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1 Introduction

1.1 What is Rosegarden?

Rosegarden—4, hereafter referred to as simply Rosegarden, is a versatile application that seeks to be a useful tool for those wanting to create music. It combines aspects of a MIDI sequencer, an audio sequencer, and a notation editor into one convenient, easy to use package that provides users with a consistent and mostly intuitive interface.

Rosegarden is a native KDE application that can run on any system that has the KDE and QT libraries installed, and currently requires a minimum of KDE/QT 3.0 in order to run. Many of its features may only work Linux systems, but it is designed to compile and run on any Unix-like platform capable of running KDE.

1.2 This Guide's *Raison d'être*

My goal in writing this guide is to help you explore Rosegarden, and to discover ways to use its features to solve real problems that you might encounter when creating your own music. Rosegarden is easy to use, once you come to understand its framework, but it's not quite like anything you are likely to have used in the past.

If it's not something I do, I'm not well-equipped to write about it, and so it behooves you to see where I have gone, and where I'm going, to decide whether my way of using this package bears any relevance to what you

1.6 History

Date Notes

12/10/02 Initial public draft

12/15/02 Merged into CVS tree

12/16/02 First re-write begins...

12/19/02 Continues...

01/01/03 Conversion from "tutorial" to "guide" and shift of development model

01/12/03 Added Studio, re-structured to introduce segments in a logical place

01/19/03 Greatly improved Studio chapter, multiple edits and tweaks

02/19/03 Minor cleanup, preparation for the first translation, Studio improvements...

1.7 Getting This Document

The latest version of the *Using Rosegarden* is always available from

<http://rosegarden.sourceforge.net/tutorial/using-rosegarden/using-rosegarden.html>

You'll also want to snag [toc.html](#)


1.9 Translations

11	12	13	14	15	16



Hold down **Ctrl** while dragging it back, and make a copy:



Use the  cursor to split one of Tj 54 segments, Tj 5n one of Tj 54 pieces so Tj at it overlaps Tj 54 segment on Tj 5
oj 5r track:

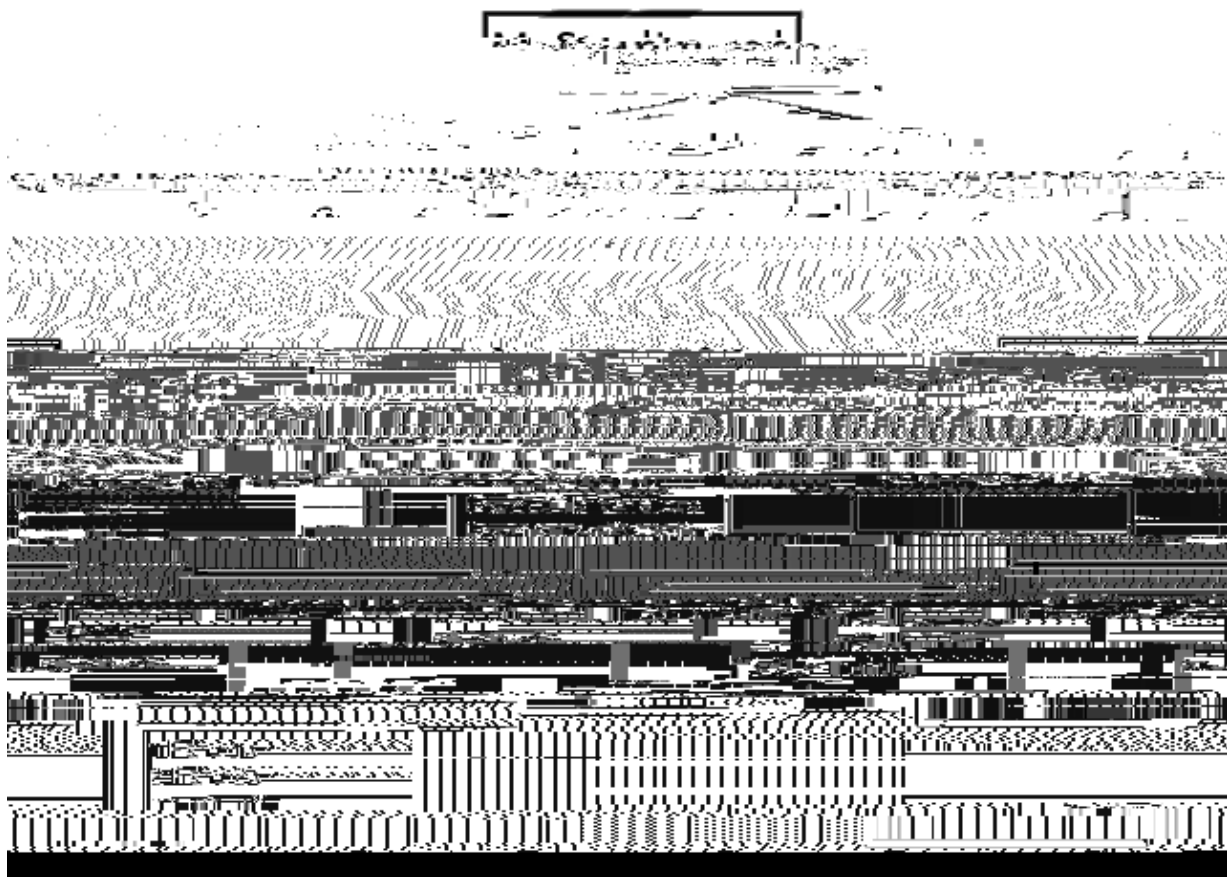


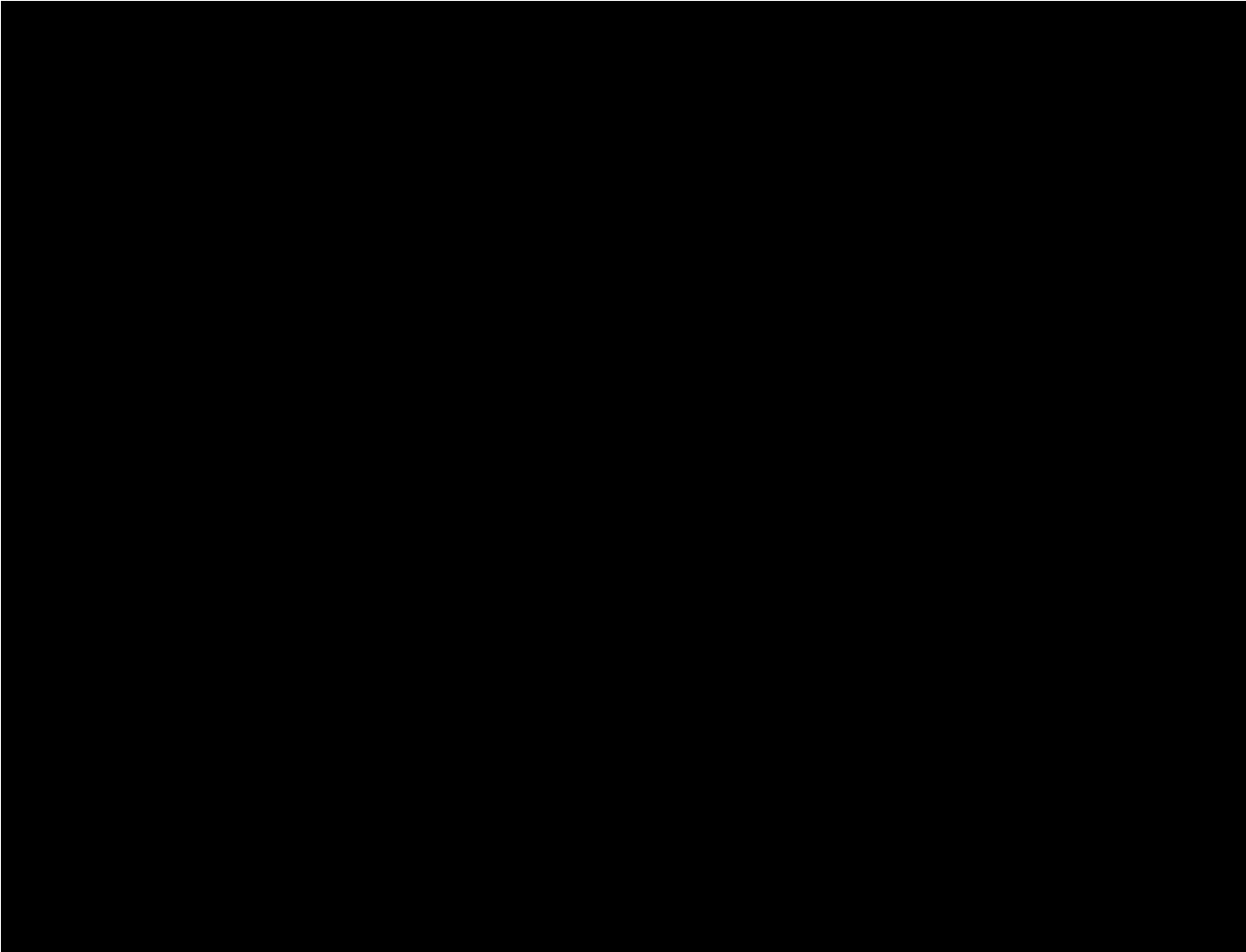
*I don't have time at Tj 54 moment to edit more graphics, Tbut I'll mention Tj at Tyou can also Tmerge segments. Select two or more segments on Tany numb5r of Tj racks, Tand us5 **Segments** -> **Collapse Segments** to consolidat668 -m. I can't check to eat Tj 54 moment becaus5 my CVS copy of T Rosegard5n doesn't currently*

