

MUSIC LESSONS I

Fundamentals



Users Guide

Version 3 for Macintosh
System 7.5 or later

MUSIC LESSONS I
© Copyright 1991-2000
MiBAC Music Software, Inc.
All Rights Reserved.



Acknowledgments

MiBAC™ MUSIC LESSONS I software written by Todd Wallar and John Ellinger.

Manual written by John Ellinger.

MUSIC LESSONS I was written in C++ using the Metrowerks CodeWarrior C++ compiler, the PowerPlant application frameworks, and the C++ Standard Template Library.

Special thanks to Justin London and Ron Rodman.

MiBAC and the MiBAC Logo are trademarks of MiBAC Music Software, Inc. Apple, the Apple Logo, and Macintosh are registered trademarks of Apple Computer, Inc. Mac, Power Macintosh, MIDI Manager, and the MacOS Logo are trademarks of Apple Computer, Inc. Other brands and products mentioned in this package are trademarks of their respective holder/s.

APPLE COMPUTER, INC. ("APPLE") MAKES NO WARRANTIES, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, REGARDING THE APPLE SOFTWARE. APPLE DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE APPLE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE APPLE SOFTWARE IS ASSUMED BY YOU. THE EXCLUSION OF IMPLIED WARRANTIES IS NOT PERMITTED BY SOME STATES. THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL APPLE, ITS DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS BE LIABLE TO YOU FOR ANY CONSEQUENTIAL, INCIDENTAL OR INDIRECT DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE USE OR INABILITY TO USE THE APPLE SOFTWARE EVEN IF APPLE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU. Apple's liability to you for actual damages from any cause whatsoever, and regardless of the form of the action (whether in contract, tort (including negligence), product liability or otherwise), will be limited to \$50.

© Copyright 1991-2000 MiBAC Music Software, Inc. All Rights Reserved.

WASTE text engine © 1993-1996 Marco Piovaneli.

CWASTEEdit, a Power Plant Wrapper class for WASTE © 1994-1996 Timothy Paustian.

MiBAC Music Software, Inc.
P.O. Box 468
Northfield MN 55057

Phone: 507-645-5851
Fax: 507-645-2377
Web: www.mibac.com
email: info@mibac.com

Contents

MiBAC LICENSE AGREEMENT	2
Acknowledgments	3

Chapter 1 - Introduction

A Word About MiBAC	5
MiBAC MUSIC LESSONS I Software	5
How to Use This Manual	5
Suggestions About Using the Drills	5
What's New	6

Chapter 2 - Getting Started

System Requirements	9
Installing MUSIC LESSONS	9
MUSIC LESSONS Icons	10
Optional Files	11
Installing QuickTime	11
Running MUSIC LESSONS	12
Removing MUSIC LESSONS	12
Setting Up Mac Sounds	12
Setting Up MIDI	12

Chapter 3 - Overview

Menus	15
Drills	16
Instrument Drill Windows	16
Multiple Choice Drill Windows	16
Screen Elements	16
Toolbars	17
Instruments	18
Keyboard Popup Menu	18
Sound	18
Answering Questions	19
Fast Answer Checking	19
Sound Effects	19
Buttons	19
Custom Levels	20
Screen Colors and Fonts	20
The Progress Report Window	20
Preferences	21
Getting Help	21

Chapter 4 - Tutorial

Changing Drills	23
Changing Clefs	23
Changing Instruments	23
Playing Instruments	24
Moving Between Answer Boxes	24
Answering Questions	24
Check, Next, Play, and Show Me Buttons	24
Checking Answers	25
Score	26
Auto Next Note	26
Auto Next Question	26
Correcting Mistakes	27
Fast Answer Checking	27
Use Sound	27
Use Sound Effects	27
Set Tempo	27
Note Names	28
Note Name Balloons	28
Changing the Level of Difficulty	28
Creating Your Own Drills	30
Save/Load Custom Levels	31
Score	31
Reset Scores	32
Help	32
Progress Reports	33
Customize Progress Reports	35
Printing a Progress Report	35
Quitting MUSIC LESSONS I	36

User Guide Index

User Guide Index	37
------------------------	----

CHAPTER 1 - INTRODUCTION

CONTENTS

A Word About MiBAC	5
MiBAC MUSIC LESSONS I Software	5
How to Use This Manual	5
Suggestions About Using the Drills	5
What's New	6

A WORD ABOUT MIBAC

MiBAC is an acronym for Music Instruction By A Computer and is pronounced "my back."

MIBAC MUSIC LESSONS I SOFTWARE

MUSIC LESSONS I teaches general music theory concepts that apply to all instruments. It's the perfect accompaniment to your study of music.

Your MUSIC LESSONS I software package should include the following items:

- User Guide. You're reading it now.
- Reference Manual. A reference to the drills, menus, preferences, and sound settings in MUSIC LESSONS I.
- A CD-ROM containing the MUSIC LESSONS I installation program.
- Serial Number Sticker. Cut out the two numbers, affix one to the registration card and mail it back to MiBAC. Affix the other to the inside of the Manual. You'll be asked for the serial number the first time you run the program.
- Registration card. Be sure to return the card to be eligible for technical support and to be informed of updates and new products from MiBAC Music Software.

HOW TO USE THIS MANUAL

This manual assumes you're familiar with basic Macintosh operating procedures and

terminology. This manual is divided into four chapters.

Chapter 1. Introduction. What's New. Describes the new features in MUSIC LESSONS I.

Chapter 2. Getting Started. Describes how to install MUSIC LESSONS I.

Chapter 3. Overview. Contains an overview of the MUSIC LESSONS I program.

Chapter 4. Using MUSIC LESSONS I. Contains a work along tutorial introducing you to the features of MUSIC LESSONS I.

SUGGESTIONS ABOUT USING THE DRILLS

Learning music is a multifaceted process, in which you gain new skills by building on old ones, and apply skills gained in one area to other areas. MUSIC LESSONS I stimulates your musical growth by providing a framework to increase your knowledge and skills in a systematic and progressive manner. The table below suggests one method of organizing your musical study to take advantage of MUSIC LESSONS I's drills. In the following table, the drills are arranged in order of difficulty.

Physical Level	Drills
Beginning	Hand Names Circle of Fifths Key Signatures Half/Whole Diminished Five Finger Positions/Drills I and II
Intermediate I	Five Finger Positions/Drills III, IV, V, All Major/Minor Scales Scale Degree Scale for Fingering (Major/Minor) Interval (Beginning Level) Interval for Training (Beginning Level)
Intermediate II	Triads Scale for Fingering (Triads) Interval (Intermediate Level) Interval for Training (Intermediate)
Advanced	Sixth Scales Scale for Fingering (Sixth Scale) Interval (Advanced Level) Interval for Training (Advanced Level)

Another method of organizing your musical study is to work your way through the skill levels of one drill, gaining competency in that area. Then move to another drill to develop additional skills.

WHAT'S NEW

We've added many new features and enhancements to MUSIC LESSONS I. Version 3 requires System 7.5 or later.

All Drills

Toolbars

- Drill toolbar.
- Instruments toolbar.
- Scale Degree Names toolbar.

Help Browser

The help window is now a file browser. We've rewritten all of the help files and added several new ones. In addition, you can create your own help files, drop them in the MUSIC LESSONS I Help folder and they'll become part of the program. Help files can be printed.

Balloon Help

Balloon help is available for all windows, menus and dialogs.

Progress Reports

The score keeping format has changed. You can now track scores by date. You can see the scores you got last Monday, Wednesday three weeks ago, or any date you used the program. Progress Reports created in MUSIC LESSONS I version 1 can be opened in version 3.

Color and Display

The program is now in color and supports several different screen sizes. You can customize the color elements used on the screen.

Instruments

The piano instrument can now be four or six octaves in range. There are two new instruments, guitar and alphabet blocks.

Clefs

Tenor clef has been added. There's a new Random Clefs dialog where you can select any combination of two to four clefs.

Sound

You can use sampled sounds, QuickTime Musical Instruments, and three MIDI systems: MiBAC's built in MIDI routines, Apple's MIDI Manager, and Opcode's OMS.

Sound Effects

You can choose sound effects for right and wrong answers. You can create your own sound effects, drop them into the Sound Effects folder, and they'll become part of the program.

MIDI Sounds

There's a new Patch Change dialog that supports several synthesizers including General MIDI. If your synthesizer isn't listed, you can create your own patch list file, copy the file to the Synthesizer Name Files folder, and it will become part of the program.

Note Names

Notes can be called by their alphabet names A B C, or by their solfege names Do Re Mi.

Ledger Lines

Question and answer notes can range up to five ledgers above or below staff. In the previous version some areas of the keyboard were "out of bounds." In version 3 you can use the entire keyboard.

Fast Answer Checking

Fast Answer Checking automatically checks your answers as soon as all answer boxes are filled. This creates rapid drills where you get new questions as fast as you can answer them.

Strict / Lenient Answers

These two items are found in the Level menu in the three scales drills. Because every note can have three enharmonic names (C = B# = D^b) it's sometimes

difficult for MUSIC LESSONS I to know what to call the notes you play. In music theory the correct spelling of each note is important. Strict Answers enforces music theory rules for the names of notes.

