

# Calamus UI Specification

## Dialogs

Version 1.0 — December 2025

### Overview

This document specifies all dialogs in the Calamus application. Dialogs are modal windows that appear for specific tasks and close when complete.

### Complete Dialogs List

Dialog	Purpose
About Calamus	Version, credits
Keyboard Shortcuts	Show shortcut reference
Go To	Navigate to specific time position
Scale Settings	Define tuning/scale, tonal center, base frequency
Export Audio	Render settings, stems/mix
DNA Library	Create/select/save DNA presets
Envelope Library	Create/select/save envelopes, curve editing
Easing Library	Create/select/save easing functions
Vibrato Library	Create/select/save vibrato presets
Gesture Library	Create/select/save gestures
Vibrato Editor	Edit vibrato parameters for a note

### Dialog 1: About Calamus

Simple information display showing application identity and credits.

#### Window Properties

Property	Value
Window title	"About Calamus"
Modal	Yes
Size	Fixed, approximately 300 × 200 px
Resizable	No

#### Contents (top to bottom)

Element	Value
Icon	Calamus application icon (centered)
Name	"Calamus" (large, centered)
Tagline	"No keyboard lives here" (italic, centered)
Version	"Version X.Y.Z" (centered)
Copyright	"© 2025 Nimus" (centered)
Button	[OK] — closes dialog (centered, default focus)

## Behavior

Action	Result
Escape key	Closes dialog
Enter key	Closes dialog (OK has focus)
Click outside	Nothing (modal)

## Dialog 2: Keyboard Shortcuts

Read-only reference dialog showing all available keyboard shortcuts, organized by category.

### Window Properties

Property	Value
Window title	"Keyboard Shortcuts"
Modal	Yes
Size	Fixed, approximately 400 × 500 px
Resizable	No

## Contents

Element	Description
Scrollable list	Categories with shortcuts listed below each
Button	[OK] — closes dialog (bottom, centered, default focus)

## Shortcut Categories

### File

Action	Shortcut
New Project	Ctrl+N

Open	Ctrl+O
Save	Ctrl+S
Save As	Ctrl+Shift+S
Export Audio	Ctrl+E

### Edit

Action	Shortcut
Undo	Ctrl+Z
Redo	Ctrl+Y
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Duplicate	Ctrl+D
Delete	Del
Select All	Ctrl+A
Deselect	Esc

### Transport

Action	Shortcut
Play/Stop	Space
Go to Beginning	Home
Go to End	End
Go To	G
Loop Mode	L

### Navigation

Action	Shortcut
Zoom In	Ctrl++
Zoom Out	Ctrl+-
Zoom to Fit	Ctrl+0
Zoom (drag)	Ctrl+Space + drag
Pan (drag)	Alt+Space + drag
Pan Left/Right	Arrow keys

### View

Action	Shortcut
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Full Screen Canvas	F11
Sound Engine Tab	Ctrl+1
Composition Tab	Ctrl+2
Preferences Tab	Ctrl+3

### Compose

Action	Shortcut
Group into Phrase	P

### Help

Action	Shortcut
Documentation	F1

### Behavior

Action	Result
Escape key	Closes dialog
Enter key	Closes dialog
Mouse wheel	Scrolls list

## Dialog 3: Go To

Quick navigation dialog for jumping to a specific time position. Accepts both absolute and musical time formats with automatic conversion between them.

### Window Properties

Property	Value
Window title	"Go To"
Modal	Yes
Size	Fixed, approximately 250 × 150 px
Resizable	No

### Contents (top to bottom)

Element	Description
Label	"Absolute:"
Input field	Format: min:sec.ms (e.g., 1:23.456)

Label	"Musical:"
Input field	Format: bar:beat (e.g., 12:3)
Buttons	[Cancel] [Go To] — right-aligned

## Behavior

Condition	Result
Both fields empty	[Go To] button disabled
Invalid format in active field	[Go To] button disabled, other field unchanged
Valid format in active field	[Go To] button enabled, other field updates to equivalent time
Enter key	Activates [Go To] if enabled
Escape key	Closes dialog (same as Cancel)

## Field Synchronization

Typing a valid Absolute time automatically updates the Musical field to the equivalent value, and vice versa. Conversion is based on current tempo and time signature.

## Dialog 4: Scale Settings

Configuration dialog for the composition's tuning system. Calamus is tuning-agnostic by design — any tuning system is native, not 12-TET with microtonal patches.

## Window Properties

Property	Value
Window title	"Scale Settings"
Modal	Yes
Size	Fixed, approximately 300 × 200 px
Resizable	No

## Contents (top to bottom)

Element	Description
Label	"Tuning/Scale:"
Dropdown	List of predefined tuning systems (12-TET, Just Intonation, Pythagorean, Maqam Rast, etc.)
Label	"Tonal Center:"
Dropdown	Note number (1 through N, where N depends on selected tuning)

Label	"Base Frequency:"
Input field	Hz value (numeric, e.g., 220)
Buttons	[Cancel] [OK] — right-aligned

## Behavior

Condition	Result
Change tuning	Tonal Center dropdown updates to show available degrees
Invalid Hz value	[OK] button disabled
OK pressed	Settings applied, dialog closes, canvas updates
Escape key	Closes dialog, no changes

## Design Notes

In Calamus, a scale is a tuning and a tuning is a scale — they are unified concepts. There is no separate "scale pattern" selection (Major, Minor, etc.) as these are Western-centric nomenclatures. Which degrees to use is at the discretion of the composer.

Changes affect the composition from the current 'now' marker forward, creating a modulation point if mid-piece.

## Dialog 5: Export Audio

Render dialog for exporting audio. Calamus generates sound; post-processing happens elsewhere. WAV format only, consistent with the "not a DAW" philosophy.

## Window Properties

Property	Value
Window title	"Export Audio"
Modal	Yes
Size	Fixed, approximately 350 × 350 px
Resizable	No

## Contents (top to bottom)

Element	Description
Export Mode	Radio buttons: Mix / Stems / Selection
	(Selection grayed out if nothing selected)
Label	"Sample Rate:"

Dropdown	44100 Hz / 48000 Hz / 96000 Hz
Label	"Bit Depth:"
Dropdown	16-bit / 24-bit / 32-bit
Label	"Channels:"
Dropdown	Mono / Stereo
Checkbox	Normalize
Checkbox	Include metadata
Buttons	[Cancel] [Export...] — right-aligned

## Behavior

Action	Result
[Export...] clicked	Opens standard Save File dialog
Mix mode	Save single .wav file
Stems mode	Save to folder; creates one file per track
Selection mode	Save single .wav file containing only selected notes
Cancel or Escape	Closes dialog, no export

## File Naming (Stems)

[ProjectName]\_[TrackName].wav

*Example: "Quartet\_Soprano.wav", "Quartet\_Alto.wav", etc.*

## Metadata (if included)

- Project name
- Export date
- Calamus version

— End of Part 1 —  
*Library dialogs and Vibrato Editor to follow*