the changes in the status field.
		* or an other key: see key table with [F10] / [Esc]

PULSES BEFORE THE FIRST BEAT	1	If you have an empty line and want to use the space left of the first beat: put the cursor on the first beat and enter the chiffre for the pulse you wish.
	2	If you filled in pulses after the first beat already: best is you put the cursor on the first beat, press [<] shortly, then enter the pulse chiffre. Move the cursor in place.
CLEAR	3	To clear such pulses again: put cursor on second pulse (from beginning of line), delete as far as necessary (don't mind all the rest moving left!), then press [1].
	4	Using [>] when the rest to the right is still empty - status: ' » ..? ' - defines the following pulse - but you can as well enter [.] or any other symbol and THEN change the pulse.
SUBPULSES	5	If you wish to go inbetween two pulses use [>] from the left, or quicker [<] from the right one shortly, then type a possible SUBPULSE chiffre - or: simply add [:] after [<] or [>], enter a DIVISOR (1-9 / 010-099) - Rhythmics calculates the subpulse by itself.
INSERT DELETE CUT		[Ins] inserts a pulse with the distance to the right and moves rest forwards. [Del] deletes the pulse at cursor position and joins the rest. [Shift]+[Delete] clears to the right, [Shift]+[Backspace] to the left.

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PROGRAM	1	Go to the Directory RNS (= RHYTHMICS Notation System). Type 'rns', [Enter]: you will get to the main menu.
DIRECTORY	2	Choose 'Directories': you will attend the directory menu. Choose a directory or open a new one by typing the new name, [Enter], confirm.
FILE	3	Choose 'Files': you will get to the file menu. Type the name of the new file, confirm with [Y]. You will be on the 'SETUP PAGE' of this new file: the brown background warns you that you are not yet on a ordinary file page!
SETUP PAGE	5	Install the page as you want it to look like each time you will ask for a new page in the file (to make changes lateron call it up by [Alt]+[F9] or mouse).
FUNCTION KEYS		[Shift]+[F1]: all on 'show' (toggle with the spacebar) [Shift]+[F3]: define a noteline, [F3]: draw this noteline. Use [Tab] = lower Tabulator and [Shift]+[Tab] = upper Tabulator to position lines: (move with [Ins] and [Del], if necessary refresh page with [F12]):
		[Alt]+[F5]: top to bottom line.
		[Alt]+[F6]: vertical line between horizontal lines; [Alt]+[F8]): 3D-version.
		[Alt]+[F5]: draws a horizontal 3D-line.
		[Alt]+[F10] marks 3 zeros to position the automatic page numbering.
		[F6] marks header (from top to the cursor position) or footer.
FILE PAGE	6	[Esc] will show first page of file. Maybe change the font: [Ctrl]+[F10].

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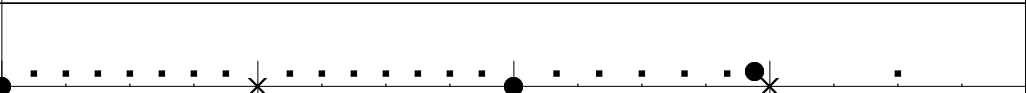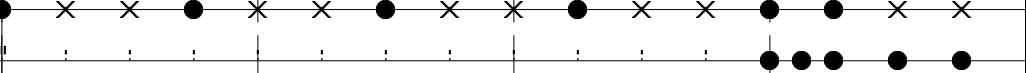|			
[F5]	plays	LINE	if the cursor is ON a note- or helpline.
		PAGE	if the cursor is NOT ON a note- or helpline.
		BUFFER	if you MARKED a buffer first.
During playing mode		[Enter]	immediately plays next noteline, [Alt]+[Enter]: previous noteline.
			[Ctrl]+[Enter] finishes current noteline, then jumps to next one.
		[Esc]	stop playing. [Shift]+[Esc] play line to end and stop.
		[Spacebar]	swaps to PAUSE mode.
During pause mode		[Cursor R]	plays stepwise, [Cursor Up/Dn] play/stop symbol sound.
		[Spacebar]	will swap back to playing mode. [Esc] will quit from sound modes.
[Shift]+[F5]		Sound menu	OPTIONS: go stepwise through the menu and read BOTTOM LINES!
L - Line	plays	LINE	if the cursor was ON a noteline; if it was ABOVE a noteline, the next noteline containing information will be played - or the last one if the cursor was BELOW the last noteline.
P - Page	plays	PAGE	whereever the cursor was placed (even when ON a noteline).
B - Buffer	plays	BUFFER	When no buffer is marked: previous buffer*- or hint: buffer empty.
F - File	plays	WHOLE FILE	but without playing marks!*
[Ctrl]+[F5]	plays	SYMBOL	[Cursor R/L]: stepwise forwards/backwards. [Spacebar]: pause/play, [Esc]: quit single step mode.
Try:			

