



music maker

Rocks your console



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



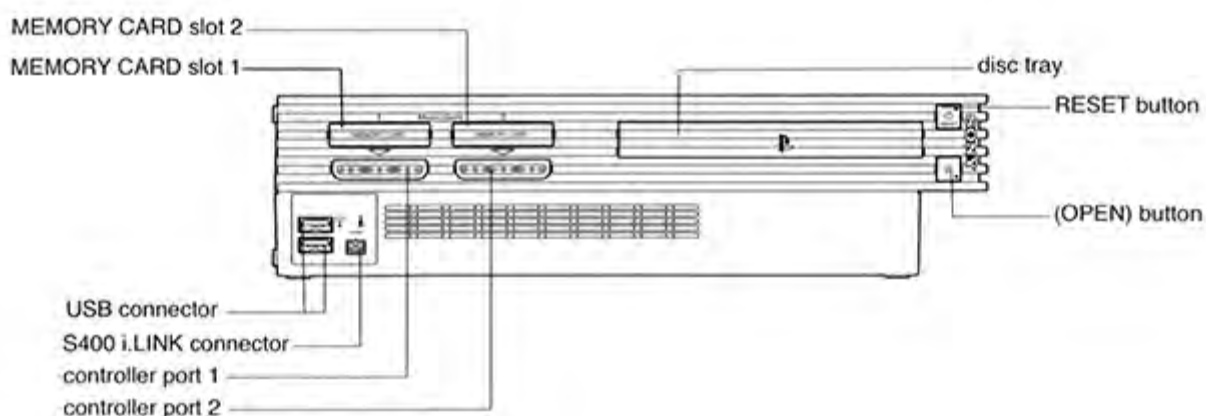
music maker

Rocks your PlayStation®2

Handbook

GETTING STARTED	2
STARTING UP	3
I. INTRODUCTION	4
II. BASIC OVERVIEW	5
1. The Studio	5
2. The Work Screen	6
3. The Control Monitor	6
4. The Mixer	6
5. The Video FX Screen	6
6. The Beatbox	6
7. The Sampler	6
III. STUDIO EQUIPMENT ORIENTATION	7
1. The Work Screen	7
The Explorer	7
The Arranger	7
Objects	8
The Video Preview Pane	9
2. The Control Monitor	10
3. The Mixer	11
4. The Beatbox	12
5. The Sampler	14
6. The Video FX Screen	15
INDEX	17

