

# Colortone™ Keyboard

**OWNER'S  
MANUAL**

# TABLE OF CONTENTS

	Page
Introduction .....	3
The Colortone™ Keyboard .....	3
How to Connect the Colortone™ Keyboard .....	6
How to Tune Your Colortone™ Keyboard .....	7
How to Start the Colortone™ Keyboard Program .....	9
How to Play the Colortone™ Keyboard .....	10
How to Record and Play Back Music .....	11
Appendix 1 - How to Play the Colortone™ Keyboard with MusiCalc 1 .....	14
Appendix 2 - Caring for Your Colortone™ Keyboard .....	17
Appendix 3 - Got a Problem? .....	18

## INTRODUCTION

Welcome to the world of Waveform, where tones have colors and anyone can play beautiful music; where learning about music is effortless, because you learn while playing music. Your doorway to this amazing world is the Colortone™ Keyboard 'No Fault Music' System for the Commodore 64™.

The Colortone™ Keyboard provides a fun music experience that has you learning music concepts easily. This 'No Fault Music' System plays a song while you play along on the Colortone™ Keyboard. All the notes are displayed on the screen as they are played, even the notes you play on the Colortone™ Keyboard. When you play the Colortone™ Keyboard, you can't hit a bad sounding note because the Colortone™ Keyboard software automatically chooses a series of notes that will sound good with each song, and shows you which keys to play on the Colortone™ Keyboard.

In short, even a beginner can have fun making music that sounds great while using the Colortone™ Keyboard to explore music concepts.

When you're ready to move on to composing your own music and creating your own instrument sounds, we invite you to try the MusiCalc series of software. Your Colortone™ Keyboard is fully compatible with MusiCalc. See Appendix 1 for additional information.

## THE COLORTONE™ KEYBOARD

A picture of the Colortone™ Keyboard appears on the Quick Reference Card. You'll notice that the Colortone™ Keyboard has three sections. The lower section looks like a piano keyboard and is called the Piano Keys. The middle section is called the Touch Harp, and can be played by gliding your finger right and left across the rainbow strip. The upper section is called the Colortone™ Keys. The first eleven Colortone™ Keys correspond to the pictures on the top of the screen.

The Colortone™ Keyboard plugs into the Commodore 64™ and lets you play along with the songs we've provided. When you choose a song, the Colortone™ Keyboard program automatically chooses a series of notes (called a scale) that will sound good when you play the Colortone™ Keyboard with the song. The right keys to play are highlighted on the screen. The Colortone™ Keyboard program also chooses an instrument for you.

In addition, the Colortone™ Keyboard program will let you record and play back the melody you play on the Colortone™ Keyboard, as well as store your melody on a disk.

If you need help, simply press Colortone™ Key #11.

## THE TOUCH HARP

The Touch Harp is an innovation designed to make it easy for the person who does not know how to play a piano keyboard to play the Colortone™ Keyboard. The Touch Harp always contains the scale selected by Colortone™ Key #2 (Scale). The Touch Harp can be played in several different ways:

- Sliding      Slide your finger left and right over the harp. Try both long sliding motions as well as short rapid back and forth motions.
- Tapping      Tap the harp alternately using one finger from each hand. You can tap using different rhythms and patterns.
- Strumming    The harp can be strummed like a guitar. Slide your finger from left to right across the harp, lifting up your hand and repeating the motion.
- Rhythms      Rhythm has to do with the beat of music. With practice, you can play the harp using repeating motions and patterns that synchronize with the beat of the music.

## WATCHING THE NOTES GO MARCHING BY

When the Colortone™ Keyboard software plays a song, the notes being played appear on the screen in the lower staff. When you use the Colortone™ Keyboard to play along with the song, the notes you play appear on the screen in the upper staff AS YOU PLAY THEM! And the piano key you're pressing is indicated on the screen by a red dot. If you don't play anything on the Colortone™ Keyboard while a song is playing, rests (periods of silence) are shown in the upper staff. The notes that you play are recorded as you play.

