

# KeyNote Music Drills

32-Bit Version 1.52

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## Welcome

**KeyNote Music Drills** for Windows 95™ and Windows NT™ 3.51 allow the beginning music student to practice note identification on the basic music clefs including treble clef, bass clef, and the grand staff. There are additional drills for the alto and tenor clefs. Also, practice key identification and note location on the keyboard, and fret identification and note location on the guitar fingerboard.

Some of the features of Keynote Music Drills include:

- Drills for the treble clef, bass clef, alto clef, tenor clef, and grand staff
- Keyboard drills encompassing 4 octaves
- Guitar fingerboard drills up to the 12th fret
- Variable timer settings for drills, individual drill items
- Customizable pause amount to review incorrect selections
- Customizable time limit for each drill item to simulate flash cards
- Visual feedback via progress bar for elapsed time
- Immediate feedback for correct and incorrect selections



Sound support for playback of pitches in all drills



Support for both waveform and MIDI audio output



Online help via Windows™ compatible help file



Other user options for drills, timer, and workspace



Support for the Windows95/NT registry

A 16-Bit version of Keynote Music Drills for Windows™ 3.1 or Windows for Workgroups 3.11 is also available.

Thank you for using **KeyNote Music Drills!**

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KeyNote Music Drills was developed under Windows NT Workstation 3.51 and Windows 95 with Microsoft Visual C++ 4.0 (VC++ 1.52 for 16-bit version) on a Pentium-90 system with 32 MB RAM, 1.2 GB hard disk, Matrox Millennium PCI accelerated video running at 1024x768x64K and large fonts, Media Vision Pro AudioSpectrum 16 sound card, and a Roland SC-7 general MIDI sound module.

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## Registering this Shareware Program

**KeyNote Music Drills** is Shareware and may be freely distributed. You may use and evaluate KeyNote for a 15 day free trial period. The software will, however, continue to function after 15 days. If you decide to register your copy of KeyNote, you will get:

1. A serial number that will unlock the sound playback feature and disable the registration reminders. This registration number will be valid for all future versions of KeyNote, both 16 and 32 bit versions.
2. Free upgrades. Simply download the new shareware version from CompuServe and use your registration number to convert it to a registered version. Your name and company will appear in the about box after you enter your name and registration number.
3. Notification by e-mail when future versions of KeyNote become available.
4. Free support for KeyNote directly from the author via e-mail.

### **PAYMENT:**

1. If you have a CompuServe account, you can use the convenient on-line software registration service. This service will charge your account \$20 fee for a single-user license and will automatically send me an e-mail message notifying me that you have registered. To use this service type GO SWREG, select Register Shareware, and use ID #5866 to register KeyNote. I will respond by e-mail with your permanent KeyNote serial number. There is no additional charge for using the SWREG service.
2. If you would prefer to register by surface mail, please fill out the Single License Order Form and send it with the \$20 single-user license fee to:

H&H Enterprises  
45-1133 Makamae Street  
Kaneohe, Hawaii 96744-3122, USA

If you include your e-mail address with your payment, I will send you your permanent KeyNote serial number by e-mail. Otherwise, I will send it by surface mail.

Note that you will not receive a diskette or a manual in the mail when you register, since you already have the complete KeyNote program, including the available documentation (this help file). This allows me to not charge anything for upgrades, since you can download them at your convenience.

This registration number will be valid for all future versions of KeyNote. To upgrade, simply download the new shareware version and use the registration number to convert it to a registered version. Your name and company will appear in the about box after you enter your name and registration number.

Thank you for trying KeyNote Music Drills!

See also: [Registration Form](#)

## REGISTRATION FORM

### KeyNote Music Drills 1.52 (32-Bit Version)

This form can be printed by selecting **File/Print Topic** from the Help menu above. If you are unable to print this form, then you can send the information requested below, with payment, to the address given.

NAME: \_\_\_\_\_

COMPANY: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

CITY, STATE: \_\_\_\_\_

POSTAL/ZIP CODE: \_\_\_\_\_

COUNTRY: \_\_\_\_\_

TELEPHONE (Voice): \_\_\_\_\_

TELEPHONE (FAX): \_\_\_\_\_

E-MAIL: \_\_\_\_\_

COMMENTS: \_\_\_\_\_

\_\_\_\_\_

WHERE DID YOU OBTAIN YOUR COPY OF KEYNOTE?

