

## **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.