

- CMC OWNER HANDBOOK -

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SECTION 4.ii.

CMS 64 SYNCHRONISER

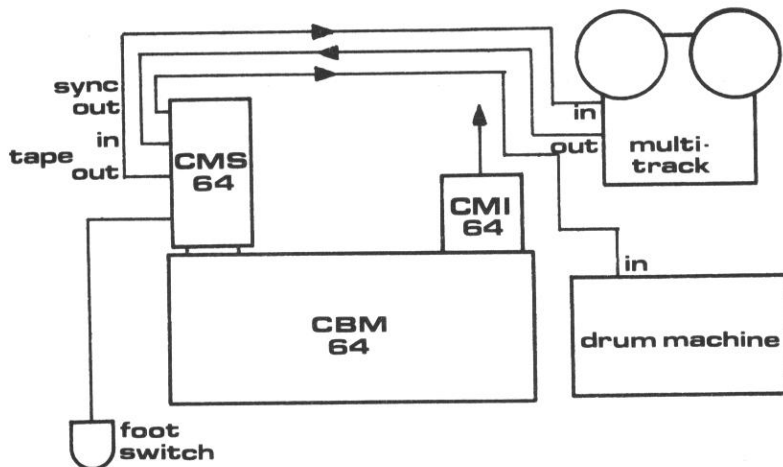
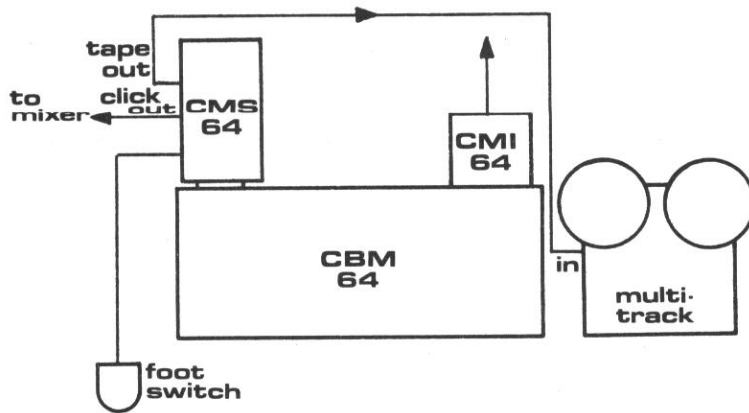
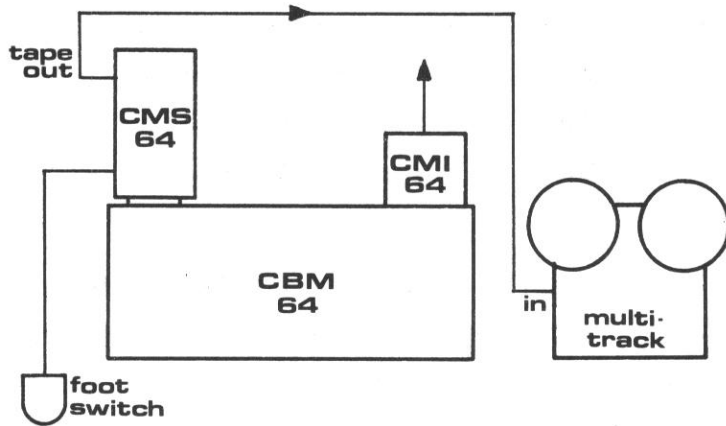
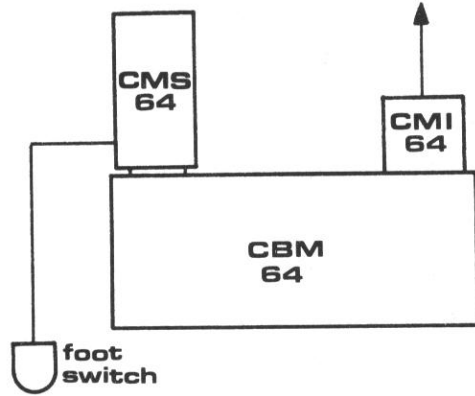
Introduction

The CMS 64 provides the CMI 64 with additional features which include remote start/stop with a footswitch, trigger interface for synchronising drum machines/sequencers, and sync to tape. The CMS 64 plugs directly into the Commodore 64 user port connector. Connectors for the various functions are on the side of the CMS 64 case. The connector for the Commodore is polarised and will only fit one way.