CD-ROM: \_\_\_\_\_ CIS Forum: \_\_\_\_\_

Internet: \_\_\_\_\_ BBS: \_\_\_\_\_

Other: \_\_\_\_\_

QUANTITY: \_\_\_\_\_ X \$20.00 \_\_\_\_\_

TOTAL ENCLOSED (US Dollars): \_\_\_\_\_

MAIL THIS FORM WITH PAYMENT TO:

H&H Enterprises  
45-1133 Makamae Street  
Kaneohe, Hawaii 96744-3122  
U.S.A.

*Thank you for purchasing KeyNote Music Drills!*

## System Requirements

### MINIMUM

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CPU:	80386
Memory:	4 MB
Video:	SVGA 600x800
Audio:	Sound card supporting waveform audio playback
Windows:	Windows for Workgroups 3.11 with Win32s™ version 1.30 installed, MCI sound support
Disk:	Approximately 1.2 MB

### PREFERRED

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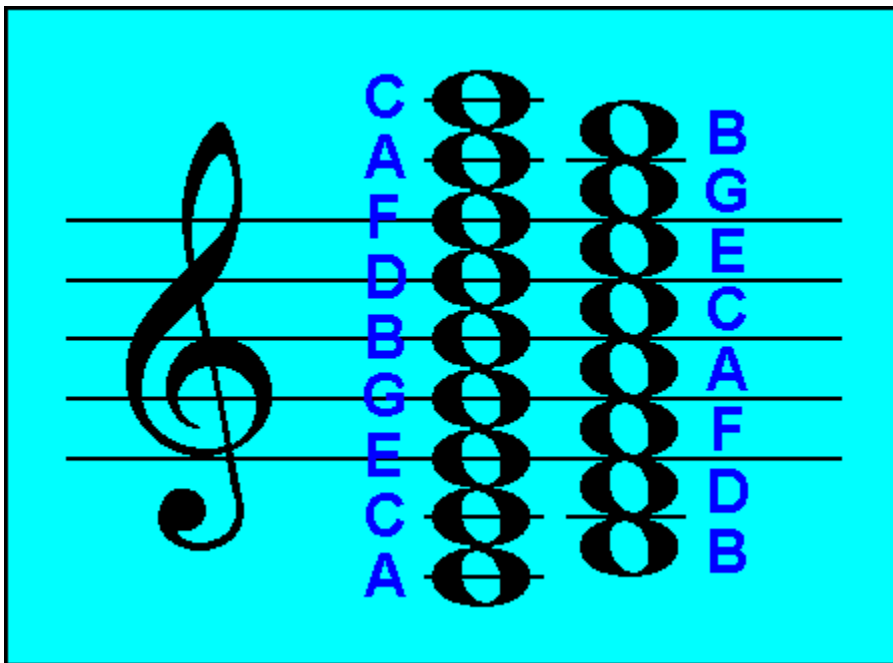
CPU:	80486 or Pentium
Memory:	8 MB or more (depending on Windows version)
Video:	SVGA 1024x768
Audio:	Sound card supporting waveform and MIDI audio playback
Windows:	Windows 95 or Windows NT 3.51 with MCI and MIDI sound support
Disk:	Approximately 1.2 MB

## Treble Clef

The **Treble Clef** drill can be selected by either:

1. Clicking on the  button on the toolbar.
2. Selecting **Drill / Treble Clef** from the menu bar.

The Treble Clef drill presents random notes ranging from A below the staff to C above the staff with a total of 17 different notes. If the In-Staff option is selected the range is limited to the first line E to the fifth line F totaling 9 different notes. You must respond by clicking on the button with the appropriate letter name of the key. The following figure lists all the note names for the Treble Clef drill:



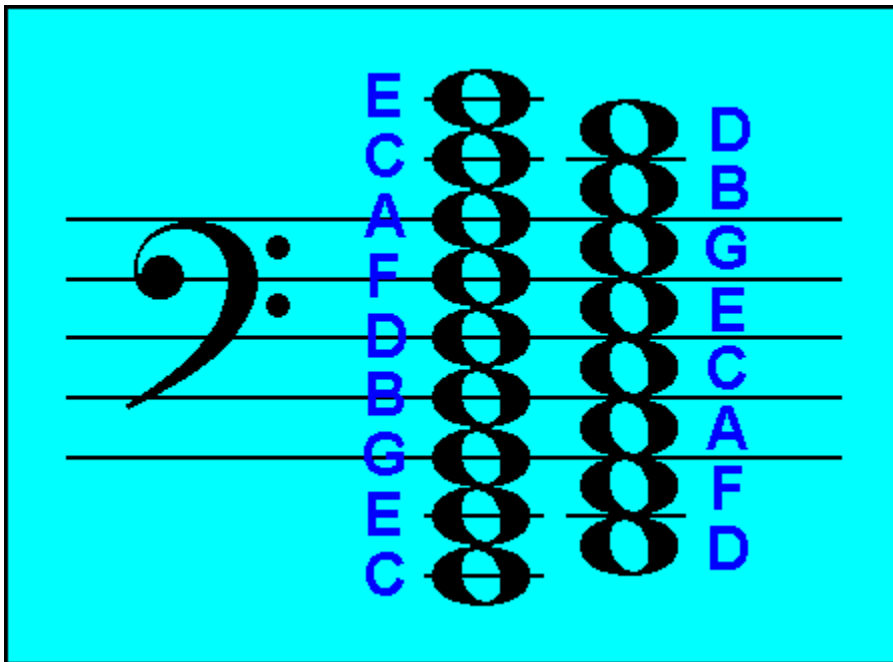
See Also: [General Overview](#)  
[Bass Clef](#)  
[Grand Staff](#)  
[Alto Clef](#)  
[Tenor Clef](#)

## Bass Clef

The **Bass Clef** drill can be selected by either:

1. Clicking on the  button on the toolbar.
2. Selecting **Drill / Bass Clef** from the menu bar.

The Bass Clef drill presents random notes ranging from C below the staff to E above the staff with a total of 17 different notes. If the In-Staff option is selected the range is limited to the first line G to the fifth line A totaling 9 different notes. You must respond by clicking on the button with the appropriate letter name of the key. The following figure lists all the note names for the Bass Clef drill:



See Also: [General Overview](#)  
[Treble Clef](#)  
[Grand Staff](#)  
[Alto Clef](#)  
[Tenor Clef](#)



## Grand Staff

The **Grand Staff** drill can be selected by either:


1. Clicking on the  button on the toolbar.
2. Selecting **Drill / Grand Staff** from the menu bar.

The Grand Staff drill presents random notes selected on both treble and bass clefs with the range as determined by the Clef Drill Range setting in the Options dialog box. You must respond by clicking on the button with the appropriate letter name of the key.

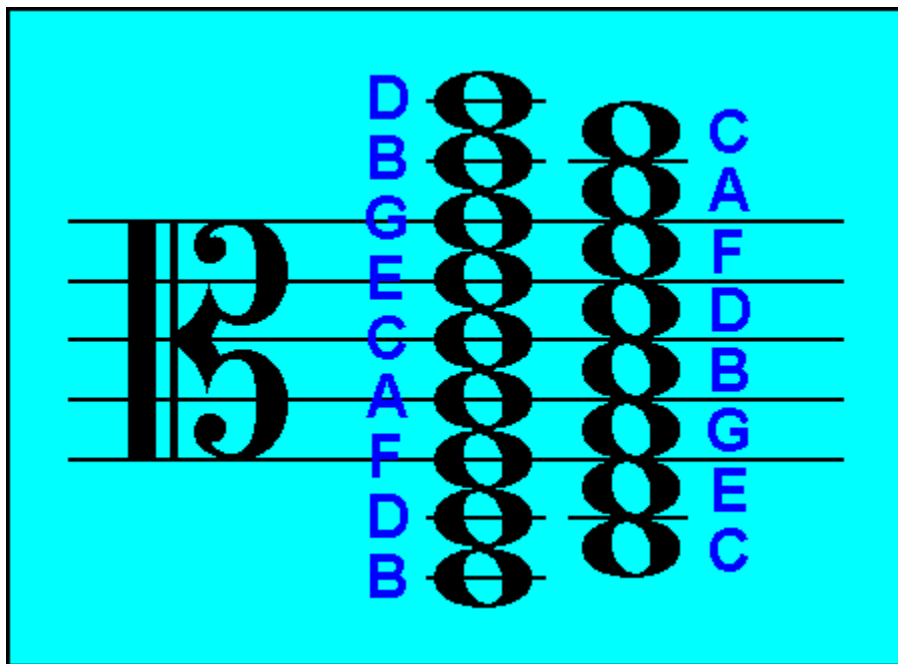
See Also: [General Overview](#)  
[Treble Clef](#)  
[Bass Clef](#)  
[Alto Clef](#)  
[Tenor Clef](#)

