

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