

Gizmo Manual

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The Gizmo Notation

Gizmo uses a simple notation which only describes pitch and length. The notation is separated in two parts by a comma (“,”). The first part represents the note length as a three digit float while 1.00 represents a quarter note. The second part represents the pitch. It is described with a capital letter and a integer for the octave. If an accidental is needed it is written after the letter by a “#” sign (♯) or a “-” sign (♭).

1 The Motive Generator

The motiv generator invents a new motive. To use it just execute the motiv-gen file. The command can take some arguments:

```
motive - gen < stout || file > < length > < velocity > < firstNote >
```

- The first argument decides if the output is just on the console or if it writes a new file ¹ containing the music in gizmo notation.
- The second argument determines the overall length of the motive mesured in quarter notes. Only positiv intergers are allowd.
- The third argument is 0, 1 or 2 and is a way to manipulate the velocity. 0 will produce a slow motive while 2 will produce a fast motive.
- With the last argument it is possible to specify the first note which will be used in the motive by using the gizmo notation.

¹The file is always named “gen-motiv” and will overwrite itself if it already exists

Here an example with all arguments used:

```
motiv-gen file 4 2 D# 4
```

It is necessary to use all previous arguments of the choosen argumen. However, it is possible to input a “wrong” argument (like -1) to default any argument. So for example:

```
motiv-gen -1 4 -1 F-4
```

would yield a motiv which begins with f-flat and has length of a whole note.

2 Theme Generator

3 Theme