SONICFLIGHT ™

SOFTWARE • SAMPLES • SOUNDS

MIDImouse Music

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NOTE WIZARD
MIDI MUSIC LESSONS

MIDImouse Music ™

SONICFLIGHT SOFTWARE
from
MIDImouse Music

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| | | DESIGN -A- | | DESIGN -B- | |
LEVEL	STAGE	NOTE RANGE	DEGREE	NOTE RANGE	DEGREE
4	#1	L.H.	2X	L.H.	2X
4 OCTAVES	#2	Both Hands	2X	L.H.	4X
C2-C6	#3	Both + #,b	2X	L.H.	6X
	#4	L.H.	4X	Both Hands	2X
	#5	Both Hands	4X	Both Hands	4X
	#6	Both + #,b	4X	Both Hands	6X
	#7	L.H.	6X	Both + #,b	2X
	#8	Both Hands	6X	Both + #,b	4X
	#9	Both + #.b.	6X	Both + #,b	6X
5	#1	C3-C4	2X	C3-C4	2X
LEFT HAND	#2	C2-C4	2X	C3-C4	4X
C2-C4	#3	C2-C4 + #,b	2X	C3-C4	6X
	#4	C3-C4	4X	C2-C4	2X
	#5	C2-C4	4X	C2-C4	4X
	#6	C2-C4 + #,b	4X	C2-C4	6X
	#7	C3-C4	6X	C2-C4 + #,b	2X
	#8	C2-C4	6X	C2-C4 + #,b	4X
	#9	C2-C4 + #,b,	6X	C2-C4 + #.b	6X

7 DRILL CONFIGURATIONS

LEVEL	STAGE	DESIGN -A- NOTE RANGE	DEGREE	DESIGN -B- NOTE RANGE	DEGREE
1	#1	L.H.	2X	L.H.	2X
MIDDLE C	#2	R.H	2X	L.H.	4X
POSITION	#3	Both Hands	2X	L.H.	6X
	#4	L.H.	4X	R.H.	2X
	#5	R.H.	4X	R.H	4X
	#6	Both Hands	4X	R.H.	6X
	#7	L.H.	6X	Both Hands	2X
	#8	R.H.	6X	Both Hands	4X
	#9	Both Hands	6X	Both Hands	6X
2	#1	L.H.	2X	L.H.	2X
OCTAVE C	#2	Both Hands	2X	L.H.	4X
POSITION	#3	C3-G4	2X	L.H.	6X
	#4	L.H.	4X	Both Hands	2X
	#5	Both Hands	4X	Both Hands	4X
	#6	C3-G4	4X	Both Hands	6X
	#7	L.H.	6X	C3-G4	2X
	#8	Both Hands	6X	C3-G4	4X
	#9	C3-G4	6X	C3-G4	6X
3	#1	L.H.	2X	L.H.	2X
2 OCTAVES	#2	Both Hands	2X	L.H.	4X
C3-C5	#3	Both + #,b	2X	L.H.	6X
	#4	L.H.	4X	Both Hands	2X
	#5	Both Hands	4X	Both Hands	4X
	#6	Both + #,b	4X	Both Hands	6X
	#7	L.H.	6X	Both + #,b	2X
	#8	Both Hands	6X	Both + #,b	4X
	#9	Both + #,b	6X	Both + #,b	6x

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A special

acknowledgment to

Jerry Moffit

from the entire

MIDImouse team

for a wonderful and

truly enjoyable

software series, and

for his commitment

to music education

Thank you.

• Encourage proper hand placement. The first two Drill levels use the standard Middle C and octave C positions. The last three levels require various hand positions. A good note reader attempts to assume a hand position that can most easily reach all the notes in a pattern with the least amount of hand and arm movement.

• Use the "P" function during the Tutors to encourage immediate graphic and audio feedback related to the concepts presented.

• Some students enjoy seeing a printed Grade result. If you use the Install Printer accessory to set the pixels/line to 960 you can get a nice copy by first printing the grades to the screen, and then using the Alternate- Help key method of printing the screen to the printer.

• For maximum speed, turn Music (off) and hit return immediately after your answer is completed. A "clear console" routine is purposely omitted at this point to allow for this increase in speed. This is for the "no frills" type of student who really wants to use the program at the maximum speed.

• Use your imagination in creating new graphic and sound combinations using the Control Panel (color monitors only) and the Edit MIDI option.

6 TIPS FOR USING NOTE WIZARD

These tips for using NOTE WIZARD are useful to the self-taught or studio trained musician/student and are the result of testing the program in real teaching situations with many students.

• Use the <RETURN> button in response to the dialog boxes in the Drill exercises. Drills have been designed so that once they are in progress, the mouse only needs to be used to quit. The <RETURN> method is faster and helps establish a comfortable rhythm.

• Use the Options to further grade the Drill levels. Begin with "HELP" on. After the level is passed fairly easily, run the same level with "HELP" off. The next step would be to switch "FLASH!" on. In this way, notes on the same level are further reinforced. The time limits can also be used in the same way.