BPM (max. 600)	Speed is normally indicated in 'Beats per Minute' - in short BPM.
	It can be very helpful to indicate this value in the header of a file page.
[Shift]+[F5] - Options	You can fix the speed in the Sound Options menu:
	up to 3 positions after the point are accepted: for example 93.257 (units).
LPM (max. 600)	RHYTHMICS has the special feature of playing 'Lines per Minute' as well: LPM.
	This is necessary if a pattern continues to be played in the same speed - but
	with a different beat (A); or if a rhythm changes to a proportional tempo (B).
	Therefore you have to choose BPM (standard) or LPM as the unit of speed.
[F5]	But you can change the speed even while playing:
[+] or [-]	press the grey [+] or [-] keys (numberblock). Observe changes: status field!
[Shift] [Ctrl] [Alt]	Together with [Shift]: 10, with [Ctrl]: double/half, with [Alt]: factor 4/3.
[.]	To round the positions after the point use [.] (numberblock).
[/]	While playing in BPM press the grey [/] key (numberblock): the speed in LPM
	will be calculated automatically depending on resolution and number of beats.
	The tempo does not change until you play a different type of line!
[*]	[*] (numberblock) swaps back to BPM - but mind on which line you change!

Test:

A (30 LPM)

B (15 LPM)

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| Numberblock | - | NumLock ON!: Observe intervall to original frequency in the Status Field. |

[7] [9]	-	-/+ 8	=	1 octave	:	1200			Cent
		-5 to +5 8	=	11 octaves	:	-6000	to	+6000	Cent
[8]									
[4] [6]	-	-/+ 1 half- or -/+ 1 full tone	:	100 or 200	Cent
[2]					
		2b / 2	=	minor- / second	:	100 / 200	Cent
While [F5] / [Ctrl]+[F5]		3b / 3	=	minor- / third	:	300 / 400	Cent
use as a special utility		4 / 4#	=	forth / major-	:	500 / 600	Cent
- Transposing		5	=	fifth	:	700	Cent
- Tuning		6b / 6	=	minor- / sixth	:	800 / 900	Cent
- Intervalls in Hz, Cent		7b / 7	=	minor- / seventh	:	1000 / 1100	Cent
[1] [3]	-	-/+ 1% of a halftone	:	1	Cent
		1 to 50(49) Cent	:	- 50 to + 50	Cent
[0]	-	round Cent to closest halftone
[5]	-	or ending RNS: reset to original frequency (as in [F10]]

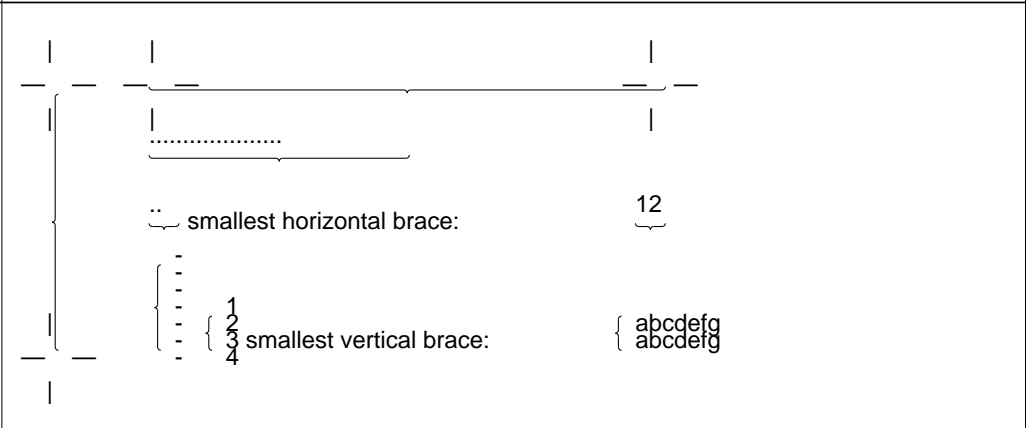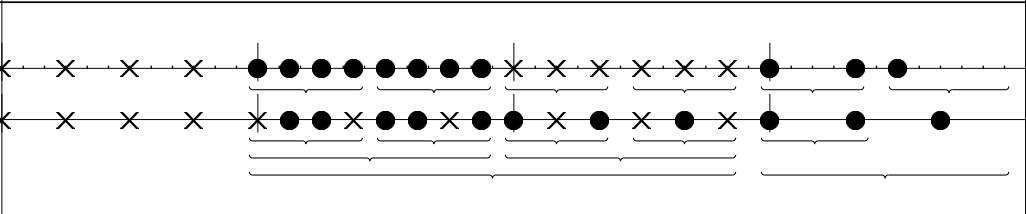| ATTENTION! | - | the keyboard sounds (when entering new symbols) are NOT adapted! |