## Alto Clef

The Alto Clef drill can be selected by either:

1. Clicking on the  button on the toolbar.
2. Selecting Drill / Alto Clef from the menu bar.


The Alto Clef drill presents random notes ranging from B below the staff to D above the staff with a total of 17 different notes. If the In-Staff option is selected the range is limited to the first line F to the fifth line G totaling 9 different notes. You must respond by clicking on the button with the appropriate letter name of the key. The following figure lists all the note names for the Alto Clef drill:



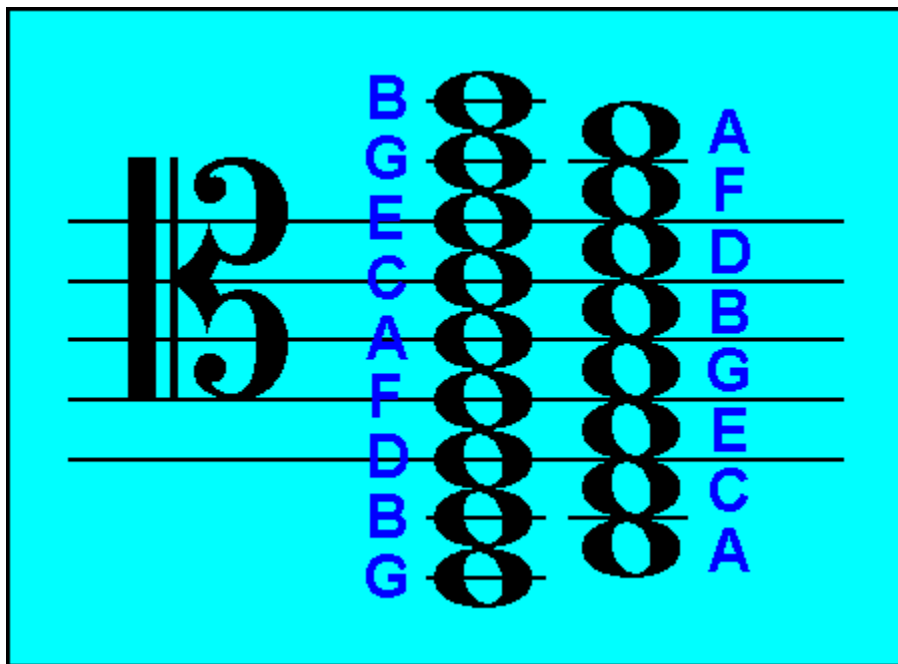
See Also: [General Overview](#)  
[Tenor Clef](#)  
[Treble Clef](#)  
[Bass Clef](#)  
[Grand Staff](#)

## Tenor Clef

The **Tenor Clef** drill can be selected by either:

1. Clicking on the  button on the toolbar.
2. Selecting Drill / Tenor Clef from the menu bar.

The Tenor Clef drill presents random notes ranging from G below the staff to B above the staff with a total of 17 different notes. If the In-Staff option is selected the range is limited to the first line D to the fifth line E totaling 9 different notes. You must respond by clicking on the button with the appropriate letter name of the key. The following figure lists all the note names for the Tenor Clef drill:



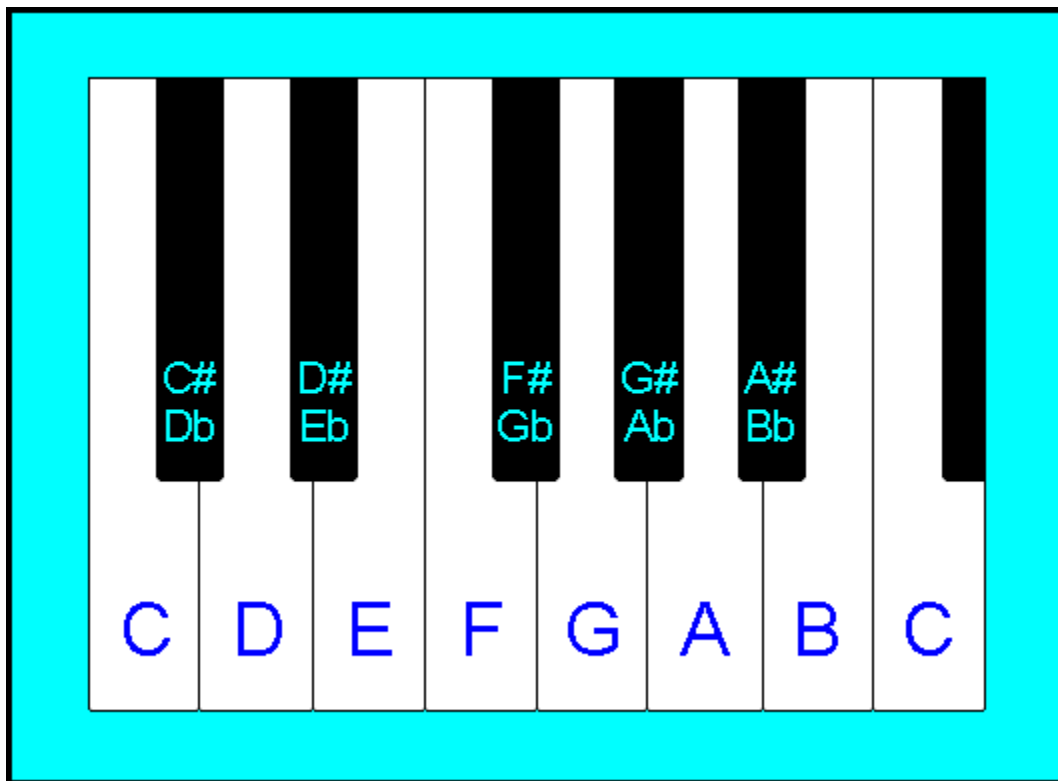
See Also: [General Overview](#)  
[Alto Clef](#)  
[Treble Clef](#)  
[Bass Clef](#)  
[Grand Staff](#)

## Keyboard-To-Note

The **Keyboard-To-Note** drill can be selected by either:

1. Clicking on the  button on the toolbar.
2. Selecting **Drill / Keyboard-To-Note** from the menu bar.


The Keyboard-To-Note drill presents random keys selected on a 4-octave keyboard with Middle-C located in the center. The keys are highlighted in a light blue color and you must respond by clicking on the button with the appropriate letter name of the key. The following figure lists all the note names for one octave of the keyboard starting with the C key:



See Also: [General Overview](#)  
[Note-To-Keyboard](#)

## Note-To-Keyboard

The **Note-To-Keyboard** drill can be selected by either:

1. Clicking on the  symbol on the toolbar.
2. Selecting Drill / Note-To-Keyboard from the menu bar.

The Note-To-Keyboard drill presents random notes selected on the grand staff with the range as determined by the Clef Drill Range setting in the Options dialog box. You must respond by clicking the index finger cursor on the appropriate key of the 4-octave keyboard.

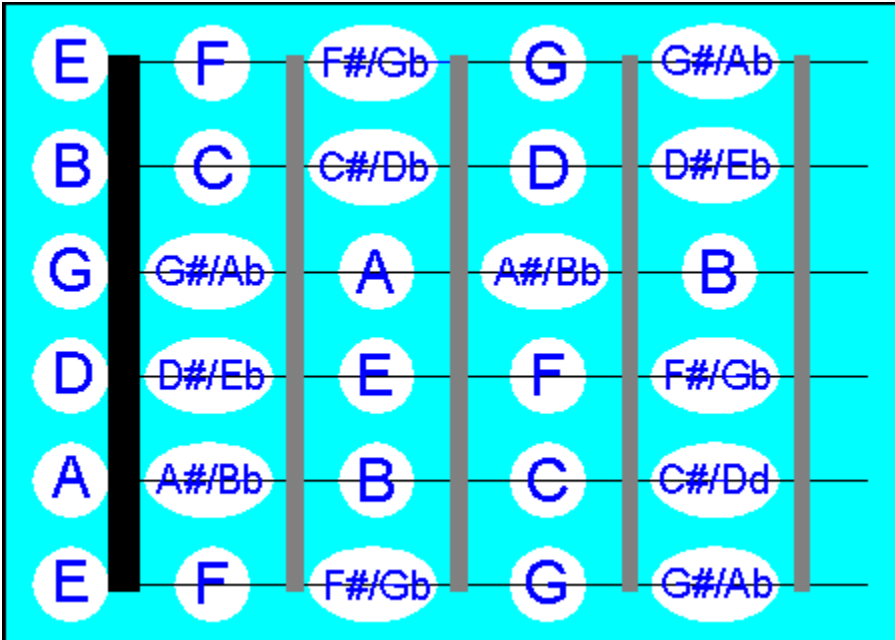
See Also: [General Overview](#)  
[Keyboard-To-Note](#)

