



ABSTRACT

A computerized music apparatus utilizes resources including software modules to generate desired musical sound. In the apparatus, a primary storage is loadable with a set of software modules which are selected to perform tasks needed in generation of the desired musical sound. A central processing unit accesses the primary storage to execute the software modules stored therein to generate the musical sound. A secondary storage provisionally stores a plurality of software modules which are designed to perform a variety of tasks. A loader operates when the generation of the musical sound is initiated for selecting an effective and optimum set of software modules by searching the secondary storage according to prescribed criterion, and loads the selected software modules into the primary storage to thereby ensure effective and optimum use of the resources. Further, the computerized music apparatus is readily modified to emulate a tone generating system of a model electronic musical instrument. In the modified apparatus, an emulator operates based on device information stored in the storage for emulating a tone generating system of the model electronic musical instrument so that the emulator operates in response to event information to generate the musical tone as if sounded by the model electronic musical instrument.

(Figure 2)