• One way to keep track of grades is to establish a time frame. Allow a set number of minutes each time a Drill is taken and stop even if the Drill has not been passed. 15 minutes is enough time to pass a Level although various Options settings and the number of errors will affect the time. During consecutive timed Drills, keep track of the Grades to monitor your own improvement.

• Use the "Grades" option to isolate notes that are consistently played incorrectly.

SONICFLIGHT SOFTWARE
from
MIDImouse Music

NOTE WIZARD
MIDI MUSIC LESSONS

Atari ST 520/1040/Mega
Monochrome/Color

June 1989
Version 1.0

Program and Manual
by Jerome Moffit

Cancel to cancel the operation or click on Reset to enter the Set Drive Path mode. For example, you have set the Drive Path for Save Songs to "C" but you only have a single disk drive. If you record a song and attempt to save it, you will be allowed to go back and change to a drive path that will work. Don't worry, your song will still be in memory.

5.55 SET DRIVE PATH

This option is included for those who wish to save Patch files (.NPA), Grade files (.NGR) or Song files (.TUN) to another disk drive or partition of a hard disk. There is plenty of room on a disk to save Patch, Grade, and Song files. The Set Drive Path Option allows you to configure any of the five save and load functions used in NOTE WIZARD to fit your own needs.

Clicking on Set Drive Path opens a screen that includes the five save/load functions you will encounter during NOTE WIZARD. Use the mouse to click on the appropriate button. The left mouse button will increase the letter (A-P) and the right button will decrease it. When you are done click on the Menu button at the bottom of the screen.

