Fairlight CMI IIX - Commands

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Target	Command	Example	Description
Select a page	Ppage<return>	P2<return>	Select display page 2

Page 2 – Disk Control

Target	Command	Example	Description
Query a file	Q,file<return>	Q,SARRAR.VC<return>	Display version, size and type of voice SARRAR
Load voice	L,register,filename<return>	L,A,SARRAR<return>	Load voice SARRAR in register A
Save voice	S,filename<return>	S,SARRAR<return>	Save voice SARRAR
Load instrument	L,filename,IN<return>	L,SKYWAY.IN<return>	Load instrument SKYWAY
Save instrument	S,filename.IN<return> S,IN,filename<return>	S,SKYWAY.IN<return> S,IN,SKYWAY<return>	Save instrument SKYWAY Save instrument SKYWAY
Options:	;V<return> ;C<return> ;Y<return>	S,SKYWAY.IN;V S;FLUTE1;C S,EASY;Y	Save instrument with all loaded voice files Save voice “FLUTE1” and it´s control file Overwrite any existing file
Save all	S,filename.IN;YVC<return>	S, SKYWAY.IN;YVC	Save all current voices to instrument file SKYWAY
Delete file	D,file<return> D,filenumber<return> D,file,file,file(,…etc) <return>	D,SARRAR.VC<return> D,2,4-6<return> D,UP.VC,US.CO<return>	Delete file SARRAR Delete file numbers 2, 4, 5 and 6 Delete voice file UP and control file US
Create a blank disk	D,*;Y<return>	D,*;Y<return>	All files on the disk will be deleted (!)
Copy files	T,file, file,file(,…etc) <return> T,filenumber<return>	T,SARRAR.VC<return> T,2,4-6<return>	Copy file SARRAR to another disk Copy file numbers 2, 4, 5 and 6 to another disk
Copy entire disk	T,* <return>	T,* <return>	Copy the entire disk to another disk

Page 3 – Keyboard Control

Target	Command	Example	Description
Reset Page 3	R<return>	R<return>	Reset PAGE 3 to default condition
Load voice	L,register,filename<return>	L,A,SARRAR<return>	Load voice SARRAR in register A
Save voice	S,filename<return> S,filename,newname<return>	S,FLUIDS<return> S,FLUIDS,DROPS<return>	Save voice FLUIDS Save voice FLUIDS as new file DROPS
Load multiple voices	L,register,file1,file2,.<return>	L,A,GONG,POP<return>	Load voice files GONG and POP in register A
Create blank voice	C,register,filename<return>	C,B,BOING<return>	Create an empty voice BOING in register B
Load instrument	L,filename.IN<return>	L,SKYWAY.IN<return>	Load instrument SKYWAY
Save instrument	S,filename.IN<return>	S,SKYWAY.IN<return>	Save instrument SKYWAY
Save options:	;V<return> ;C<return> ;Y<return>	S,SKYWAY.IN;V<return> S;FLUTE1;C<return> S,EASY;Y<return>	Save instrument with all loaded voice files Save voice “FLUTE1” and it´s control file Overwrite any existing file
Save all	S,filename.IN;YVC<return>	S,MYWAY.IN;YVC<return>	Save all current voices to instrument file MYWAY

Page 4 – Harmonic Profiles

Target	Command	Example	Description
Delete profile	D<return>	D<return>	Delete profile from graph
Set profile to zero	Z<return>	Z<return>	Delete profile to value zero
Compute waveform	C<return>	C<return>	Compute waveform from harmonics
Scale harmonics	S<return>	S<return>	Scale harmonics from energy
Reset all profiles	R<return>	R<return>	Reset all profiles to zero
Select any loaded voice	V,filename<return> V,number<return>	V,TUBA<return> V,4<return>	Select any loaded voice
Load voice	L,register,filename<return>	L,A,TUBA<return>	Load voice TUBA in register A
Save voice	S,filename<return>	S,TUBA<return>	Save voice TUBA
Create blank voice	C,register,filename<return>	C,A,TUBA<return>	Create an empty voice TUBA in register A

