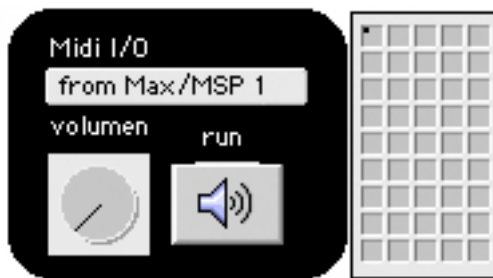


## How to use the SidProgrammer:

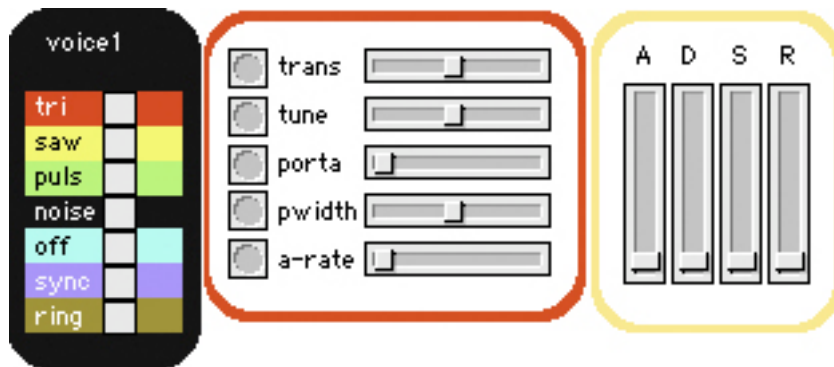
This Patch is free to anyone that want to use it. It may can be modified and shared but it should be made reference to me. For any questions and help you can write a email to: [sonogames@yahoo.de](mailto:sonogames@yahoo.de)  
© 2008 Nikolas Neecke

First you have to download the Software MaxMspJitter ([cycling74.com](http://cycling74.com)). After Installing you you can use the Runtime-Version. This is a free Player for MaxMsp-Patches.  
After Installing you open the „sidprogrammer.pat“.



In the middle of the Window you find the Midi I/O, there you have to select your Midi-Interface. You need the Midi-Out to programm the Sid but you can paly the Sid in the meantime by the Midi-In of your Interface, there is a Midi-Through-Connection programmed inside the patch.

Next there ist a Speaker-Icon. You have to click on the Speaker-Icon to make the Patch aktiv. In the Gridbox you can save your Soundsettings by Shift-Click into one of the small squares. You always can overwrite Settings by Shift-Click.



Here you make all settings for Voicecontrol, choose the Waveform and modi, Transpose, Tune, Portamneto, Pulswidth, ArpeggiatorRate and The ADSR-Envelope.  
This ist the same for Voice1 – 3.



Determine LFO Rate/Speed and Depth (-63 – 63)



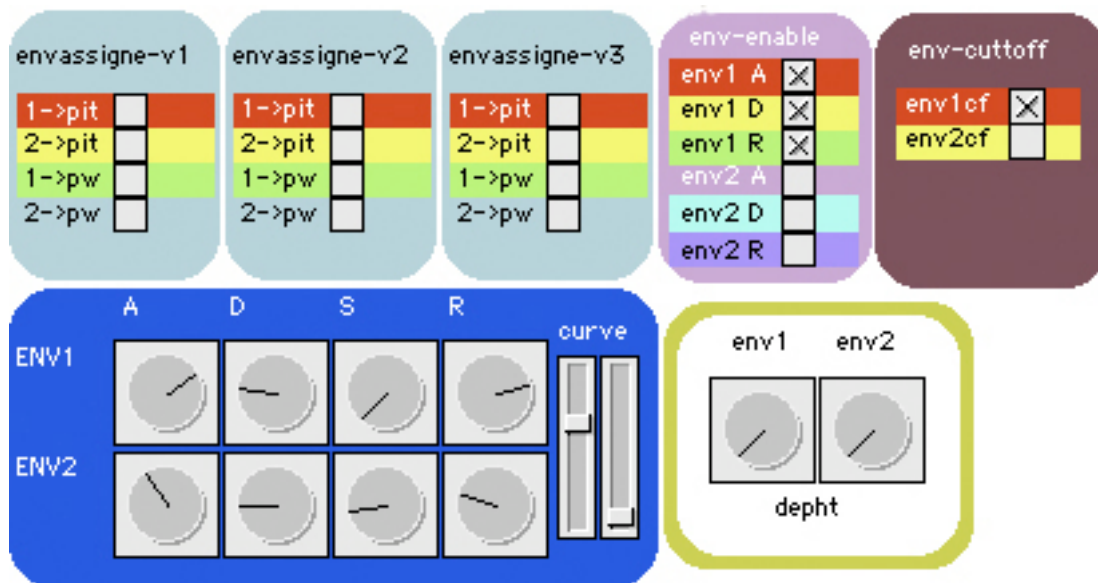
Choose the LFO-Waveform.



Assign LFO number to the Pitchmodulation of Voice1 – 3



Assign LFO number to the Pulsewidthmodulation of Voice1 – 3

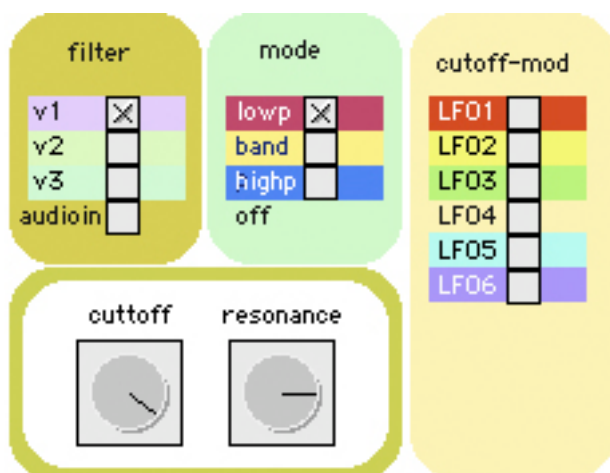


Controlpanel for The Envelope1 and 2:

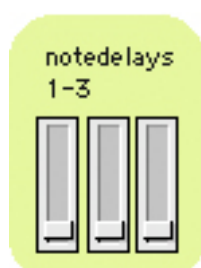
Envelopeassign-v1 to v-3; 1->pit = Env1 controls pitch, 1->pw = Env1 controls Pulswidth  
2->pit = Env2 controls pitch, 2->pw = Env2 controls Pulswidth

Envelope enable is to make aktiv parts of the Enveloppe.

Env1cf /env2cf = controls the Cutoff-Frequency of the Filter.



Choose the Voice that will be going through the Filter, choose the Filter-Mode, Assigne LFO number to Cutoff-Frequency or control the Cutoff-Frequency and the Resonance of the Filter by the Rotary-Knobs.



Determine the Delay for each Voice.