Lenient Answers relaxes the rules so you can just play the notes on the keyboard.

The previous version of MUSIC LESSONS I always used strict answers.

Keyboard Popup Menu

In strict answers mode in the three scales drills, hold the mouse button down on a piano key, guitar fret, or alphabet block and a popup menu will appear that lets you choose the accidental you want.

Preferences

An extensive Preferences dialog allows you to customize the behavior of the program.

Reset Scores

Sometimes you get off to a bad start and just want to start over again. The Reset Scores dialog lets you reset scores for the current level of the current drill (Reset Level), all levels of the current drill (Reset Drill), or all levels of all drills (Reset All). Whichever one you choose only affects scores that have not been saved and will not change any scores already saved in your progress report.

Drills

Five Finger Positions

The Five Finger Position drill is primarily for piano students, but is also a good introduction to learning the major and minor scales.

Custom Levels

You can create four custom levels in each drill by choosing the Set Custom Levels command from the Level menu. For example, in the Intervals drill, Custom Level 1 could be ascending major and minor thirds, Custom Level 2 could be descending perfect fourths and fifths, Custom Level 3 could be ascending and descending major and minor sixths, and Custom Level 4 could be descending

major and minor sixth and sevenths. You can save and open custom levels that you create.

New Levels of Difficulty

The Level menu for each drill consists of a main section and a custom section. The custom section is the same in all drills. The following levels of difficulty are new.

Note Reading

- Ledgers Only
- No Accidentals
- Single Accidentals
- Double Accidentals
- Beginning Ledgers
- Advanced Ledgers

Circle of Fifths

- Random Keys
- Show Circle

Five Finger Positions

- All Major
- All Minor
- All Major and All Minor
- Key Groups
- Ascending Motion
- Descending Motion
- Ascending and Descending Motion
- Random Motion
- Beginning Placement
- Advanced Placement

Major/Minor Scales

Modes

Jazz Scales

- Lenient Answers

Scale Degrees

- Use Key Signatures
- Solfege Names
- Number Names

Intervals

- Set First Note
- Ascending
- Descending
- Ascending and Descending

Note Durations

- Use Dots
- First Beat Subdivision
- Second Beat Subdivision
- All Beat Subdivisions

MUSIC LESSONS I User Guide

Intervals Ear Training

Set First Pitch

Ascending

Descending

Ascending and Descending

Custom Levels in All Drills

Custom Level 1

Custom Level 2

Custom Level 3

Custom Level 4

Set Custom Levels

Save Custom Levels

Load Custom Levels

CHAPTER 2 - GETTING STARTED

CONTENTS

System Requirements	9
Installing MUSIC LESSONS I	9
MUSIC LESSONS I Icons	10
Optional Files	11
Installing QuickTime	11
Running MUSIC LESSONS I	12
Removing MUSIC LESSONS I	12
Setting Up Mac Sounds	12
Troubleshooting Mac Sound	12
Setting Up MIDI	13
Troubleshooting MIDI Sound	13

In Getting Started you'll learn how to install MUSIC LESSONS I to your hard disk and have MUSIC LESSONS I play sounds from your Mac or MIDI synthesizer.

SYSTEM REQUIREMENTS

MUSIC LESSONS I requires System 7.5 or later. When this manual was written the most recent system version was 9.0.4. MUSIC LESSONS I works best with a 13 inch or larger color monitor. Although not required, you may want to connect a MIDI interface and synthesizer.

INSTALLING MUSIC LESSONS I

Two types of Central Processor Unit (CPU) chips are used in Macintosh computers, the 680x0 series (68000, 68020, 68030, and 68040), and the Power PC chip. They're often called 68K and PPC chips. Macs that use the 680x0 chips are the SE, II series, Classic, LC, Centris, Quadra, and many Performas and PowerBooks. All Power Macs and some Performas and PowerBooks use the Power PC chip.

The MUSIC LESSONS I Installer program gives you three options for installing MUSIC LESSONS I.

- MUSIC LESSONS I for both 68K and PPC Macs. The advantage of this option is that the same application file will run on all Macs. The disadvantage is the size of the MUSIC LESSONS I application because it contains the code needed for both types of CPU chips.
- MUSIC LESSONS I for 68K Macs. Runs on all Macs, but not optimized for Power Macs.
- MUSIC LESSONS I for Power Macs. Runs on Power Macs only.

Here's how to install MUSIC LESSONS I.

1. Insert the MUSIC LESSONS I CD-ROM disc.
2. Double click the MUSIC LESSONS I Installer icon and the following window will appear.



The popup menu at the top of the window reads Easy Install. Click the Install button to install the universal version of MUSIC LESSONS I that runs on both 68K and Power Macs.

To install a specific version of MUSIC LESSONS I click the Easy Install popup menu and choose Custom Install. Click the checkbox for the version you wish to install.

MUSIC LESSONS I User Guide



Next tell the install program where to put the MUSIC LESSONS I program on your hard drive. Click the popup menu in the Install Location area of the window to select the location to install the MUSIC LESSONS I program.



The items in the popup menu above the Select Folder item represent hard disks. If you choose a hard disk as the install location, the MUSIC LESSONS I program files will be copied to a folder at the top level of that hard drive. If you choose Select Folder from the popup menu you can install MUSIC LESSONS I program files inside any folder(s) on any hard drive.

3. Select the version of MUSIC LESSONS I that you want to install, select the location to install to, and then click the Install button.

4. When the install program is finished, you'll find a folder named MUSIC LESSONS I on your hard drive at the location you specified. When you open that folder it should contain these file and folder icons.



MUSIC LESSONS I

The application. Double click to run.

MUSIC LESSONS I Help (folder)

Contains the music theory reference files and instruction files that are displayed in the MUSIC LESSONS I Help window. You can create your own help files and add them to this folder. See page 92.

Synthesizer Name Files (folder)

Contains patch list files for various synthesizers. Information in these files describes the layout of the different sounds available on that synthesizer. If your synthesizer isn't listed you can create a file for it and add it to this folder. See page 93.

Sound Effects (folder)

Contains sound effects that can be played after right and wrong answers. You can create your own sound effects and add them to this folder. See page 93.

MUSIC LESSONS I Readme

Contains last minute information that didn't make it into the manual.

ML Help Editor

Use this application to edit and create your own help files.

MUSIC LESSONS I ICONS

These icons represent the different file types used by MUSIC LESSONS I.



The MUSIC LESSONS I application.
Double click to run.



MUSIC LESSONS I Progress Reports store your scores and can be located anywhere on your hard drive.



MUSIC LESSONS I Help files. These files must be located in the MUSIC LESSONS I Help for them to be displayed in the MUSIC LESSONS I Help window.



Custom Level files store information for the four custom levels of one drill. These files can be located anywhere.



The MUSIC LESSONS I Preferences file stores customization settings used at program start up. This file is located in the Preferences folder in the System Folder.



The ML Help Editor application is used to edit and create MUSIC LESSONS I Help files. It's initially located in the MUSIC LESSONS I folder but can be anywhere.

OPTIONAL FILES

The following files are not required to run MUSIC LESSONS I and are not supplied with the program. However, if you have them, MUSIC LESSONS I will be able to use them.

- MIDI Manager 2.0.2 (from Apple Computer)
- OMS (Open Music System from

Opcode)

See Part 8, Sound for information on using these MIDI systems with MUSIC LESSONS I. See page 96 for information on how to obtain them.

INSTALLING QUICKTIME

If you are not using MIDI and want the best sounds from your Mac speaker, we recommend you use QuickTime Musical Instruments. The QuickTime extension is normally installed as part of System 7. An additional extension, QuickTime Musical Instruments, contains high quality musical sounds. QTMI (QuickTime Musical Instruments) is part of the QuickTime system software supplied by Apple Computer.

At the time this manual was written the latest version of QuickTime was 4.0. QuickTime is available over the internet, as well as from many user groups and Apple dealers. See the Reference Manual, page 53.

When QuickTime is installed properly, the following files will be located inside the Extensions folder in the System Folder.

All Macs



Power Macs (above two plus)



If they're not already there, you'll need to install them. The easiest way to install these files is to drag the icon of the file you're installing on top of the icon of

MUSIC LESSONS I User Guide

your System Folder. When the System Folder icon darkens, release the Mouse button. A dialog box will appear saying “Extensions need to be placed in the extensions folder.” Click OK and it’s done. Restart your computer.

RUNNING MUSIC LESSONS I

Find the serial number sticker that came with the program. You’ll need it before you can run MUSIC LESSONS I. There are two copies of the serial number. Cut them out. Affix one to the registration card, fill out the card, and mail it back to MiBAC.

Keep the second serial number in a safe place, like the inside cover of the manual.

Double click the MUSIC LESSONS I icon to start the program. When the following dialog appears, enter your name, organization, and program serial number. You will not be asked for the serial number again unless you reformat your hard drive or reinstall your system software.



