Basic definitions of a simple instrument and score in MUSIC 5.

SAM 11100; **Sampling rate is 11,100**

INS 0 1; **Instrument 1 defined at time O**
CNV P6 = HTZ(P6); **P6 defined as frequency**
CNV P7 = DUR(P7)/4; **P7 defined as duration**
CNV P8 = DUR(P8)/4; **P7 defined as duration**
CNV P9 = DUR(P9)/4; **P7 defined as duration**

ENV P5 F1 B3 P7 P8 P9 P30;

P5 defined as amplitude of envelope
F1 defined below by GEN 0 1 1
B3 defined as output
P7 defined as attack time
P8 defined as sustain time
P9 defined as release time

OSC B3 P6 B3 F2 P29;

B3 defined as amplitude of oscillator
F1 defined below by GEN 0 1 2
P6 defined as frequency
B3 defined as output of oscillator
F2 defined below by GEN 0 2 2
P29

OUT B3; **Input from OSC output**
END; **End of instrument 1 definition**

GEN 0 1 1 512 0 0, 1 100, 1 128, 0 384, 0 511; **to be defined later**
GEN 0 2 2 512 1 1; **to be defined later**

P1	P2	P3	P4	P5	P6	P7	P8	P9
NOT	0	1	2	27000	880	.5		.5;

P1 Note command
P2 Time O seconds
P3 Instrument 1
P4 Duration 2 seconds
P5 Amplitude 27,000 ($2^{16}/2$ is max for <u>all</u> simultaneous notes)
P6 Frequency in hertz of note
P7 Duration of attack
P8 Not shown. Sustain duration = P4 - (P7 + P8)
P9 Duration of release

TER 2; **Score terminated after 2 seconds**