



**AdLib™**  
Personal Computer Music System

# Pop-Tunes™

User Guide



**AdLib™**

Personal Computer Music System

# Pop-Tunes™

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# Table of Contents

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---

**Introduction** 3

**Getting Started** 5

---

Required Equipment 5

Contents of the Diskette 6

Making a Copy of the Program Diskette 8

    Preparing a diskette 8

    Copying the program 8

Installing Pop-Tunes onto a Hard Disk 9

**Using Pop-Tunes** 11

---

Loading Pop-Tunes 11

Configuration options 12

    Using a black and white screen 12

    Changing the activation keys 12

    Loading from a diskette 13

    Starting with a different .DAT file 13

---

## **Table of Contents**

---

Activating Pop-Tunes	14
Scanning the song index	15
Playing songs	16
Asking for help (Help)	17
Quitting the program (Quit)	17
Going to the next song (Next)	17
Stopping the music (Stop)	18
Playing all of the songs (All)	18
Repeating songs (Repeat)	19
Setting the timer option (Timer)	21
Changing song files (File)	23

## **Modifying the Song Index**

---

## **Appendices**

---

Appendix A: Trouble-Shooting	27
Appendix B: The Sound Driver	35
Appendix C: Error Messages	37
Appendix D: Activation Keys	39
Appendix E: Incompatibilities	41

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# Introduction

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Pop-Tunes is a memory resident program that plays your favorite songs while you work on other applications. On your command, Pop-Tunes pops up onto the screen whereupon you may choose a selection of the displayed song titles. When done, you are returned to your application program to continue working while Pop-Tunes plays your selection. The available songs will be those that have been supplied by Ad Lib as well as songs you may have created with the Ad Lib Visual Composer.

The first section of this manual, "Getting Started", explains what you should know and do before you start using Pop-Tunes.

"Using Pop-Tunes", the second section, explains how to start up Pop-Tunes and how to use its various features.

The third section, "Modifying the song index", explains how to add, modify or delete songs from the list of songs that Pop-Tunes will display.

Finally, the appendices provide various information such as configuring Pop-Tunes, changing the activation keys and dealing with problems that may arise.

# Getting Started

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## Required Equipment

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To run Pop-Tunes, you need the following:

1. The Ad Lib Music Synthesizer Card.
2. A computer:  
IBM-PC, PC XT, PC AT or a compatible equipped with at least a 360K disk drive and 256K of memory.
3. A graphic display card:  
IBM Color Graphics Adapter (CGA), IBM Enhanced Graphics Adapter (EGA), Monochrome Graphics Adapter (MGA) or compatibles.
4. An operating system:  
PC/MS-DOS 2.00 or later versions.
5. Headphones, speakers or home stereo.

## **Getting Started**

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### **Contents of the Diskette**

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## **Contents of the Diskette**

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The diskette contains various files related to the Pop-Tunes program.

- **POPTUNES.BAT**  
This is a batch file which loads and executes SOUND.COM and then POPTMAIN.EXE.
- **SOUND.COM**  
This program prepares the Ad Lib Music Synthesizer Card and installs the sound driver which communicates with the card. It is loaded by the POPTUNES.BAT file.
- **POPTMAIN.EXE**  
This file contains the executable code of Pop-Tunes. Avoid loading it directly as it needs the sound driver which is installed by SOUND.COM. Instead, use POPTUNES.BAT.
- **POPTUNES.DAT**  
This file contains the list of songs that Pop-Tunes will display on the screen.
- **\*.ROL**  
The ".ROL" files contain the pieces of music that will be played.
- **\*.INS**  
The ".INS" files contain the instrument sounds used by Pop-Tunes.



- **README.TXT**  
This file contains information on the latest program updates and any other pertinent information.

Before continuing, we suggest that you take a look at the "README.TXT" file. To read the file, proceed as follows:

1. Insert the diskette into drive A.
2. Type the following line:

**A>TYPE README.TXT**

**NOTE:** In this manual, all expressions that have to be typed on the DOS are indicated as follows:

**A>POPTUNES**

The bold type indicates what you have to type while the standard type indicates the computer's prompt.