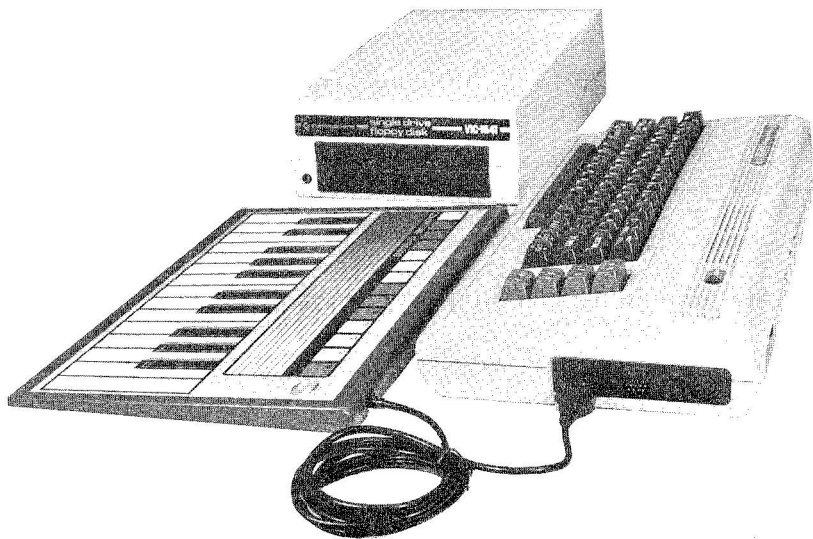
When you play back a song with a melody that you've recorded, you'll notice that the notes that appear on the screen look a little different than they looked while you were playing and recording. This is because the Colortone™ Keyboard program converts your recorded melody to "standard" music notation before playing it back.

## LEARNING ABOUT MUSIC

The Colortone™ Keyboard is a great way to explore very sophisticated music concepts without the drudgery of study and practice. You can use different scales, time signatures, key signatures, note values, rest values, harmonies, et al., without investing years learning these subjects. You are learning by PARTICIPATING, by EXPERIENCING and not by rote. Once you've begun to have fun playing music, you can let your curiosity about what scales are and how they work naturally develop, as well as all the other music concepts that you've been using playing the Colortone™ Keyboard. It's when you reach this point that we recommend you pick up a book on beginning music theory. The Colortone™ Keyboard will help you develop the confidence and motivation that makes learning about music theory a pleasurable experience.

## HOW TO CONNECT THE COLORTONE™ KEYBOARD

The Colortone™ Keyboard comes with a black cable attached. The end of this cable is plugged into Control Port 1 on the right side of your Commodore 64™. It can only plug in one way. If you use your computer to play games, you'll probably recognize this as a joystick port.



## HOW TO TUNE YOUR COLORTONE™ KEYBOARD

Your Colortone™ Keyboard is a fine musical instrument that needs to be tuned to work with your particular Commodore 64™. FOR RELIABLE RESULTS, YOU SHOULD RUN THE TUNER PROGRAM BEFORE YOU USE THE COLORTONE™ KEYBOARD FOR THE FIRST TIME.

The Tuner program usually needs to be run only once when you first get your Colortone™ Keyboard. Your Colortone™ Keyboard then stays tuned even if you turn off your computer and disconnect the keyboard.

There are times, however, when you need to re-run the Tuner program. One is when you connect your Colortone™ Keyboard to a different Commodore 64™. You'll then have to re-run the Tuner program again when you reconnect the Colortone™ Keyboard back to your own Commodore 64™. The other is if your Colortone™ Keyboard accidentally goes out of tune. When the keys don't seem to work right, the Colortone™ Keyboard is out of tune. Just re-run the Tuner program.

