

Jonathan Impett

MMG

```
#include <shells.h>
#include <metatru.h>
```

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/* Mirror-Rite 16 - March 13 1993 */

/*****
/*
/* MIDI chan Device*
/*
/* 1 DMP 11
*/
/* 2 SPX 100
(trumpet) */
/* 3-5 D 110*/
/* 6-10 TG 77*/
/* 11-16 Prophet
3000(111122) */
/*
*****/
```

```
int vc_ctr = 0; /* voice priority count
r */

int repeat[7]; /* no of appearances of
each scene */

int line_2[19] = {70,72,69,80,61,70,68,71,79,60,80,61,70,72,68,
74,66,75,65};

int tune_3[43] = {88,81,71,68,73,72,77,79,76,61,63,72,67,68,71,
73,78,77,82,79,69,62,77,75,66,71,70,67,62,55,
69,66,83,82,75,77,74,59,61,70,65,66,69};
int t3n = 0; /* counter for tune_3 */
int arrive3[49][2]; /* for arrive_in/out scene 3 */
int trs3 = 0;
int t3_times[43];
int t3_last6[6] = {0,0,0,0,0,0};

int mirror_fl; /* external flags for self_scheduling processes
*/
int ground_fl;
int open_delay3_fl;
int logmap_fl1;
int logmap_fl2;
int pb_centre;
int limit_ch1;
int chimed = OFF;
int ra_flag[4]; /* flags rhythm_att active */
int shawm_st = 1;
int tt_fl1 = 0;
int tt_fl2 = 0;
int start_block = OFF;
int coll_fl = OFF;
int line_4_k[2];
int res_k_out[48]; /* resonance() key output */
int res_v_out[48]; /* velocity output */
```

```

int trans6_t1;
int flt6_out;
int stand_fl=OFF;
int stand_range=33;
int stand_offset=34;
int stand_dist=7;
int stand_dev=ON;
int stand_last = OFF;
int stand_no = 0;
int stch1 = 8;
int stp1 = 8;
int stp2 = 65;
int voice_6 = 0;
int key_6 = 0;
int end_fl = OFF;
float ral[4];
int lasth;
int lastv;

extern void start_2();
extern void start_3();
extern void start_4();
extern void start_5();
extern void start_6();
extern void grid_2();

return(0);

extern void slab_flag();
extern void sector();
extern void sector_state();
extern void quadrant();
extern void fundamental();
extern void get_radius();
extern void start_blocker();
extern void read_ascii();

/***** Initialise Programs Patches & Data *****/

void checklist() {
    char c=0;
    vs_curaddress(handle,11,10);
    printf("CHECKLIST !");
    vs_curaddress(handle,13,10);
    printf("5*5 : 2-1-1-1-1");
    vs_curaddress(handle,15,10);
    printf("TG 77 : MULTI");
    vs_curaddress(handle,17,10);
    printf("SQ 3000 : MODE 4 ");
    vs_curaddress(handle,19,10);
    printf("P/MIDI : 1-0-0-2-1-2-0-40");
    vs_curaddress(handle,21,10);
    printf("'t' in scene 1 to inhibit auto changes ");
    vs_curaddress(handle,23,10);
    printf("'y' when complete : ");
    while ( c != 'y' )
        c = getchar();
    v_clrwk(handle);
}

void setup()
{
    int i;
    checklist();

    ascii_flag = ON;

```

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lers */
    scheduler[1] = OFF;
    scheduler[5] = ON;

    for ( i=9; i<=16; i++ ) {
        control(i,7,127); /* reset vol , bend and mod ch
9/16 */
        control(i,1,0);
        bend(i,0,64);
    }

    /* DMP(1),SPX(2),D110(3-5),TG77(6-10),SQ3000(11-16) */
    scene_set(1,1,1,61,57,0,0,71,0,0,16,45,27,52,44,44,43,43);
    /* shells1,shells1-1,stonechime1,%1,trempts*2,fastbird,k'buro */
    scene_set(1,2,2,90,58,0,0,72,0,0,29,42,16,45,7,31,38,39);
    /* shells2,shells1-2,brassitar lowr,%1,trempts*2,tibettpts1,%r */
    scene_set(1,3,3,50,59,0,0,73,0,0,0,0,47,48,17,18,19,0);
    /* shells3,shells1-3,4iband */
    scene_set(1,4,4,49,60,0,0,74,0,0,14,17,47,48,56,55,16,45);
    /* shells4,warm-bell,shells1_4,wind,brassitar hi,DarjeeBell*2,
        Arion short,Stonechime1 */
    scene_set(1,5,5,65,61,0,0,75,0,0,29,66,47,48,52,97,67,97);
    /* shells5,shells1_5,brassitar low,stonechime2,darjeebell*2 */
    scene_set(1,6,6,60,62,0,0,76,0,0,1,2,8,3,21,21,20,20);
    /* shells6,shells1_6,DarjeeBell,slowbird,Tibetperc */

}

/***** Scene_n_n() & related functions *****/

void start_blocker(n) /* prevents input handling during starts */
int n;
{
    if ( n == 0 )
        start_block = OFF;
    if ( n == 1 )
        start_block = ON;
}

void coll_off()
{
    coll_fl = OFF;
}

void read_ascii() /* ascii handler */
{
    switch(ascii_in){
        case '2' :
            start_2();
            ascii_in = 0;
            break;
        case '3' :
            start_3();
            ascii_in = 0;
            break;
        case '4' :
            start_4();
            ascii_in = 0;
            break;
        case '5' :
            start_5();
            ascii_in = 0;
            break;
        case '6' :
            start_6();
            ascii_in = 0;

```