NOTE: Many of these features were only recently added to Rosegarden. If you're not running at least version 0.8.5, you'll need to upgrade to 0.8.5 or CVS before you can make use of these features. If this chapter is completely baffling to you, check your version.

2.4.1 Instruments, Banks and Devices

Before you can accomplish anything with the **Studio**





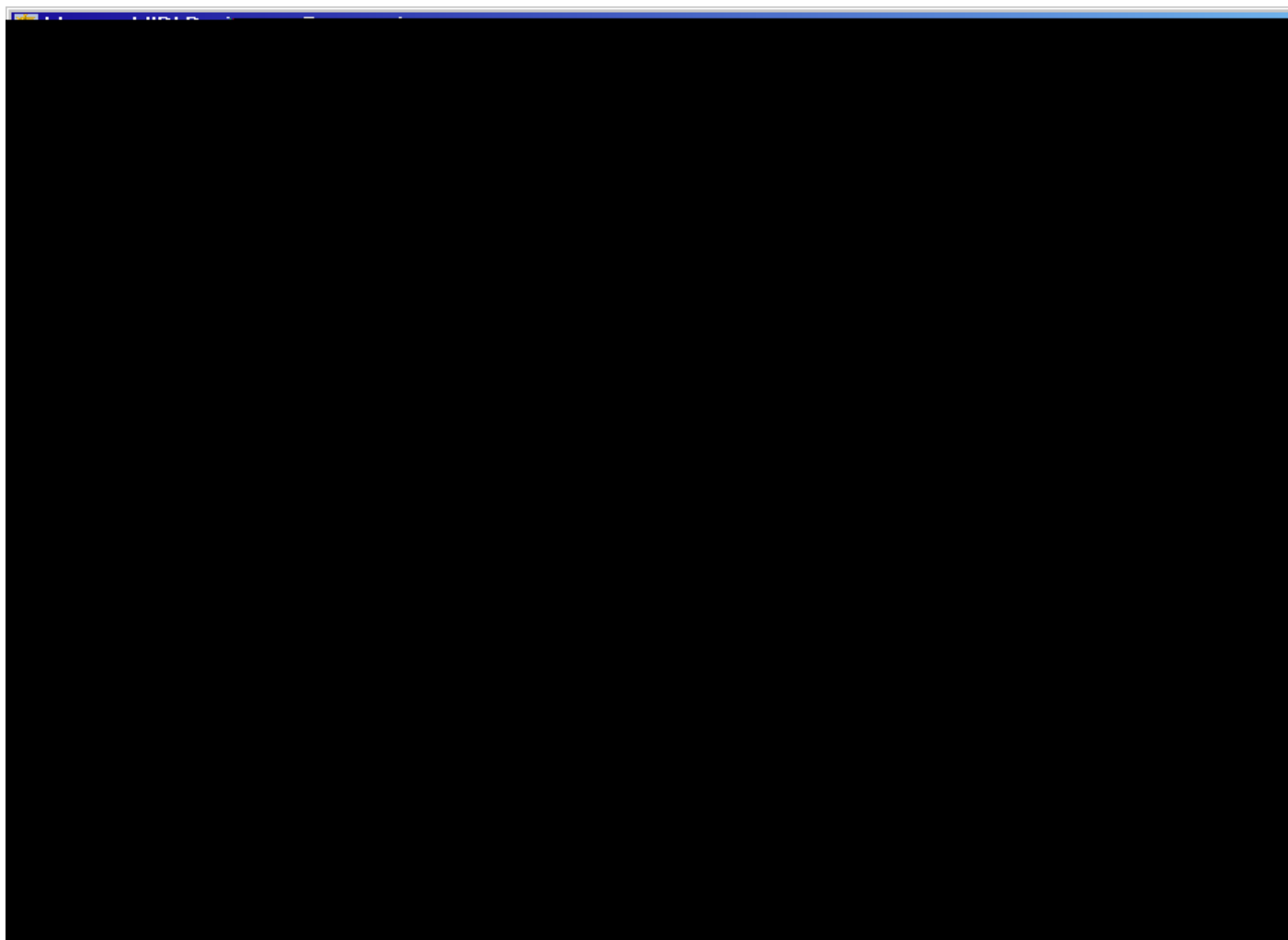
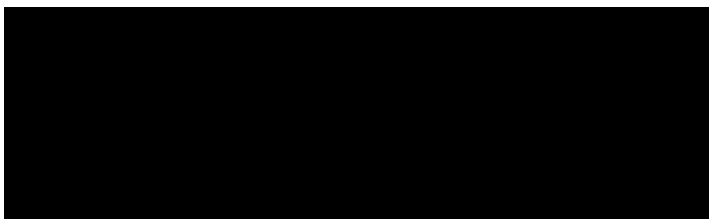
GM is a **device** that contains only the standard General MIDI **bank**. The **GS** device contains multiple **banks** providing an instrument definition for the Roland GS implementation available on the SC-33 (the SC-55's little cousin.) I'm not sure what the Kurtzweil ME-1 **device** contains, but if you have one, I'm sure you'll figure it out. :)