# Using Pop-Tunes

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## Loading Pop-Tunes

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To execute the program from diskette, insert the Ad Lib program diskette into drive B, set the current drive to B, and type:

**B>POPTUNES**

If you have copied Pop-Tunes onto your hard disk, go to the appropriate directory and type:

**C>POPTUNES**

When the program is loaded and has set itself up, it will display a message indicating that the program has been successfully loaded. It will also indicate which keys must be used to activate Pop-Tunes.

NOTE: In this manual, the following symbols refer to the corresponding keys:

 Backspace

 Return

 Shift

## **Using Pop-Tunes**

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### **Configuration options**

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## **Configuration options**

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The following configuration flags may be used when loading:

### **Using a black and white screen**

#### **/B**

This option sets the video mode to black and white. Users with a CGA video card and a black and white monitor should use this option as Pop-Tunes will try to use colour if it detects CGA mode.

#### **/M**

This option is for low-definition monitors which may give an unsatisfactory result with the above /B option. Experiment to see which option is appropriate for your equipment.

### **Changing the activation keys**

#### **/K**

You may use this to change the combination of keys used to activate Pop-Tunes. **Alt**-left **↑** is used by default. This option is explained in detail in Appendix D.

## **Loading from a diskette**

### **/A**

If loading from a diskette, this flag must be present in order to ensure that Pop-Tunes is able to open its files. It does not need to be given if the .BAT file is left unmodified.

## **Starting with a different .DAT file**

### **/DFileName**

This option will set the song file name to "FileName". If not given, Pop-Tunes will use POPTUNES.DAT as the default song file name. It is not necessary to supply the .DAT file extension as it will be added automatically if not present. (See the sections "Changing song files" and "Modifying the song index" for more information on .DAT files.)

Example:

**C>POPTUNES /DMYFILE**

## Using Pop-Tunes

### Activating Pop-Tunes

### Activating Pop-Tunes

To activate Pop-Tunes, press all of the activation keys down at the same time and release them. Upon releasing the keys, the main Pop-Tunes window will appear (Figure 1). If your system is very busy, it may take several tries to make the window appear. **Alt**-left **Cmd** are the usual activation keys, but you may change this at start-up time with the `/K` option, as shown in Appendix D.

⌘ Ad Lib Pop-Tunes ⌘			
A		B	
1	Spatial Romance	Chopin's Prelude No. 4	5
2	Pink Sadness	Anitra's Dance	6
3	Clockmaker	Bach's Choral	7
4	Reckless Game	Moonlight Sonata	8

All File Help Next Quit Repeat Stop Timer

Figure 1: The main Pop-Tunes window

Pop-Tunes can be activated at any time, even in the middle of other programs. However, there are some programs with which Pop-Tunes is partially or fully incompatible. (See also Appendix E.)



When the Pop-Tunes window appears, you will see along the bottom a menu containing the list of possible commands. Each of these commands is activated by pressing the first letter (highlighted) of its name.

Pop-Tunes always puts itself into text mode. If it is activated while the screen is in a different mode, the screen will be cleared. This is nothing to worry about as the screen will be returned to its original state and mode when you exit the Pop-Tunes window.

Note that Pop-Tunes can be used with a MGA card only when it is in text mode. If you activate while in graphics mode you may halt your system.

## **Scanning the song index**

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Use the left and right arrow keys (, ) to change the pages of the song index. The column indicators (the letters in the small boxes at the top of the window) will change as the pages change.

## Using Pop-Tunes

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### Playing songs

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### Playing songs

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The central part of the window displays the list of available songs. To play a song, simply press the key corresponding to the number indicated beside the name of the desired song. (The **1** key plays the first song, the **2** key plays the second, etc.) Keys **1** to **8** are always used to select the song you would like to hear, regardless of which page is displayed.