If you attempt to use any load or save function and the Drive Path set is not available from your computer, a dialog box will warn you that this particular Drive Path is not available. Click on
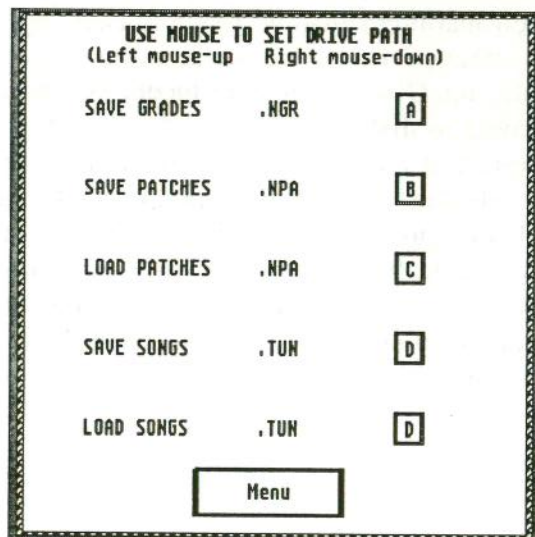
```
┌─────────────────────────────────┐
│    USE MOUSE TO SET DRIVE PATH   │
│  (Left mouse-up   Right mouse-down) │
│                                  │
│  SAVE GRADES    .NGR      [A]    │
│                                  │
│  SAVE PATCHES   .NPA      [B]    │
│                                  │
│  LOAD PATCHES   .NPA      [C]    │
│                                  │
│  SAVE SONGS     .TUN      [D]    │
│                                  │
│  LOAD SONGS     .TUN      [D]    │
│                                  │
│           ┌──────────┐           │
│           │   Menu   │           │
│           └──────────┘           │
└─────────────────────────────────┘
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NOTE WIZARD
MIDI MUSIC LESSONS
MUSIC EDUCATION SERIES FOR THE ATARI ST

1 INTRODUCTION

MIDI MUSIC LESSONS is a powerful series of music education programs for the Atari ST that provides drills, exercises, and tutorials to teach keyboard skills, music theory and ear training.
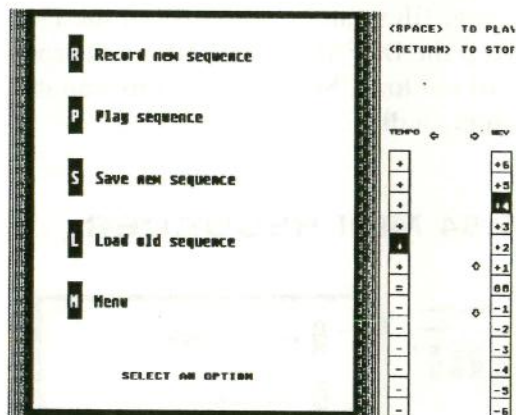
MIDI MUSIC LESSONS were designed to teach music skills at the keyboard, and are enjoyable and fun learning tools for musicians, hobbyists, teachers, and schools, providing beginner through more advanced levels. They can be used as a self-teaching tool or in a studio by a music teacher. Almost anyone who uses an Atari ST & owns one or more MIDI keyboards will learn a wide range of theoretical and technical skills using any MIDI keyboard. NOTE WIZARD, SCALE MASTER and CHORD MAGIC are the first in a series of complimentary music education programs that will give any keyboard student or hobbyist a sound grasp of the basic fundamentals of note reading, scale construction, and chord theory. The most benefit will be derived from the use of all three programs, starting with NOTE WIZARD, followed by SCALE MASTER and then CHORD MAGIC. Use of the programs don't need to be followed in order, although SCALE

The recorder has a memory of over 1200 notes which is the equivalent of about 2 Bach Inventions ... more than enough to record beginning and intermediate keyboard literature. If you are approaching the end of the available memory the computer screen will warn you by reversing colors on a monochrome monitor or turning deep red on a color monitor. You then have about 50-60 notes left. If you exceed the memory limit a dialog box will stop you. Click or push <RETURN> to go back to the recorder menu. If this happens you can still play back what you have recorded but of course it will end quite abruptly (no "stuck" notes will result). Save all your songs on a separate formatted data disk. Do not use the program disk to save your data.

The MIDI recorder can be used in many ways in a teaching or self-learning situation. Use it to challenge yourself to achieve the perfect performance, or as a tape recorder to analyze a your playing. Give technical or theory assignments that can be played, saved to disk and evaluated later. Play duet parts or separate right/left hand passages that can be practiced on the keyboard while the recording is playing back. Record simple blues or II-V7-I progressions and experiment improvisationally over the recording. The transposing feature is especially helpful, since one recording saved to disk can be replayed easily in all 12 keys. The combined number of notes the recorder and you can play at once, is limited to the number of notes that your keyboard can sound at any one moment.

Push <RETURN> or click to continue, or click on "cancel" if you wish to save what is in memory. The left side of your screen will display the directions "PLAY TO RECORD" and "MOVE PITCH BEND WHEEL TO STOP". (If your instrument has no pitch bend, clicking the mouse will also stop recording.)

Push P to display the play functions. The left side of your screen will show options for changing tempos and/or transposing the playback. Use the right/left cursor keys to select which to change, and the up/down cursor keys to increase or decrease tempo or to transpose up or down by half steps. Push <SPACE> at any time to play the song and <RETURN> to stop the playback. Tempo and key changes affect only the playback of the song. Any further playing or saving will remain in the original key. The recorder will play back velocity (volume), sustain pedal, patch change, and after-touch information . Push S to save any recordings to disk. They will become files with the .TUN extension. Push L to load any songs that are on disk. These songs can then be played using the Play function. All .TUN files created can also be loaded and played in the SCALE MASTER and CHORD MAGIC programs.

MASTER would be difficult without basic note reading skills, and CHORD MAGIC is more useful with a solid working knowledge of scales.

2 PROGRAM OVERVIEW

- Play any MIDI keyboard and get immediate visual and audio evaluation.
- Design your own drill options. Play drills from very slow to very high speeds.
- Learn theory concepts in the tutorials with sight and sound presentations.
- Use the practice mode to play and see your results on screen during the tutorials.
- Enjoy graphics that are fun and exciting.
- A built-in MIDI Recorder, with tempo & transposition control, lets you practice by playing over pre-recorded songs or your own recordings.
- Save comprehensive drill grades on disk or print out.
- Customize the program sound & setups perfectly for any MIDI instrument.
- Set Path feature for convenient disk drive access.

NOTE WIZARD

- Timed note reading drills in 5 levels with 9 stages per level.
- Drills include 2, 4, and 6 note problems.
- All notes from 2 octaves below middle C to 2 octaves above including accidentals.
- A special FLASH option erases the displayed notes quickly for note pattern memory practice.
- Special emphasis on bass clef reading.

SCALE MASTER

- Timed scale drills in 6 levels with 6 stages per level.
- Drills include problems from 1 octave up to 2 octaves up and down.
- Major, natural minor, harmonic minor, melodic minor, and blues scales in all 12 keys.