GETTING STARTED

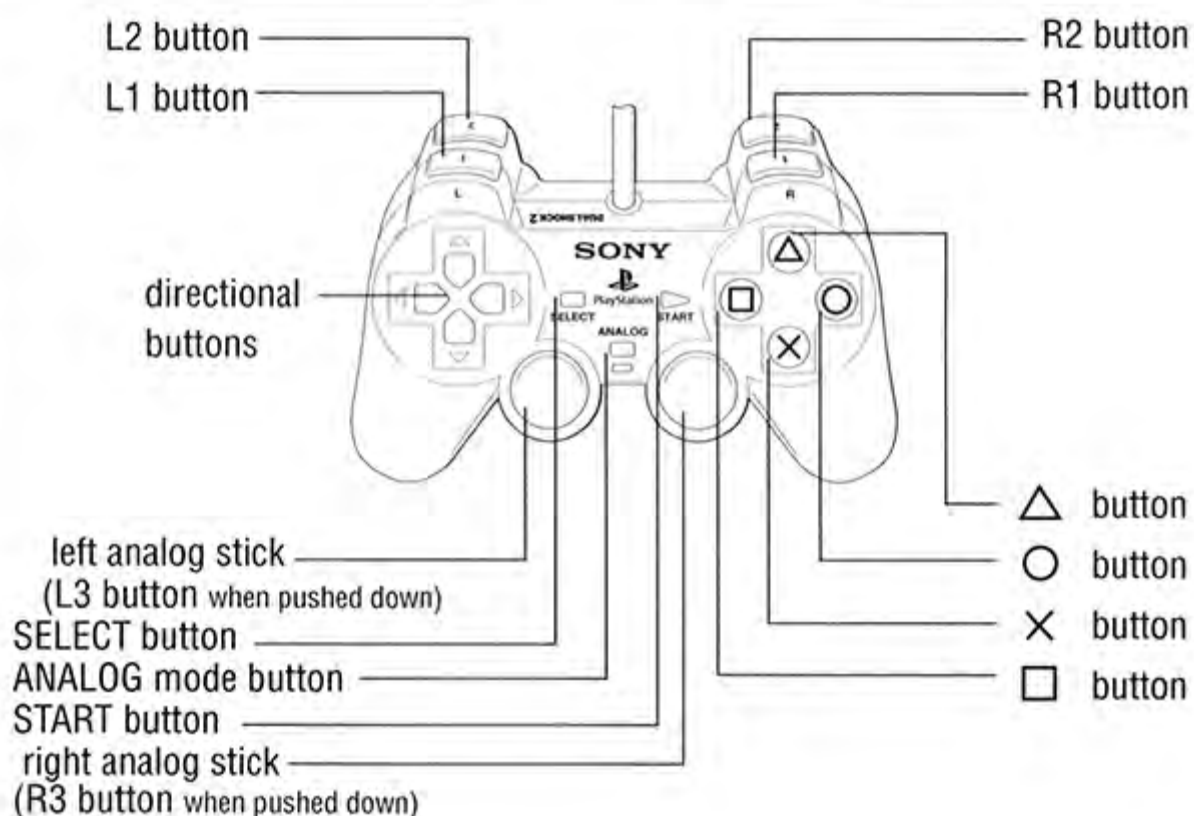


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Magix Music Maker disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

The following is an introduction to the DUALSHOCK®2 controller buttons and their respective functions.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The **× button** confirms inputs and implements instructions.

The **directional buttons** select options in addition to moving you around the screen.

The **△ button** allows you to exit any screen. You then return to the previous screen and/or menu.

The **L2 button** increases the size of any video screen visible to full-screen size.

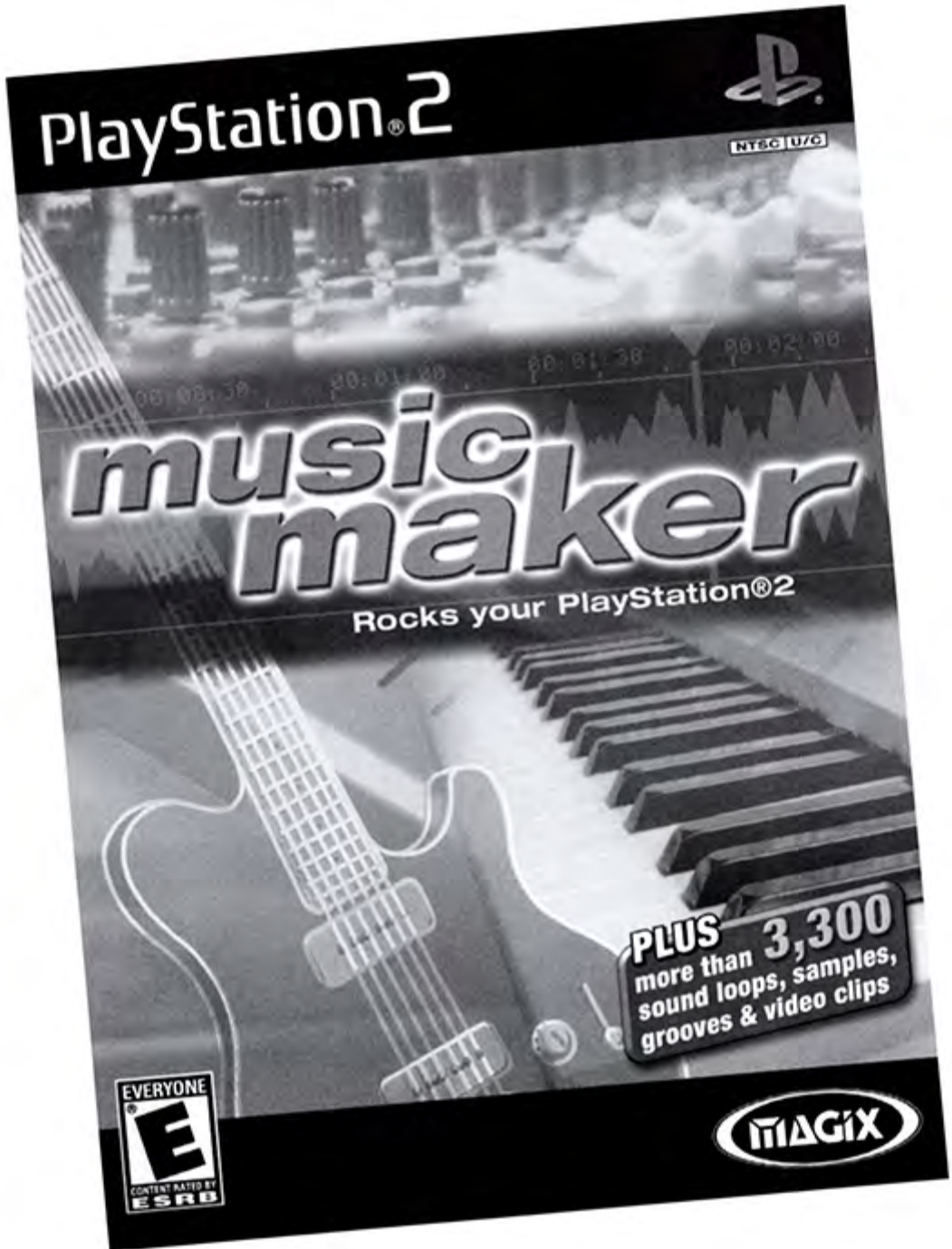
The **START button** starts and stops playbacks.

