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Tone Grid User's Manual
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User's Manual
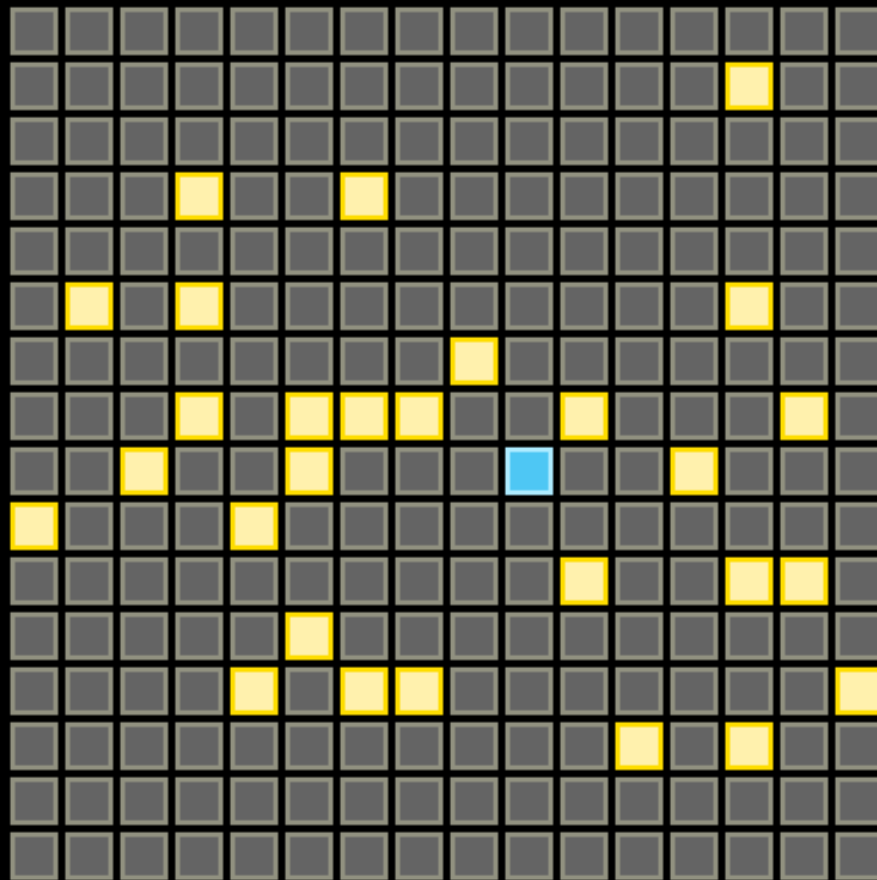Create cool music effortlessly with ToneGrid!

Tone Grid is a grid-based game inspired by this:
http://tonematrix.audiotool.com/.

To start the program, double-click on ToneGridGUI.class or type java
ToneGridGUI onto the command line.

Begin by selecting some gray boxes and pressing "Play." Boxes can be
selected at any time, even while ToneGrid is playing. Each row represents a
certain pitch, and each column represents a different beat. Selecting a different
mode changes the ToneGrid's musical scale. To save your project, enter its
name into the textbox, and press "Save." To load a saved project, select its
name from the drop down menu, and press "Load."

Tone Grid

ToneGrid | About

ToneGrid

Playing grid

| Play | Pause | Clear |

-Select Mode- ▼

Enter project name | Save

-Saved Projects- ▼ | Load

Created by Megan Chen and Galen Chuang. Based on ToneMatrix by Andre Michelle.