- Tempo of MIDI entry listed after every problem and included in the final grade records.
- Three song files included with chord progressions to practice any of the scales in any key or tempo using the MIDI recorder.

CHORD MAGIC

- Timed chord drills in 6 levels with 6 stages per level.
- Drills include all chord inversions.
- Major, minor, diminished and augmented triads.
- 7th chords including dominant major, minor, diminished and augmented.

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first instrument, open the Edit MIDI Option and load (push L) the first file. Then push S and rename the second file and the original file can be renamed and become the DEFAULT.NPA file. With a bit of practice, it will take only seconds to go from one file of sounds to another. You can use this method to easily change instruments or just give the program a new sound. Old unwanted sound files can be erased from the Desktop. Make sure that you keep the DEFAULT.NPA file in the root directory, or the program will not load. Save new files to a another formatted disk, not the program disk.

5.54 MIDI RECORDER
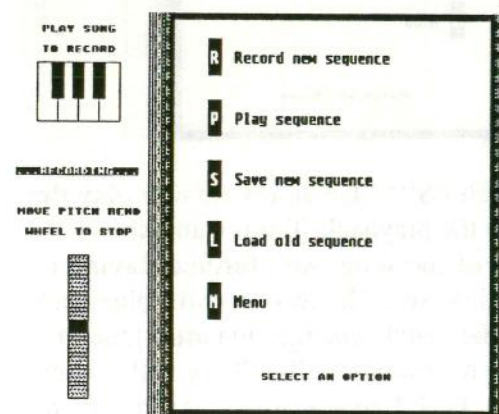
Selecting this option will allow you to use the program as a MIDI recorder. It is a one track polyphonic sequencer with tempo and transposition features. It functions like a keyboard tape recorder. Push R to begin recording from your keyboard. If you have already played a song or loaded one from the disk, a dialog box will warn you that recording will erase what is currently in the recorder's memory.

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the .NPA extension are written in ASCII format so they are easy to view from the GEM desktop. Push M to return to the main menu.

You can also load any .NPA file on disk by pushing L. Select a file from the file selector box and the sounds from that file will be loaded into the program and displayed in the Edit MIDI window. These sounds enable several different synthesizers to be correctly configured to work with NOTE WIZARD until the program is turned off. This provides an easy way for you to quickly load your own sound setups into the program. If you are planning on using NOTE WIZARD on only one synthesizer, then setting up the sounds with EDIT MIDI may be the only time you will use this feature. If you will be using various synthesizers, it is a simple process to create several files to fit the sounds of more than one MIDI keyboard. Even if you are going to use only one instrument, you can easily re-edit your sounds if you decide you want to try something new. Students enjoy new sounds and may even like to become involved in the creation of their own sound file.

Here is an example of how you may wish to use the Edit MIDI option: You have already created a DEFAULT.NPA file for one MIDI instrument but you wish to use the program with a different synthesizer. Rename the old file using a name that will help you remember the original instrument (e.g. YAMA or ROLA). Replug your MIDI cords into the new instrument and use the Edit MIDI option to create a new DEFAULT.NPA file to fit the new instrument's sounds. Then if a week later you wish to use the

NOTE WIZARD is an enjoyable and interesting way to learn note reading. Each of the 5 graded Drill levels includes 9 different stages. With correct answers, each level provides 252 separate notes read and played back in order to pass the Drill. Playback mistakes will provide additional practice time in each Drill. Extra attention is given to bass clef reading. Each Drill begins with bass clef notes and a separate level is included which presents only bass clef notes. As each note reading problem is presented, the notes are both displayed on the staff and played through your MIDI keyboard, supplying the visual and aural skills that combine to make a good note reader. A Tutor function offers a visual and audio presentation of various reading skills including steps vs. skips and accidentals. In addition, the Tutors also offer the chance to practice newly learned concepts as they are presented, by playing your instrument and seeing the notes on a scrolling staff. There are several Options that allow you to customize the Drills to fit individual needs and abilities. An Edit MIDI Option allows you to tailor the program to fit the sounds of any MIDI keyboard. A Grade function allows the creation of graded results printed to the screen, a printer, or a disk file.
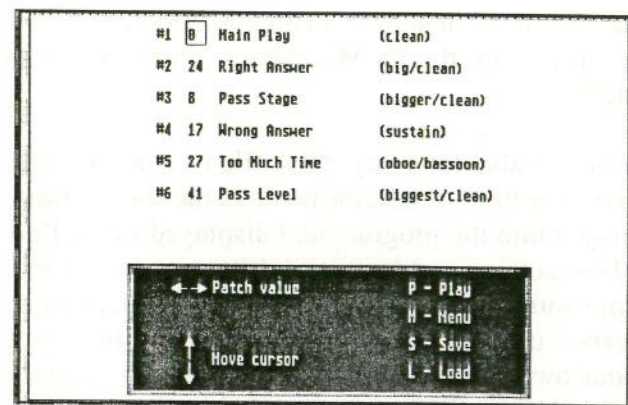
This manual will detail all the features of NOTE WIZARD and enable you to get the most from the program. Those of you using the program in a teaching environment, will find features especially designed for you. NOTE WIZARD is very intuitive and easy to use. Even very young students can run the Drills given only a few simple instructions. If you have ear phones for your MIDI keyboard you can have one student working alone while you give individual attention to another student.

3 BACKUPS

The original program disk is copy protected. You may copy your original program disk to backup the files for your own use. However, the original program disk functions as a program 'key' and must be inserted in Drive A while the program loads. If the 'key' disk is not found, the A drive light will begin to flash and a counter will countdown from 25 to 0. When the counter reaches "0", the computer will look again for the "key" disk in drive A. During this countdown, you have one chance to insert the "key" disk in drive A, or the program will terminate and you will need to reboot the computer to get back to the desktop and try again. You may startup the program from drive A or a hard disk, but the key disk must be inserted before or during the countdown period. If you are using a hard disk, you may prefer to use your backup disk that you have made, or your hard disk to load the program, and insert the "key" disk in Drive A. If you experience any difficulties loading or using NOTE WIZARD, remove any desk accessories that may be interfering, and reboot the computer. Occasionally, it may be necessary to turn the computer off for a minute to fully erase its memory before trying again.

> NOTE: *For the program to load, you must leave the write protect tab closed on the original 'key' disk (the tab is closed so you cannot see through the disk).*