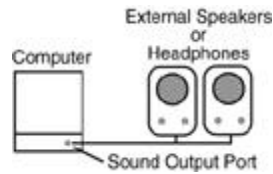
REMOVING MUSIC LESSONS I

Removing MUSIC LESSONS I from your computer is easy. Drag the MUSIC LESSONS I folder to the trash and empty the trash.

SETTING UP MAC SOUNDS

MUSIC LESSONS I can play sounds through your computer’s internal speaker. You can also connect amplified speakers

or headphones to the sound output port on the back of your Mac.



Now that you’ve completed the setup, it’s time to play some notes to make sure everything works correctly. Choose the Note Reading drill in the Drill menu. Make sure that the menu items Use Mac and Use Sound in the Sound menu are both checked. Click the Middle C key on the screen piano and verify that the note name “C” appears in an answer box.



If QuickTime is installed choose Use QuickTime from the sound menu and click Middle C again. Hopefully, you heard the sounds. If not...

Troubleshooting Mac Sound

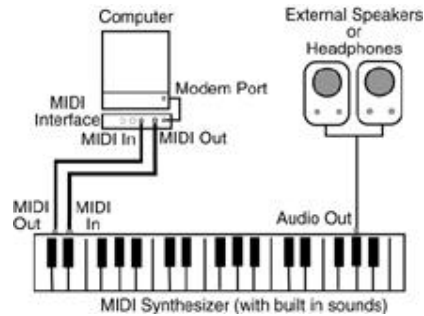
- Make sure Use Mac is checked in the Sound menu.
- Make sure Use Sound is checked in the Sound menu.
- Make sure the sound volume is turned up in the Sound control panel.
- If you’re using QuickTime, make sure the correct files are installed. See page 11.
- Read the FAQ in the Appendix. See the Reference Manual, pages 48-49.

Chapter 4, Sound, in the Reference Manual discusses sound in detail.

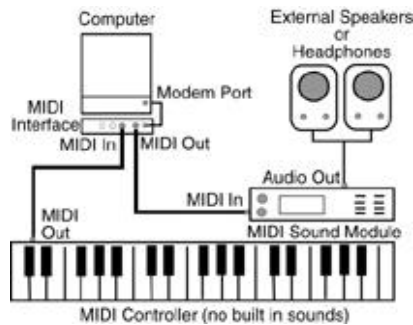
SETTING UP MIDI

MUSIC LESSONS I can send and receive MIDI. You’ll need a MIDI interface, a

MIDI synthesizer, and cables. The simplest setup uses a MIDI synthesizer that has its own built in sounds.



A slightly more complex setup uses a MIDI controller (no sounds of its own) and a MIDI sound module (has sounds, but doesn't have keys). With this setup, you'll need to enable Use MIDI Echo on the MIDI Setup page in the Preferences dialog. See the Reference Manual, page 33.



Caution: Make sure your computer and synthesizer are powered off before making these connections.

A standard printer cable connects the MIDI Interface to the modem port (recommended) or printer port on the back of the Mac. The MIDI interface functions as a high speed modem that transmits data between the computer and synthesizer. Two MIDI cables connect the synthesizer to the MIDI interface. MIDI cable connections go to opposite label names. MIDI In on the interface is

connected to MIDI Out on the synthesizer. MIDI Out on the interface is connected to MIDI In on the synthesizer. Audio Out from the synthesizer is connected to your sound system. Refer to your MIDI interface and synthesizer manuals for additional information.

Now that you've completed the setup, it's time to play some notes on your synthesizer to make sure everything works correctly. Choose the Note Reading drill in the Drill menu. Make sure that the menu items Use MIDI and Use Sound in the Sound menu are both checked. Play a few notes on your MIDI synthesizer and verify that the corresponding on-screen keyboard keys highlight and that their names appear in an answer box.

If you hear the sound, skip to page 15. If not...

Troubleshooting MIDI Sound

- Make sure Use MIDI is checked in the Sound menu.
- Make sure Use Sound is checked in the Sound menu.
- Make sure your MIDI synthesizers and sound source are plugged in, turned on, and the volume is turned up.
- Make sure your MIDI cables are connected properly. Connections go to opposite label names. MIDI In on the MIDI interface is connected to MIDI Out on the synthesizer. MIDI Out on the MIDI interface is connected to MIDI In on the synthesizer.
- Use the piano instrument. Make sure the MIDI channel settings on your synthesizer match those on the Piano page in the Preferences dialog. See the Reference Manual, page 33.
- If you're using a MIDI keyboard controller to play an external sound module, you'll have to turn on the Use MIDI Echo command found in the MIDI Setup section of the Preferences dialog. See the Reference Manual, page 33.

MUSIC LESSONS I User Guide

- If you're using MIDI Manager or OMS, you'll have to make sure they're properly installed. We suggest you start with MiBAC's built in driver. See the Reference Manual, page 42.
- Read the FAQ in the Appendix of the Reference Manual, pages 48-49.

Chapter 4, Sound, in the Reference Manual discusses sound and MIDI in detail.

CHAPTER 3 - OVERVIEW

CONTENTS

Menus	15
Drills	16
Instrument Drill Windows	16
Multiple Choice Drill Windows	16
Screen Elements	16
Toolbars	17
Instruments	18
Keyboard Popup Menu	18
Sound	18
Answering Questions	19
Fast Answer Checking	19
Sound Effects	19
Buttons	19
Custom Levels	20
Screen Colors and Fonts	20
The Progress Report Window	20
Preferences	21
Getting Help	21

This section contains an overview of the MUSIC LESSONS I program.

MENUS

There are ten menus in MUSIC LESSONS I.

Apple Menu

The first item in the Apple menu is About MUSIC LESSONS I. Choosing this item displays a dialog box containing the version number, the registered user name, and information about contacting MiBAC Music Software.

File Menu

The File menu contains commands to create, open, save, and print progress reports, set user preferences, and quit the program.

Edit Menu

The Edit menu contains the usual cut, copy and paste commands. They are not used in MUSIC LESSONS I.

Drill Menu

The Drill menu contains the twelve MUSIC LESSONS I drills.

Level Menu

The Level menu refers to level of difficulty. It is divided into two sections, main and custom. The number of items in the main section changes for each of the twelve drills. The levels of difficulty in the Main section range from easy to difficult. The custom section stays the same in each drill and lets you create, save, and load four custom levels.

Clefs Menu

The Clefs menu lets you choose between treble, bass, alto, tenor, or any combination of these clefs.

Instrument Menu

The Instrument menu lets you choose between the piano, guitar, or alphabet block instruments. This menu is disabled in drills that don't use an instrument.

Options Menu

The Options menu contains commands that control your interaction with the program, set the keys used for drills, and reset your scores.

Sound Menu

The Sound menu contains commands to use sampled sounds, QuickTime Musical Instruments, MIDI, sound effects, change MIDI instrument sounds, and change the tempo.

Window Menu

The Window menu lets you switch between Drill, Progress, and Help windows.

Help Menu

The Help menu is shown as a question mark icon at the far right of the menu bar. It contains commands to turn balloon help on and off, and to open the MUSIC LESSONS I Help window.

DRILLS

Two types of drills are used in the program, instrument drills and multiple choice drills. There are six of each.

Instrument Drills

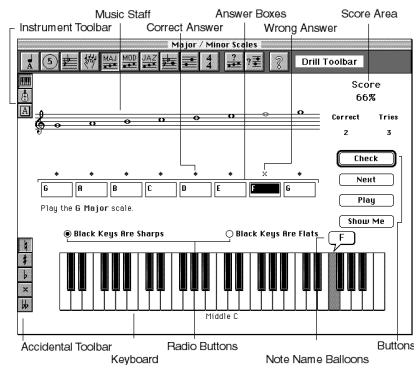
- Note Reading
- Circle of Fifths
- Five Finger Positions
- Major/Minor Scales
- Modes
- Jazz Scales

Multiple Choice Drills

- Key Signatures
- Scale Degrees
- Intervals
- Note/Rest Durations
- Scales Ear Training
- Intervals Ear Training

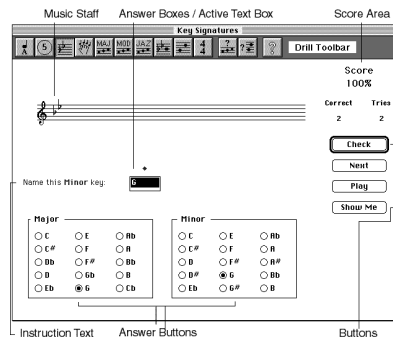
INSTRUMENT DRILL WINDOWS

Instrument drills display a piano, guitar, or alphabet block instrument on the screen. You answer questions by clicking a key on the screen instrument or playing a note on your MIDI synthesizer. Notes you play on the synthesizer will be highlighted on the screen keyboard. We'll use the term keyboard to refer to either the on-screen MUSIC LESSONS I instrument or an attached MIDI synthesizer. The following picture shows an instrument drill window displaying the piano keyboard.



MULTIPLE CHOICE DRILL WINDOWS

Multiple Choice drills display one or two groups of answer buttons. You answer questions by clicking the appropriate button. The following picture shows a multiple choice drill window.



