

Real Sound for 8-bit Apple II's

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The Apple II speaker

(and cassette output)

- Can only toggle “1-bit output”
- Can’t choose “polarity”
- Doesn’t respond to alternate low-frequency toggles

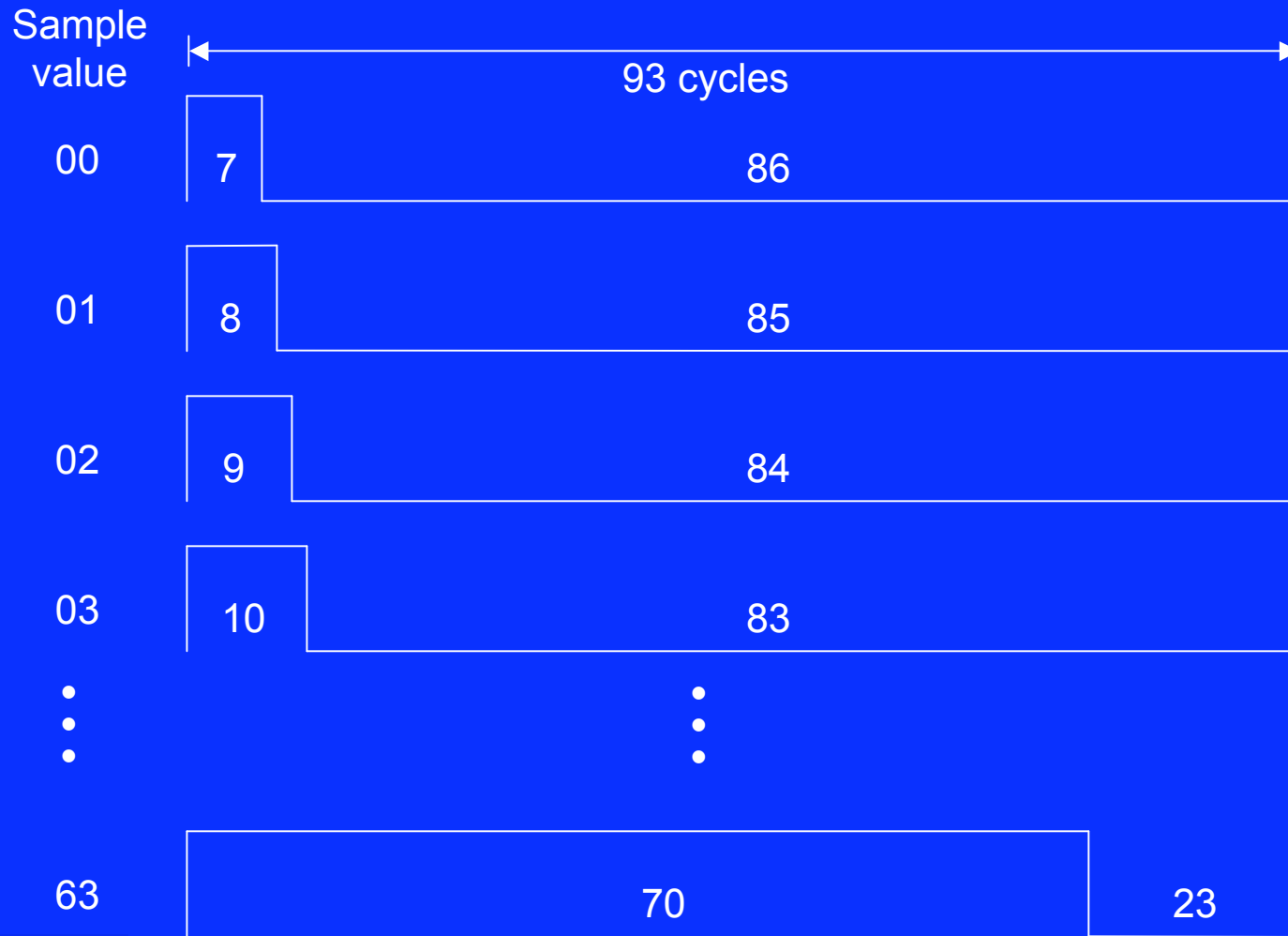
Simple Sound

- Double-frequency timing loop
 - ◆ Squarewaves (beep, etc.)
- Actual frequency timing loop
 - ◆ Non-50% duty cycle, timbre (Red Book)
- Infinitely-clipped 1-bit sound
 - ◆ Distorted speech and music (Hex Dump Reader, Audex, etc.)