Test here: 4B/4P

6B/4P

vertical left margin: RHYTHMICS NOTATION SYSTEM rhythmics@access.ch

on/off	[B]	-	Beat sound
on/off	[P]	-	Pause mark sound (normally set off: acts like empty stroke -/pause symbol)
on/off	[T]	-	Time mark sound (normally set off: acts like pulse symbol)

on/off	[S]	-	Staccato playing
on/off	[L]	-	Legato playing (direct switching from [S] to [L] possible!)
			if L on: only rest mark [ ] cuts previous sound (check length in [F10]!)
			if L off: also help mark [.] and time mark [,] cut previous sound
			- S and L can be combined with R!
on/off	[M]	-	Muffled playing (= very short: night times, neighbours! ...)
			- can be combined with R. Deactivate to hear L or S again !!!
on/off	[R]	-	Rhythmic structure only (= all symbols played with equal frequency)
			- can be combined with S, L and M. Deactivate to hear original symbol sounds!

on/off	[(] or [)]	-	ignore/play symbols in parentheses (meaning: symbol can be dropped)
on/off	[[] or []]	-	play/ignore symbols in brackets (meaning: symbol can be added)
on/off	[{} or [}]	-	play/ignore symbols in braces (meaning: alternative symbol)
on/off	[Ý	-	ignore/accept jump mark

| Switches | BPTSL ([{Ý | Switch settings will be SAVED and remain until next change! |
| Switches | RM | R will NOT be saved, M activated REMAINS until you leave the program! |

Test [F5]:

[F5]: see switches here below
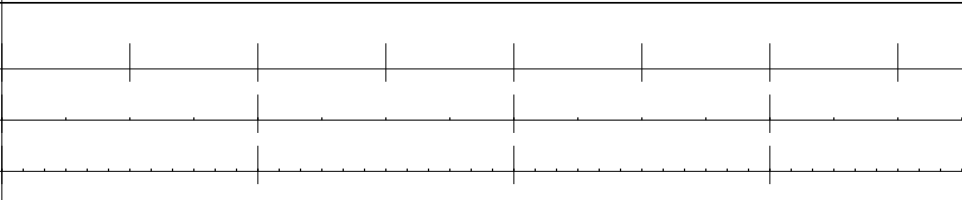
/	=	slash	-	Press [Enter], then [F5]: Line A will be played.
Ý	=	dashed slash		While playing press [Ctrl]+[Enter]. Continue like this until all lines have
		(also ASCII 221)		been played. Observe the jumps when going from one line to the next. Listen
\	=	dotted backslash		to the continuity of the beat sound. Play Pagesound as well.
			-	The slash is an absolute end mark! The dashed slash is active or ignored
				depending on the playing mode and the start of the current line: B+G C+H E.
Show/hide jump marks				The dotted backslash is necessary only if the next line starts with even more
in the Shift-F1-menu				symbols before Beat 1 than the current one: D and F.
			-	An end mark in the beginning deactivates the whole line! - Try it.
			-	A dashed jump mark on Beat 1 starts playing from the next available symbol: C.
			-	Make a (common) mistake on line G: delete the last point - then Pagesound!

A

B end mark

C jump mark

D

E jump mark2

F

G

H

[&]

The [&] shows this 'repeat last symbol' mark on a noteline -
repeating automatically the last symbol or the last cluster of symbols.
Especially in letter- or cypher-notations clusters made in the cumulate mode
can be repeated without copying or rewriting all the symbols - though giving
more space and immediate understanding of redundant information.

["]

The lower noteline is a [F7]/[Ctrl]+[F7] copy of the upper one:
each symbol that should be read from the upper noteline is overwritten by
a quotation mark ["]: the symbol (or as well cluster of symbols) is ONLY
HIDDEN - making it possible to get the sound with [F5] as it would really
come from the upper line.
Each sign can be revived by typing ["] a second time.

Both symbols allow to reduce redundance showing repetitions immediateliy and
free the notation from unnecessary information.

Try with other fonts and complicated clusters of symbols.

