

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
;                  between POS 000 and POS 003.
;
;                  LEN|004|^|v|
;                  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

; |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