Pop-Tunes will allow you to select as many songs as you wish and will play them back in the order in which they were entered.

To create a list of selections, press the numbers of the songs you wish to play. As each song is selected, its number will be displayed in highlight video. You may select any song from any page and Pop-Tunes will remember the order in which the songs were selected. You may select as many songs as are displayed.

You may remove a song from the list of selected songs by pressing again its corresponding number. The number will return to unhighlighted video to indicate that is no longer part of the list.

## **Asking for help**

---

When you choose the command Help, a window opens up on the screen containing information on how to operate Pop-Tunes and how to use the various features.

Use the **N** and **P** keys to go to Next or Previous page of information. The left and right arrows may be used here as well. To close this window and return to the main screen, press **Q** for quit or use the **Esc** key.

## **Quitting the program**

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When in the main window, press **Q** for quit or use the **Esc** key to leave Pop-Tunes and return to where you were when Pop-Tunes was activated.

## **Going to the next song**

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Pressing the **N** key will cause Pop-Tunes to stop playing whatever song is currently playing and start the next song from the list of selected songs, if there are any left to be played.



## Using Pop-Tunes

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### Stopping the music

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Pressing **[S]** for stop causes Pop-Tunes to stop whatever is currently playing and empty the list of selected songs. The All and Repeat functions are turned off as well. The timer is not affected (i.e. reset) by this function.

### Playing all of the songs

---

If you wish to play the entire list of songs, press the **[A]** key. All of the numbers will appear in highlight video to indicate that they have been selected. If you wish to remove individual songs, press the corresponding number. The number will then return to unhighlighted video to indicate that is not part of the list of songs to be played.

If the **[A]** key is pressed a second time, Pop-Tunes will return to the previous state of the selection list.

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**Repeating songs**

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The Repeat feature will play your list of selected songs over and over. Pressing the **R** key brings up a window which allows you to set up this feature.

```
      Ad Lib Pop-Tunes
Repeat: Off
Wait before starting again:      0
Interval on which to start playing:  0

      Help  Interval  On/Off  Quit repeat  Wait
```

Figure 2: The Pop-Tunes repeat window

Pressing the **O** key will change the status of the Repeat feature from On to Off or vice-versa.

## Using Pop-Tunes

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### Repeating songs

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There are two types of delays which can be used in conjunction with the repeat function: a "wait" delay and an "interval" delay.

The "wait" delay will wait for a certain number of minutes before starting to replay the list of songs. Set this value by pressing the **[W]** key and then entering a number from 0 to 999. Press the **[↵]** key after entering the number.

The "interval" type of delay will restart at a given interval of time, given in minutes. For example, if you wish to play your selection every 60 minutes, you should enter 60 for this function. The interval delay calculates the time at which it will restart using the starting time shown in the timer window.

Only one of these two types of delays can be used at a time, so that when one delay value is entered, the other is automatically turned off (becomes zero).

If you wish for the songs to start playing immediately, select your songs first, then set the delay. The delay will then take effect after your songs have finished playing. If you want the delay to take effect first, set the delay and then select your songs. Pop-Tunes will then wait for the delay to expire before starting to play.

There is also a short help message available should you forget the distinction between the two types of delays. Press the **[H]** key to see the message. Press the **[H]** key again if you wish to remove the message.

Press the **[Q]** key or the **[Esc]** key to quit and return to the main Pop-Tunes window.

## Setting the timer option

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Pop-Tunes has a built in alarm clock which allows you to set a date and time at which to start playing your list of selected songs. This feature can be accessed by pressing the **T** key when the main window is displayed. A new window will appear which will allow you to set the "wake up" time and date.