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[Alt]+[F1]	Sets the BEGINNING	of a VERTICAL	brace	
[Alt]+[F2]	Sets the END	of a VERTICAL	brace	can be used
[Alt]+[F3]	Sets the BEGINNING	of a HORIZONTAL	brace	with tabulators:
[Alt]+[F4]	Sets the END	of a HORIZONTAL	brace	[Tab] / [Shift]+[Tab]

CURSOR-POSITION

SIZES

smallest horizontal brace: 12

1
2
3 smallest vertical brace: { abcdefg
4   abcdefg

Examples:

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[F8] + [F8]	Mark BEGINNING and END of a block on the work sheet: upwards or downwards.
	(Changing parameters in a block passing the current filepage is not possible!)
	A third time [F8] would unmark the block.
[C] or [Shift]+[F8]-[C]	If you wish a security copy of the block: copies to [Ctrl]+[F8] - buffer.
[Shift]+[F3]	Change parameter(s), (changing the number of 'Lines' will have no influence!).
	Changes that you want FOR ALL NOTELINES in the blockmark must
	- eigther be made by entering new values
	- or be confirmed with [Enter] - if you want the given values.
	To change the 'Linestyle' you must activate the [Spacebar] - if choosing
	'pitch', the lines should have a distance of at least 4, better 5 (Use [F4]).
	Parameters that ar left untouched will not be changed: Ex.: change Grids only.
[Esc]	You will be asked to confirm the changes separately for each parameter.
MOUSE:	MIDDLE mouse button is identical to [F8] (make shure mouse is installed!).
	LEFT mouse button = [Enter] or [Y]. RIGHT mouse button = [Esc].
	Use [Block] and [NLDef] of the mouse menu: [MENU] or [F11].
Test here:	

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LINE BUFFER	-	[F7] saves a note- or (also empty!) textline to the LINE BUFFER.
		[Ctrl]+[F7] pastes this buffer at cursor position.
		Will only be overwritten by pressing [F7] again!
	-	Can be done as well in the [Shift]+[F7] menu or with the mouse: MENU or [F11].
SPECIAL LINE BUFFER	-	Delete a line by pressing [Ctrl]+[Backspace].
		Undelete it by [Shift]+[Insert]: works like an UNDO or MOVE.
		Will only be overwritten by deleting a line again with [Ctrl]+[Backspace].
	-	Can be done as well in the [Shift]+[F7] menu.
	-	[Shift]+[Delete] and [Shift]+[Backspace] (see Line menu) do NOT use a buffer!
BLOCK BUFFER	-	A marked block is copied to the buffer as soon as any action like:
		copying [C], pasting [Ctrl]+[F8], moving (M), deleting [Ctrl]+[Del] is done.
		[Esc] or [F8] again have no influence!
		A deleted block can be recalled by [Ctrl]+[F8] or [Ctrl]+[Insert].
	-	Can be done as well in the [Shift]+[F8] menu or with the mouse.
BUFFER FILES	-	See the Block menu [Shift]+[F8]: W and R!
		Marked blocks can be written to xxxxxxxx.buf files that you name yourself.
		Coming from any RNS-file these .buf files are all stored in the BUF-Directory.
	-	'Reading from a .buf file' presents a table of all the .buf files stored:
		this allows you to copy (move) blocks to any other file in any RNS Directory -
		or: use it as clipboard for special lines or buffers that you often use.
PAGE BUFFER	-	[F9] marks the whole page including header/footer. Copying, moving, pasting,
		delete (undelete) are then possible. See [Shift]+[F9] and mouse menu. Try it!

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Each symbol has a parameter defining it as a 'replace' or an 'add' symbol.

REPLACE/CUMULATE

If the keyboard setup [Shift]+[F10] is in standard mode, a symbol normally replaces the older one(s) when you write in the same place.
- Otherwise use [Delete] and [.]).
If this mode is 'swapped', the symbols will be cumulated:
- for example to write a second voice with the pitch.fnt.
   Mind the order of cumulated sounds - play with staccato mode (F5 - S)
- Letter- and cypher.fnts: combine also: =, +, -, *, *=, *+, *- + 2 symbols.

!!!

ADD
Ex.: [F10]+[Enter]:
frequency = 0

Add symbols do never overwrite: they act as added information concerning a replace symbol or as information at a certain point (play: no influence!).
After having typed an add symbol you must move the cursor: [cursor keys].

PERC.FNT:

Ex.: the PERC.FNT has several such add symbols:

	[*]								
[Shift]+	[*]								
[Alt]+	[*]								
	[*]	=	[Q]	[P]	[A]	[Y]	[X]	[C]	[V]	[M]

Combining two or more add symbols is possible as well.