It is a simple matter to change the sounds to fit your tastes and your instrument. Push the "down" cursor key on your computer and you will see

#1	8	Main Play	(clean)
#2	24	Right Answer	(big/clean)
#3	8	Pass Stage	(bigger/clean)
#4	17	Wrong Answer	(sustain)
#5	27	Too Much Time	(oboe/bassoon)
#6	41	Pass Level	(biggest/clean)

← → Patch value   P - Play
                   H - Menu
                   S - Save
↑↓ Move cursor   L - Load

the square that outlines the patch number move down to the next number. Use the down/up keys to select which patch to experiment with. Use the right/left cursor keys to raise or lower the patch number itself. The limits are 0-99.

Push P at any time to hear a short sample of the patch number you select (push <RETURN> to stop the sample before it's completed). Any changes you may have made will then be used in the program. If you wish to automatically load these new choices whenever you use NOTE WIZARD, push S. You will be prompted to type in a replacement name for the original DEFAULT file. Don't type in the .NPA extension, as the program will do that automatically. The program will then change the name of the original DEFAULT.NPA file and save the changes you made to a new DEFAULT.NPA file. These new sounds will then be used in the program even if you quit and reload it later. The files using

5.53 EDIT MIDI

The EDIT MIDI function will let you customize NOTE WIZARD to automatically select the synthesizer sounds (patches) you have chosen to be used in the various parts of the program.

The MIDI signal that controls patch changes merely gives a numerical input that corresponds to a pre-set on any MIDI device. The number 0 (or 1 on some instruments) will call up the first patch on your instrument. The number 8 will call up the ninth patch. Since each instrument has its own System Exclusive method for controlling the individual sound parameters, and since you may have changed all of the patches anyway, the Edit MIDI option allows you to select which sounds on your instrument fit best into the NOTE WIZARD program.

After clicking on the Edit MIDI option you will see a list of the various patch numbers used and where they are used in the program. This list is stored in DEFAULT.NPA file. The descriptive terms listed on the right are merely suggestions and need not be followed exactly. Clear and distinct sounds work best. Sounds which use a slow envelope attack or a long sustain should be avoided. It is especially important that the Main Play sound be a fairly crisp one, since it is used during the Drills and Tutors to present problems and concepts. Before attempting to use the Edit MIDI option, run through the program to get a feel for the sounds that you may want.

If you open the write protect tab, the program will not load, and you will get a countdown message while the program waits for you to insert the original "key" disk into drive A with the write protect tab closed. If you then reinsert the original "key" disk with the write protect tab closed during the countdown, the computer will finish loading the program. Once the program loads, remove the original program 'key' disk, and store it in a safe place. You do not need to use this disk after the program loads. Do not put anything on this disk, except as instructed in this manual. Save all program data to another fresh disk or your hard drive.

NOTE: To avoid disk drive damage, never insert or remove a disk when the drive light is on. If the key disk is not found, a countdown will begin and the drive light will begin to flash. In this case, it is OK to insert or remove a disk while the light flashes only.

Running from a hard drive:

To run from a hard disk, copy all the program disk files to the hard disk. The program will run as long as the original program 'key' disk is inserted in drive A while the program loads. After loading the program, remove the 'key' disk and safely store it. Do not put anything on this disk, except as instructed by this manual. Save all program data to another disk or your hard drive.

One additional Backup 'key' disk may be purchased from MIDImouse Music. See registration card.

4 CONNECTIONS AND LOADING THE PROGRAM

Requirements:

You will need an Atari ST computer with either color or monochrome monitor, and any MIDI keyboard with MIDI IN and OUT ports, and two MIDI cables. The program will run in Medium or High resolution. Plug the MIDI OUT from your Atari ST into the MIDI IN of your keyboard. Plug the MIDI IN from your Atari ST into the MIDI OUT of your keyboard. Make sure the MIDI on your instrument is set to send and receive on channel 1. This (or Omni Mode) is the normal default mode for most MIDI synthesizers so generally just turning it on will result in this setting. Consult your instrument's manual for more information. Situate your MIDI keyboard and ATARI ST so that your forearms are relatively level with your elbows a bit higher than your wrists, and you have comfortable access to your keyboard, computer, and mouse.

Here is a brief explanation of the files on the NOTE WIZARD disk:

NOTES.PRG
The NOTE WIZARD program.

.NGR
Files with the .NGR extension are grade files created in the

also see each note missed displayed on a keyboard.

3) Print to printer
The printer will print the same information as the screen display, except there will be no keyboard display.
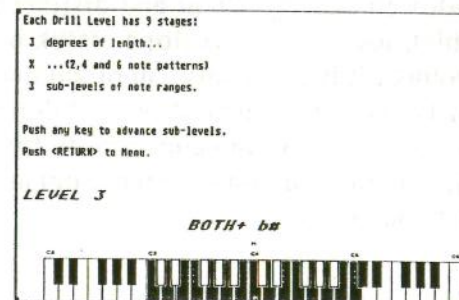
4) Print to file
The program will create a file with the .NGR extension using the name entered during the Drill. If there is already a file by this name, you will be allowed the option of changing the name (e.g. JOHN1) or overwriting the old file. These files are in ASCII format so they may be shown on the screen, printed from the GEM desktop, or imported into a word processor.

If you select Grades without first taking a Drill the program will inform you that there is nothing to grade.

5.52 SCAN LEVELS

This option allows you to quickly scan the note ranges of all 5 Drill levels and their sub-levels. By pushing any computer key you can run through some or all of the levels. Their note ranges will be shown on the displayed key- board. Push <RETURN> at any time to return to the main menu.