## Guitar-To-Note

The **Guitar-To-Note** drill can be selected by either:

1. Clicking on the  button on the toolbar.
2. Selecting **Drill / Guitar-To-Note** from the menu bar.

The Guitar-To-Note drill presents random selections up to the 12th fret on the guitar fingerboard. If the In-Staff option is selected, the range of notes will be limited to those on the first position (1st, 2nd, and 3rd fret). The selections are indicated with a red dot and you must respond by clicking on the button with the appropriate note letter name. The following figure lists all the note names for the first position of the guitar fingerboard:



See Also: [General Overview](#)  
[Note-To-Guitar](#)

## Note-To-Guitar

The **Note-To-Guitar** drill can be selected by either:

1. Clicking on the  button on the toolbar.
2. Selecting **Drill / Note-To-Guitar** from the menu bar.

The Note-To-Guitar drill presents random notes selected on the treble clef staff ranging from low E below the staff (open 6th string) to the G above the staff (1st string - 3rd fret), and is limited to the notes in the first position (1st, 2nd, and 3rd fret). You must respond by clicking the whole note pointer on the appropriate fret position on the fingerboard.

See Also: [General Overview](#)  
[Guitar-To-Note](#)

## KeyNote Options

KeyNote options can be selected by either:



1. Clicking on the  button on the toolbar.
2. Selecting **Drill / Options...** from the menu bar.

The selections on the Options pages are described below:

### General Page

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#### Toolbar Alignment

- Top:** Align the toolbar on the top border of the main window frame.
- Bottom:** Align the toolbar on the bottom border of the main window frame.
- Left:** Align the toolbar on the left border of the main window frame.
- Right:** Align the toolbar on the right border of the main window frame.

#### Show Wallpaper

Select a bitmap logo or color as a background wallpaper in the main window frame.

#### Display Notes

This option is normally enabled but it may be disabled for aural training which is the identifying of notes by pitches alone. Usually just the note name must be identified for a correct answer, but in the Note-To-Keyboard and Note-To-Guitar drills the exact key or fret must be selected making these the most challenging of the aural training drills.

#### Large Key Letters

Displays the key letters A through G in appropriate drills in a larger, more visible font size.

#### Confirm Exit

Displays a dialog box to confirm KeyNote program exit.

### Drill Page

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#### Clef Drill Range

- Full:** For the clef drills (treble, bass, and grand staff) this option expands the range of notes to two leger lines above and below the staff for a total of 17 notes. For the guitar and keyboard, the entire displayed range is included in the drill.
- In-Staff:** For the clef drills (treble, bass, and grand staff) this option limits the range of notes to those notes within the staff for a total of 9 notes. For the Guitar-To-Note drill, the range is limited to the notes in the first position of the guitar fingerboard.

#### Show Note Letter

This option causes KeyNote to display the correct note for the most recent drill item. If a response was correct the background will be green. If a correct response was made the background will be green, otherwise it will be red. If Set Pause Seconds option is active then the note will flash for the selected amount of seconds.

#### Disable Stop Button

This option causes KeyNote to disable the Stop button during the course of a drill. This feature forces the completion a drill once it has started.

#### Drill Items



This option sets the number of items to present for each drill.

## Timer Page

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### Set Time Limit

Setting this option causes KeyNote to limit the time on any particular drill, stopping the drill when the time limit is reached. The number of correct and incorrect notes is displayed in their appropriate boxes along with the remaining notes of the drill if any.