Page 5 – Harmonic Amplitude Profile

Target	Command	Example	Description
Delete profile	D<return>	D<return>	
Select current segment	segment<set>	15<set>	Maximum segment numbers are: 32 in mode 1 128 in mode 4
Zero all faders	Z<return>	Z<return>	Set harmonics for the current segment to zero
Fill other segments	F,segment<return> F,start,end<return> F,*<return>	F,28<return> F,18,32<return> F,*<return>	Fill segment 28 with current segment Fill segments 18 thru 32 Fill segments 1 thru 128 (mode 4 only)
Analyse waveform	A<return> A,segment<return> A,start,end<return> A,*<return>	A<return> A,33<return> A,33,38<return> A,*<return>	Analyse the current segment only Analyse segment 33 Analyse segments 33 thru 38 Analyse all segments (1 thru 128)
Compute waveform	C<return> C,segment<return> C,start,end<return> C,*<return>	C<return> C,33<return> C,33,38<return> C,*<return>	Compute the current segment only Compute segment 33 Compute segments 33 thru 38 Compute all segments (1 thru 128)
Select any loaded voice	V,filename<return>	V,BOOM<return>	Select the loaded voice BOOM
Load voice	L,register,filename<return>	L,A,BOOM<return>	Load voice BOOM in register A
Save voice	S,filename<return>	S,BOOM<return>	Save voice BOOM
Load instrument	L,filename.IN<return>	L,SKYWAY.IN<return>	Load instrument SKYWAY
Save instrument	S,filename.IN<return>	S,SKYWAY.IN<return>	Save instrument SKYWAY

Page 6 – Waveform Drawing

Target	Command	Example	Description
Voice selection	V,filename<return> V,number<return>	V,SARRAR<return> V,4<return>	Select loaded voice SARRAR Select loaded voice # 4
Display segments	D<return> D, segment<return> D,start,end<return> D,* <return>	D<return> D,13<return> D,13,25<return> D,* <return>	Display current segment Display segment 13 Display segments 13 thru 25 Display all segments
Start display stepping **Stop display stepping**	S<return> S<return>	S<return> S<return>	
Zero waveform	Z<return>	Z<return>	Zero displayed waveform
Invert waveform	I<return> I,* <return>	I<return> I,* <return>	Invert displayed waveform Invert all segment´s waveforms
Generate Waveform	TRI<return> SAW<return> SQ<return> N<return> N,start,end<return> N,* <return>	TRI<return> SAW<return> SQ<return> N<return> N,1,28<return> N,* <return>	Generates triangle waveform Generates sawtooth waveform Generates square waveform Generates white noise in current segment Generates white noise in segments 1 thru 28 Generates white noise
Fill segments	F<return> F,segment<return> F,start,end<return> F,* <return>	F<return> F,15<return> F,12,26<return> F,* <return>	Fill current segments Fill segment 15 Fill segments 12 thru 26 Fill all segments
Gain modify	G,gain<return> G,gain,segmet<return> G,gain,start,stop<return>	G,50<return> G,50,34<return> G,50,12;34<return>	Modify current segment; gain 50% Modify segment 34; gain 50% Modify segments from 12 to 34; gain 50%
Normalize	G,MAX,* <return>	G,MAX,* <return>	Modify all segments to maximum
Merge	ME,start,end<return> ME,* <return> ME,offset<return>	ME,33,50<return> ME,* <return> ME,-20<return>	Merge from segment 33 to 50 Merge from segment 1 to 128 Merge from current segment + <offset> to current segment. Value of offset: +/- 127
Mix	MI,start,end<return> MI,* <return> MI,offset<return>	ME,33,50<return> ME,* <return> ME,-20<return>	Mix from segment 33 to 50 Mix from segment 1 to 128 Mix from current segment + <offset> to current segment. Value of offset: +/- 12
Rotate	RO<L/R><return> RO<L/R><return> RO<L/R>,segments<return> RO<L/R>,segments,points	ROL<return> ROR<return> ROR,1<return> ROR,0,2<return>	Rotate left 1 point Rotate right 1 point Rotate right one segment Rotate right 2 points and zero segments
Reflect	REF<return> REF,segment<return> REF,segment,point<return>	REF<return> REF,14<return> REF,14,5<return>	Reflect around segment 64 point 1 Reflect around segment 14 point 1 Reflect around segment 14 point 5
Reverse	REV<return>	REV<return>	Entire Waveform will be reversed
Transfer	T,voice<return> T,voice:segments<return> T,voice:start,end<return> T,voice:* <return>	T,SARRAR<return> T,SARRAR:16<return> T,2:16,32<return> T,3:* <return>	Transfer current segment from voice SARRAR Transfer segment 16 from voice SARRAR Transfer segments 16 thru 32 from voice 2 Transfer all segments from voice 2
Add	A,voice<return> A,voice:segment<return> A,voice:start,end<return> A,voice:* <return>	A,FUDGE<return> A,FUDGE:16<return> A,2:16,32<return> A,2:* <return>	Add in current segment from voice FUDGE Add in segment 16 from voice FUDGE Add in segments 16 thru 32 from voice 2 Add in all segments from voice 2
Blend	B<return> B voice:segments<return> B:start end<return>	B<return> B 2:* <return> B:10 20<return>	Smooth loop after looping the voice Loop voice 2 over 128 segments Loop current voice over segments 10 to 20
Blend option	B voice:start end;L<return>	B 2:*;L<return>	Linear cross fade instead of square root fade

