JamLoopy for Atari VCS

JamLoopy V0.42 by Zden Hlinka - © Satori 2020
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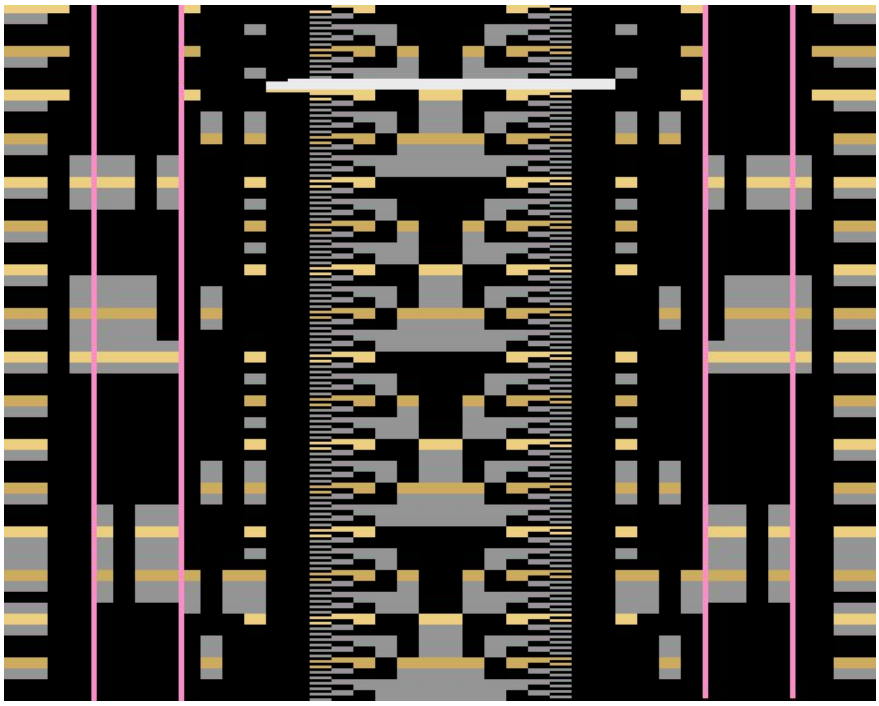
1. Introduction

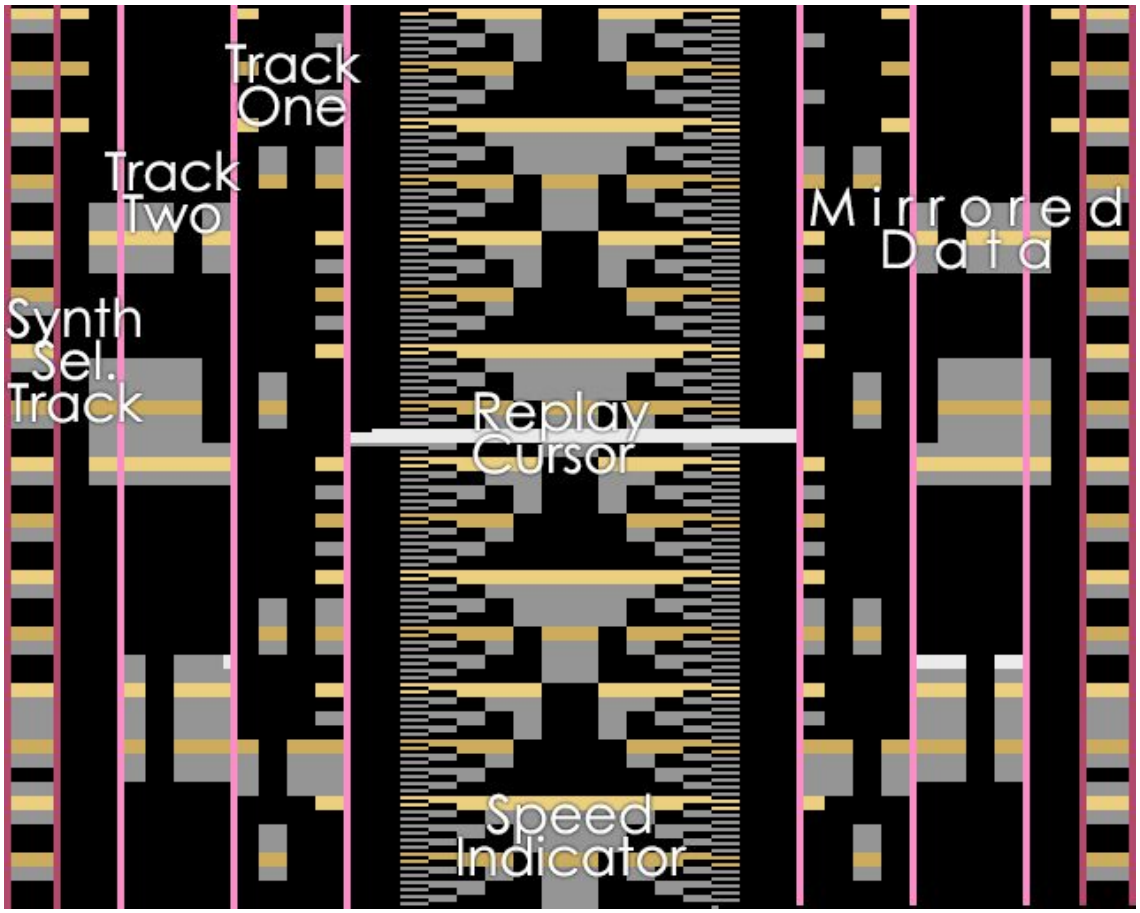
Application is 64 steps note looper. Notes are either represented musically or treated as bare data for VCS's audio registers. Users can choose which row they treat as notes (Note Synth) or audio register data (Glitch Synth). There are three variations of Glitch Synth and one Note Synth.



