From the menu

Use the mouse to click on your selection – you can select using the selector ball as well.

Keys :

Move selection : Up Down Home End PageUp PageDown

Select : Return

Exit : Escape

When playing tunes

The icons at the top are (left to right with keyboard)

* Restart (R)
* Slow Down (S)
* Normal Speed (N)
* Faster (F)
* Pause/Unpause (P)
* Audio On/Off (A)
* Metronome On/Off (M)
* Quit (Q)

Also you can drag the three balls about at the bottom. The green one is the position in the song and moves along as you play. The yellow ones allow you to select a section to practice which it will play over and over (if the right most yellow ball is at the end it only plays through once).

To invert the Fretboard open the file *flipfretboard.txt* in the media folder and change it to “Yes”, this will put the double melody string at the top rather than the bottom.

Strumsticks, Strummas, Strumblys and the Seagull Merlin all have the arrangement whereby the melody strings are at the bottom, e.g. furthest away, whereas a Dulcimer has it nearest to you.

For a Dulcimer it makes sense the way it is, it is correct visually and in TAB terms (e.g. melody at the bottom). For the others it may be clearer for some if it is visually closer to the actual strings, and it may be clearer for some if it is the same layout as TABs.

Note that you have to restart the program to change the fretboard.

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