Page 7 – Control Parameters

Target	Command	Example	Description
Set control file	filename<set>	filename<set>	Set control file for current voice (Use lightpen to tab to CONTROL FILE)
	<space><set>	<space><set>	Set blank control filename
	LNK<return>	LNK<return>	Link control file to the current selected voice To unlink, link a blank name
Save control file	S,CO<return>	S,CO<return>	Save displayed control file
	S,CO,filename<return>	S,CO,PLUCK<return>	Save a new control file name
	S filename;C<return>	S QUIVER;C	Save and link the control file for QUIVER
Reset control parameters	R<return>	R<return>	Reset Page 7 and blank CONTROL name
	Then LNK<return>	LNK<return>	Link the current voice to a blank CO name
Select any loaded voice	V,voice<return>	V,TUBA<return> V,2<return>	Select voice TUBA from loaded voices

Page 8 – Sound Sampling

Target	Command	Example	Description
Sample external signal	S<return>	S<return>	Starts sampling
Display waveform	D<return>	D<return>	Activate the amplitude display
Select any loaded voice	V,filename<return>	V,SARARR<return> V,3<return>	Select any loaded voice for sampling or display
Create a new voice	C,register,filename<return>	C,A,TEST<return>	Create a new voice for sampling

Table of sampling rates

note		+8va	-8va	-16va
A	14080	28160	7040	3520
A#	14917	29835	7459	3729
B	15804	-	7902	3951
C	16744	-	8372	4186
C#	17740	-	8870	4435
D	18795	-	9397	4699
D#	19912	-	9956	4978
E	21096	-	10548	5274
F	22351	-	11175	5588
F#	23680	-	11840	5920
G	25088	-	12544	6272
G#	26580	-	13290	6645

Page D – Voice Waveform Display

Target	Command	Example	Description
Select any loaded voice	V,filename<return>	V,SARARR<return>	Select any loaded voice for display
Display waveform	D<return>	D<return>	Display current waveform
	DA<return>	DA<return>	Display current waveform in format A
	DB<return>	DB<return>	Display current waveform in format B
	D,endsegment<return>	D,32<return>	Select end segment (value: 32, 64, 128)
	D,endsegment,step<return>	D,64,1<return>	Select end segment and step (value: 1, 2, 4, 8)
	D, ,step<return>	D, ,1<return>	Select step (value: 1, 2, 4, 8)