

For a web intro tutorial, go to:

<http://web.media.mit.edu/~mary/hyperscore/introTutorial/index.html>

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GETTING STARTED - SOME TERMS
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MOTIVE: a theme or melody you can create consisting of a single voice.
It can be any length (although it's usually short).

MAIN WINDOW: an area where you draw your composition. In this space,
you can shape the Harmony Line and add Chords and Motives.

PALETTE: box in the upper-right corner where you can select a tool.

TOOLS:

The ARROW: This tool lets you select objects to move, copy, and
alter them

The PEN: In the MAIN WINDOW, This tool lets you draw new strokes

The CHORD: This tool lets you create CHORDS in the MAIN WINDOW,
or NOTES in a MOTIVE.

HARMONY LINE: a line in the middle of the MAIN WINDOW which you shape
to direct the harmony.

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NAVIGATING AROUND THE CANVAS
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You can use the ZOOM feature to look at your workspace close up or far
away. The zoom keys are F1, F2, F3, and F4. They provide you with four
different views. F1 is the closest view, and F4 the farthest. When you
press one of these keys, the zoom centers on where your mouse is
positioned.

You can also PAN to a new location by holding down the CTRL key and
then clicking and dragging the canvas.

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CREATING, MOVING, and DELETING WINDOWS
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CREATE a window by selecting the Motive or Main Window tool from the
Palette and then clicking on the canvas.

FOCUS on a window by clicking on it. Focusing on a window makes it
"active." Only one window a time can be in focus. You can tell when
a window is in focus because a PLAY button will appear.

MOVE a window by clicking and dragging it. If the window is in focus,
you have to click on the edges to move it. Otherwise, you can click
anywhere.

DELETE a window by moving the mouse over a window and hitting the
"Delete" key.

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PLAYBACK
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You can play the music in a focused window by clicking on the PLAY button.
You can also drag the play button left and right to change the start
position, or click on the PLAY line.

Click anywhere to stop the playback.

The SPACE bar also starts and stops playback.

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CREATING MOTIVE
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First create a new Motive Window by selecting the Motive Tool from the Palette and then clicking on the canvas.

Now select the DROPLET TOOL to add notes:

ADD notes in the Motive Window by clicking on a blank space in the grid. The vertical position determines the PITCH of the note. Horizontal position represents TIME. If your new note overlaps an old one, the old note will disappear.

MOVE notes by clicking and dragging an existing note.

The SIZE of a note can be changed by holding the mouse button while hitting the ARROW KEYS.

DELETE notes by dragging them off the window or by moving the mouse over a note and hitting the "Delete" key.

You can shrink or extend the Motive Window by clicking and dragging on the "dotted" area on the right edge.

Each Motive is mapped to a COLOR. You can choose the color by clicking on the arrow buttons.

If you select the ARROW TOOL:

If you click and drag, you can draw a rectangle to SELECT notes, and group them together in a box.

When you have notes selected in a box, you can move them with the ARROW keys.

You can COPY them by pressing Ctrl-C. You can paste a duplicate by pressing Ctrl-V.

You can DELETE them all by pressing DELETE.

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DRAWING MOTIVES INTO A PIECE
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Like the Motive Window, the Main Window maps PITCH to vertical position and TIME to horizontal position.

You can shorten or extend the Main Window just like the Motive Windows.

The line drawings used to enter Motives in this Main Window are called STROKES.

ADD strokes by first selecting the PEN TOOL from the Palette.

Next, click on the color area of a Motive you would like to use. Now draw a stroke anywhere in the Main Window.

If you draw a FLAT stroke, then the motive you selected will be played back exactly as written. It will start to play at the beginning of the stroke and then loop until the end of the stroke. If you draw a WAVY line, then the shape of the line will change the melodic shape of your motive.

If you click-and-drag on a stroke, you can move it around. and dragging on a stroke.

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EDITING STROKES
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To edit strokes, select the ARROW TOOL:

If you click and drag, you can draw a rectangle to SELECT strokes, and group them together in a box.

If you click on a note, that note becomes SELECTED, and any strokes that were selected before become UN-selected. If you want to select more than one stroke at a time, then SHIFT-click to add to the selected set.

When strokes are selected, a red rectangle is drawn around it with little BUTTONS on top.

To change the VOLUME of the motive, click on the volume button and then drag the mouse up or down. The stroke will get thicker or thinner to indicate the change.

Clicking on the heart button changes the instrument or TIMBRE of the playback. The texture of the stroke becomes smooth if it's a bowed string sound (arco). The texture becomes bumpy if it's a plucked string sound (pizzicato).

The third button makes the stroke NOT HARMONIZE. This can make the sound of a stroke STAND OUT over a lot of other strokes that are harmonized. Use this to create a prominent melody line.

DELETE selected strokes by pressing the "Delete" key.

MOVE selected strokes by clicking and dragging them.

You can COPY strokes by pressing Ctrl-C, and paste a duplicate by pressing Ctrl-V, just like in MOTIVES.

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SELECTING HARMONY TYPES
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You can select from a number of different HARMONY STYLES by clicking on the harmony buttons attached to the side of a Main Window.

"NONE" means that the computer does not harmonize the music at all. All notes are based on the original chromatic pitches in the motives.

"DIATONIC" means that the computer changes all the chromatic pitches into "white" notes.

"FOURTHS" harmony is based on chords built on perfect fourths as opposed to thirds.

"MAJOR/MINOR" indicates regular tonal harmony and can be most effectively shaped by the harmony line (see below).

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CONTROLLING THE HARMONY
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The HARMONY LINE is used to control MAJOR/MINOR and FOURTHS harmony types.

Every new Motive Window comes with a flat Harmony Line. You can CHANGE the shape by first selecting the Harmony Line and then clicking and dragging.

FLAT areas result in stable chords (or tonic) areas in the current key.

UPWARD areas result in unstable chords (or dominant) which require resolutions.

DOWNWARD areas, which naturally follow upward areas, resolve the previous unstable harmonies.

You can CHANGE KEYS by adding a spike in the harmony line by clicking and dragging quickly up or down. The key is determined by the position of the spike point. The horizontal grid regions are mapped to the following keys areas:

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D major - B minor
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G major - E minor

C major - A minor

F major - D minor

Bb-Dur - G minor

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ADDING CHORDS
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First select the CHORD TOOL from the Palette.

To ADD a chord, click on the gird in a Main Window.

You can select the TYPE of chord by choosing different colors:

RED = major
ORANGE = minor
YELLOW = diminished
GREEN = dominant
BLUE = augmented
PURPLE = fourth-based

To DELETE a chord, select a Chord and then press the "Delete" key.

You can select, copy, delete, move, and change the volume of CHORDS using the ARROW TOOL just like strokes.

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SAVING AND LOADING PIECES
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SAVE a piece by typing CTRL-S and then entering a file name.

LOAD a piece by typing CTRL-O and then searching for a file or typing in a name.

If you press CTRL-M and enter a file name, you can save a MIDI file of the focused window.

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HELPFUL HINTS
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Type 'q' to quit.