*NOTE: You may also load **devices** from other locations, of course, by browsing around to wherever you've left them in the usual fashion. You may import banks from both **.rg** and **.rgd** files. The **device** definition contained by both types of files is functionally identical, and **.rgd** files are offered only as a logical convenience.*

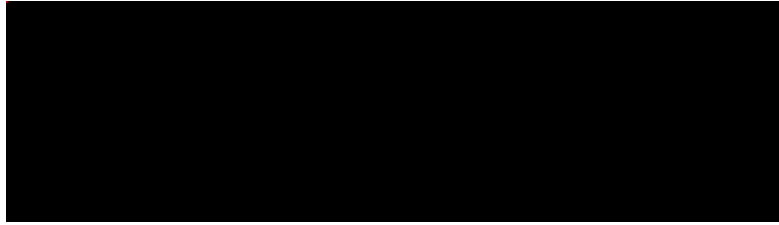
After you've selected an **.rgd**



The stock **device**



I don't think you'll have any trouble figuring out what to do. Just fill in the blanks, or delete existing names as needed. To change the name of the bank, click on it to highlight it, then click on it again, and you should get an edit cursor.



—

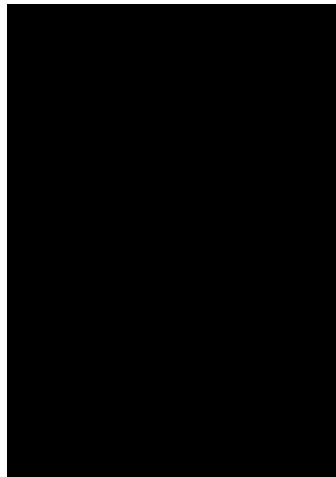
—

—



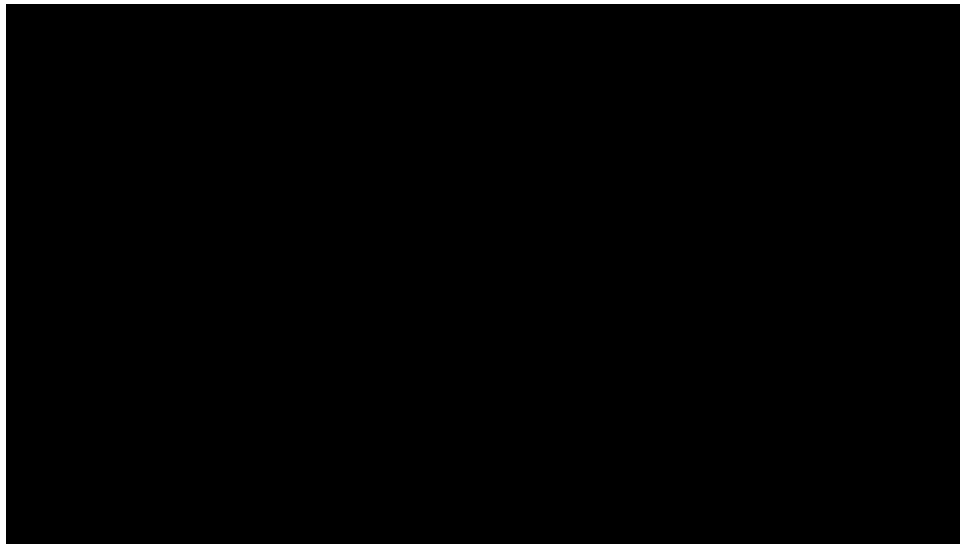


Now, we really need to change the drum kit. As I mentioned in the **Studio** chapter, Rosegard catdbrt yet cope with having GS–style named drumkits ocathannel 10. It's ocathe table, but no decision has yet be camade as to



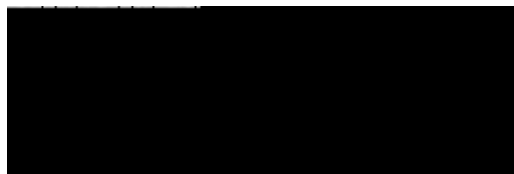
Depending on your synth's implementation, some of these knobs may not actually be useful to you. If any of these knobs don't seem to have any effect, blame it on your synth.

3.5 More About Segments



*The autosave interval defaults to 60 seconds. Configure it via the **Settings** menu.*

This feature alone is probabl, worth dipping your toe into the waters of CVS if you're not already building it, because, let's face it folks, this is pre-release software, and it crashes from time to time.



4.2.2 Changing the View

Notice the **Size**, **Spacing**, and **Smoothing** sliders. (They're camera shy for some reason, and come out black. I'm sure you can see them in the original image.)

The **Size** slider changes the size of the font used to render the notes.

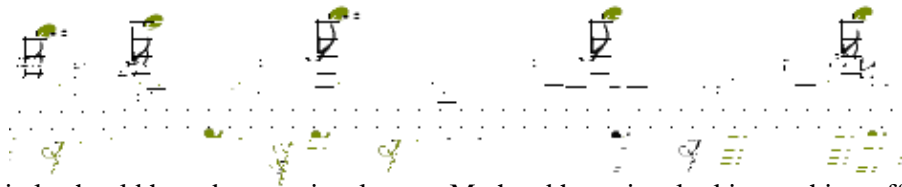
The **Spacing** slider can be used to adjust the horizontal spacing of the notes, to draw them closer or further apart. Useful for fitting more notes on a page.

The **Smoothing** slider is useful for cleaning up performance data somewhat, to make it more legible.

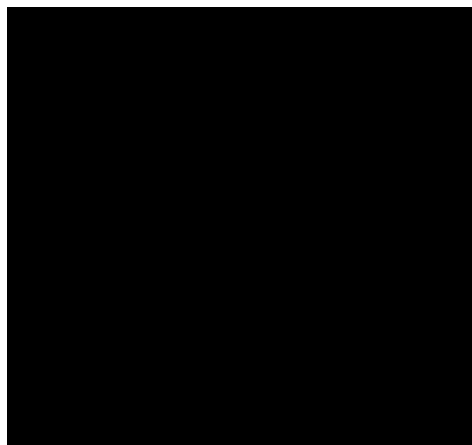
All of these controls are also available from the **View** menu.