```
Each Drill Level has 9 stages!
  3 degrees of length...
  X ...(2,4 and 6 note patterns)
  3 sub-levels of note ranges.

Push any key to advance sub-levels.
Push <RETURN> to Menu.

LEVEL 3
              BOTH+ b#
```
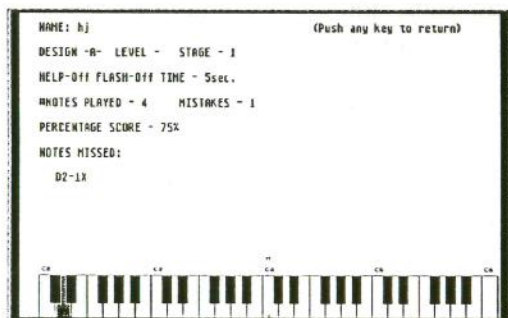
5.5 OTHER OPTIONS

5.51 GRADES

After taking a Drill you can select the Grades Option. After selecting this Option you will be presented with 4 choices:
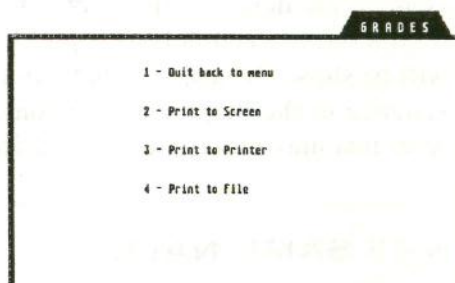
1) Quit back to main menu;
2) Print to screen;
3) Print to printer;
4) Print to file.

Use the computer keyboard to select the desired number.

2) Print to screen
The screen will display the following: name, Design choice, level, stage reached (10 means the level was passed), HELP and FLASH indications, number of notes played, number of wrong notes played, a percentage score, and a list of each wrong note including the number of times the note was missed. You will

GRADES option. They are written in ASCII format so they can be easily read or printed from the GEM Desktop. The TEST.NGR is a sample file. Erase or add .NGR files at will.

.NPA
Files with the .NPA extension are created in the Edit MIDI option. They control the various sounds played on your instrument. Names of files may be changed (see Edit MIDI), but there must always be a file labeled DEFAULT.NPA in the root directory.

.DAT
These are two files that are necessary for the graphic and musical operation of the program. Make no changes.

.TUN
The extension for song files saved during the MIDI Recorder function. (see MIDI recorder)

DESK.INF
GEM's information file. How the desktop information is saved. You may resave with your own desktop configuration. See Atari ST owner's manual.

CONTROL.ACC
GEM's standard desk accessory. You may remove.

Running the program

Double-click the icon with a .PRG extension. You should hear a short tune playing through your MIDI instrument while you view a title screen. A dialog box will appear asking if you heard the tune. If you didn't, turn on your instrument or make sure that MIDI receive is set to channel 1. Click on "I'm Okay" or push <RETURN> to

go on. You will then be in a standard GEM menu environment. Use the mouse to drop down any of the menu items Desk, Drill, Tutor or Options.

NOTE: When the program expects MIDI input, the word "PLAY" will appear to the left of the displayed keyboard. Pushing the pitch bend wheel on your keyboard at this point will take you back to the main menu during the Drills, or to the next "page" in the tutors. If you reach this point with no MIDI keyboard connected, clicking the mouse will accomplish the same thing. MIDI MUSIC LESSONS can be used as a demo of the program without a keyboard connected. It also allows keyboards without pitch bend wheels to work with the program.

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5.44 HELP

Default shows this menu item as "HELP (off) and clicking it changes the item to "HELP (on)" with a check before it. With this option on, as each note of a problem is displayed the note name will be shown beneath the note on the staff. This is an obvious assistance to the beginner or to someone who is trying to attack a level that may otherwise be too difficult.

5.45 SAME NAME

Default shows this menu item as SAME NAME and clicking it changes the item to CHANGE NAME. When you first select a Drill, you will be asked to enter a name (or merely push <RETURN>). If SAME NAME is showing, subsequent Drills taken will leave the Name the same and not ask you to re-enter it. If CHANGE NAME is selected, every new Drill will ask for a new name.

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5.42 MUSIC