SCREEN ELEMENTS

The following elements are common to both instrument and multiple choice drill windows.

Music Staff

The music staff displays a clef, key signature, time signature, notes, and rests. The exact symbols displayed depend on the drill.

Score Area

The score area in the upper right corner of the drill window shows your percentage of correct answers, the number of correct answers, and the number of questions you've tried for each level of each drill. As you change drills, levels, clefs, or instruments, the score changes accordingly.

Answer Boxes

Answer boxes are located below the music staff. When you play the keyboard or click an answer button, your answers will appear in these boxes. If the Allow Typed Answers menu command is checked, you can also type your answers.

Active Text Box

The active text box is the answer box that contains the blinking text insertion point or the highlighted text.

Instruction Text

Instruction text is located below or to the left of the answer box(es) and provides additional information needed to answer the question.

Instrument / Answer Buttons

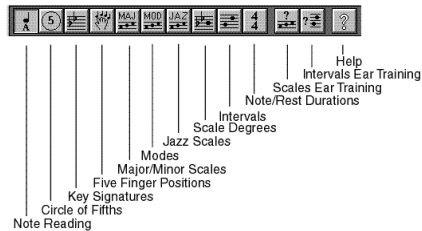
You answer questions by using the on screen Instrument or Answer Buttons. In instrument drills, clicking a note on the screen keyboard or playing a note on your MIDI keyboard will enter the note name into the active text box. In multiple choice drills clicking the appropriate answer button will enter the answer into the active text box.

TOOLBARS

Four toolbars are used in MUSIC LESSONS I.

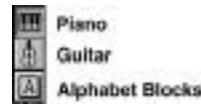
Drill Toolbar

The Drill toolbar appears in all drills and contains thirteen buttons. The first twelve correspond to the twelve MUSIC LESSONS I drills. The last button is the Help button that opens the MUSIC LESSONS I Help window. The current drill is indicated by a recessed appearance, Note Reading in this picture.



Instrument Toolbar

The Instrument toolbar appears in the six instrument drills. Its three buttons let you change between the piano, guitar, and alphabet block instruments.



You can control additional characteristics of each instrument by using the Instrument menu or the Piano, Guitar, and Alphabet Block pages in the Preferences dialog. See the Reference Manual, pages 33-35.

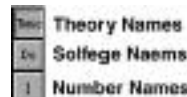
Accidental Toolbar

The Accidental toolbar appears in strict answers mode in the three scales drills: Major/Minor, Modes, and Jazz. Its five buttons are used to spell note names exactly.



Scale Degree Toolbar

The Scale Degree toolbar appears only in the Scale Degree drill. Its three buttons let you choose whether you want to refer to scale degrees by their music theory names, by their moveable do (solfege) names, or by their numerical position in the scale.

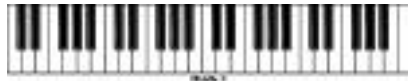


INSTRUMENTS

In Instrument drills you can choose between a piano, guitar or alphabet block instrument. You switch between instruments by clicking a button in the Instrument toolbar, or by using the Instrument menu.

Piano Instrument

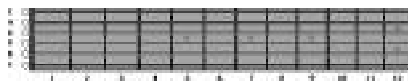
You can use a four or six octave piano. Use the Piano page of the Preferences dialog to make your settings permanent. See the Reference Manual, pages 33-34.



You play the piano instrument by clicking a key on the screen or playing a note on your MIDI synthesizer. The note you play will be highlighted on the screen, and the name will appear in the active answer box.

Guitar Instrument

You can use a 12 or 19 fret guitar. In addition, you can specify whether you want the bass string to appear at the top or bottom of the fingerboard picture. Use the Guitar page of the Preferences dialog to make your settings permanent. See the Reference Manual, pages 34-35.



You play the guitar instrument by clicking a fret position on the screen or playing a note on your MIDI synthesizer. The note you play will be highlighted on the screen and the name will appear in the active answer box.

Alphabet Block Instrument

The alphabet block instrument can display accidentals using symbols or text. Use the Alphabet Block page of the Preferences dialog to make your settings permanent. See the Reference Manual, page 35.



You play the alphabet block instrument by clicking a letter block and an accidental block on the screen, or by playing a note on your MIDI synthesizer. The note you play will be highlighted on the screen and the name will appear in the active answer box. Single clicking an alphabet block or an accidental block enters the note into the active text box. Type the tab key, right arrow key, or click the right arrow icon to advance to the next answer box. Double clicking an alphabet block or an accidental block enters the note into the active answer box and advances the text insertion point to the next answer box.

KEYBOARD POPUP MENU

If you click a piano key, guitar fret, or alphabet block and keep the mouse button held down, a popup menu will appear that lets you select the name of the note you want to use for that key. The piano popup menu is shown below.



SOUND

You can play sounds through the Mac speaker or through a MIDI synthesizer. If you use the Mac speaker you can choose between sampled sounds or QuickTime

Musical Instruments. If you use MIDI, MUSIC LESSONS I supports MiBAC's built in MIDI routines, Apple's MIDI Manager, or Opcode Systems' OMS (Open Music System). You can change settings in the Sound menu and in the Preferences dialog. See the Reference Manual, pages 32-33, for more detailed information. See the Reference Manual, page 53, for information on obtaining QuickTime Musical Instruments, MIDI Manager, and OMS.

ANSWERING QUESTIONS

MUSIC LESSONS I poses a question on the screen. You answer it.

Instrument drills display a screen instrument and have multiple answer boxes.

Multiple Choice drills have one answer box and one or two groups of answer buttons.

There are three ways to enter your answers.

Mouse Entry

In Multiple Choice drills, click the appropriate answer button. In Instrument drills, click a key on the screen instrument.

MIDI Entry

In Instrument drills, play a note on your MIDI synthesizer. The note you play will be highlighted on the screen and the name will be entered into the active answer box. The only multiple choice drill that supports MIDI entry is Key Signatures.

Typing Entry

If you want to type your answers, you must turn on Allow Typed Answers from the Options menu.

After you've entered your answers, click the Check button and your score will be updated.

FAST ANSWER CHECKING

When Fast Answer Checking is on, MUSIC LESSONS I automatically checks your answers as soon as all answer boxes are filled. If your answers are correct you'll instantly get a new question. If any answers are wrong, the first wrong answer will be selected. When you've corrected that answer, the next wrong answer will be selected. As soon as you've corrected all the wrong answers, your answer will be checked again. Fast Answer Checking is a rapid way to improve your skills in all drills. Fast Answer Checking is found in the Options menu and the General page of the Preferences dialog. See the Reference Manual, pages 23, 30.

SOUND EFFECTS

You can assign different sound effects to be played for right and wrong answers using the Sound Effects page of the Preferences dialog. Make sure Use Sound Effects in the Sound Menu is also checked. See the Reference Manual, pages 25, 37

BUTTONS

The Check, Next, Play, and Show Me buttons appear in all twelve drills. Each one has a typing shortcut. Typing shortcuts are described as "Command-M." This means you press the command key and type m. The command key is the key with the Apple, propeller, or clover leaf symbol. You can assign keys on your MIDI synthesizer to function as shortcuts for these buttons by using the MIDI Shortcuts page of the Preferences dialog. See the Reference Manual, page 47.

Check Button

Click Check (or type Enter) to evaluate your answer. If your answer is correct a diamond will appear above the answer box. If your answer is wrong an X will appear above the answer box. In most drills, clicking the Check button will also

PREFERENCES

The Preferences command in the File menu allows you to customize the way you use MUSIC LESSONS I. These settings are saved in the MUSIC LESSONS I Preferences file located in the Preferences folder inside the System Folder and will be used whenever the program is started.



The fifteen pages in the Preferences dialog can be accessed by the Preferences popup menu or by clicking the Prev and Next buttons.

Click the OK button to set the program preferences on the current page until you quit the program. Settings will not be saved across program restarts.

Click the Permanent button to save the program preferences on the current page to a file called "MUSIC LESSONS I Preferences" in the Preferences folder inside the System Folder. These settings are used whenever the program is started.

Click the Defaults button to reset the current page to MUSIC LESSONS I's default settings.

Click the Cancel button to exit from the Preferences dialog without changing or saving any settings.

Preferences are discussed in detail in Chapter 3 of the Reference Manual.

GETTING HELP

Two forms of help are available, the MUSIC LESSONS I Help Window and Balloon Help.

MUSIC LESSONS I Help Window

A complete music theory reference is available by choosing Help from the Window menu,



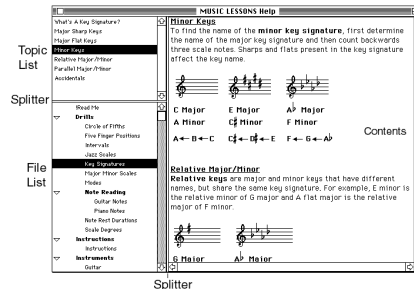
clicking the Help button in the toolbar,



or choosing the MUSIC LESSONS I Help command from the Help Menu.



We've supplied help files explaining the music theory for all the drills in MUSIC LESSONS I as well as instructions for using the program. The following picture shows the MUSIC LESSONS I Help window.