### Time All Drills

This option resets and initiates the timer for all drills regardless of the Set Time Limit setting. Setting this option displays the amount of time to complete each drill.

### Show Progress Bar

Setting this option causes KeyNote to display a horizontal progress indicator bar just below the Drill Display Frame to graphically represent the elapsed time. The color of the bar is green but changes to indicate the amount of time left with yellow indicating 50% or less, magenta indicating 25% or less, and red indicating 10% or less. This bar is also displayed for each drill item if Flash Pause is enabled.

### Error Pause

Set the desired amount of time, in seconds, that is given to allow the review of any incorrect selection. If an incorrect selection is made, the correct note name is flashed in the Note window for the set amount of seconds. In the Note-To-Keyboard and Note-To-Guitar drills the correct key or fret is also highlighted for further feedback.

Setting this option always enables the Show Note Letter feature on the Drill options page and disables any timer selections. Also if sounds are enabled, a bonk sound is played while the note name is flashed.

### Flash Pause

Set the desired amount of time, in seconds, that is given to respond to each drill item. This feature presents a flash card like drill by limiting the amount of time to respond by the selected amount of seconds. If a selection is not made within the set time, the drill continues by displaying the next item. If the Error Pause feature is enabled then the correct note is flashed before progressing to the next item.

## Sound Page

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### Play Sounds

Play all sounds corresponding to the displayed note, key, or fret position. Also enables playing of the bonk sound for incorrect selections.

### Sound Type

Select between WAVE form or MIDI audio output. For MIDI output, KeyNote sends all sounds to the current Windows MIDI Mapper setup to provide device-independent MIDI support.

### MIDI Volume

Select the preferred MIDI output volume.

### MIDI Bonk Sound

Select between a high or low bonk sound to be played during the Error Pause for incorrect selections.

## Messages Page

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100%      Message that is displayed for perfect scores.

90%–99%	Message that is displayed for scores in the upper 90%.
80%–89%	Message that is displayed for scores in the upper 80%.
70%–79%	Message that is displayed for scores in the upper 70%.
60%–69%	Message that is displayed for scores in the upper 60%.
0%–59%	Message that is displayed for scores below 60%.

## Future Enhancements

Your comments, questions and suggestions are always appreciated and in fact help mold the future design of KeyNote Music Drills. Some of the enhancements planned for future releases include:



Drill accidentals (sharps and flats)



Allow input with MIDI keyboard



Hall-of-Fame for top ten best scores



File support for individual students or classes

Please feel free to send your comments to me at:



CompuServe: 75021,3701

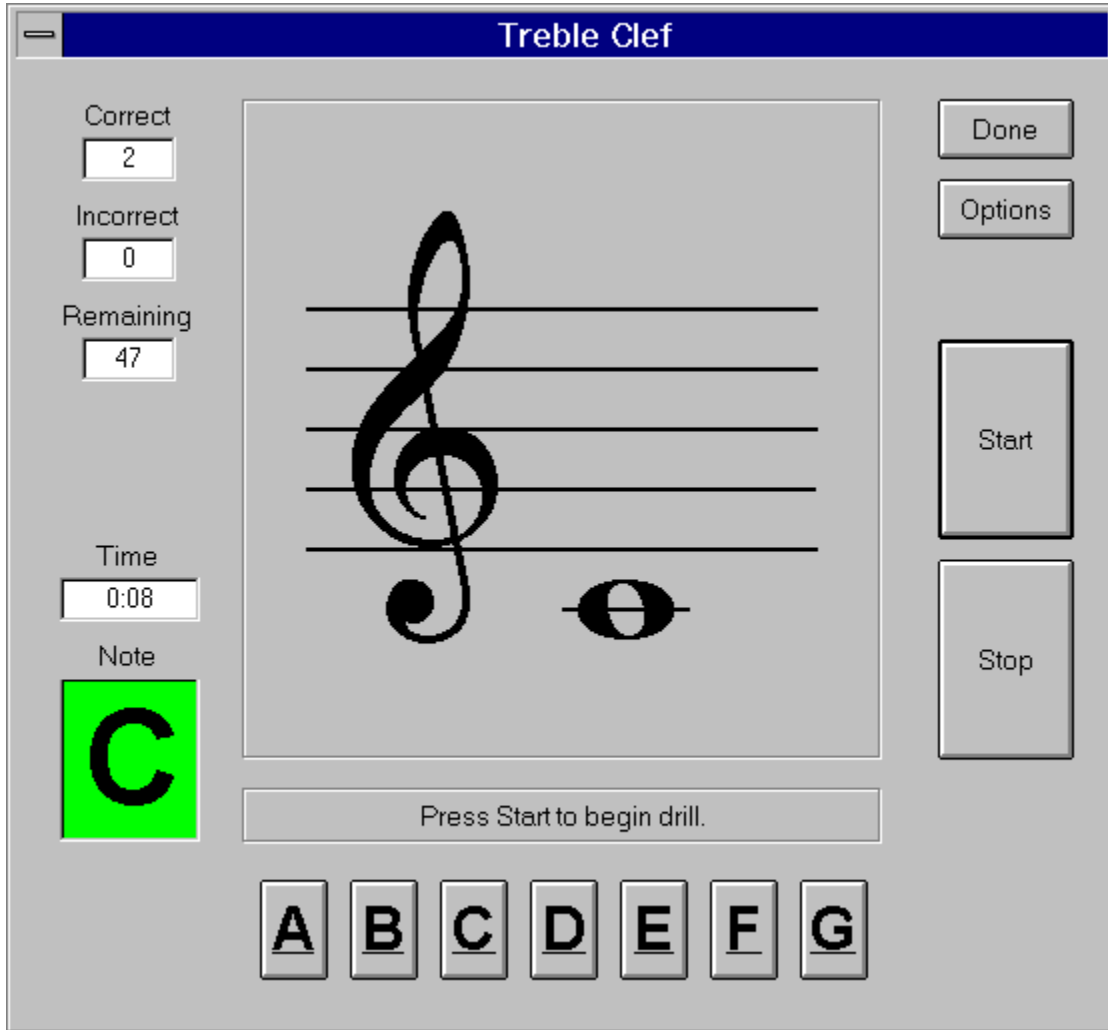


Internet: [khigaki@aloha.net](mailto:khigaki@aloha.net)

# General Overview

## GETTING STARTED

Using KeyNote Music Drills is simple and intuitive even to the beginner! To select a drill, simply click on the appropriate drill icon on the toolbar or select it from the Drill menu. Each drill utilizes its own panel and each are similarly laid out much like a typical video game:



The drill display area is located at the top-center of each panel with the prompt bar just below. To the left are the drill status indicators for the correct/incorrect responses, remaining drill items, elapsed time, and the previous item note name. To the right are the control buttons to start/stop the drill, change drill options, and to exit the drill. The response area is located at the bottom of the panel. Depending on the drill selected there will either be seven buttons, one for each note name (A to G), a guitar fingerboard, or a 4-octave keyboard to input responses. The drill panel layout is explained in more detail below:

## PANEL AREAS

**Drill Display Frame:** This is the main viewing area where all drills are displayed. Depending on the selected drill it will show either a staff with various clefs (treble, bass, or grand

	staff), a guitar fingerboard, or a 4-octave keyboard.
Prompt Bar(s):	Indicates some simple instructions to start and stop the drill. In the keyboard drills a second prompt bar provides feedback for correct or incorrect responses. If <u>Show Progress Bar</u> is enabled this bar turns into the Progress Bar indicating the relative amount of time the drill has elapsed.
Input Keys or Area:	Depending on the selected drill it will show either a set of seven buttons for the note names or a 4-octave keyboard.

### **DRILL STATUS INDICATORS**

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Correct:	Number of correct responses.
Incorrect:	Number of incorrect responses.
Remaining:	Number of drill items left.
Time:	Elapsed time since the press of the Start button.
Note:	The correct letter name of the note of the last response. If a correct response was made the background will be green, otherwise it will be red. If the <u>Set Pause Seconds</u> option is active then the note letter will be flashed for the selected amount of seconds.

### **CONTROL BUTTONS**

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Done:	Exit the drill. This button is disabled during a drill.
Options:	Allows the selection or change of various KeyNote options. This button is disabled during a drill.
Start:	Start a drill sequence. This button is disabled during a drill.
Stop:	Stop the current drill. There is an option to disable this during a drill sequence.