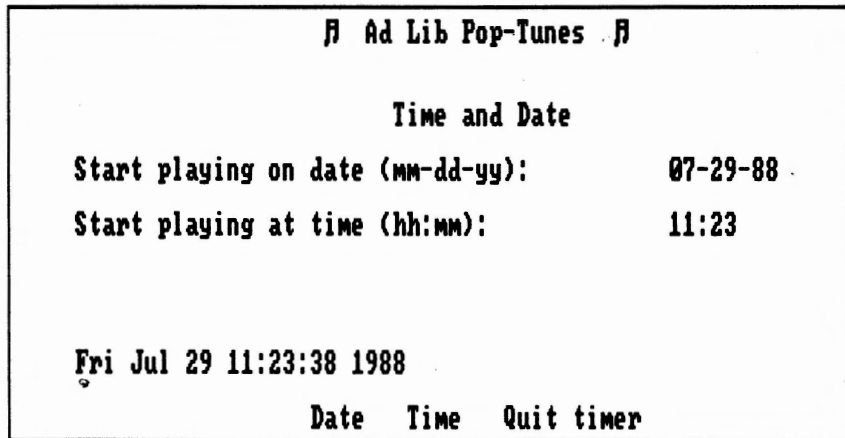


Figure 3: The Pop-Tunes timer window

## Using Pop-Tunes

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### Setting the timer option

---

The timer window displays the current date and time in the lower left hand corner of the screen. If this time is incorrect, you can correct it using the DOS date and time commands at the DOS level.

To set the alarm date, press the **D** key. Enter the desired date (the appropriate format is shown in parentheses on the prompt line) and press return. Note that Pop-Tunes only allows you to set the timer a maximum of one year in advance. Otherwise any other valid time and date may be entered.

To set the alarm time, press the **T** key. Enter the desired time of day using the 24 hour system (the appropriate format is shown in parentheses on the prompt line) and press the **↵** key.

For both the time and date, if instead of entering a value you press the **↵** key when the field is empty, the current date or time will be entered into that field.

If the **ESC** key is pressed when inside of these fields, the original value will be reinstated.

## Changing song files

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The song titles which appear in the main Pop-Tunes window are read from a file which has the same format as the .DAT files used by the Juke Box program. (".DAT" refers to the file extension used with this type of file.) Any .DAT files you may have created for the Juke Box can be used for Pop-Tunes as well.

If you wish, you may change the list of available songs. This is done by choosing the File command. When the **F** key is pressed, the bottom line becomes a prompt message. You may now enter the name of the file containing the songs you wish to play. If the new file cannot be opened, an error message will be displayed, otherwise the new list of songs will be displayed and the list of selected songs will be reset.

You may give the drive and path name in addition to the file name. Indeed, it is advisable to give the full path so that Pop-Tunes can find your files if you change directories. For example, if you activated Pop-Tunes while in the directory SONGS, enter \SONGS\MYSONGS instead of simply MYSONGS so that if you leave the directory SONGS, Pop-Tunes will still be able to find your song files. You may also enter B:\SONGS\MYSONGS if your files are on the B drive.

It is not necessary to add the .DAT file extension as Pop-Tunes will automatically add this. See the section "Modifying the song index" for a fuller discussion of .DAT files.

# Modifying the Song Index

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The POPTUNES.DAT file contains a list of file names and song titles. By modifying the contents of this file, you can add new songs, change their order, or change the titles displayed in the index.

Any program editor can be used to create or modify a .DAT file. If you are creating a new file, remember to add .DAT to the end of the file name.

Each line of the .DAT file represents the title of a song that will appear in the index: the first word you type on the line is the DOS name of the desired file. The rest of the line contains the title that will be displayed in the song index.

Examples:

HBLUE	Hard Blue
\SONGS\SBLUE	Soft Blue
B:\SONGS\CRYSTAL	Crystal Eve

The files created by Visual Composer are necessarily of the .ROL type but you don't have to include the .ROL part of the title in the DAT file lines. If you have .ROL files scattered about in various directories, you must specify the path.

The song titles may be of any length, but Pop-Tunes is only able to display the first 24 characters.

## **Modifying the Song Index**

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**NOTE:** Due to space limitations, Pop-Tunes can only accept 35 different instruments per song. If Pop-Tunes receives a request for an instrument that exceeds this limit, it will ignore the request and continue to use the instrument that it is using at that moment.