To Run the Tuner Program:

1. Make sure your computer, disk drive, monitor and Colortone™ Keyboard are properly connected. If you need a refresher, refer to your Commodore™ owner's manuals and the section on connecting the Colortone™ Keyboard.
2. Turn on your computer, disk drive, and monitor.  
**Note:** if your computer, disk drive and monitor are already turned on, turn the computer off and then on again (this clears the computer so it can run a new program).
3. Insert the Colortone™ Keyboard Software disk into your disk drive.
4. Load the Tuner program

Type:

LOAD "TUNER",8

RETURN

(Press the RETURN Key)

Type:

RUN

RETURN

(Press the RETURN Key)

5. The Tuner program will lead you through each step required to tune your Colortone™ Keyboard to your particular Commodore™ 64. A keyboard will be displayed on the screen, with a red dot on one key. You are asked to hold down that key on the Colortone™ Keyboard.

You must HOLD THAT KEY DOWN UNTIL YOU ARE ASKED TO PRESS A DIFFERENT KEY (several seconds). Be very careful only to touch the key with the red dot, otherwise your Colortone™ Keyboard will not tune properly and you'll have to tune your Colortone™ Keyboard over again.

When the keys don't seem to work right, the Colortone™ Keyboard is out of tune. Just re-run the Tuner program.

When the Tuner program is finished, it automatically starts the Colortone™ Keyboard Program.



## HOW TO START THE COLORTONE™ KEYBOARD PROGRAM

This is the main program of the Colortone™ Keyboard system. YOU SHOULD RUN THE TUNER PROGRAM BEFORE YOU USE THE COLORTONE™ KEYBOARD AND THIS PROGRAM FOR THE FIRST TIME.

To run the Colortone™ Keyboard program:

1. Make sure your computer, disk drive, monitor, and Colortone™ Keyboard are properly connected. If you need a refresher, refer to your Commodore™ owner's manuals and the section on connecting the Colortone™ Keyboard (page 6).
2. Turn on your computer, disk drive, and monitor.  
**NOTE:** if your computer, disk drive and monitor are already turned on, turn the computer off and then on again (this clears the computer so it can run a new program).
3. Insert the Colortone™ Keyboard Software disk into your disk drive.
4. Load the Colortone™ Keyboard program.

Type:

LOAD "CTONE",8,1

RETURN

(press the RETURN key)

Be patient; it takes a couple of minutes to load the program.

5. Play the Colortone™ Keyboard.

You can start playing the Colortone™ Keyboard (either the Piano Keys or the Touch Harp) with the first song. To change to a new song press Colortone™ Key #1 (Song).

As you play, the notes you play will be recorded. When the song is over, it will then play back from the beginning along with your recorded melody.

# HOW TO PLAY THE COLORTONE™ KEYBOARD

To play the Colortone™ Keyboard:

1. Start the Colortone™ Keyboard program.  
(see How to Start the Colortone™ Keyboard program page 9).

2. Select a song by pressing Colortone™ Key #1 (Song).

Each time you press Colortone™ Key #1 a new song symbol is displayed.

A song is selected a couple of seconds after you lift your finger from Colortone™ Key #1.

The red light on the disk drive is lit while a song is read from the disk. All the keys on the Colortone™ Keyboard are inactive while the red light is on.

3. Play the Colortone™ Keyboard (Piano Keys or Touch Harp).

As you play you automatically record.

The PIANO KEYS that will sound good are black or white on the screen while the Piano Keys that won't sound good are grayed on the screen. THE BLACK OR WHITE KEYS PLAY THE NOTES THAT ARE IN THE SCALE CURRENTLY DISPLAYED at the top of the screen (Colortone™ Key #2).

The grayed keys normally will play notes, but PRESSING COLORTONE™ KEY #8 (KEYS) ON WILL DISABLE THE GRAYED KEYS.

Notice that the notes you play on the Colortone™ Keyboard appear on the screen in the upper staff, while the notes being played by the Colortone™ Keyboard program appear in the lower staff.

As you play the Colortone™ Keyboard, a red dot appears on the screen indicating the piano key you pressed.

