

# Music Maker User Manual

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This manual details how to use Music Maker. This program allows you to make your own song. You can set the BPM (beats per minute) of the song, create multiple instruments, and place notes within these different instruments. You will also be able to save and load your songs.

There are two different menus in this program: **Song View** and **Note View**.

## Song View

This is the main view of the full song. In this menu, you can save and load songs, play and stop the song, change the BPM, and change the instruments.

**Play:** This button plays the song that is currently loaded.

**Stop:** This button stops the song.

**Save song:** Type your song name in the *Save Song* text field, then hit the save button. This will save the instruments, note placements, and the song BPM to a folder with the same name as your song.

**Load song:** Type the name of a song (the name of a folder that is inside the *songs* folder), then hit the load button. This will load the song's instruments, note placements, and BPM.

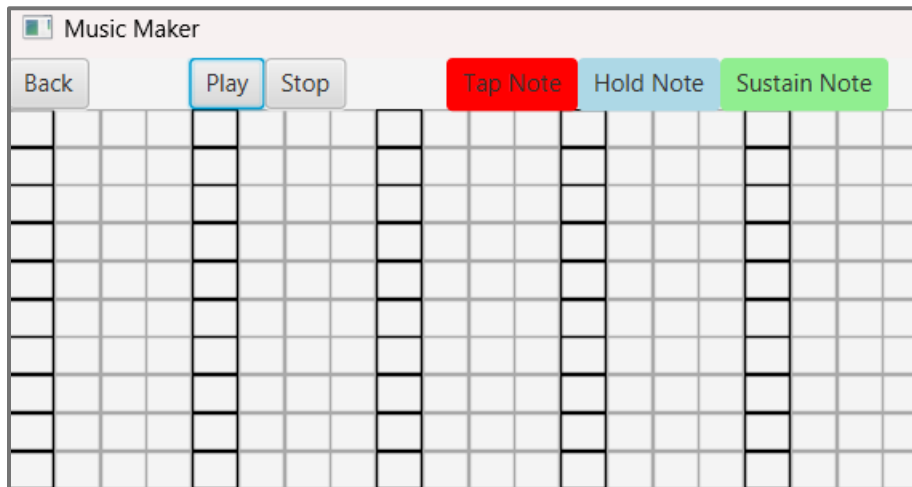
**BPM Up:** Increases the BPM by 5.

**BPM Down:** Decreases the BPM by 5.

**Instruments:** A song contains 8 instruments. You can change each instrument's sound by pressing the forward or backward button next to each instrument's name.

Click on an instrument to enter the note view for that instrument, which lets you view and edit its note placements.

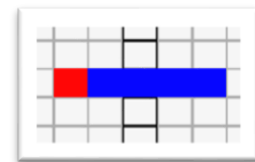
# Note View



In this view, you can place notes by clicking on the grid. Note placements range from two octaves, starting from a C note. The darker colored sections on the grid represent each beat of the song.

There are 3 different types of notes you can place on the note grid:

- **Tap notes:** Plays a note for 1/4<sup>th</sup> of a beat.
- **Hold notes:** Placing multiple hold notes next to each other will hold the instrument's sound for that period of time. Hold notes can also extend a tap note when placed in succession.
- **Sustain notes:** Plays the sound in full, even if the note is let go. This note type is recommended for creating drum loops.



You can toggle which type of note you are placing by clicking the colored buttons at the top of the menu.

**Note:** Only one note can be played at a time in a single instrument. However, it is still possible to create chords by using multiple instances of the same instrument.

Additionally, you can play and stop the song while in the Note View. To return to the main instrument view, press the back button.

*Have fun creating your own music in Music Maker!*