4.3 Transposing

Now that we've had our bit of fun playing with all the new toys, let's look at the part and see what it's going to sound like.

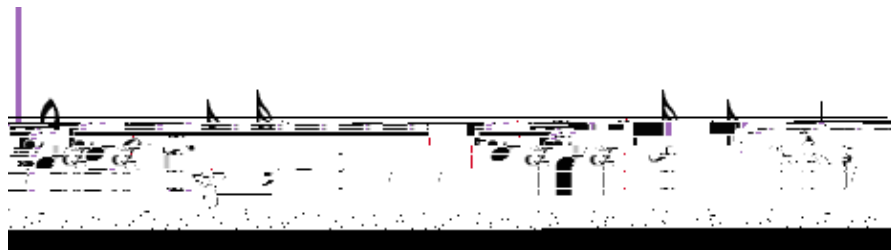


Gack! This definitely should have been a piccolo part. My head hurts just looking at this stuff. Let's transpose it down a

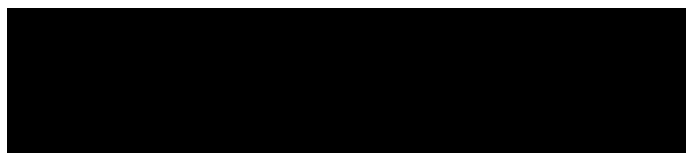




Not too bad. It's looking much better:



Let's see how those changes sound, and then we'll see about turning those 16th note/rest pairs into something a little easier to read...





*NOTE: Did you notice that one of the available text types was called "annotation?" You can use these to make notes on your score, and can control whether or not you see them via the **Settings** -> **Show Annotations** toggle.*

4.5 A Change of Key

(unfinished... sorry...)

This section will talk about ways of transposing a part to a new key, and then about how to write a part for a transposing instrument (eg. a B

Recent improvements in CVS:

- ◆ all accidentals and enharmonic spellings handled correctly
- ◆ text events (Tempo, Local Tempo, dynamics3 03.) exported as well as practicable.
- ◆ marks exported as well as practicable
- ◆ user-specified Lilypond headers available

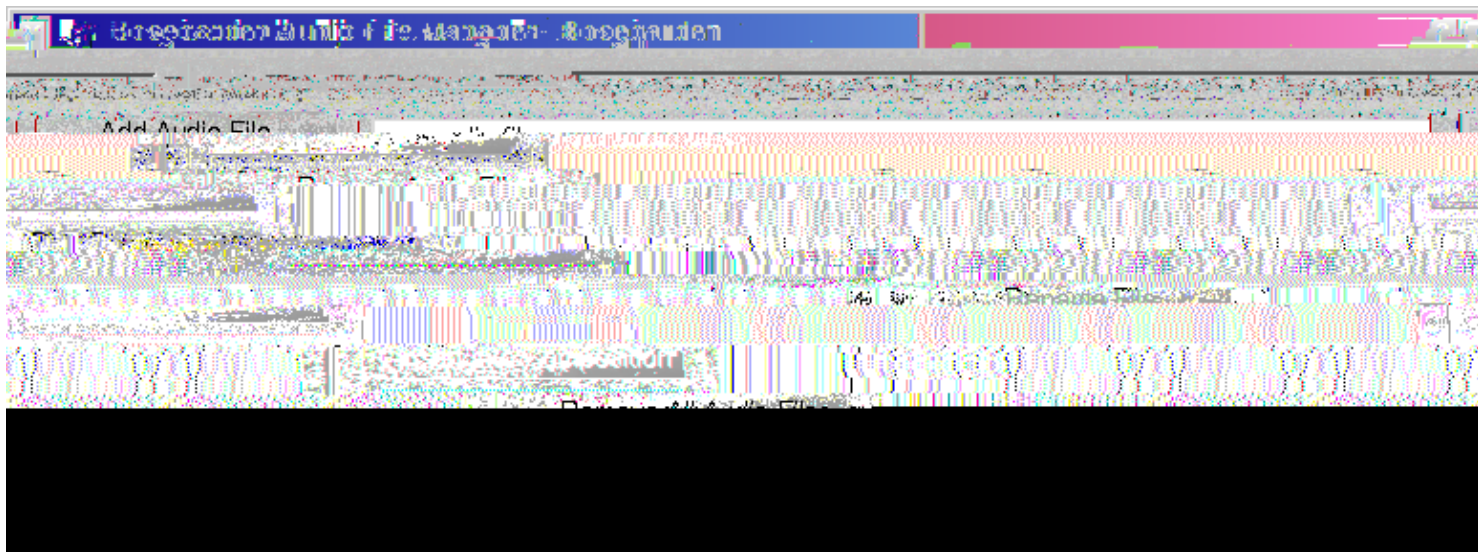
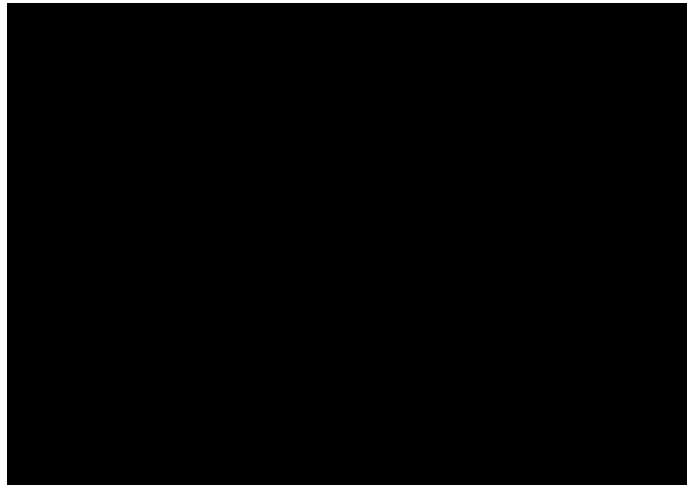
It doesn't sound like much, but I have hundreds of hours invested in making those improvements. I hope you like them. :)