The **SELECT button** allows you, at any time or place, to superimpose the Help screen to explain the functions of the controller buttons and the various sticks.

You can learn all about operating music maker by using the interactive tutorial.

I. INTRODUCTION

Welcome to MAGIX music maker for PlayStation®2! MAGIX music maker includes everything you need to produce and play back songs or music videos with your PlayStation®2 computer center. With a simple click, you will combine sound loops, animations and videos and add amazing effects to build your own music creations. MAGIX music maker offers endless creative possibilities.



II. BASIC OVERVIEW

The Studio

Note: MAGIX music maker always opens with the Arranger. To launch the Studio, press the \triangle button.



The Studio is the “control center” of MAGIX music maker, and all of the studio equipment launches from here. The analog sticks allow you to view the studio from different points of view. The **directional buttons** select the appropriate equipment screen. An active screen is identified by the flashing, light blue frame. The \times **button** launches the screen that is currently active.

The Studio offers the following equipment selections:

1. The Work Screen

The Work Screen allows you to select style, sounds and video components and arrange them into songs. The Explorer screen, in the lower lefthand corner, contains the media clips, and the lower right corner is the video preview pane.



2. Control Monitor

The Control Monitor loads and stores songs, changes program settings and launches the interactive tutorial for each equipment component.

3. The Mixer

The Mixer customizes your sounds by enabling you to adjust the mix of individual sounds within your arrangement, mute or specify particular sounds, and add audio effects individually or to the entire track.



4. The Video FX Screen

The Video FX Component adds effects to your video clips and create visuals that distort images, change colors, or move in time with the music.

5. The Beatbox

Create your own grooves by selecting from twelve drum sets. The Beatbox includes a variety of drum types and automated effects for programming your own loops.



6. The Sampler

The Sampler combines instruments together to create original melodies.

III. STUDIO EQUIPMENT ORIENTATION


1. The Work Screen

The Explorer

In the lower left part of the Work Screen is the Explorer. To select sounds and video components, activate the Explorer by pressing the R2 button, then scroll through the different instrument choices with the right analog stick on your controller.



Move through the different sound and video media (objects) by pressing the directional buttons. A selected object plays instantly and appears as a dark red blinking preview object placed within one of the tracks in the Arranger.

Pressing down on the right analog stick (R3 button), changes the musical style. Familiarize yourself with a particular style by pressing the  button to receive a short demo.

Select object

Select instrument

Select style


Insert object into the Arranger


Cancel preview / Delete object

Directional button

Right analog stick \leftrightarrow

Hold down right analog stick (R3)
and select with \leftrightarrow

 button

 button

The Arranger

The upper part of the screen is the Arranger, which is activated by the R1 button. The Arranger combines sound and video objects from The Explorer to create new musical arrangements and videos.



The Arranger consists of two video tracks and sixteen audio tracks. Six audio tracks are visible at any one time. To view others, simply scroll down the tracks with the left analog stick.