You can press Colortone™ Key #10 (Slow) to slow down the music so you can look at the notes more easily.

You can press Colortone™ Key #2 (Scale) or Colortone Key #3 (Instr) to change the scale or instrument in the middle of a song, if you wish.

The Colortone™ Keyboard is monophonic, which means you can only play one note at a time. For reliable results, DON'T PRESS MORE THAN ONE KEY AT A TIME.

# HOW TO RECORD AND PLAY BACK MUSIC

To Record:

1. Select a song

Press:

Colortone™ Key #1  
(Song)

until the picture describing the song you want appears on the top of the screen. . . a couple of seconds after you lift your finger off Key #1 (Song) the song is selected.

2. Use the Colortone™ Keyboard to play along with the song you've selected.

As you play you automatically record.

You can either play the piano keyboard, or the Touch Harp. The notes you play will be automatically recorded. See step 3 to save your recording.

At the end of the song, there will be a short pause and then the song and your recording will be played back.

IF YOU CHANGE SONGS (COLORTONE™ KEY #1) BEFORE SAVING YOUR RECORDING (COLORTONE™ KEY #6), YOUR RECORDING WILL BE LOST.

You can press Colortone™ Key #10 (Slow) to slow down the music so you can play along easier. Press Colortone™ Key #10 again and the music will speed back up to normal.

You can stop recording at any time by pressing Colortone™ Key #4 (Play) again. This will erase your recording and start the song over.

If you don't want to play along with the whole song, press Colortone™ Key #5 (Hear). This plays the song and your recording over from the beginning.

3. Save your recording.

Make sure your Colortone™ Keyboard disk is still in your disk drive.

Press:

Colortone™ Key #6 to save your recording  
(Save)

The red light on the disk drive is lit while a recording is saved to the disk. All the keys on the Colortone™ Keyboard are inactive while the red light is on.

## To Play Back Your Recordings:

### 1. Select a song to play back

Press:

Colortone™ Key #1 (Song) until the picture describing the song you want appears on the top of the screen. . . a couple of seconds after you lift your finger off Key #1 (Song) the song is selected.

### 2. Load your recording

Press:

Colortone™ Key #7 (Load) to read your recording from the disk drive.

The red light on the disk drive is lit while a recording is read from the disk. All the keys on the Colortone™ Keyboard are inactive while the red light is on.

### 3. Your recording will automatically begin to play back.

The notes the song is playing will appear on the screen in the lower staff. The notes you recorded will appear in the upper staff.

## SPECIAL NOTE:

You may save and load 9 EXTRA recordings by holding down keys 1-9 on the Commodore™ keyboard WHILE THE SAVE OR LOAD IS IN PROCESS.

### To save extra recording #1:

Hold down 1 (on the Commodore™ Keyboard)

Press:

Colortone™ Key #6 (Save) to save extra recording #1.

Your recording will be saved as extra recording #1 for the song you've selected.

### To load extra recording #1:

Hold down 1 (on the Commodore™ Keyboard)

Press:

Colortone™ Key #7 (Load) to load extra recording #1.

KEEP HOLDING DOWN COMMODORE™ KEY 1 UNTIL THE SAVE OR LOAD IS COMPLETED.

You don't have to hold down a Commodore 64™ key if you just want to save and load one recording per song; only if you want to save EXTRA recordings.

To play the Colortone™ Keyboard without accompaniment:

1. Select the metronome song.

Press:

Colortone™ #1            until a metronome song symbol  
(Song)                    appears on the screen.

The metronome song symbol means that no song will play, but you can still play the Colortone™ Keyboard. Colortone™ Key #2 (Scale) and Colortone™ Key #3 (Instr) still work with the metronome song, allowing you to experiment with the many different combinations.

2. Play the Colortone™ Keyboard.

The notes you play appear on the screen in the upper staff, and you can record and play back just like when you play along with a song.