The Help window is divided into three parts. The File List in the lower left displays the help files in the MUSIC LESSONS I Help folder. When you click a file name in the File List, the topics in that file appear in the Topic List in the upper left, and the contents of the file will appear in the Contents area on the right. When you click a topic in the Topic List, that topic will scroll into view in the Contents area.

MUSIC LESSONS I User Guide

When you see a speaker button in the help file, double click the speaker to play the sound.



The MUSIC LESSONS I Help system is extensible. You can create and add your own files to the MUSIC LESSONS I Help folder. Help files can be created with the ML Help Editor application and are just text files containing colored, styled text, pictures, and sounds. Once you've created a help file, just copy it to the MUSIC LESSONS I Help folder, and it will show up in the File List in the Help window. See the Reference Manual, page 50, for information on creating your own help files.

Help files can be printed by choosing the Print command in the File menu.

Balloon Help

Balloon Help is a standard feature in System 7 and later. To activate Balloon Help choose Show Balloons from the Help menu.



When Balloon Help is on, balloons appear when the mouse is moved over areas of the screen. The following picture shows the help balloon that appears when the mouse is moved over the Help icon in the Drill toolbar.



Balloon help is available for all menu items, dialogs and drill windows in MUSIC LESSONS I. Try it. Choose Hide Balloons from the Help menu to turn balloon help off.

Chapter 4 - Tutorial

Contents

Changing Drills	23
Changing Clefs	23
Changing Instruments	23
Playing Instruments	24
Moving Between Answer Boxes	24
Answering Questions	24
Check, Next, Play, and Show Me Buttons	24
Checking Answers	25
Score	26
Auto Next Note	26
Auto Next Question	26
Correcting Mistakes	27
Fast Answer Checking	27
Use Sound	27
Use Sound Effects	27
Set Tempo	27
Note Names	28
Note Name Balloons	28
Changing the Level of Difficulty	28
Creating Your Own Drills	30
Save/Load Custom Levels	31
Score	31
Reset Scores	32
Help	32
Progress Reports	33
Customize Progress Reports	35
Printing a Progress Report	35
Quitting MUSIC LESSONS I	36

This section covers most of the program features by concentrating on the Note Reading drill. The lessons learned in this section apply to the other eleven drills. Many of the settings you experiment with in this section can be changed and saved using the Preferences command in the File menu. See Part 7 Preferences, page 67.

This font indicates steps and experiments to be tried at the computer. You'll get the most out of this section by working along at your computer as you're reading.

Throughout this manual we'll refer to a menu item as being on or off. The menu item is on when a check mark appears next to it. The menu item is off when no check mark appears.

Changing Drills

You change drills by choosing items in the Drill menu or clicking buttons in the Drill toolbar. The order of drills in the Drill menu is the same as the order of the buttons in the Drill toolbar. The current drill is indicated by a check mark in the menu and by a recessed appearance in the toolbar.

Choose different drills from the Drill menu and observe the buttons in the toolbar. Click different buttons in the Drill toolbar and observe the checked item in the Drill menu.

Changing Clefs

You change clefs by choosing items in the Clefs menu. You can use any combination of treble, bass, alto, or tenor clefs by choosing the Random Clefs menu item.

Choose different clefs from the Drill menu and observe the music staff. Choose Random Clefs from the Clefs menu, and in the Random Clefs dialog box, choose any combination of clefs. Click OK. Click the Next button a few times and watch as the questions alternate between the clefs you specified.

Changing Instruments

You change instruments by choosing items in the Instrument menu or clicking buttons in the Instrument toolbar. You can use a piano, guitar, or alphabet block instrument.

Click each instrument button in the Instrument toolbar and watch the instrument change on screen. If you

change instruments from the Instrument menu, you'll have more choices. You can use a four or six octave piano, a 12 or 19 fret guitar, and have the alphabet block instrument display accidentals by symbol or name. Try each instrument variation.

There are additional instrument options on the Piano, Guitar, and Alphabet Block pages in the Preferences dialog. See the Reference Manual, pages 33-35.

Playing Instruments

You play the screen instrument by clicking a key on the screen. The notes you play will highlight on the screen and the note name will be entered into the active text box.

Piano Instrument

Change to the piano instrument and play a few notes.

Guitar Instrument

Change to the guitar instrument and play a few notes.

Alphabet Block Instrument

You play the alphabet block instrument by clicking a letter block and an accidental block on the screen. Single clicking an alphabet block or an accidental block enters the note into the active text box. Double clicking an alphabet block or an accidental block enters the note into the active answer box and advances to the next answer box.

Change to the alphabet block instrument and play a few notes using the mouse. Try single clicks and double clicks.

If you have a MIDI synthesizer, the notes you play on your synthesizer will highlight on the screen instrument, and the note names will be entered into the active text box.

If you've connected a MIDI synthesizer, play a few notes on your synthesizer and watch the highlighting on all three screen instruments.

Moving Between Answer Boxes

Several drills have more than one answer box. You can move between answer boxes three ways. Try all three.

Press the tab key or right arrow key to move to the answer box to the right.

Press shift-tab or left arrow key to move to the answer box to the left.

Click in an answer box.

Answering Questions

There are three ways to enter your answers in instrument drills.

Mouse entry

Click the keys of the screen instrument. The names of the notes will be entered into the active answer box. The active answer box is the one with the blinking vertical text insertion bar.

MIDI entry

Play a few keys on your MIDI keyboard. The notes you play will be highlighted on the screen keyboard and their names will be entered into the active answer box. See page 81 for information on setting up your MIDI synthesizer.

Typing entry

Turn Allow Typed Answers on in the Options menu (has check mark). Type your answers.

Check, Next, Play, and Show Me Buttons

These four buttons appear in all twelve drills. Each one has a typing shortcut. Typing shortcuts are described as "Command- M." This means you press the command key and type m. The command key is the key with the Apple, propeller, or clover leaf symbol. You can assign keys on your MIDI synthesizer to function as shortcuts for these buttons by

using the MIDI Shortcuts page of the Preferences dialog. See the Reference Manual, page 36.

Check Button

The Check button checks your answer, updates your score, and in most drills plays your answer.

Click the Check button. Diamonds appear above correct answers and X's above wrong answers. A shortcut for Check is typing return or enter. Try it.

Next Button

The Next button gives you a new question.

Click the Next button several times and watch new questions appear. A shortcut for Next is typing Command-E. Try it.

Play Button

The Play button plays the correct answer. The Check button plays your answer. Hopefully, they'll be the same.

Click the Play button and listen to the correct answer. Enter some wrong answers and click the Check button. Hear the difference? The Play button plays the correct answer, the Check button plays your answer. A shortcut for Play is typing Command-L. Try it.

Show Me Button

The Show Me button displays the correct answer by highlighting the keyboard keys or answer buttons. In most drills it also plays the answer. If you click Show Me before you click Check, your score will not be updated.

Click the Next button to get a new question. Now click the Show Me button. Watch the correct answers appear. Now click the Check button and try to get credit for the answer. You can't. Your screen score will not change. A shortcut for Show Me is typing Command-M. Try it.

Checking Answers

Reset the menus as follows:

Drill menu / Note Reading

Level menu / Spaces, No Accidentals

Clef menu / Treble Clef

Instrument menu / Piano / 4 Octaves

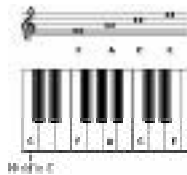


Click the Next button until the notes on the screen match the following picture.

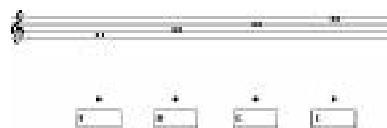


Mouse or MIDI Answers

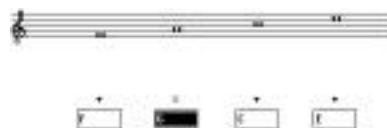
Using either mouse or MIDI, play the four notes F A C E on the keyboard as shown below and then click the Check button.



If your answers are correct you'll see a diamond over all four answer boxes, the diamonds will flash a few times, the score will be updated, and you'll get a new question.



If an answer is wrong you'll see an X over the answer box with the wrong answer(s) and the screen score will be updated.



Click the Next button for a new question and try it again.

Typed Answers

When you want to answer questions by typing, you must turn on the Allow Typed Answers command in the Options menu, but don't do it just yet.

Verify that the Allow Typed Answers command in the Options menu is turned off (no check mark). Type your answers. Use the tab key, or left and right arrow keys, to move between answer boxes. When all four notes have been entered, click the Check button. Your correct answers will be marked wrong. The reason? Allow Typed Answers was not turned on. Now turn on Allow Typed Answers from the Options menu (has check mark) and click the Check button. Your correct answers will be accepted.

When Allow Typed Answers is on, MUSIC LESSONS I doesn't care if you played the note in the correct octave, only that you got the name right. When Allow Typed Answers is off, both the note name and octave position have to be correct. You can make this setting permanent using the General page in the Preferences dialog. See the Reference Manual, page 30.

Score

The score area of the Drill window shows your percentage of right to wrong answers, the total number of correct answers, and the total number of tries.



