

# AHX Tutorial

By An4kiR 2008

Ref. : <http://www.systemofsound.org/download/extra/AHXTUTE.TXT>

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;The following is a half-finished first draft series of tutorials on the
;popular Amiga tracker Abyss' Highest eXperience (aka AHX).
;
;I hope you find some useful information here. Cheers...
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;Lesson 1 Quickstart
;Lesson 2 Instrument Editor
;Lesson 3 Tracker & Sequence Editor
;Lesson 5 Converting, Optimising, Ripping, etc.
;Lesson 6 Coding
;Lesson 7 Live Performance
;
;At first glance looks like another protracker. Especially the track editor.
;But you don't have to look hard at the panel to see that there's something
;different here. You can press HELP at any time for the online manual.
;But anyone familiar with Protracker or OctaMED will be right at home as
far
;as keybindings and tracker commands go.
;
; |AHX v2.3d-sp3  ) Abyss  Pink&Dexter||
; |-----++
; |POS|001^v|000-00 000-00 000-00 000-00|
; |LEN|001^v| :
; |RES|000^v| :
; |TRL|064^v| .
; | SS|000^v| .
; |SSN|000^v|_____ - - - - .
; |SSP|000^v Name. . .
; :PLAY|STOP|INS|01|^V|:~::~:~::~:
;
;
;
```

## LESSON 1

```
;Starting A new mod
;1.
;Set SS to >0 ; MORE THAN ONE SUB-SONG
; now you can move to the start of each section of song using
; the SSN^v buttons (0 is the default song). We will cover
sub
; songs more later, just make your panel look like this!...
;
; Now click the arrows next to SSN to jump |LEN|004|^|v||
; between POS 000 and POS 003. |RES|000|^|v||
; |TRL|016|^|v||
; | SS|001|^|v||
; |SSN|001|^|v||
; |SSP|003|^|v||
;
;
;
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;2.
;Press ESC!      ; ENTER THE INSTRUMENT ED
;
;                |MAIN|^v|01|#####|LOAD|:PINK|H|
;                |VOLUME|00|^v|
;                |WAVELEN|00|^v|      | PERFORMANCE EDITOR |
;                |-----|
;                |ATTACK|001|^v|SPEED|001|000|---o|0|000|000|
;                |VOLUME|00|^v|LEN.|000|001|---o|0|000|000|
;                |DECAY|001|^v|HARDCUT|0|002|---o|0|000|
;                |VOLUME|00|^v|RELEASE CUT|003|---o|0|:
;                |SUSTAIN|001|^v|TEST MODE_|004|---o|:
;                |RELEASE|001|^v|005|:
;
;                |VOLUME|00|^v|      | : . .
;
;                ;
;                1.Set Volume 64
;                2.Set Len. >0
;                3.Put at least one note in the note table, and don't forget
;                ; to set the wave type 1-4. You should also set the default
;                ; filter and pulsewidth in the first or second line.
;                ; (I recommend | c-2 | 3 | 320 | 020 | )
;                4.Set ADSR. I recommend leaving the release volume near zero
;                ; at the beginning, even when starting a pad sound.
;                ; you probably want settings of
;                ; A 001 64 D 005 48 S 001 R 005 00 for percussive sounds
;                ; this willl take 2 pattern positions reach zero volume at
;                ; the standard tempo of 6 Vertical Blanks.
;3.                5.Hit Caps Lock to test your instrument.
;                ; anyone familiar with protracker will know the layout,
;                ; qwerty = cdefga and 23567 = c#d#f#g#a# etc.
;Press ESC again!
;                ;Now make sure the cursor is in the position editor in the
;                ; top right (see diagram). If you can't see it press enter
;                ; and watch for movement between the pattern editor and the
;                ; tracker editor (bottom)
;                ;you might want it to look something like this
;                ; POS|000|^v|00|001-00 010-00 020-00 030-00
;                ; LEN|004|^v|01|001-00 010-00 021-00 030-05
;                ; RES|000|^v|02|001-00 011-00 022-00 030-FF
;                ; TRL|016|^v|03|002-00 012-00 023-00 030-03
;                ; .although...
;                ; LEN 001 00 001-00 000-00 000-00 000-00 is fine
;4.
;Enter your tracks
; try to keep it in order like : 00x for intro, 01x for rythm, 02x for base
; and 03x for extra (as in the previous example!)
;Hit Space      1.Edit on/Off. Tap out your funky rythm.
;                ; Alternatively Hit RShift to enter notes in realtime.
;                ;
;                ; Personally when using trackers I like to tap the down
;                ; arrow or delete key in a rythm for empty space as I
enter
;                ; my note data.
;                ;
;                3.Play your track, LAlt plays the song and LAmiga plays just
;                ; the current position.
;
;5.SAVE DamnIt! When finished. optimise, and save again under a different
;                ; name.
;
;
;

```

; Optimisation tips:

## LESSON 2

; Tracker & Instrument editor

; Now before you can make any music you will need to load some "instruments"

; These are made up of waveforms (Triangle, Saw, Pulse & Noise), filters (PWM on the Pulse wave and LowPass/HiPass on all waves) and tracker commands

; (Pitch, volume, etc.)

; It all looks a bit daunting at first, but it's pretty simple.

; Let's start with a beat,