Do you hear the metronome ticking in the background? When you play the Colortone™ Keyboard, you'll be playing along with this beat.

Another way to play the Colortone™ Keyboard without accompaniment:

Press:

Colortone™ Key #9            any song can be selected  
(Wait)

Now when you play the Colortone™ Keyboard, you will be able to play with the response of a real piano. The instant you press a Piano Key the note will sound and there is no beat to play along with. This gives you the response you need to play in a free form manner. However, the notes you play will NOT appear on the screen and you CANNOT record what you play.

# APPENDIX 1

## HOW TO PLAY THE COLORTONE™ KEYBOARD WITH MUSICALC 1

This section will show you how to play along with Musicalc 1 (Sequencer and Synthesizer) using the Colortone™ Keyboard. An untuned Colortone™ Keyboard will NOT work with MusiCalc 1.

1. Make sure your computer, disk drive, monitor and Colortone™ Keyboard are properly connected. If you need a refresher, refer to your Commodore™ owner's manuals and the section "How to Connect the Colortone™ Keyboard."
2. Turn on your computer, disk drive, and monitor.  
**Note:** if your computer, disk drive and monitor are already turned on, turn the computer off and then on again (this clears the computer so it can run a new program)

3. Insert the MusiCalc 1 disk into your disk drive.
4. Load the MusiCalc 1 program.

LOAD "M\*",8,1

RETURN (Press the RETURN key)

5. Select a Sound and Score:

SHIFT/RETURN to Main Menu  
(press SHIFT and RETURN at the same time)

P to select Preset Mode

C =/3 to select preset sound #3

SHIFT/3 to select preset score #3

↑ returns to MusiCalc Panel

Now let's get down to business and interface the Colortone™ Keyboard with MusiCalc 1.

6. Load the MusiCalc Colortone™ Keyboard interface program:

insert the Colortone™ Keyboard disk

SHIFT/RETURN to Main Menu

E allows external programs to be called: MusicCalc asks "Name?"

E.COLORTONE program that interfaces the Colortone™ Keyboard with MusiCalc

RETURN	loads program (Press the RETURN key)
RETURN	to continue
RETURN	normal voice mode
	insert the MusiCalc disk
RETURN	returns to MusiCalc Panel

7. Select a voice to play:

SHIFT/RETURN	to Main Menu
K	to select Keyboard Mode
1	to select Voice Play along
RETURN	
1	to select voice 1
RETURN	to MusiCalc Panel

Now glide your finger up and down the Colortone™ Keyboard's Touch Harp; play the two octave piano keyboard below the Touch Harp. When playing the Colortone™ Keyboard with MusiCalc, the Piano Keys will only play the notes of the SCALE CURRENTLY IN MUSICALC'S MEMORY.

Next, let's try recording a voice into the MusiCalc Sequencer from the Colortone™ Keyboard.

8. Select Keyboard Voice Record Mode:

↑	to MusiCalc Panel
SHIFT/RETURN	to Main Menu
K	to select Keyboard Mode
3	to select Voice Record
RETURN	

Now experiment by playing along (recording) and then pausing to listen to what you recorded moments before!

To record another voice:

SHIFT/↑	records a different voice; background border color represents voice currently recording.
---------	--

When you've finished recording, press the UP-ARROW key (↑) to exit the Voice Record mode. From here, you might want to save your song as a MusiCalc preset sound and score file.

## USING MUSICALC 3: KEYBOARD MAKER

To make scales for the Colortone™ Keyboard, load the MusiCalc 3 program and build your scales using the normal Commodore™ keyboard layout. Commodore keyboard keys "L" through "/" will correspond to the 14 steps on the Touch Harp. Commodore™ Keyboard keys "8" through "K" will correspond to the 25 Piano Keys.