# Appendix A

## Trouble-Shooting

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In this section, you will find solutions to problems you may encounter when using Pop-Tunes. The following list of problems is addressed in detail afterwards.

1. The Pop-Tunes screen indicates a song is playing, but there is no sound.
2. Nothing happens when a song is chosen.
3. The error message: "Sound driver buffer too small" keeps appearing.
4. Unable to activate Pop-Tunes while in a certain application program.
5. The currently playing song slows down or speeds up when a certain application program is loaded.
6. The currently playing song is not using the correct instruments.
7. The sound produced is of poor quality.
8. The Pop-Tunes screen is difficult to read.
9. Pop-Tunes displays the message "Error: cannot open file" or skips songs when the screen is not active.

**1. Problem:**

The Pop-Tunes screen indicates a song is playing, but there is no sound.

**What's probably wrong:**

- The volume is set too low.
- The headphones, external loudspeaker or stereo system are incorrectly connected.
- The card is improperly inserted into its socket.

**What to do:**

- Increase the volume setting.
- Make sure that all the necessary equipment is plugged in and turned on.
- Refer to Appendix A of the user guide shipped with your Ad Lib Music Synthesizer Card for more complete information on dealing with hardware type problems.

**2. Problem:**

Nothing happens when a song is chosen.

**What's probably wrong:**

- The Pop-Tunes timer has been set to a later time or date or a delay is in effect.

**What to do:**

- Go to the Timer window and compare the time and date to the current time and date as shown in the bottom left hand corner. Change the time and date if they are not what you desire. If the current time or date is incorrect, these can be changed at the DOS level with the time and date commands.
- Go to the Repeat window and see if a delay is indicated. Reset the delay to zero if you wish.

**3. Problem:**

The error message: "Sound driver buffer too small" keeps appearing even though the buffer, as indicated in the POPTUNES.BAT file, seems to be large enough.

**What's probably wrong:**

- Another program had set the buffer to a smaller size before Pop-Tunes was loaded.

**What to do:**

- Other Ad Lib products, such as Visual Composer and Juke Box, use a smaller sized buffer. If Pop-Tunes is executed after one of these programs, it will be unable to reconfigure the buffer size. To avoid this, always execute Pop-Tunes before any other programs which use the sound driver. In order to reset the sound driver, you must reset your computer.

**4. Problem:**

Unable to activate Pop-Tunes while in a certain application program, but the songs continue to play anyway.

**What's probably wrong:**

- The application program has taken over control of the keyboard.

**What to do:**

- Sorry, but if the application program does not behave in a standard way, there is nothing to be done. However, you can load up many songs beforehand or put Pop-Tunes into repeat mode in order to keep the music playing while you use the application program.

**5. Problem:**

The currently playing song slows down or speeds up when a certain application program is loaded.

**What's probably wrong:**

- The application has changed the clock of your PC.

**What to do:**

- Pop-Tunes uses the clock of your PC to set the tempo of a song. It will reset the clock when it loads a new song or if there is a change of tempo within the song. You can activate Pop-Tunes and load a new song if you wish to force the clock to be reset.

Note that if the application program has reset the clock for a good reason, this may affect your application program or certain features therein by speeding it up or down.

**6. Problem:**

The currently playing song is not using the correct instruments.

**What's probably wrong:**

- The instrument files (.INS) are in an unknown directory.
- The song uses too many instruments.

**What to do:**

- Copy the necessary instrument files into one of the following directories:
  - The same directory as the song (.ROL) files.
  - The same directory as the .DAT file.
  - The directory where Pop-Tunes was originally executed.
- Due to space limitations, Pop-Tunes can only accommodate 35 different instruments per song. If this limit is exceeded, Pop-Tunes will continue using the currently active instruments.

**7. Problem:**

The sound produced is of poor quality.

**What's probably wrong:**

- The volume is set too high.
- The headphones, external loudspeaker or stereo system are incorrectly connected.
- Another card is causing interference.