Using the CMS 64

With the CMS 64 in place, the CMI 64 can be installed and operated. The CMS 64 only provides additional features to the sequencer, so we shall assume that you are in that mode for the rest of this section. Let us first look at the footswitch functions. The socket for the footswitch is a standard $\frac{1}{4}$ " mono jack socket and the footswitch needs to be a momentary, normally open type. To start the sequencer with the footswitch hold the footswitch down and release the switch when you want to start the sequencer. This facility is available in all modes. In the manual mode the footswitch can be used to step through the events once the sequencer has been started. The footswitch cannot be used to stop the sequencer in the manual mode. Stopping the sequencer can be done with the footswitch in the other three modes in the same fashion as when starting. In the sync and external modes the sequencer will not run

INTERNAL MODE



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External mode

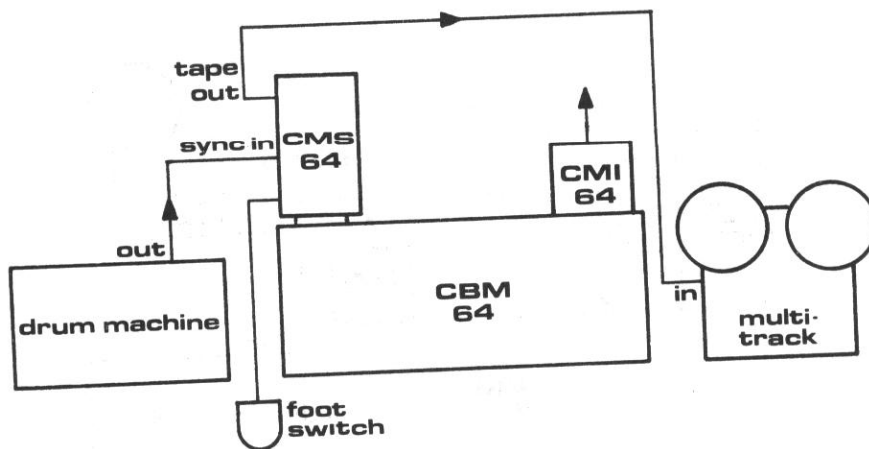
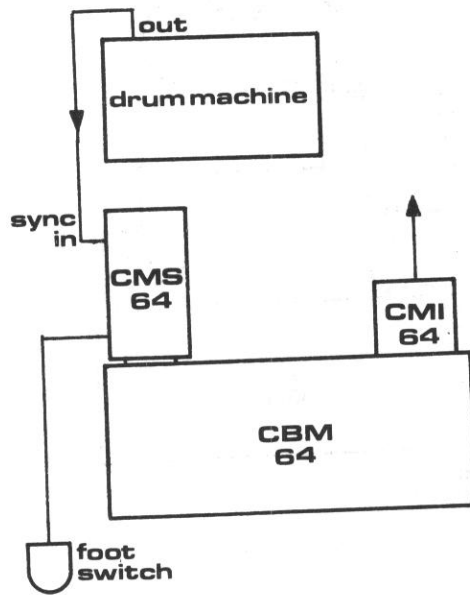
The external mode is provided to allow you to use your drum machine as the master controller, with infinite tempo variation. The drum machine should conform to the same standard as previously discussed, and, if it has combined start/stop and clock, pins 1 and 3 of the 'sync in' din plug should be connected together. The tape code can be recorded as before, and is the same tempo as the input signal. The click output is also available should it be needed. To operate the sequencer in this mode start the sequencer with the 'RUN/STOP' key or the footswitch, then start the system going with the start/stop button on the drum machine. See 'Sync Connector for Combined Start/Stop and Clock Systems' drawing.

Sync mode

Once you have recorded a time code onto tape you then want to use that code to drive the system. The sync mode is provided to do this. Connect the tape output to the tape in on the CMS 64. To run the sequencer in time with the tape, start the sequencer with the 'RUN/STOP' key or the footswitch and then start playing the tape. The computer will then synchronise to the tape code. A drum machine can be driven by the time code from the sync out connector on the CMS 64, and the click output is also available.

If you wish to use the other drum machines which don't meet the 24 clocks per quarter note standard then you can use a clock processor such as the DR CLICK unit. MIDI uses the same clock standard so a trigger-to-MIDI converter would enable you to control MIDI sequencers from the system.

EXTERNAL MODE



SYNC MODE