Included on the Colortone™ Keyboard program disk are twelve sample scales made for the Colortone™ Keyboard. These scales are meant to be loaded into MusiCalc 1 using the "N...Load Presets" command from MusiCalc 1's Main Menu. These scales are designed to show you how to design MusiCalc 1/Colortone™ Keyboard scales that allow the Piano Keys to play a chromatic scale while the Touch Harp plays a different scale. The scale files on your Colortone™ Keyboard disk are:

CK.MAJOR	CK.BLUES
CK.MINOR	CK.MAJOR2
CK.ARBABIAN	CK.EGYPTIAN
CK.JAPANESE	CK.ROCKBLUES
CK.ROCK	CK.JAZZ
CK.HINDU	CK.CHROMA

You can use these twelve scales with MusiCalc 1 and the Colortone™ Keyboard even if you don't have MusiCalc 3. You only need MusiCalc 3 to create your own scales.



## APPENDIX 2

# CARING FOR YOUR COLORTONE™ KEYBOARD

### CLEANING

To clean the Colortone™ Keyboard, wipe with a damp cloth moistened with warm water or warm water with dish washing soap. The cloth should be well rung out (not dripping wet).

Do not clean with:

- alcohol
- acids
- solvents
- abrasive cleaners
- abrasive scrubbers

### DAILY USE

Your Colortone™ Keyboard is designed to be a long lasting and durable product. However, it can be damaged by misuse or physical abuse. Abide by the following common sense precautions:

- Use only your fingers to press the keys
- Do not store or use at temperatures above 110 degrees F
- Do not leave in hot sunlight (like in a car)
- Do not twist or flex
- Do not try to take it apart
- Do not pry off the door over the cable strain-relief

## APPENDIX 3 GOT A PROBLEM?

**Problem:** The Colortone™ Keyboard doesn't play.

**Solutions:** Make sure the Colortone™ Keyboard cable is connected to Control Port 1 on your Commodore 64™. Check to make sure all cable connectors are pushed all the way in, and the volume on your monitor or T.V. is turned up.

Check your computer, disk drive, and monitor to be sure they're all connected properly and the power is on for each component. Refer to your Commodore™ manuals for further information.

Make sure the Colortone™ Keyboard program is running on your computer. This program must be running for the Colortone™ Keyboard to work. See the section entitled, "How to Start the Colortone™ Keyboard Program."

Re-run the Tuner program. See the section entitled "How to Tune your Colortone™ Keyboard."

If none of these solutions work, you may have a broken Colortone™ Keyboard or a damaged program disk. Return to Waveform in its original packaging for repair or replacement at Waveform's option. See your warranty card for additional information.

**Problem:** Some of the keys on the Colortone™ Keyboard don't work or don't work right.

**Solution:** Re-run the Tuner program. See the section entitled "How to Tune your Colortone™ Keyboard."

**Problem:** The "Tuner" program doesn't run.

or

The 'Colortone™ Keyboard' program doesn't run.

**Solutions:** Make sure you are correctly typing the commands to load the programs.

Disk drives need regular maintenance. Your drive may need alignment and maintenance.

Your disk could be defective. If it is in warranty and you have mailed in your warranty card, return the defective disk to Waveform for replacement.

- Problem:** Random notes appear on the screen. You unplug the Colortone™ Keyboard and the random notes are still appearing on the screen.
- Solution:** This could be caused by a defective Commodore 64™ computer or power supply.
- Final Test:** Before you return anything to Waveform, try your Colortone™ Keyboard on another Commodore 64™, if possible. If your Colortone™ Keyboard works on another computer, you may have a defective Commodore 64™ computer or power supply.