Default shows this menu item as "MUSIC (on)" with a check mark before it. Clicking it changes the item to "MUSIC (off)" with no check mark. Selecting MUSIC (off) makes the Drills move faster by eliminating the little tune after each correct/wrong answer. All other musical feedback from the program will remain unchanged. Some students find the tunes to be an interesting addition to the Drills. Other students may wish to dispense with this musical response. Any other musical feedback can be stopped by pushing <RETURN> if you are really in a hurry. Switching to MUSIC (off) saves about 3-5 minutes on an average complete Drill.

5.43 FLASH!

Default shows this menu item as "FLASH! (off)". If you click it, the menu item changes to "FLASH! (on)" with a check mark before it. When you take a Drill with this option on, after you play the first note the notes in the problem will disappear and be replaced by the word "FLASH!". This option encourages the good note reading habit of remembering note patterns. It makes the Drills more difficult, and they become especially tricky when the 6 note stages are reached.

5 MENU FEATURES

5.1 DESK

Clicking on Desk will show you the program info screen and any accessories that may be loaded. The Control Panel is included to allow for your desired color changes (mono monitors will reverse black/white). Some students may especially enjoy new color combinations and may even wish to do their own experimentation. Install Printer is included to allow more control over the printing of grading results (see Options).

5.2 DRILL

Included under the Drill menu heading are four graded levels of drills, a special LEFT HAND ONLY drill and the "Quit" function.


Each level contains 9 stages. There are 3 note range sub-levels and 3 degrees of difficulty - 2 notes, 4 notes and 6 notes. Selecting either -A- or -B- on the Options DESIGN item allows you to configure the 9 stages into two different series. See Chapter 7 DRILL CONFIGURATIONS for a list of the two options. To see the keyboard ranges of all of the Drill levels and sub-levels use the Scan Level function under the Options heading.

After you select a level the program will ask for a name to be entered. This name will serve as a label for a possible Grades printout or file. (See the NAME Option for further control over this function.) Type in a name (no more than 8 characters) and push <RETURN>, or merely push <RETURN> if no Grading record is needed. Then use the mouse to select a time limit 5, 10 or 15 seconds from the displayed dialog box.
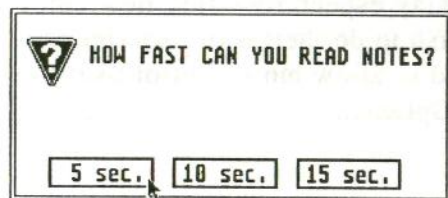
Immediately after this selection, two notes will be displayed on a staff and played through your instrument. You will then be prompted to play the notes on your keyboard. Wait until all the notes and the prompt are displayed before playing, since the program will not receive your playing until then. The notes you play will appear on the right hand side of the staff after you are done. Then the program will


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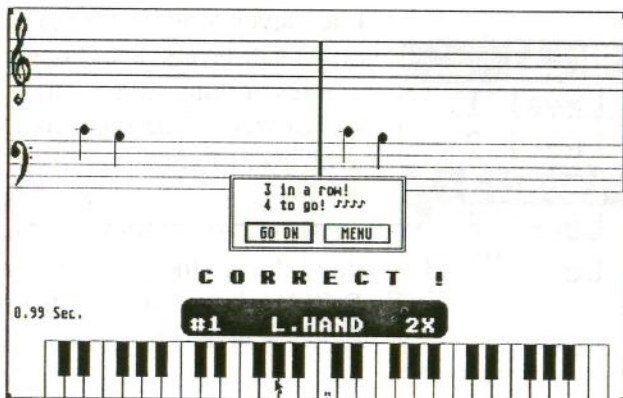
5.4 OPTIONS

There are 5 Options for customizing the Drill levels. They are located at the top of the Options menu selector in capital letters.

5.41 DESIGN

This option allows control over the order of the 9 stages of the Drill levels. Both configurations are useful. Design -A- is the default. The easiest way to understand the Design concept is to walk through several stages of Drill Level 1 using both A and B:


If you play seven problems of 2 notes each in the Left Hand Middle C position (Stage #1) you move to Stage #2. In Design -A- Stage #2 is 2 note problems in the Right Hand Middle C position. In Design -B- Stage #2 stays in the Left Hand position but moves to 4 note problems. Stage #3 in Design -A- is 2 note problems from both hands in Middle C position. In Design B the Left Hand is still tested using 6 note problems. By Stage #4, Design A is back to the Left Hand position playing 4 note problems while Design -B- is playing 2 note problems from the Right Hand. For a better understanding use the Scan Levels option, and see Chapter 7 DRILL CONFIGURATION.