Score	
85%	
Correct	Tries
17	20

If you were watching your score on the screen, you may have noticed that it is only updated the first time you click Check. If you correct a wrong answer and then click Check again, your score will not be changed. If you click Show Me before you click Check, you will not get credit for that question.

Click the Next button for a new question. Enter some correct answers and some wrong answers and then click the Check button. Your score is updated. The answer box with the first wrong answer is selected. Now correct your wrong answers and click the Check button again. If you get them all correct, you'll get a new question, but your score will not be changed.

Auto Next Note

The Auto Next Note command appears in the Options Menu. When Auto Next Note is on, the text insertion point advances to the next answer box each time you play a note. When you play several notes in a row, notes are entered into successive answer boxes. When Auto Next Note is off, every note you play stays in the same answer box, replacing the note previously there. This menu command affects only the current drill. It is disabled when using the Alphabet Block instrument, or in drills that have only one answer box. You can set Auto Next Note independently for each drill on the Drill page of the Preferences dialog. See the Reference Manual, page 31.

Turn Auto Next Note on (has check mark). Play several notes and watch how they move from answer box to answer box. Turn Auto Next Note off (no check mark). Play several notes and watch how they stay in the same answer box.

Auto Next Question

The Auto Next Question command appears in the Options Menu. When Auto Next Question is on, each time you check your answers and they are all correct, you'll be given a new question. When Auto Next Question is off you will not get a new question even if your answer was correct. You can get a new question at any time by clicking the Next button. This menu command affects only the current drill. You can set Auto Next Question independently for each drill by using the

Drill page in the Preferences dialog. See the Reference Manual, page 31.

Turn Auto Next Question on (has check mark). Click Show Me and then click Check. When you get the answer right you get a new question. Turn Auto Next Question off (no check mark). Click Show Me and then click Check. When you get the answer right you don't get a new question.

Correcting Mistakes

When MUSIC LESSONS I checks your answers and they're all correct, you'll get a new question. If any answers are wrong, the first wrong answer will be selected. When you've corrected that answer, the next wrong answer will be selected.

In the Note Reading drill, choose Spaces from the Level menu. Turn on Auto Next Note (has check mark) and Auto Next Question (has check mark) in the Options menu. Click the Next button until you get the question used on page 25, "FACE." Answer the question, but this time deliberately get notes two and four wrong. Check your answers. The answer box for the first wrong answer (note two) should be highlighted. Correct note two by playing the correct answer. The highlighted answer box should advance to the next wrong answer (note four). Correct note four and click check. If your answers are now correct you'll get a new question.

Fast Answer Checking

In the Note Reading drill, Fast Answer Checking is an excellent way to improve your sight reading skills.

Choose the Note Reading drill, Spaces level. Play the correct notes. Turn Fast Answer Checking on in the Options menu (has check mark). As soon as you've played the last note, MUSIC LESSONS I will automatically check your answers. If they're correct, you'll get a new question. If you make mistakes, the answer box with the first

mistake will be selected. Correct that mistake. If that was the only one wrong your answers will be checked again. If there is another mistake the next wrong answer will be selected.

Use Sound

The Use Sound command appears in the Sound menu. When Use Sound is on, notes will be played when you click the Check, Play or Show Me buttons. In some situations you might want to turn the sound off. For example, you're working in a public place and don't want to disturb others. Or you're looking for faster feedback and want the answers checked instantly, without having to wait for each note to play.

Turn Use Sound off (no check mark). Answer some questions and check your answers. Notice how fast the answers appear when sound is not used. Turn Use Sound on (has check mark). Answer some questions, check your answers and listen.

Use Sound Effects

The Use Sound Effects command is found in the Sound menu. You can assign sound effects, like applause and buzzer, to right and wrong answers and have them played after checking your answers.

Turn Sound Effects on (has check mark). Answer some questions and listen to the sound effect after your answers are checked.

If you don't like the default sound effects you can change them using the Sound Effects page in the Preferences dialog. See the Reference Manual, page 37.. You can also create your own sound effects. See the Reference Manual, page 51.

Set Tempo

The Set Tempo command in the Sound menu changes how fast the answers play. You can make answers play slowly so you

MUSIC LESSONS I User Guide

have time to watch the notes highlight on the screen. You can make answers play fast so you get new questions more quickly.

Choose the **Set Tempo** command from the **Sound** menu. In the **Set Tempo** dialog box, drag the slider control to change the tempo. Choose a fast tempo (230) and click the **OK** button. Now click the **Show Me** button. Try it again with a slow tempo (60). When you're done experimenting, reset the tempo to 120.



Note Names

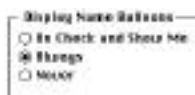
You can call notes by their alphabet names C D E F G A B, or by their solfege names Do Re Mi Fa Sol La Si.

Choose the **Preferences** command from the **File** menu. In the **Preferences** dialog choose **Drill** from the popup menu and select the **Solfege** radio button in the **Note Names** section of the dialog box. Click **OK**. See the Reference Manual, page 31.

Play some notes on the keyboard and observe how the note names have changed. If you want to reset the note names back to alphabet names do it now.

Note Name Balloons

You've probably noticed the balloons that appear above the keys of the screen piano as your answers are being checked. You can set the note name balloon behavior to **On Check** and **Show Me**, **Always**, or **Never**.



Choose the **Preferences** command from the **File** menu. In the **Preferences** dialog choose **Piano** from the popup

menu, select the **Always** radio button from the **Display Name Balloons** section, and click **OK**. See page 73.

Play some notes on the piano keyboard. Balloons appear over each note you play. This setting is useful when you're learning to read notes. Change the setting to **Never** and play some more notes — no balloons. Reset the note name balloons to the setting you prefer.

You can set the note name balloon behavior for the guitar instrument by using the **Guitar** page in the **Preferences** dialog. See the Reference Manual, page 34.

Changing the Level of Difficulty

Choose **Note Reading** from the **Drill** menu. Look at the items in the **Level** menu. You should see the following.



The **Level** menu for every **MUSIC LESSONS I** drill is divided into two sections: **Main** and **Custom**.

Main — Everything above **Custom Level 1**.

Custom — Everything from **Custom Level 1** down.

The number of groups and items in the main section change for each drill. The custom section remains the same.

Choose other drills from the Drill menu and look at the items in the Level menu. When you're done go back to the Note Reading drill.

The Level menu for the Note Reading drill has three groups in the main section. The first group contains these items.

- Spaces
- Lines
- Staff
- Ledgers
- Ledgers Only

The second group modifies items in the first group.

- No Accidentals
- Single Accidentals
- Double Accidentals

The third group modifies the Ledgers and Ledgers Only items from the first group. These items are disabled (grayed) until you select Ledgers or Ledgers Only from the main group.

- Beginning Ledgers
- Advanced Ledgers

Let's explore the Level menu for the Note Reading drill. Reset the menus as follows:

**Drill menu / Note Reading
Clef menu / Treble Clef
Instrument menu / Piano / 4 Octaves
Level menu / Spaces / No Accidentals**

Click the Next button a few times. All new questions will be notes on the spaces of the staff.

Choose Lines from the Level menu. Click the Next button a few times. All new questions will be notes on the lines of the staff.

Choose Staff from the Level menu. Click the Next button a few times. All new questions will be notes on the lines and spaces within the staff.

Choose Ledgers from the Level menu. Click the Next button a few times. All new questions will be notes on the lines and spaces of the staff, and sometimes on ledger lines above and below the staff.

Choose Ledgers Only from the Level menu. Click the Next button a few times. All new questions will be notes above or below the lines of the staff, and no notes appear within the staff.

Let's modify some of the levels in the main group.

Choose Lines from the Level menu and then choose Single Accidentals from the Level menu. Click the Next button a few times. All new questions will be notes on the lines of the staff, and some notes will have sharps or naturals in front of them.

Choose Double Accidentals from the Level menu. Click the Next button a few times. All new questions will be notes on the lines of the staff, some notes will have sharps or naturals in front of them, and some notes will have double sharps in front of them.

Let's work on the ledger lines.

Choose Ledgers Only, No Accidentals, and Beginning Ledgers from the Level menu. Click the Next button a few times. All new questions will be notes above or below the staff and no note will be more than two ledger lines above or below the staff.

Choose Advanced Ledgers from the Level menu. Click the Next button a few times. Notes below the staff range down to five ledgers below, but notes above the staff are restricted to two ledgers above. That's because the four octave screen piano cannot play notes beyond that range.

Choose the six octave piano from the Instrument menu to increase the range.



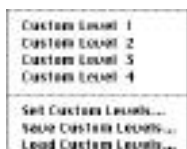
Click the Next button a few times. Notes now appear up to five ledgers above and below the staff.

Probably the hardest level in the Note Reading drill is Ledgers Only, Double Accidentals, 6 Octave Piano, Tenor Clef. Try it.