**What to do:**

- Adjust the volume control to lower the sound level in order to prevent distortion.
- Refer to Appendix A of the user guide shipped with your Ad Lib Music Synthesizer Card for various solutions to hardware type problems.

**8. Problem:**

The Pop-Tunes screen is difficult to read.

**What's probably wrong:**

- You are using a CGA card with a black and white monitor.

**What to do:**

- Load the program using the /B or /M option. See the section "Configuration options" (page 12) for more information.

**9. Problem:**

Pop-Tunes displays the message "Error: cannot open file" or skips songs when the screen is not active.

**What's probably wrong:**

- The files are stored in a directory which is unknown to Pop-Tunes.
- Pop-Tunes was executed from a diskette without using the /A configuration option.

**What to do:**

- Specify the path name in the .DAT file (see page 23) and verify that the .ROL file is where it ought to be.
- Load Pop-Tunes using the /A configuration option (see page 13). You will have to reset your computer if Pop-Tunes is currently installed in order to reload.

# Appendix B

## The Sound Driver

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It is the sound driver that enables Pop-Tunes to be used with the Ad Lib Music Synthesizer Card. When you play a song, the program stores the data needed to perform this operation in a memory buffer. The size of this buffer determines the length of songs that can be played. The larger the buffer, the longer a song can be played. The smaller the buffer, the more space is saved. However, if the buffer is smaller than the songs to be played, Pop-Tunes will be unable to load and play the song.

### Adjusting the Size of the Memory Buffer

The memory buffer has been preset to 28,672 bytes (7000 hex). You may adjust the size of the memory buffer to suit your needs.

To change the size of the memory buffer, you must modify one of the commands in the POPTUNES.BAT file by supplying a new argument to the sound driver's loading program.

1. Open the file POPTUNES.BAT with a program editor.



2. Find the line containing the command "sound". On this line you will find the letter "b" followed by a hexadecimal number. This parameter indicates the present size of the buffer.

Example: sound b9000

<b>Buffer Size</b>	<b>Program Argument</b>
4K	b1000
8K	b2000
16K	b4000
32K	b8000
48K	bC000

3. Replace the present size by the desired size, using the table seen above as a guide. The maximum value which can be used is CE00 hexadecimal (51.5K). The sound driver will not install itself if the buffer size exceeds the maximum value and will display a message to this effect.
4. Save the POPTUNES.BAT file.  
To put the adjustment into effect, it is necessary to reset the computer, for it is when the program is loaded that the sound driver notes the memory configuration.

# Appendix C

## Error Messages

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- **Sound driver not installed: installation aborted**  
The program cannot function because the sound driver has not been loaded. Load the sound driver and try again. (This should happen only if you execute POPTMAIN.EXE without first executing SOUND. Use POPTUNES.BAT to avoid this problem.)  
  
If this persists, check that the size of the sound driver has not been set so high that the sound driver does not install itself. In this case, the next error message should appear.
- **Sound-driver buffer too large!**  
The argument specifying the size of the sound driver buffer exceeds the maximum allowable size. See Appendix B for information on the sound driver.
- **Error: sound buffer too small for tune**  
See Appendix A (p.27) and Appendix B (p. 35) for information on the sound driver. Pop-Tunes cannot play a song which exceeds the size of the sound buffer.

- **Error: cannot open file**  
Pop-Tunes is unable to find one of the .ROL files listed in the song index file (.DAT file). Verify that the name is correctly spelled in the index file and that the file exists.  
If the path is not given in the index file, Pop-Tunes will look for the .ROL file in the same directory as the index file and then in the directory where Pop-Tunes was originally executed. If you wish to store your .ROL files in separate directories, it is best to specify the path explicitly in the index file.
- **Error reading file**  
Pop-Tunes was able to open the .ROL file, but an error occurred while reading the file. This error could occur if a diskette was removed while the read was taking place.
- **Invalid time or date entered**  
This appears when data such as the 32nd day of the month or the 25th hour of the day is entered.
- **File not found**  
This appears when using the File function. It means that Pop-Tunes was unable to open the given file name. Give the path if the file is in another directory and verify that its file extension is .DAT (as in POPTUNES.DAT). It is not necessary to enter .DAT when entering the file name: it will be appended if not present.