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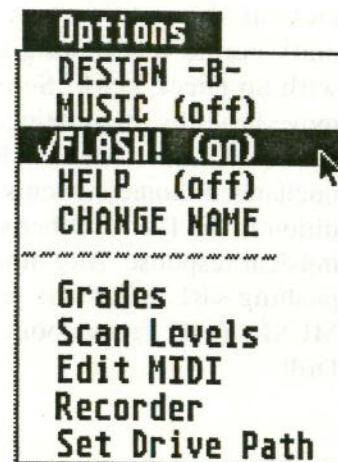
used as much as possible. It allows immediate graphic feedback and hands on practice of concepts presented. To continue with the rest of the Tutor push the Pitch Bend Wheel your instru-

ment (or click the mouse). At the end of each level you will have the choice of repeating the Tutor (push T) or going back to the main menu.

evaluate your answer. If your answer is correct, you will hear a short tune and see a dialog box stating, "1 in a row, 6 to go." You must answer seven problems in a row correctly in order to move up to the next stage. Push <RETURN>, or with the mouse, click "Go on" to continue, or "Menu" to go back to the main menu. If your answer is incorrect, the program will show your error(s) both on the staff and the keyboard. (All keyboards displayed on NOTE WIZARD will indicate Middle C with the letter "M".) If you took more time to answer than your selected time limit, a dialog box will let you know. Push <RETURN> or click on "FASTER" to continue. After each answer, the time you used will be displayed at the left center of the screen. An incorrect answer or late timing will result in a score of none in a row. You will not be bumped
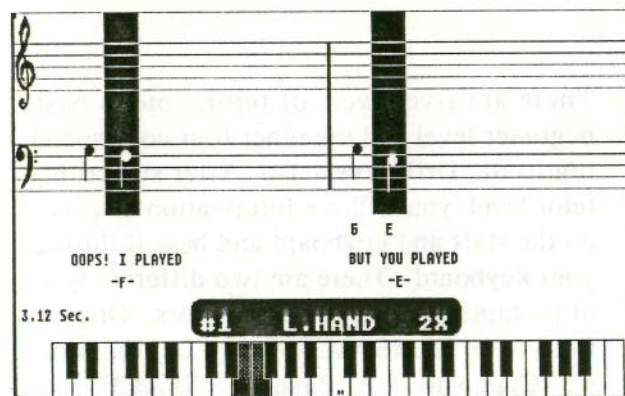
back to a lower stage, but you will once again have to answer seven problems in a row correctly to move on. If you make more than 15 errors in any one Drill, the program will inform you and send you back to the main menu. At this point, you may wish to go to a lower level or if possible, use the HELP Option to make it easier.
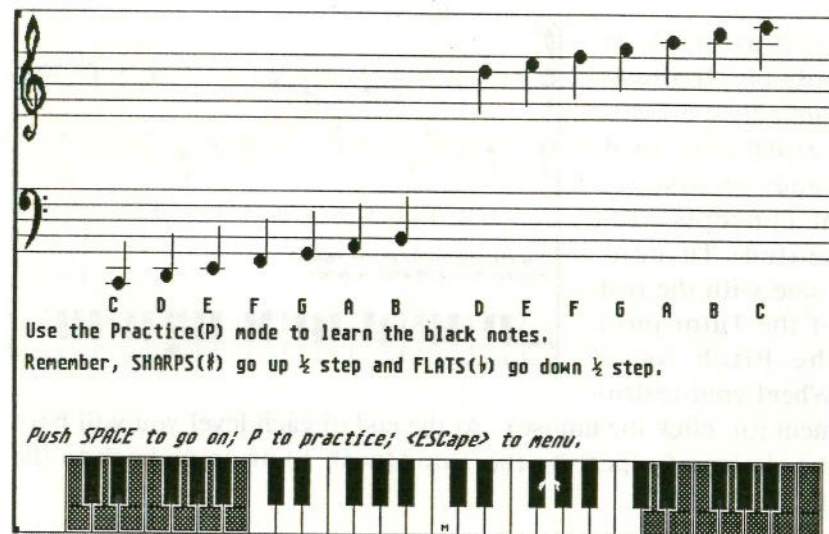
Centered above the displayed keyboard you will see a black rectangle that includes 3 items - the stage number, the name of the sub-level and the number of notes to be played. For example - "#8 BOTH 4X" would mean stage 8, both right and left hand notes, and 4 notes to be played. If you reach stage #9 and answer 7 problems in a row correctly, you will receive a "passed level" reward and be returned to the main menu.

As well as offering 5 different levels, NOTE WIZARD also offers several ways to customize the drills to fit a wide range of player ability. See the Options instructions for information on how to do this.

5.3 TUTOR

There are five levels of tutors: one a basic beginner level and the other four corresponding to the Drill levels 1-4. After selecting a tutor level, you will see information displayed on the staff and keyboard and hear it through your keyboard. There are two different types of prompts shown during the tutors. One will ask you to hit <SPACE> to go on, the other, <ESCape> to quit. Pushing <SPACE> will display another set of information and <ESCape> will take you back to the main menu. The second type of prompt will ask you to push <SPACE> to go on, P to practice on your keyboard, or <ESCape>. Pushing P will allow you to practice what you have

Use the Practice(P) mode to learn the black notes.
Remember, SHARPS(#) go up ½ step and FLATS(♭) go down ½ step.

Push SPACE to go on; P to practice; <ESCape> to menu.

just learned by playing on your keyboard and seeing the results displayed on a scrolling staff. Although the Drills will take MIDI input at lightning speeds, the Practice mode will want you to play at a more reasonable speed. This mode is intended for instruction rather than drill.

In the Practice mode, above the keyboard and to the right, you will see the letter F followed by a flat symbol and the letter S followed by a sharp symbol. Any black note entered during the Practice mode will be displayed as a sharp or flat depending on where the check mark in this display sits. To change it, push S or F on your computer until the check mark moves. For the most benefit from the tutors it is suggested that the "P" function be