## Score Input to CSound via the Midi Keyboard

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CSound - Barry Vercoe's portable version of his powerful sound synthesis program Music-11 - shares with other synthesis programs in the Music-V family a certain "lack of ease" of how to input musical event data, that is, scores. Several preprocessor languages are available to aid the musician in this tedious task, among them Vercoe's CScore, and Aleck Brinkman's Score-11, itself a port of Leland Smith's Score. Input to these languages is, however, still less comfortable than what we are used to in the Midi age. Stefan Kohler has therefore developed a preprocessor to the preprocessor Score-11, a program accepting data either from a Midi keyboard or from mouse clicks on the image of a keyboard on the computer screen. S11input, as the program is called, runs on Atari ST series computers in a mouse/window environment and has a "friendly" user interface. Not all data acceptable by Score-11 are acquired, just the kind most time consuming to provide otherwise: Pitch, duration, and amplitude (velocity in Midi terminology). Since Score-11 is currently not available on the Atari, Score-11 data are transferred to a PDP-11 for processing; this task is accomplished using Uniterm or Kermit. A port of Score-11 to the Atari is underway, however. A direct output from S11input to CSound, circumventing Score-11, is also provided. Finally, since Leland Smith's Score note printing package on the IBM-PC uses a similar syntax, data acquired with S11input can also be used as a basis for high-quality note printing.

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Fig. 1. Sllinput's main screen ICMC GLASGOW 1990 PROCEEDINGS