Complex Sound

- Ultrasonic timing loop with variable duty cycle pulses
 - ◆ Electric Duet (4 duty cycles = 2-bit precision)
 - ◆ Software Automatic Mouth (?)
 - ◆ Sampled sound (many duty cycles)

Variable Duty Cycle



Software DACs

- Sample rate (11.025kHz)
- Pulse rate (11.025kHz / 22.05kHz)
- Bits of precision (3, 4, 5, 6)

Timing Constraints

- 11kHz = 93 Apple II cycles/sample
 - ◆ $1/93\text{cy} = 10.973\text{kHz}$, -52Hz, -0.005%
 - ◆ $1/92\text{cy} = 11.092\text{kHz}$, +67Hz, +0.006%
- Apple II timing resolution = 1 cycle
- 4 cycles required to flip speaker
 - ◆ 8 cycles per pulse, 4-cycle minimum width
- Sound amplitude = $\Delta\text{width} / \text{period}$

Software DAC loop example

first try: constant 93 cycles, 6-bit precision

loop:

```
4  [Start pulse]
3  JMP vector1
   <0-63 Variable delay>
4  [End 7-70 cycle pulse]
3  JMP vector2
   <63-0 Complementary variable delay>
5  Fetch next sample
2  Check for end (if =0)
10 Increment ptr,Y
6  Shift sample
4  Get vector1
4  Set vector1
2  Transform vector1--> vector2
4  Set vector2
3  JMP loop
  
117 cycles    ** 24 cycles too long! **
```


DAC611

Constant 93 cycles, 93-cycle pulse period, 6-bit precision

loop:

```
4  [Start pulse]
6  Get vector1
4  Set vector1
3  JMP vector1 (-->long: if >$7F)
   <2-33 delay>
4  [End 19-50 cycle pulse]
4  Transform vector1-->vector2
4  Set vector2
3  JMP vector2
   <33-2 complementary delay>
10 Increment ptr,y
5  Fetch next sample
2  Test for end if =0
6  Shift 3
_3 JMP loop
93 cycles
```

long:

```
17 (entered at +17 cycles)
   <2-33 delay>
11 Increment ptr,y
4  Transform vector1-->vector2
4  Set vector2
5  Fetch next sample
2  Test for end if =0
6  Shift 3
4  [End 51-82 cycle pulse]
3  JMP vector2
   <33-2 complementary delay>
2  NOP
_0 [falls into loop]
93 cycles
```

[Greg Templeman, 1993]

Pulse frequency of 11kHz is intolerable to many listeners.

