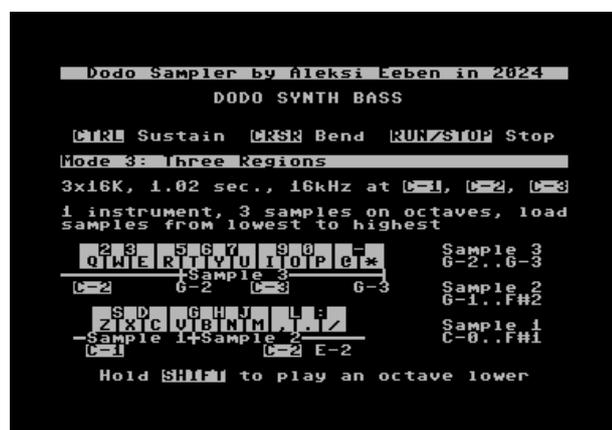




Dodo Sampler is a sample playback synth for Commodore 64. Dodo loads signed 8-bit raw samples and uses Mahoney "8-bit" DAC for output on a stock machine. Sample output rates are 4-24 kHz. Dodo plays in tune on both PAL and NTSC machines.



Try the demo programs DODO SHAKUHACHI, DODO CHOIR and DODO SYNTH BASS on the disk. Select SID 6581 (old) or 8580 (new) for Mahoney DAC, or 4-bit (lo-fi) if not known.

CTRL Sustain/hold last note
 CRSR Pitch bend
 RUN/STOP Stop sound and show screen

Pitch bend speed and range depends on the sample regions - sample pitch can't go under 1 kHz or above 24 kHz.

Use DODO SAMPLER to build your own executables from raw samples. There's 7 keyboard modes to choose from:

Mode 1: Single

- Single 48K sample

Mode 2: Two Regions

- Two 24K samples as high and low region

Mode 3: Three Regions

- Three 16K samples as regions

Mode 4: Dual Instrument

- Two 24K samples on upper & lower key row

Mode 5: Two Articulations

- Two 24K samples, SHIFT to play sample 2

Mode 6: Three Articulations

- Three 16K samples, SHIFT/C= to play 2/3

Mode 7: Round Robin

- Three 16K samples, played round robin

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Dodo Sampler by Aleksii Eben in 2024

Choose keyboard setup - Press H-Y to
preview modes and RETURN to select

Mode 3: Three Regions
3x16K, 1.02 sec., 16kHz at C-1, C-2, C-3
1 instrument, 3 samples on octaves, load
samples from lowest to highest

Load Samples
Sample 1/3: 8
```

```
0 "/Users/aleksieeben/Documents/8-bit/Dodo/rel/test samples/raw" vice
" " dir
"DS+Store" prg
"choir-c2-140.pcm" prg
"choir-c3-140.pcm" prg
"shaku-c3.pcm" prg
"synbs-c1-120.pcm" prg
"synbs-c2-120.pcm" prg
"synbs-c3-120.pcm" prg
0 blocks free.

Sample 1/3: synbs-c1-120.pcm
Sample 2/3: synbs-c2-120.pcm
Sample 3/3: synbs-c3-120.pcm

Looping (00 = off): 20
Key up stop: Y

Save Executable Program
202 blocks, RETURN to skip
Program name: dodo synth bass
```

Samples are picked after selecting keyboard mode. Dodo checks that the files exist, but they're loaded later in one batch.

Set looping to 00 for no sample loop. Loops, if used, must be at the end of the sample (exactly 16384, 24576 or 49152 bytes depending on mode) and loop length must be divisible by 256. Loop length is given in memory pages, 20 (hex) = 8192 bytes.

Key up stop means the sample will stop immediately when a key is released. Turning it off (by answering "N") is same as always holding the CTRL key. Press RUN/STOP while playing to stop sounds if key up was disabled.

Program name is shown in the executable. If no filename is given, Dodo will just load the samples and go to play mode.