STATUS LINE: Use [Tab] and [Shift]+[Tab] to see the keys used.

PERC-SYS.RNS
PITCHSYS.RNS

To learn to use the keyboard for symbols, best is to refer to the files called XXXX-SYS.RNS. They will show you the ergonomic keyboard installation.

[F10]

The [F10]-table gives a quick alphabetic overview: which key for which symbol.
For compatibility reasons you have no influence on form and placement. But by choosing a key with the cursor and [Enter] you have direct influence on:
frequency and (maximum) length of each symbol sound.

FREQUENCY AND
LENGTH OF SOUND

PITCH ADAPTIONS

Pitch adaptions to any (percussive) instrument or to any scale and key are possible - but first try [F5] or [Ctrl]+[F5] and Numberblock!

ADD SYMBOLS

In general the frequency of add symbols is set to zero.

BEAT AND PULS

Beat- and Puls sound can be changed in the Options: [Shift]+[F5] + [Enter].

YOUR OWN SOUND SETTING: You should first copy for example perc.* into a file named by your choice:
(Ex.: perc-1.*) on the DOS level.
Restart RHYTHMICS, reopen the file and change to the new font: [Ctrl]+[F10].
This is because you overwrite the font immediately!
Or: at least take notes of your changes.

[Ctrl]+[F10]

Changes the font for the active file only

POSTSCRIPT-FONT -
ON TEXTLINES:
GS HELVETICA 9 Pt

In order to get the result you want - you have to follow certain rules:

ONE BLANK [Space] on the screen will be one blank for the postscript font as well, but as this font will equilibrate the spaces between the letters, the result will be different from what you see on the screen.

- TWO BLANKS (or more) make the next word in postscript to start at the same place as it starts on the screen: somehow this works like a tabulator.

Ex.:   - xxxxxx   would show in PS: - xxxxxx
          xxxxxx   xxxxxx

       -   xxxxxx   would show in PS: -   xxxxxx
          xxxxxx   xxxxxx

TABULATORS -

If you want or need to insert TABULATORS with [TAB] or [Shift]+[TAB], be aware that you must have reference points on a note- or helpline.

- RHYTHMICS is of course NOT meant as a text editor, but you can nevertheless use it partly as such: for technical references, syllables, song texts etc.
Use tabulators to position. Words passing over the right border are not cut!

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POSTSCRIPT PRINTS

Open the Print Menu with [Ctrl]+[F1] or with the mouse: MENU, Print.
Choose Options, read the comments in the bottom line, choose if 1 or 2 file-pages should be printed on 1 (A4) sheet, choose a destination (usually 'File', except when you have a postscript printer: then usually LPT1), enter a name for the postscript file (.eps will be added automatically), leave Options.

Select direct printing (to file) of - the current page only, - the whole file, - from current page to end of file, - from beginning of file to current page.

'List' let's you decide which pages and in what order they will be printed:
Possibilities: a list with separators: [Space], [,] or [+],
                      from/to commands upwards and downwards: [-] or [..]
                      and all combinations and repetitions.

This PS-file will be stored in the RNS-Subdirectory \PSFILES from where it can be printed with a Postscript Printing Program.
There are several such programs, Goscript for example (commercial).
'Ghoastscript' is another one - and it is public domain!

SCREEN PRINTS

There are commercial and non commercial Print Screen Programs (you might get it by your printer dealer): choose the adequat color setting in the main menu
C - Colors: to get the result you want.
Do not forget to hide nonprintings, helplines, cursor and mousecursor!

If you start Rhythmics from Windows you can use the clipboard and Paint Brush to get screen prints - there you can even manipulate the outprint.

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004		029		054	6	079	O	104	h	129	ü	154	Ü	179	|	204		229	vBr	254
005		030		055	7	080	P	105	i	130	é	155		180		205		230	vBr	255
006		031		056	8	081	Q	106	j	131	â	156		181		206		231	hBr	
007		032	Spc	057	9	082	R	107	k	132	ä	157		182		207		232	hBr	
008	BS	033	!	058	:	083	S	108	l	133	à	158		183		208		233	hLn	
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020		045	-	070	F	095	_	120	x	145		170		195		220		245		
021	§	046	.	071	G	096	'	121	y	146		171		196	—	221	Ý	246		
022		047	/	072	H	097	a	122	z	147	ô	172		197		222		247		
023		048	0	073	I	098	b	123	{	148	ö	173	¡	198		223		248	°	
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025		050	2	075	K	100	d	125	}	150	û	175	»	200		225	ß	250		

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for PERC.FNT:

for PITCH.FNT(s)

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