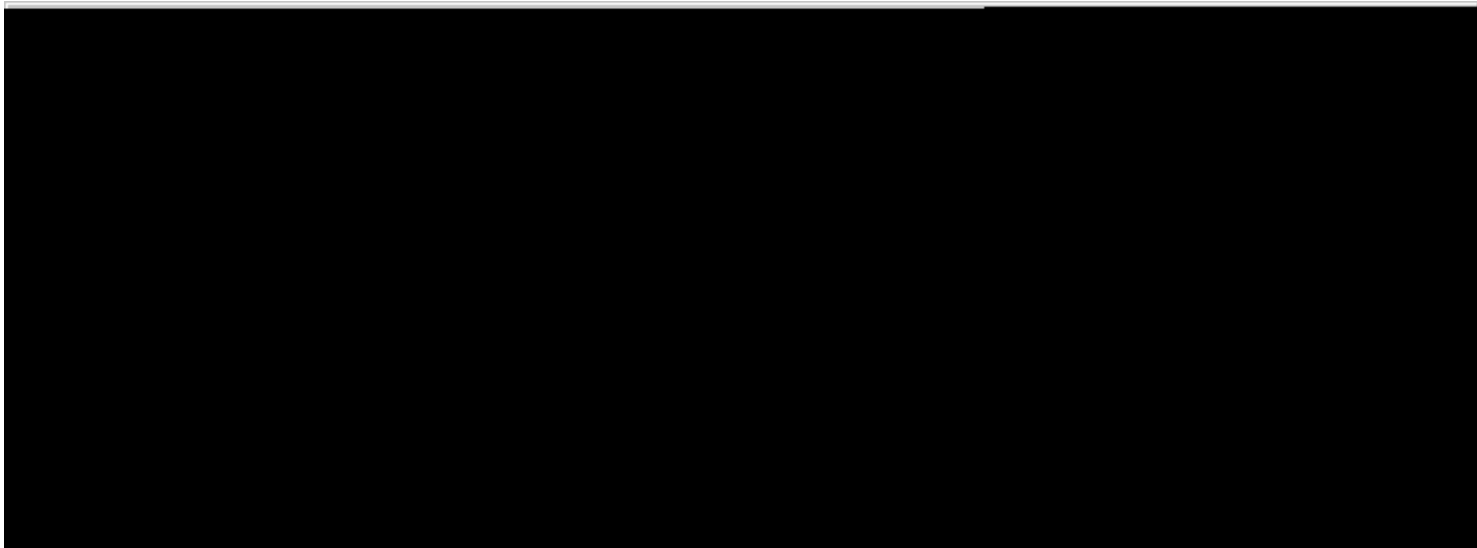
5 Using Audio



heart of this facility is the **Segments -> Manage Audio Segments...**

on with some other application, you can import the audio files and insert them into your composition. The