The first two tracks are reserved for videos. The uppermost track is for background videos. The second track is for foreground videos. Background and foreground videos mix together automatically upon playback.

Note: The background video is visible in all black areas of the foreground video.

All other tracks are reserved for audio arranged by instrument. Insert selected audio objects by pressing the **X** button from within in the Explorer. Bass objects will load into the bass track, Drum objects into the drum track, etc...

At the top of the Arranger is the arrangement timeline which divides the arrangement into musical measures and quarters. The small yellow arrow at the upper left is the **start marker**. The arrangement always plays back from the start marker to the end of the last object in a continuous loop.

The length of a loop can be defined from one to four measures long. To select the length of a loop, press down on the **L3 button (the left analog stick)**, from one to four times, until you reach the desired loop length. Pressing the L3 button a fifth time removes the loop. Once the loop is created, simply shift the starting marker and move the loop over the arrangement with the left analog stick. This action can also be performed during playback.

Scroll tracks	Left analog stick ↑↓
Entire volume	Right analog stick ↑↓
Scratch playback	Right analog stick ←→
Set loop	L3 button
Copy loop	R3 button
Move start marker / loop	Left analog stick ←→

Important Note: Operation of both the Explorer and Arranger are covered by the Work Screen tutorial located in the Control Monitor.

Objects

All objects can be shifted, shortened or extended in the Arranger. If extended, the object is played again. Instead of constantly dragging new objects into the Arranger, simply loop an existing object to the required length. Objects may be faded in and out, and playback volumes for an object can be adjusted individually. Brightness can be altered on video objects.

Select available effects for an object through the object menu by pressing the **○ button**. Use the directional buttons to select the desired effect. It is possible to implement up to three variants at any one time. Edit effects for video objects through the Video FX Screen (see Video FX Screen section later in this manual).

Other useful commands in the object menu:

Copy Object	doubles objects
Explore	opens the Explorer from the desired location to quickly exchange one object for another.

Copy Loop

doubles all objects within a loop and places them at the end of the loop.

Tip: This an extremely fast method of creating song arrangements.

Move (in Object mode) →	× button
Blend (in Object mode) →	× button
Change start / end (in Object mode)	× → button
Change volume (in Object mode)	× button
Close Object mode	△ button
Move	Right analog stick ←↑↓→
Blend in/out	Right / left analog stick ←→
Move object start / end	Right / left analog stick ←→
Object volume	Analog stick ↑↓
Delete object	□ button
Object menu / effects	○ button

A comprehensive introduction to object editing is covered by the **Work Screen** tutorial located in the Control Monitor.

The Video Preview Pane



The Video Preview Pane is located in the lower right corner of the Work Screen. This pane displays previews of selected video objects and plays back the completed video track arrangement. Video objects can be located in both the **Background** and **Foreground** special instrument listings. Some of the video objects contain effects which can be modified by the **Video FX Screen**. (see Video FX Screen section later in this manual). To view the video at

full screen, press the **L1 button**. Press it again to return to preview pane mode.

2. The Control Monitor

Display Settings

Adapt the screen for playbacks on your TV with the automatic **Brightness** and **Color** controllers at the bottom of the monitor. Shift the picture on your screen with the **◀▶▲▼** buttons.



Load / Save / Clear

All components within the Arranger tracks (including their current positions, volumes and effects) are defined as an "Arrangement". Each arrangement can be saved to or loaded from a memory card (8MB) (for PlayStation®) by selecting the **Save** or **Load** commands from the screen. **Clear** deletes an arrangement and creates space for a new arrangement.

You must indicate a name for your arrangement to properly save your arrangement. Use the directional buttons and the **×** button to operate the displayed keyboard. The **□** button deletes incorrect entries, while **OK** saves.

Important note: If you save an arrangement under a name that already exists, you overwrite the older version.

About

Contains manufacturer and program version information.