2. Hardware Requirements

Atari VCS Pal Console (at this stage for PAL version of Atari 2600 only)
Left port: Joystick
Rite port: Keyboard (keypad w/ 12 btns)
Cartridge: Uno-2600 or Harmony cartridge for loading custom ROMs

3. Looper Layout



Tree columns represent (from left to right):

1. **Synth Selector** (2 bits; enter values 1..4 on the keypad)
2. **Track Two Note/Data** (4+1 bits)
3. **Track One Note/Data** (4+1 bits)

The Middle section of the layout displays a replaying cursor and speed indicator pattern.
The right side of the screen is a mirror copy of the left part.
An additional 1 bit for Track1 & 2 is located next to the synth selector column (this bit encodes used instrument set).

4. Software Control

Joystick:

Up - Play Mode: alter speed in up direction / Edit Mode: move cursor up
Down - Play Mode: alter speed in down direction / Edit Mode: move cursor down
Left - force melodic synth while pressed
Right - force experimental synth pressed
Fire - Change glitch synth param (16 states)

Keyboard:

1,**2**,**3**,**4**,**5**,**6**,**7**,**8**,**9** - Enters notes data
0 - Empty note (clear current position for selected track)
* - Shift current instrument notes on 1..9 keys mapping
# - Toggle active instrument set
Instrument shift and active instrument set is color-coded to the track selection lines.

Console Switches:

Select - select column for edit
Reset - clear edit data and restart the app
Col/BW - toggle replay / edit mode (**Col**=replay; **BW**=edit)
Left difficulty - background color change (**A** = turned OFF; **B** =turned ON)
Right difficulty - jam switch: (**A**=note enter mode; **B**=jam mode enabled, no notes written)

5. Notes Mapping

Track One / Instrument 1 / Set 1

1 - b0 (bass)
2 - c1 (bass)
3 - d1 (bass)
4 - e1 (bass)
5 - g1 (bass)
6 - a1 (bass)
7 - b1 (bass)
8 - c2 (bass)
9 - e2 (bass)

Track One / Instrument 1 / Set 2

1 - b1 (bass)
2 - c2 (bass)
3 - e2 (bass)
4 - g2 (bass)
5 - a2 (bass)
6 - b2 (bass)
7 - e3 (bass)
8 - g3 (bass)
9 - h3 (bass)

Track One / Instrument 2 / Set 1

1 - b4 (square)
2 - c5 (square)
3 - d5 (square)
4 - e5 (square)
5 - f5 (square)
6 - d6 (square)
7 - f6 (square)
8 - hihat
9 - snare

Track One / Instrument 2 / Set 2

1 - f6 (square)
2 - hihat
3 - snare
4 - c2 (saw)
5 - d2 (saw)
6 - d#2 (saw)
7 - f#2 (saw)
8 - d#3 (saw)
9 - f#3 (saw)

Track Two / Instrument 1 / Set 1

1 - b0 (pitfall)
2 - c1 (pitfall)
3 - d1 (pitfall)
4 - e1 (pitfall)
5 - g1 (pitfall)
6 - a1 (pitfall)
7 - b1 (pitfall)
8 - c2 (pitfall)
9 - e2 (pitfall)

Track Two / Instrument 1 / Set 2

1 - b1 (pitfall)
2 - c2 (pitfall)
3 - e2 (pitfall)
4 - g2 (pitfall)
5 - a2 (pitfall)
6 - b2 (pitfall)
7 - e3 (pitfall)
8 - g3 (pitfall)
9 - h3 (pitfall)

Track Two / Instrument 2 / Set 1

1 - e3 (lead)
2 - f3 (lead)
3 - g3 (lead)
4 - a3 (lead)
5 - a#3 (lead)
6 - g4 (lead)
7 - a#4 (lead)
8 - hihat
9 - snare

Track Two / Instrument 2 / Set 2

1 - f6 (square)
2 - kick
3 - snare 2
4 - kick 2 - test
5 - snare 3 - test
6 - kick 3 - test
7 - snare 4 - test
8 - hihat 2 - test
9 - hihat 3 - test

Instruments by Paul Slocum