```
;(this should sound nice!) | MAIN | ^ v | 01 | KICK##### | LOAD | PINK | H |
;                               VOLUME | 64 | ^ v |
; KICK DRUM                     WAVELEN | 80 | ^ v | PERFORMANCE EDITOR |
;                               ----- | STEP NOTE j FX1 FX2 |
; what we are doing here is | ATTACK | 001 | ^ v | SPEED | 001 | 000 | c-1o | 1 | 020 | 220 |
; a "sinus slide", we are | VOLUME | 64 | ^ v | LEN. | 006 | 001 | ---o | 0 | 000 | 240 |
; changing the pitch and | DECAY | 002 | ^ v | HARDCUT | 0 | 002 | ---o | 0 | 000 | 260 :
; volume down rapidly. | VOLUME | 32 | ^ v | RELEASE CUT | 003 | ---o | 0 | : 280.
; producing a percussive | SUSTAIN | 001 | ^ v | TEST MODE_ | 004 | ---o | : . 2A0
; effect. | RELEASE | 002 | ^ v | | 005 | : . 2C0.
;                               VOLUME | 00 | ^ v | | : . .
; SNARE DRUM
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;                               | MAIN | ^ v | 01 | SNARE##### | LOAD | PINK | H |
; a bit more complex. We | VOLUME | 64 | ^ v |
; use a shorter wavelength | WAVELEN | 40 | ^ v | PERFORMANCE EDITOR |
; because a snare is a | ----- | STEP NOTE j FX1 FX2 |
; higher pitch than a kick | ATTACK | 001 | ^ v | SPEED | 001 | 000 | a#2o | 1 | 020 | 260 |
; A snare has a mix of tone | VOLUME | 48 | ^ v | LEN. | 004 | 001 | e-1o | 4 | 008 | 000 |
; and noise, the best we | DECAY | 002 | ^ v | HARDCUT | 0 | 002 | c-1o | 3 | 224 | 411 :
; can do is to dither and | VOLUME | 32 | ^ v | RELEASE CUT | 003 | ---o | 4 | : .
; add punch with vibrato. | SUSTAIN | 001 | ^ v | TEST MODE_ | 004 | ---o | : .
;                               | RELEASE | 002 | ^ v | | 005 | : . .
;                               VOLUME | 00 | ^ v | | : . .
; SET OF HATS
```

```
;                               | MAIN | ^ v | 01 | SHAT##### | LOAD | PINK | H |
; now something much more | VOLUME | 64 | ^ v |
; simple. you can use the | WAVELEN | 80 | ^ v | PERFORMANCE EDITOR |
; one instrument for both | ----- | STEP NOTE j FX1 FX2 |
; open and closed hats in | ATTACK | 001 | ^ v | SPEED | 001 | 000 | c-1o | 4 | 020 | 410 |
; the tracker, so lets hit | VOLUME | 48 | ^ v | LEN. | 001 | 001 | ---o | 0 | 000 | 000 |
; ESC and enter the beats! | DECAY | 002 | ^ v | HARDCUT | 0 | 002 | ---o | 0 | 000 | :
;                               | VOLUME | 32 | ^ v | RELEASE CUT | 003 | ---o | 0 | : .
;                               | SUSTAIN | 001 | ^ v | TEST MODE_ | 004 | ---o | : .
;                               | RELEASE | 002 | ^ v | | 005 | : . .
;                               VOLUME | 00 | ^ v | | : . .
```

; TO BE CONTINUED (and revised)

; www.systemofsound.org