MUSIC LESSONS I User Guide

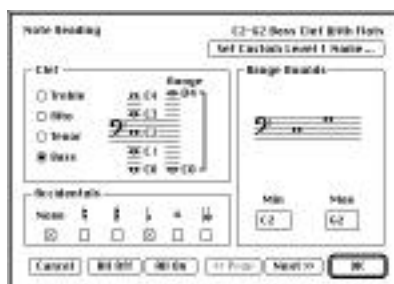
Creating Your Own Drills

You can create four custom levels in each drill. The Level menu for each drill contains these items..



Let's create some custom levels. Our first custom level will be used to learn the notes C to G in the bass clef.

Choose Set Custom Levels from the Level menu. When the Custom Levels dialog box appears, enter information in the dialog so that it matches the following picture.



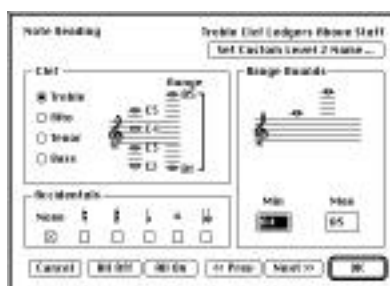
Clef = Bass
Accidentals = None and Flat
Range Bounds = C2 - G2

Click the Set Custom Level 1 Name button and name this custom level "C2-G2 Bass Clef with Flats." When you're finished click OK. Now go back to the Level menu. The menu item that used to be called Custom Level 1 is now called C2-G2 Bass Clef With Flats. Choose the C2-G2 Bass Clef With Flats menu item and then click the Next button a few times. Observe that all questions are in the bass clef using the notes C2-G2, using no accidentals or flats.

Our second custom level will be used for practicing note reading on ledger lines above the treble clef. We've already used

custom level 1, so we'll make this Custom Level 2.

Choose Set Custom Levels from the Level menu. When the Custom Levels dialog box appears it will probably be set to Custom Level 1, as you can see by reading the button title in the upper right corner. Click the "Next>>" button until the button title reads Set Custom Level 2 Name. Enter information in the dialog so that it matches the following picture.



Clef = Treble
Accidentals = None
Range Bounds = A4 - B5

Click the Set Custom Level 2 Name button and name this custom level "Treble Clef Ledgers Above Staff." When you're finished, click OK. Now go back to the Level menu. You should see that the item that used to be called Custom Level 2 is now called Treble Clef Ledgers Above Staff. Choose the Treble Clef Ledgers Above Staff menu item. This custom level needs the six octave piano, so MUSIC LESSONS I will switch to that instrument. Click the Next button a few times and observe that all new questions are in the treble clef using the notes A4-B5, with no accidentals. When you switch back to another level the default piano will return.

Save/Load Custom Levels

You can save custom levels using the Save

Custom Levels menu command and reuse them later using the Load Custom Levels command. Each custom level file contains information for one drill. You can create and save as many custom level files as you want.

Choose Save Custom Levels from the Level menu. When the Save File dialog appears, name the file “NN Custom Week 1” and click Save.



Let’s change Custom Level 1 to demonstrate two more aspects of custom levels.

- Custom levels currently in effect are remembered across program restarts.
- Opening custom level files.

Choose Set Custom Levels from the level menu. When the Custom Levels dialog appears, change the options for Custom Level 1 to:

- Clef = Tenor
- Accidentals = None
- Range Bounds = D2 - D3

Click the Set Custom Level 1 Name button and name this custom level “D2-D3 Tenor Clef.” When you’re finished, click OK and go back to the Level menu. The first custom level is now called D2-D3 Tenor Clef. Try it and then quit by choosing Quit from the File Menu. If the Save Scores dialog appears click the Don’t Save button. See page 35.

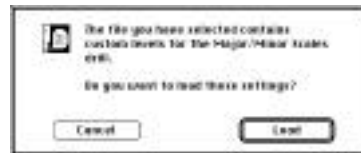
Restart MUSIC LESSONS I and go back to the Note Reading drill. The first custom level in the Level menu should still be called D2-D3 Tenor Clef.. That’s the custom level that was in effect when we quit.

Choose Load Custom Levels from the Level menu. When the open file dialog

appears open the file “NN Custom Week 1” file that we saved earlier.



Another dialog will appear asking for confirmation prior to replacing custom levels.



Click Load. The four custom levels that were in effect are now replaced by the ones found in the file. The Level menu item in the Custom Level 1 position should be C2-G2 Bass Clef With Flats. If you quit and restart MUSIC LESSONS I, the NN Custom Week I custom levels will be in effect.

Score

The score shown on the screen is specific to the drill, level, clef, and instrument you’re working with. In the Note Reading drill, a correct answer is worth four points, one point for each note. In all other drills a correct answer is worth one point; the question was either right or wrong.

Answer questions in different drills, levels, clefs, and instruments. Notice how the score on the screen reflects the score for that specific drill. As you switch between different levels, clefs and instruments, the score is updated to reflect that specific combination.

Reset Scores

MUSIC LESSONS I User Guide

Sometimes you get off to a bad start and just want to start a drill over again.

Choose Reset Scores from the Options menu. The Reset Scores dialog lets you reset scores for the current level of the current drill (Reset Level), all levels of the current drill (Reset Drill), or all levels of all drills (Reset All). Whichever one you choose affects only scores that have not been saved and will not change any previously saved scores.



Choose Cancel. Your session scores have not been changed.

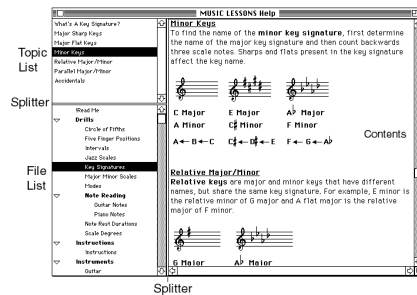
Help

A complete music theory reference is available by choosing Help from the Windows menu, clicking the Help button in the toolbar, or choosing the MUSIC LESSONS I Help command from the Help Menu. See page 21.

We've supplied help files explaining the music theory for all the drills in MUSIC LESSONS I as well as instructions for using the program. When you click the Help button in the toolbar, the Help window will open to the theory page for that drill.



Click the Help button in the toolbar. The Help window will appear.



The Help window is divided into three parts. The File List in the lower left displays the help files in the MUSIC LESSONS I Help folder. When you click a file name in the File List, the topics in that file appear in the Topic List in the upper left, and the contents of the file will appear in the Contents area on the right. When you click a topic in the Topic List, that topic will scroll into view in the Contents area.

Click different file names in the File List. Click different topics in the Topic List in the upper left.

Help windows remember their position when they're closed and reopened.

Click and drag the grow box in the lower right corner of the Help window to change its size. Click and drag the title bar at the top of the window and move it to another location. Drag the "splitter" bars to resize the sections. Now close the window and open it again. It should appear in the state it was last in.

The MUSIC LESSONS I Help system is extensible. You can create and add your own files to the MUSIC LESSONS I Help folder. Help files can be created with the ML Help Editor. They're text files containing colored, styled text, pictures, and sounds. Any help file copied into the MUSIC LESSONS I Help folder and will show up in the File List in the Help window. See the Reference Manual, page50, for information on creating help files.

Help files can be printed by choosing the Print command in the File menu. Take

some time to familiarize yourself with the contents and scope of the Help window.

Progress Reports

Progress Reports display a detailed listing of your scores.

Answer at least one question from any level of the Note Reading drill. Choose the New Progress Report command from the file menu. When the Name dialog appears, type in your name and click OK.



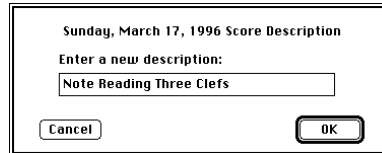
A new untitled Progress Report window will appear showing the drills you've done since MUSIC LESSONS I was started, or since you last saved your scores. Progress Report windows are divided into two sections. The upper section lists the dates that you've used MUSIC LESSONS I and saved your scores to this file. The lower section displays the scores for the selected date. Because we haven't saved this Progress Report, there is only one line in the upper section — Session Scores. The name you typed in the Name dialog appears under the divider line in the window. Your scores will probably be different from those shown below.

Drill Name	Score	Date	Time
Session Scores			
1. Notes	100%	10/10/96	00:00:00
2. Rhythms	100%	10/10/96	00:00:00
3. Clefs	100%	10/10/96	00:00:00
4. Key Signatures	100%	10/10/96	00:00:00
Summary of All Scores			
Total Score	100%	10/10/96	00:00:00
Average Score	100%	10/10/96	00:00:00
Lowest Score	100%	10/10/96	00:00:00
Highest Score	100%	10/10/96	00:00:00

Save your scores by choosing the Save As command from the File menu. Name the file. Navigate to the folder you want to save the file to, and click the Save button.



When the Description dialog appears, type a short phrase describing the drills you've done and click OK.



When the Progress Report window reappears, there are three lines in the upper section of the window: Session Scores; Cumulative Scores; and a highlighted line showing today's date, followed by the description you just typed. We'll experiment with these items in a moment, but for now just close the Progress Report.

Close the Progress Report window by clicking the close box or by choosing Close from the File menu.