Tutorials

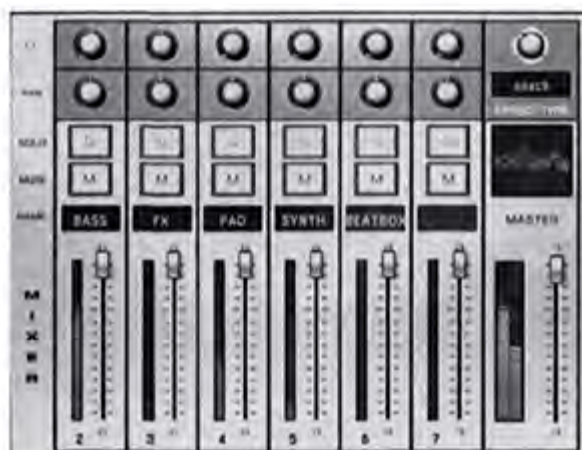
All Studio screen operations and MAGIX music maker functions are comprehensively covered in the interactive tutorials. This section contains both beginner and advanced tutorials for the Work Screen, Beatbox and Sampler. Simply select the tutorial you need and follow its instructions. Tutorials you have already viewed are marked, but can be repeated at any time you wish.



Options

Here you can activate or de-activate the rhythmic pad vibrations and confirm requests for certain options.

3. The Mixer



In the top right corner of the Studio is the Mixer Screen. Each channel in the Mixer corresponds to a track in the Arranger. The name of the track is indicated in the Mixer channel.

Select desired components and controllers with the directional arrow keys. Once selected, the component is controlled using the right analog stick and the **X** button. The effects are implemented in

realtime so you can immediately preview and adjust to obtain the desired sound.

- | | |
|-----------------------------|---|
| M button: | Mutes tracks |
| S button: | Switches tracks to solo; only the selected track can be heard. |
| PAN controller knob: | determines the direction from which the track can be heard (left or right channel/speaker). |
| FX dial: | adds reverb to a track. |
| EFFECT TYPE BOX: | The effects controller menu adds further effects to the total signal. |
| MASTER FADER: | regulates the overall volume. |

Note: Different Analyzer variations or video playbacks can be viewed on the small video screen.

A comprehensive introduction to the Mixer is covered by a tutorial in the Control Monitor.

Open / close knob
Open / close fader
Volume Controller

Right analog stick ←→
Right analog stick ↑↓
Right analog stick ↑↓

4. The Beatbox

Program your own rhythms with the Beatbox. Begin with either an empty Beatbox from the Studio, or select a pre-configured Beatbox (instrument: **Beatbox**) from the Explorer in the Work Screen.

In the center of the Beatbox is the Drum Grid, a "mini Arranger" in which different drums, high hats and other percussion instruments are arranged onto the tracks.

Use the directional buttons to move around the Beatbox arranger, and use the **X** button to either set or delete drum hits. The strength of drum impact is set with the **right analog stick**.

Note: The loop functions (L3 - set loop, R3 - copy loop) also work here. Set the first 4 bass drum hits by pressing 1x L3 and 3x R3 - and the 4-beat loop is finished!

The **O** button switches between the Drum Grid and the outside of the Beatbox. With the buttons to the right you can change the **VOLUME**, panorama (**PAN**) and **PITCH** of an active instrument (recognizable from the highlighted track in the Drum Grid). **REVERB** can also be applied. With **RECORD FX**, you can change these settings with the **analog sticks** and log your changes.

If you press the **LIVE MODE** button, you can drum "live" in the Beatbox by using the **L1 / L2 / R1 / R2** and **directional buttons**. The **O** button switches between the upper and lower eight instruments. The **X** button transfers your performance to the Beatbox, and the **△** button terminates the Live mode.

The **RHYTHM** button produces randomized, or coincidental rhythms. The **VELOCITY** button randomly varies the strength of drum impact within a track. For a more "human" touch, you can apply the various **GROOVES**, which vary the stress and timing of individual drum beats.



If you're not happy with the drum settings, you can always load one of the eleven additional drum kits from the **SAMPLE SET**. They include Latin Percussion and Drum'n'Bass. Each kit contains sixteen instruments.

Use the **△ button** at any time to exit the Beatbox. The objects retain all changes made. From within the Arranger (see Work Screen section), the Beatbox object can be blended in or out, looped or copied like any other sound object.

A comprehensive introduction to using the Beatbox is covered by the Beatbox and Beatbox 2 tutorials found in the Control Monitor.

5. The Sampler



Create your own melodies with the Sampler. Begin with an empty Sampler object from the Studio, or select a preconfigured object from the Explorer (instrument: **Sampler**) in the Work Screen.

