

Tuning Menu

Open...

Open a saved Tuning Keyboard or Matrix.

New

New Keyboard...

This item displays a Panel for describing the initial tuning and size of the Keyboard. The layout of the Panel allows the user to indicate the first Key, the last Key or interval, and the number of Keys requested. Either the first Key or the last Key may be described relative (cents, ratio, or interval) to the other. If tuning is described by first Key and an interval size, Keys will be tuned equally spaced by that interval.

New Matrix...

This item displays the Matrix Layout Panel for describing an Extended Just Matrix of Keys. Here each axis represents powers of a specified ratio, reduced and brought within an octave of the origin (1/1), which is centered in this matrix. The axes display both positive and negative exponents of the ratios that generate them. Keys of the matrix not on an axis are multiplicative combinations of ratios at their axial coordinates. The user must specify a ratio and maximum power for each dimension.

New From Score...

If a score is currently open, this item will create a Keyboard containing one Key for each unique frequency in the score. This offers a starting point for retuning a score. retuning is accomplished by associating the desired frequency with a given MIDI KeyNum. Many scores that contain non-12-tone Equal Tempered frequencies may contain different frequencies that, because of their proximity to each other have the same MIDI KeyNum. For example, if a score contains notes with frequencies of 440 Hz. and 443Hz, both may likely have MIDI

KeyNums of "a4". So "retuning" "a4" will result in both notes having the same frequency.

New From Parts...

If a score is currently open, this item will create a Keyboard for each part in the score. Each Keyboard will contain one Key for each unique frequency in the part.

New From Selection...

Multiple Keys in a Keyboard may be selected using the standard (Drag, Shift, Alt) selection mechanism. This item will create a new Keyboard containing Keys from those selected in the currently Key Keyboard or Matrix window.

Duplicate

Create a copy of the currently Key Keyboard or Matrix window.

Save

Save the currently Key Keyboard or Matrix window to a file.

Save As...

Save the currently Key Keyboard or Matrix window to a file with a potentially different name than it is currently saved in.

Install Tuning

Revert Equal Temperament

Install a 12 Tone Equal tempered tuning system as the current tuning system.

Install Tuning System

Install the tuning system described by the currently Key Keyboard or Matrix Window as the current tuning system.

Install Tuning w. Octaves

Install the tuning system described by the currently Key Keyboard or Matrix Window as the current tuning system and expand octave tunings as well.

Utilities

The Utilities submenu provides a number of handy tools for manipulating tunings:

Sort by Frequency

Arrange Keys in a Keyboard lowest to highest in terms of frequency.

Remove Duplicate Freqs

Remove any multiple copies of Keys having the same frequency.

Remove Duplicate KeyNums

Remove any multiple copies of Keys having the same MIDI KeyNumbers.

Remove Octaves

Remove octaves of Keys.

Collapse to Octave

Reduce or expand the octave of all Keys as necessary to fall within an octave of the Reference Key.

Sequential KeyNums

Assign sequential Keynums for each Key starting from the first Key in the Keyboard.

Sequential KeyNums for Selection

Assign sequential MIDI Keynums to the Keys in the current selection.

Map KeyNums to Score

Map the KeyNum/Frequency associations from the Key Window to the currently opened score. This will compare frequencies defined in the Keyboard with those found in Notes in the Score. Where a match is found, the Note's KeyNum in the score is changed to that defined for the same frequency in the Keyboard. This is useful after a Keyboard is created from a Score (New From Score...). Many scores that contain non-12 Tone Equal Tempered frequencies may contain different frequencies that, because of their proximity to each other have the same MIDI KeyNumber. For example, if a score contains notes with

frequencies of 440 Hz. and 443Hz, both may likely have MIDI KeyNumbers of "a4". So "retuning" "a4" will result in both notes having the same frequency. The user may give these frequencies distinct MIDI KeyNums in the Keyboard Window and then map these associations to the score by using "Map KeyNums to score."

Miniaturize

The standard mini-window feature.

Close

Close the Key window, first prompting for Save if the window has been edited.