# Appendix D

## Activation Keys

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In order to avoid conflict with other programs, you may change the combination of keys which are used to activate Pop-Tunes. This change is done when loading by using the "/K" argument and a special code .

The flag and code have the following format:

`/Kd-n`

where "d" is a decimal number (described below) and "n" is a digit from 0 to 9 inclusive.

There are four different keys which can be used in any combination to activate Pop-Tunes: `Alt`, `Ctrl`, left `Up` and right `Up`. The following table gives the available key combinations and a corresponding number. This number is the "d" code.

<code>Alt - Ctrl - left Up - right Up</code>	1	<code>Alt - right Up</code>	7
<code>Alt - Ctrl - left Up</code>	2	<code>Ctrl - left Up - right Up</code>	8
<code>Alt - Ctrl - right Up</code>	3	<code>Ctrl - left Up</code>	9
<code>Alt - left Up - right Up</code>	4	<code>Ctrl - right Up</code>	10
<code>Alt - Ctrl</code>	5	<code>left Up - right Up</code>	11
<code>Alt - left Up</code>	6		

In addition to the above four keys, a number key can be added to create combinations such as `Alt - Ctrl - 3`. This number is specified in the "-n" part of the code. Note that, for technical reasons, the `Alt` key must be used if a digit will be part of the activation code: it will be added automatically if you have chosen a key combination which does not contain the `Alt` key.

## Appendix D

### Activation Keys

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The hyphen need be present only if the numeric digit is being used. If the character following the hyphen is not between 1 and 9, it will be ignored. If the "d" code is not given or is invalid, then Pop-Tunes will use its default activation key combination:

**Alt**-left **Up**.

Examples:

**C>POPTUNES /K5**

**Alt** - **Ctrl** will activate Pop-Tunes

**C>POPTUNES /K5-7**

**Alt** - **Ctrl** - **7** will activate Pop-Tunes

**C>POPTUNES /K11**

left **Up** - right **Up** will activate Pop-Tunes

**C>POPTUNES /K11-0**

**Alt** - left **Up** - right **Up** - **0** will activate Pop-Tunes  
(**Alt** added automatically because of the **0** key.)

**C>POPTUNES /K14-2**

**Alt** - left **Up** - **2** will activate Pop-Tunes  
("14" is an invalid code so the default combination is used.)

**C>POPTUNES /K7-A**

**Alt** - right **Up** will activate Pop-Tunes  
("A" is not a digit so it is ignored.)

# Appendix E

## Incompatibilities

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Pop-Tunes is a type of program known as memory resident. All memory resident programs depend on application programs to behave themselves in order that they run correctly.

Generally, the types of programs which will interfere with the normal functioning of Pop-Tunes are programs which deal directly with the hardware instead of using the usual methods. As a result there are programs which take over the system to such an extent that Pop-Tunes will not run or will behave unusually. Also, certain programs may cause problems only with particular combinations of the DOS version and the model of computer.

Problems will occur on certain hardware configurations. Pop-Tunes will not work when in graphics mode on a MGA card. In graphics modes on EGA cards, Pop-Tunes will appear in a reduced form in the upper left corner of the screen.

Situations which are known to compromise the normal operation of Pop-Tunes are listed, along with a description of the problem, in the README.TXT file on the original diskette.

Note that, because of conflicts accessing the Ad Lib Music Synthesizer Card, Pop-Tunes cannot be used at the same time as other software which also use the synthesizer card (Visual Composer, Juke Box, etc.)

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**AdLib™**  
Personal Computer Music System

Ad Lib Inc.  
220 Grande-Allée East, Suite 960  
Québec, QC, Canada G1R 2J1

50 Staniford Street, Suite 800  
Boston, MA 02114