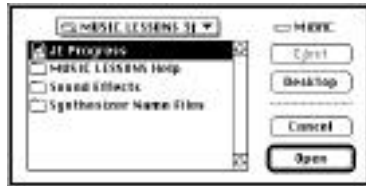
Let's do a different drill.

Choose Key Signatures from the Drill menu. Because we're illustrating features of the progress report, it doesn't matter if you get the question right or wrong. If you know the answer, click the correct answer button and then click the Check button. If you don't know the answer, just click the Check button.

Let's take another look at our progress report.

MUSIC LESSONS I User Guide

Choose Open Progress Report from the File menu and open the progress report you just saved.



When the Progress Report window opens, the Cumulative Scores line will be highlighted. Cumulative Scores contain the grand total of all scores saved in the file. Because we haven't saved the Key Signatures scores they don't appear in the Cumulative Scores yet. They do, however, appear in the Session Scores.

Click the Session Scores line. You'll see the Key Signature scores.



To add the Key Signature scores to the cumulative scores, we need to save the file.

Choose Save from the File menu. Click the third line in the upper section of the window.



The highlighted line now shows both the Note Reading and Key Signature scores. However, the descriptive text we added earlier doesn't reflect the Key Signature scores. Let's change the descriptive text.

Press the Option Key and click the first date line (the third line in the preceding picture). When the Description dialog appears, type "Note Reading-Key Sigs."

Click the Session Scores line; you'll notice that the scores are now empty. That's because when we saved the file, the session scores were merged into the cumulative scores, and a new session was started.

Right now the Cumulative Scores and the Date Scores are identical, because this is the first day you've saved to this file. Every new day you save to this file, that date will be added to the Date List in upper section of the window. Clicking on any one of these dates will display the scores for that day. The following picture shows a Progress Report with many dates. The Date List always displays Session Scores and Cumulative Scores followed by any number of date lines. The scroll bar will be activated when there are more dates in the Date List than can fit in the space. You can use the scroll bar to see all the dates. You can also drag the "splitter" to change the height of the score list.

To recap:

- Session Scores displays the drills you've done since you last saved.
- Cumulative Scores displays the total scores of all drills, for all dates, in the file.
- Date Scores display the drills done on any one day.

The following picture illustrates the information that appears in the progress report.

Student Name	Clef Used	Session Date	User Description	Instruments
John Ellinger				
Major / Minor Scales 08/0/8 (Correct/Check) 08/0/8 (Correct/Questions)				
Piano Guitar Alphabet Blocks				
Frabic Clef	Strict	08/0/13,1	08/0/0,0	08/0/0,0
Major	Strict	08/0/2,2	08/0/0,0	08/0/0,0
Base Clef	Relaxed	08/0/13,1	08/0/0,0	08/0/0,0
Major	Relaxed	08/0/13,1	08/0/0,0	08/0/0,0
Natural Minor	Strict	08/0/2,2	08/0/0,0	08/0/0,0
Harmonic Minor	Strict	08/0/13,1	08/0/0,0	08/0/0,0
Melodic Minor	Strict	08/0/13,1	08/0/0,0	08/0/0,0
Custom Level 1 - "Custom Level 1"	Frabic Clef	08/0/13,1	08/0/0,0	08/0/0,0
Major	Strict	08/0/13,1	08/0/0,0	08/0/0,0
Minor	Strict	08/0/13,1	08/0/0,0	08/0/0,0
Harmonic Minor	Strict	08/0/13,1	08/0/0,0	08/0/0,0
Custom Level 2 - "Custom Level 2"	Frabic Clef	08/0/13,1	08/0/0,0	08/0/0,0
Major	Strict	08/0/13,1	08/0/0,0	08/0/0,0
Minor	Strict	08/0/13,1	08/0/0,0	08/0/0,0
Harmonic Minor	Strict	08/0/13,1	08/0/0,0	08/0/0,0

Progress Report windows remember their position when they're closed and reopened.

Click and drag the grow box in the lower right corner of the Progress Report window to change its size. Click and drag the title bar at the top of the window and move it to another location. Drag the "splitter" bar to resize the Date List. Now close the window and open it again. It should appear in the state it was last in.

Customize Progress Reports

You can change the text colors used in the Progress Report window.

Choose Preferences from the File menu. When the Preferences dialog opens, select Progress Report from the Preferences popup menu.



Click a color rectangle to set the color for that text element. A representative display of your choices is shown in the lower left of the dialog. Change some of the text colors and reopen the Progress Report.

Printing a Progress Report

If you have a color printer, and want to print in color, select Color. Otherwise, select Black & White. If you select Color on a black and white printer you may get unexpected results.

When you choose the Print command in the File menu, the scores showing in the lower portion of the Progress Report window will be printed. You can print your session scores, cumulative scores, or scores for any date. If you did every level of every drill in every clef and printed the cumulative scores, the report would be over 50 pages long.

Open the Progress Report you've been working with and print your scores.

Quitting MUSIC LESSONS I

When you choose Quit from the File menu and there are scores that have not been saved, a dialog box will appear giving you four choices.



Existing File

Opens the Open File dialog where you can select the Progress Report file to save the scores to. See page 35.

New File

Opens the New File dialog where you can create a new Progress Report file. See page 34.

Cancel

Return to MUSIC LESSONS I.

Quit

Quit without saving.

Click the Next button for a new question. Click Check so you have at least one unsaved score. Choose Quit from the File menu. Experiment with the different choices.

USER GUIDE INDEX

A

Accidental Toolbar 17
Active Text Box 17
Allow Typed Answers 26
Alphabet Block Instrument 18, 24
Alphabet Names 28
Answer Boxes 16
Answer Buttons 17
Answer Entry Methods 19
Answering Questions 19, 24
Answers 25
Apple Menu 15
Arrow Key 24
Auto Next Note 26
Auto Next Question 26

B

Balloon Help 22
Balloons 28
Buttons 19

C

Changing Clefs 23
Changing Drills 23
Changing Instruments 23
Changing The Level Of Difficulty 28
Check Button 19, 25
Checking Answers 25
Clefs Menu 15
Color 20
Colors 35
Control Panel 12
Controller 13
Controller 13
Correcting Mistakes 27
Creating Your Own Drills 30
Cumulative Scores 33
Custom Install 9
Custom Level Files 11
Custom Levels 20
Customizing A Progress Report 35

D

Date Line 20
Date List 34
Date Scores 34
Drill Menu 15
Drill Toolbar 17
Drills 16

E

Easy Install 9
Edit Menu 15
Enharmonic 6

F

Fast Answer Checking 19, 27
File List 32
File Menu 15
Fonts 20

G

Guitar Instrument 18, 24

H

Help 21, 32
Help Files 11, 21, 22, 32
Help Menu 15

I

Icons 10
Installing MUSIC LESSONS I 9
Installing QuickTime 11
Instruction Text 17
Instrument 17, 18
Instrument Drills 16
Instrument Menu 15
Instrument Toolbar 17

K

Keyboard Popup Menu 18

MUSIC LESSONS I User Guide

L

Level Menu 15, 28
Load Custom Levels 20, 31

M

Mac Sounds 12
Menus 15
MiBAC 5
MIDI 12
MIDI Answers 25
MIDI Cables 13
MIDI Controller 13
MIDI Entry 19, 24
MIDI Manager 2.0.2 11
Mistakes 27
ML Help Editor 10, 11, 22, 32
Mouse Answers 25
Mouse Entry 19, 24
Moving Between Answer Boxes 24
Multiple Choice Drill Windows 16
Multiple Choice Drills 16
MUSIC LESSONS I Help 21
MUSIC LESSONS I Preferences 21
Music Staff 16

N

New Levels Of Difficulty 7
Next Button 20, 21, 25
Note Name Balloons 28
Note Names 28

O

Oms 11
Options Menu 15
Order of Difficulty 5

P

Permanent Button 21
Piano Instrument 18, 24
Play Button 20, 25
Playing Instruments 24
Position 35
 Window Position 35
Preferences 21
Preferences File 11
Printing A Progress Report 35

Printing Help Files 22
Progress Reports 11, 20, 33

Q

Quicktime 11
Quicktime Musical Instruments 11
Quit 36

R

Reference 21
Registration 5
Removing MUSIC LESSONS I 12
Requirements 6, 9
Reset Scores 32

S

Save Custom Levels 20, 31
Save Your Scores 33
Scale Degree Toolbar 17
Score 26, 31, 36
Score Area 16
Screen 20
Screen Elements 16
Serial Number 5, 12
Session Scores 33, 34
Set Custom Levels 20, 30
Set Tempo 27
Setting Up 12
Shortcuts 24
Show Me Button 20, 25
Solfege Names 28
Sound 18, 27
Sound Control Panel 12
Sound Effects 19, 27
Sound Menu 15
Speaker Button 22
Splitter Bar 35
Suggestions About Using the Drills 5

T

Tab Key 24
Tempo 27
Toolbars 17
Topic List 32
Troubleshooting 12, 13
Typed Answers 26
Typing Entry 19, 24

U

- Use Mac 12
- Use MIDI 13
- Use Sound 12, 13, 27
- Use Sound Effects 27

W

- What's New 6
- Window Menu 15