The pitches shown on the piano keyboard pictured to the right are arranged with higher tones above and deeper tones below. Notes are set with the **X** button. A note can be extended or shortened by holding down on the **X** button while pressing the **directional buttons**. Strength of impact is controlled with the **right analog stick**.

holding down on the **X** button while pressing the **directional buttons**. Strength of impact is controlled with the **right analog stick**.

Note: The loop functions (L3 - set loop, R3 - copy loop) also work here.

The **O** button switches you to the external area. Sounds load into the **Sampler Sound** area. Two sounds may be edited at one time. Use the **A/B** switch to jump between them. You can set the **VOLUME**, panorama (**PAN**) and **PITCH** of an active instrument (recognizable from the highlighted track in the Drum Grid) and apply **REVERB**. **RECORD FX** changes these settings (with the **analog sticks**) and logs your changes. **Envelope** allows you to also change the sound of the selected instrument by using the **analog sticks**.

An easy way of creating melodies is to select a type of melody from **SCALE** by using **CREATE MELODY**.

As with the Beatbox, you may play the melodies live by using the controller. Simply activate the **LIVE MODE** and use the **L1 / L2 / R1 / R2** and **directional buttons** to get jamming.

Use the **△** button at any time to exit the Sampler. The object will retain all changes made. In the Arranger (see Work Screen), the Sampler object can be blended in or out, looped or copied like any normal sound object.

A comprehensive introduction to using the Sampler is covered by the Sampler and Sampler 2 tutorials found in the Control Monitor.

6. The Video FX Screen

The Video FX Screen is located in the top left corner of the Studio. The Video FX Screen enables you to distort and apply effects to your video objects.

To view/edit a video object, select it from within the Arranger (see Work Screen) using the directional buttons. Once the video object is activated, select **EDIT** in the object menu (○ button).



The two squares in the center are control fields which are steered with the **right and left analog sticks**. Depending upon the FX mode, different effects can be faded in seamlessly:



Transformations: The right analog stick rotates the video and changes its size. The left analog stick changes the position of the video.

Colors: The video is made up of different colors, the strength of which can be altered with the **analog sticks**.



Warping: Distorts the video in various directions.

Feedback: Adds a feedback effect by which movement produces a "tail". The **analog sticks** control the strength and direction of the effect.



All effects parameters can be automated. Simply press **L1** and move the analog stick in the direction to be automated, and select a curve or peak meter for sound-dependent automation. The video will now move, e.g. in time with the music. This process applies to all parameters in every FX mode. The combination possibilities are limitless.

The left fader beside the monitor controls a reflection function, while the right fader allows you to adjust the color contrast. **VisualPresets** lets you project your videos onto tiles or cubes which revolve in time with the music.

Preconfigured effects can be added by simply loading preset effects combinations from the **FXPresets**.

A Video FX Screen tutorial found in the Control Monitor offers a comprehensive introduction.

INDEX

A	
Analog stick	9, 12
Arranger	7
B	
BASIC OVERVIEW	5
Beatbox	6, 12
Brightness	10
C	
Cancel preview	7
Clear	10
Color	10, 15
CONTENTS	1
Control Monitor	6, 8, 10
Copy Loop	9
Copy Object	8
CREATE MELODY	14
D	
Delete object	7
directional button	3, 5, 7, 12, 14
Display Settings	10
DUALSHOCK®2	3
E	
EDIT	15
EFFECT TYPE BOX	11
Explorer	7
F	
Feedback	15
FX dial	11
FX mode	15
FXPresets	16
G	
GETTING STARTED	2
GROOVE	12
I	
INTRODUCTION	4
L	
L1 button	9, 12, 14, 15
L2 button	3, 12, 14
L3 button	8, 12, 14
left analog stick	7, 8, 15
LIVE MODE	12, 14
Load	10
M	
M button	11
MASTER FADER	11
memory card	10
Mixer	6, 11