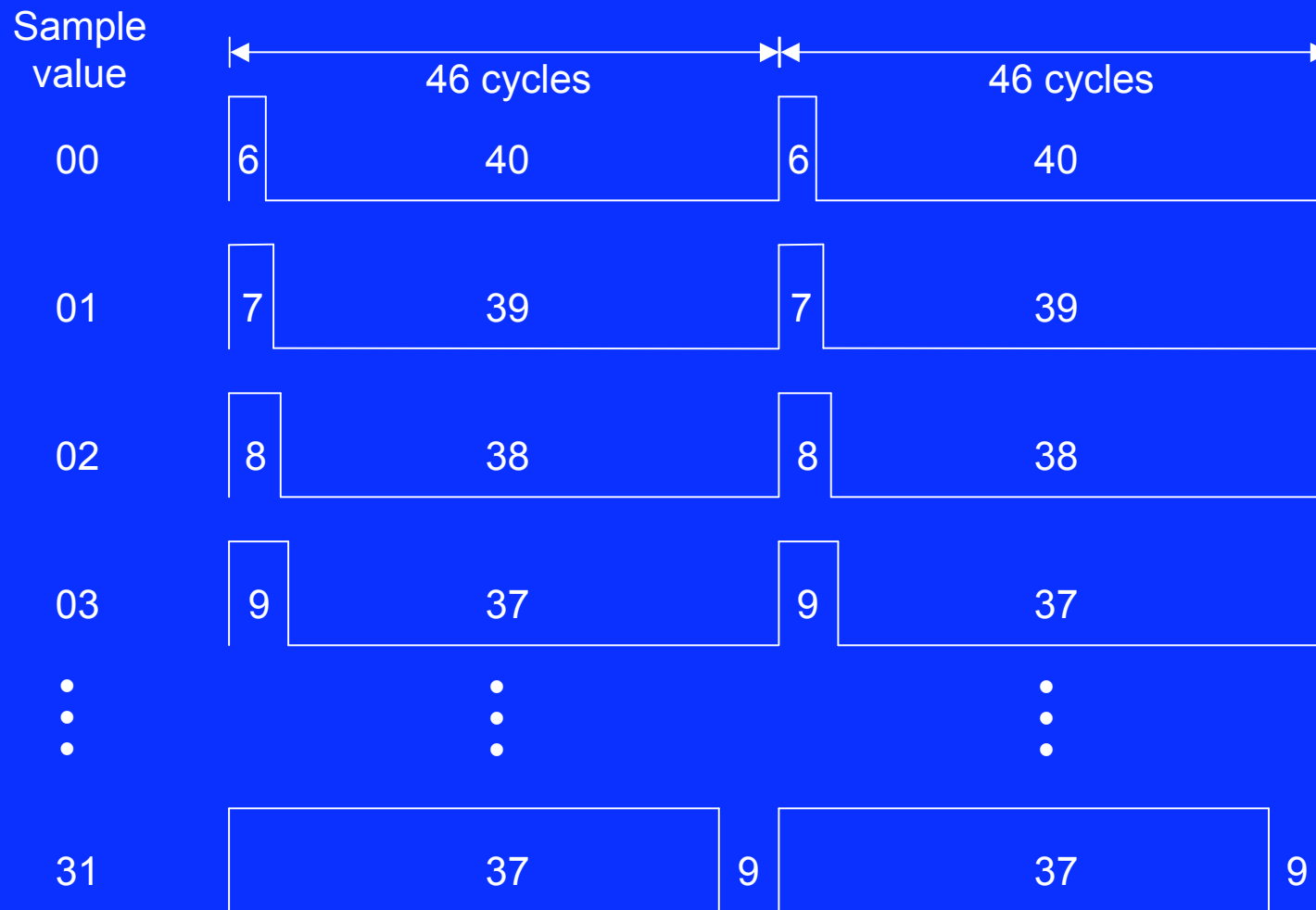
DAC522

Constant 92 cycles, 46-cycle pulse period, 5-bit precision

- Logically 32 separate pulse generators
 - ◆ Each generates two pulses in 92 cycles
 - ◆ Each fetches next sample and sets vector
 - ◆ Then it vectors to next generator
 - ◆ Computation is **distributed** between pulse edges

Pulse frequency of 22kHz is inaudible!

DAC522 Pulse Generators



Other Problems

- Starting and stopping without “pops”
 - ◆ Solution: Don’t stop!
 - “Ramp” waves to start and stop at 0 level
 - generate continuous 0-level pulses (except for key clicks)
- Generating long sounds at 11kB/second
 - ◆ Solution: Direct Digital Synthesis
 - Resample wavetables on-the-fly
 - Use envelope table for dynamics

RT.SYNTH

Single-voice multi-timbral real-time wavetable synthesizer

- Voice waves are resampled on-the-fly to note frequencies
 - ◆ Frequency = Integer.fraction sample index increment
- Can support as many different voices as fit in memory
 - ◆ A voice is represented as a set of single-cycle **waveshapes** selected by a table representing the **envelope** of the voice.
 - ◆ This supports
 - Tonal voices with complex attacks that are resampled
 - Atonal sounds that are played as “waves”
- Wavetable waveforms are stored starting and ending at zero amplitude to minimize pops
- “Resting” or idling sound is the zero-level pulse train

DAC522 Generator Code

```
0800: 8D 30 C0 >6   gen0   sta   spkr       ; <==== start time: 0
0803: EA           >7           nop           ; Kill 2 cycles
0804: 8D 30 C0 >8           sta   spkr       ; <==== stop time: 6
0807: 85 EB       >9           sta   ztrash     ; Kill 3 cycles
0809: E6 ED       >10          inc   scount     ; Compute envelope
                                >11          ciny
080B: F0 01       >11          beq   *+3        ; If =, branch to iny
080D: A5           >11          dfb   $A5        ; "lda $C8" to skip iny
080E: C8           >11          iny
                                >11          eom
080F: 18           >12          clc
0810: A5 EC       >13          lda   frac       ; Compute next sample
0812: 65 FE       >14          adc   freq
0814: 85 EC       >15          sta   frac
0816: 8A           >16          txa
0817: 65 FF       >17          adc   freq+1
0819: AA           >18          tax
081A: B1 06       >19          lda   (env),y    ; Next sample page
081C: 8D 30 C0 >20          sta   spkr       ; <==== start time: 46
081F: EA           >21          nop           ; Kill 2 cycles
0820: 8D 30 C0 >22          sta   spkr       ; <==== stop time: 52
0823: 85 EB       >23          sta   ztrash     ; Kill 3 cycles
0825: 8D 2A 08 >24          sta   :ptr+2
0828: BD 00 00 >25   :ptr   ldaa  0*0,x      ; Fetch sample.
082B: 8D 3C 08 >26          sta   :sw0+2
082E: C6 FC       >27          dec   dur        ; Decrement duration
                                >28          cdec  dur+1
0830: F0 02       >28          beq   *+4        ; If eq, branch to dec
0832: EA           >28          nop           ; Else kill 2 cycles and
0833: AD           >28          dfb   $AD        ; "lda xxxx" to skip dec
0834: C6 FD       >28          dec   dur+1     ;   of zero-page param.
                                >28          eom
0836: A5 FD       >29          lda   dur+1
0838: F0 03       >30          beq   :quit     ; Finished.
083A: 4C 00 00 >31   :sw0   jmp   0*0       ; Switch to gen, T = 89
                                >32
083D: 4C 40 09 >33   :quit  jmp   quit
```

CRATE.SYNTH

8-voice multi-timbral MIDI playback wavetable synthesizer

- Uses AppleCrate machines as eight digital oscillators
- MIDI.COMPILER
 - ◆ Merges multi-stream MIDI events
 - ◆ Tempo changes complicate timekeeping
 - ◆ Schedules 8 digital oscillators in one pass
 - ◆ Tries to re-use oscillators with a voice history
 - ◆ When >8 oscillators needed, “steals” from oldest note
- CRATE.SYNTH
 - ◆ Uses NadaNet to load the 8 oscillator machines
 - ◆ Starts them all in sync (AppleCrate drift is ~1 ms. in 40 sec.)

Questions and discussion...