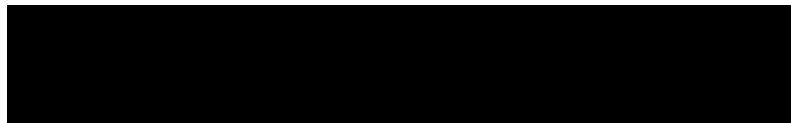




Once the files are loaded, some statistics are printed, and a brief preview appears. You can use the **Play Preview** button to hear what you've got.

*NOTE: If the **Play Preview** button is grayed out, as in the above example, it probably means that either Rosegarden wasn't compiled with audio features enabled, or else your audio server is not running. In my case, I forgot to run Jack before starting Rosegarden.*

Once you're satisfied that you've selected the correct files, you can insert them into your composition one by one with the **Insert into Composition** button. Let's insert "rouen.wav" and make both Dave Barry and Guillaume Laurent proud:

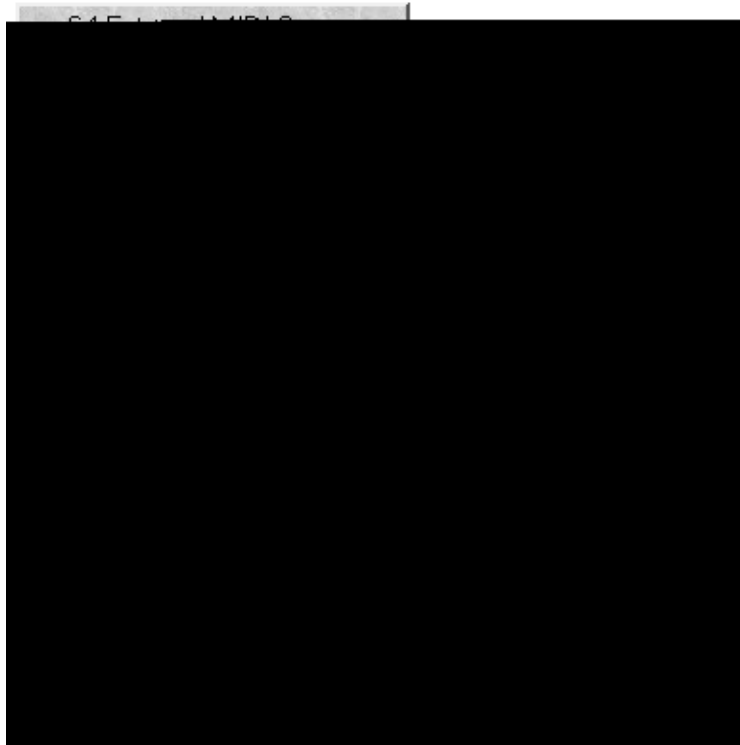


Newly-inserted audio segments go into a new track of their own, and it's always appended to the bottom of the **Tracklist**.


*TIP: If you're working on a newly-created composition, rather than one that is based on a MIDI import, it will start with a large number of tracks. It may appear that nothing happened after you hit the **Insert into Composition...** button. Scroll down to the bottom, and you should see a new track with your audio segment inserted.*

5.3 Recording

It is possible to record directly into Rosegarden. First you'll want to point the track to a Jack source the same fashion used to assign tracks to MIDI devices.



NOTE: I honestly have no idea what JACK Audio #0 through #15 mean.

Now if the 

???

6 That's All, Folks...

That's all I've had time to do to date. There are many more topics I wish to treat eventually, but there are so many developments in the works at the time of this writing that I'm just as well off to hold back, to reduce the amount of material I will have to adapt to suit changing future realities. I've already written about far too many features that are only available in CVS as it is.

I hope what you've seen has given you ideas for projects that **you** can do with Rosegarden. If I've left something that's very important to you out, please feel free to send me a note at dmmcintyr@users.sourceforge.net and I will try to accommodate your need and discuss it sooner.

D. Michael McIntyre