O	
Objects	7, 8
Options	10
P	
PAN	12, 14
PAN controller knob	11
PITCH	12, 14
PlayStation®2	2, 4
R	
R1 button	12, 14
R2 button	7, 12, 14
R3 button	7, 8, 12, 14
RECORD FX	12, 14
REVERB	12, 14
RHYTHM	12
right / left analog stick	9
right analog stick	7, 8, 9, 11, 12, 14, 15
S	
S button	11
SAMPLE SET	13
Sampler	6, 14
Save	10
SCALE	14
SELECT button	3
Select instrument	7
Select object	7
Select style	7
START button	3
Studio	5
T	
Transformations	15
Tutorials	10
V	
VELOCITY	12
Video FX Component	6
Video FX Screen	6, 8, 9, 15, 16
Video Preview Pane	9
VisualPresets	16
VOLUME	12, 14
Volume Controller	11
W	
Warping	15
Work Screen	6, 7
Symbols	
□ button	7, 9, 10
○ button	8, 9, 12, 14, 15
△ button	3, 5, 9, 12, 13, 14
× button	3, 5, 7, 8, 9, 10, 11, 12, 14

MAGIX CUSTOMER SERVICE

- North America ————— 305-695-6363
- Or Visit ————— [HTTP://WWW.MAGIX.COM](http://www.magix.com)

**“Register your product now at www.magix.com/ps2
for support, additional sound files and
the newest product information.”**

LIMITED WARRANTY ON MEDIA

MAGIX warrants the media on which the Product is recorded to be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase as evidenced by a copy of the receipt. MAGIX entire liability and your exclusive remedy will be replacement of the media not meeting MAGIX limited warranty and which is returned to MAGIX or a MAGIX authorized representative with a copy of the receipt. MAGIX will have no responsibility to replace media damaged by accident, abuse or misapplication. ANY IMPLIED WARRANTIES ON THE MEDIA, INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY (90) DAYS FROM THE DATE OF DELIVERY. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS; AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY BY JURISDICTION.

DISCLAIMER OF WARRANTY ON SOFTWARE

You expressly acknowledge and agree that use of the Product is at your sole risk. The Product is provided "AS IS" and without warranty of any kind and MAGIX EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. MAGIX DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE PRODUCT WILL MEET YOUR REQUIREMENTS, OR THAT THE OPERATION OF THE PRODUCT WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE PRODUCT WILL BE CORRECTED. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE PRODUCT IS ASSUMED BY YOU. FURTHERMORE, MAGIX DOES NOT WARRANT OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE AND SOUND AND VIDEO FILES OR RELATED DOCUMENTATION IN TERMS OF THEIR CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS, OR OTHERWISE. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY MAGIX OR A MAGIX AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SHOULD THE SOFTWARE PROVE DEFECTIVE, YOU (AND NOT MAGIX OR A MAGIX AUTHORIZED REPRESENTATIVE) ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR WARRANTIES.

LIMITATION OF LIABILITY

UNDER NO CIRCUMSTANCES, EXCLUDING GROSS NEGLIGENCE OR DELIBERATE ACTION, SHALL MAGIX, OR ITS DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS, BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE) EVEN IF MAGIX OR A MAGIX AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. IN NO EVENT SHALL MAGIX TOTAL LIABILITY TO YOU FOR ALL DAMAGES, LOSSES, AND CAUSES OF ACTION (WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE) EXCEED THE AMOUNT PAID BY YOU FOR THE PRODUCT. MAGIX is not liable for losses which arise on account of improper use of the media.

CONTROLLING LAW AND SEVERABILITY

This Limited Warranty shall be governed by and construed in accordance with the laws of the United States of America and the State of Florida, as applied to agreements entered into and to be performed entirely within Florida between Florida residents. If for any reason a court of competent jurisdiction finds any provision of this Limited Warranty or portion thereof, to be unenforceable, that provision of the Limited Warranty shall be enforced to the maximum extent permissible so as to affect the intent of the parties, and the remainder of this Limited Warranty shall continue in full force and effect.

LICENSE CONDITIONS OF OTHER PRODUCERS

If the Product contains additional software or additional software is enclosed with the Product, the conditions for application and license of producers who supplied the additional software are valid.

SUPPORT

Registered users will be provided with electronic Internet support. Register the Product at <http://www.magix.com/ps2>. This free support covers all advice to clarify installation questions or to solve installation problems via Internet or E-mail.

Published by MAGIX Entertainment Corp. Developed by MAGIX Entertainment Corp.

Game © 1994-2002 MAGIX Entertainment Corp. MAGIX[®] and music maker[®] are registered trademarks of MAGIX Computer Products International Corp. All other product names are trademarks of the corresponding manufacturers.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.