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Berkeley, California 94704

COLORTONE KEYBOARD  
\*Bonus Features\*

Commodore 64  
Keyboard

	What it Does	Additional Information
+	Speed up song. Hold down the + key to play the song even faster.	Works anytime a song is playing. Caution: some Commodore 64's may not be able to handle a song at top speed. Reload the Colortone program if you start to have problems (RESTORE won't work).
-	Slow down song. Hold down the - key to play the song even slower.	Works anytime a song is playing.
CTRL/B	Exits to Commodore Basic.	Hold down the CTRL key and press the B.
RESTORE	Restarts the Colortone program without reloading the program.	Press the RESTORE key.
F1	Changes the background color on the screen.	Press the F1 key until you get the color you want.
SPACE BAR	Repeats individual notes.	Hold down a Piano Key (or touch the Touch Harp) and hold down the SPACE BAR at the same time. The note you're playing will be repeated instead of sustained.
SHIFT- LOCK	SHIFT-LOCK on locks out Colortone Keys 1,6 and 7.	You can lock out the keys that cause disk accesses so you don't accidentally activate the disk drive while playing the Touch Harp.

Note: The Commodore 64 Keyboard is the typewriter keyboard on  
your computer.

COLORTONE KEYBOARD

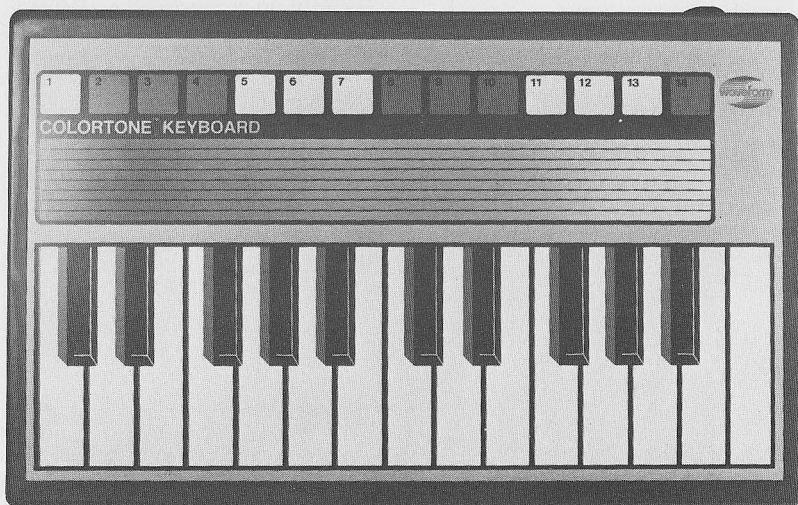
\*Bonus Features\*  
continued

Colortone Key#	What it Does	Additional Information
12	Turn on/off metronome.	This works only when the metronome song is playing.
13	Speed up song. Press Key #13 again to play the song even faster.	Works anytime a song is playing. Caution: some Commodore 64's may not be able to handle a song at top speed. Reboot if you start to have problems.
14	Slow down song. Press Key# 14 again to play the song even slower.	Works anytime a song is playing.

Note: The Colortone Keys are the top row of keys (1-14) on the Colortone Keyboard.

# QUICK REFERENCE CARD

## Colortone Keys



Touch  
Harp

## Piano Keys

Key #	What it Does	Additional
1 (Song)	Changes the current song.	A couple of seconds after you lift your finger off Key #1, the song shown on the screen is selected. A scale and instrument are chosen automatically. You can play along and record as soon as the song starts playing.
2 (Scale)	Changes scale for both the Piano Keys and the Touch Harp	Select a different scale anytime. Not all scales sound good with all songs. The Piano Keys and the Touch Harp will use the same scale. The keys that aren't in the scale are grayed on the screen. The grayed keys won't play unless Key #8 (Keys) is off.
3 (Instr)	Changes the instrument for your Colortone™ Keyboard.	Select a different instrument at any time.
4 (Play)	Play and record the Colortone™ Keyboard.	Starts the current song over, then lets you record from the Colortone™ Keyboard.
5 (Hear)	Plays back the current song and recording.	Starts the song and your recording at the beginning.
6 (Save)	Saves your recording on a disk.	Saves your last recording on your Colortone™ Keyboard Software disk. Changing songs or pressing Key #4 (Play) before saving will cause you to lose your recording.
7 (Load)	Loads your last recording for the the song selected by Key #1 (Song).	After your recording is loaded, it starts to play back.
8 (Keys)	Keys OFF allows you to play the the grayed keys. See #2 (Scale).	Press #8 (Keys) ON and the grayed keys will not play.
9 (Wait)	Stops everything.	Press #9 (Wait) again to start everything.
10 (Slow)	Slows the song down to half speed.	Press #10 (Slow) again to go back to normal speed.
11 (Help)	Reminds you what each Colortone™ Key does.	Select Help anytime.

## THE TUNER

The Tuner program is run the first time you connect your Colortone™ Keyboard to your Commodore 64™. After that, you generally only need to run the Tuner program if you connect your Colortone™ Keyboard to a different Commodore 64™.

1. Insert the Colortone™ Keyboard Software disk into your disk drive.
2. Type:

```
LOAD "TUNER",8  
RETURN  
RUN
```

(Press the RETURN key)  
(instructions are shown on the screen)

## THE COLORTONE™ KEYBOARD PROGRAM

This is the main program in the Colortone™ Keyboard system. Your Colortone™ Keyboard should have been tuned with the Tuner program before you run this program for the first time.

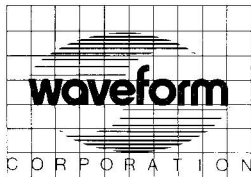
1. Run the Colortone™ Keyboard program.

Type:

```
LOAD "CTONE",8,1 (this program starts automatically)  
RETURN (Press the RETURN key)
```

2. Play the Colortone™ Keyboard.





## WAVEFORM CORPORATION

Products Center

1912 Bonita Way • Berkeley, CA 94704

(415) 841-9866

## 90-DAY LIMITED WARRANTY

Waveform Corporation will repair or replace this product free of charge if it is found defective in materials or workmanship within 90 days from the date of purchase. Simply send it in its original packaging along with \$5.00 (check or money order) postage and handling to the address above and Waveform Corporation will, within its sole discretion, either repair or replace the product.

This guarantee applies only to the original registered purchaser whose Warranty Card has been completed and mailed within 10 days of purchase. Tampering, abuse, or unauthorized repairs will void this warranty.

Waveform Corporation neither assumes nor authorizes any representative or other person to assume for us any other liability in connection with the sale or any shipment of our products.

The rights specified within this warranty shall be the sole and exclusive remedy of the purchaser for any claim under the warranty. The warranty stated herein is in lieu of all other warranties, expressed or implied, including the implied warrants of merchantability or fitness. The purchaser may make no claim for incidental or consequential damages for any defect beyond the period of the limited warranty.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other legal rights that vary from state to state.

# WAVEFORM WARRANTY CARD

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

DATE PURCHASED \_\_\_\_\_

DEALER NAME \_\_\_\_\_

DEALER LOCATION \_\_\_\_\_

SERIAL NUMBER \_\_\_\_\_

PHONE (     ) \_\_\_\_\_

**Product:** \_\_\_\_\_

**Where purchased:**  Computer store  discount store

department store  music store  record store

other \_\_\_\_\_

**Where did you learn about Waveform?**  magazine ad

commercial  friend  in-store demo  demo disk

soundsheet  magazine article

**Your age:**  10-14  15-19  20-24  25-29  30-39

40-49  50-59  60+

**Your sex:**  M  F

**Highest grade completed:** \_\_\_\_\_

**What kind of music do you like?**  rock  classical

country  jazz  pop  blues  new wave  other

**Your occupation:** \_\_\_\_\_

**Purchased for:**  personal use  gift  professional use

educational use

**If for a child please indicate age** \_\_\_\_\_

**Do you play a musical instrument?**  yes  no

Make and model of computers owned:  Atari  VIC 20

COMMODORE 64  Apple II or IIe  IBM PC  IBM PC Jr.

other \_\_\_\_\_

Place  
Stamp  
Here

**Waveform Corporation**  
1912 Bonita Way  
Berkeley, California 94704