

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 and bass 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 & bass guitar fingerboard drills up to the 12th fret
- Key signature drill for major and minor keys in all clefs
- Support for both “A, B, C” and “Do, Re, Mi” note naming systems
- Test Mode to record score and times
- Top 10 Best Scores saved for all drills
- File support for individual score statistics and record
- 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
- Sound fanfares for different score level achievement
- BMP file selection for background wallpaper
- Support for the Windows95/NT registry

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

KeyNote Music Drills was developed and tested on Windows NT Workstation 3.51 & 4.0 Beta 2 and Windows 95 with Microsoft Visual C++ 4.2 (VC++ 1.52 for 16-bit version) on a Cyrix 6x86-P166 system with 64 MB RAM, 2.2 GB hard disk, Matrox Millennium PCI accelerated video running at 1024x768x64K and large fonts, Creative Labs Sound Blaster AWE32 PnP 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 minor updates of KeyNote.
2. Free upgrades. Simply download the new shareware version from CompuServe or selected Internet depositories and use your registration number to convert it to a registered version. Your name and organization will appear in the about box after you enter your name and registration number.
3. Notification by e-mail (if provided) 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 the \$20 fee for a single-user license and will automatically send 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 KeyNote serial number. There is no additional charge for using the SWREG service.
2. If you would prefer to register by surface mail, please print the Single License Order Form and send the completed form with the \$20 single-user license fee to:

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

If you include your e-mail address with your payment, I will send you your 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 minor updates of KeyNote. To upgrade, simply download the new shareware version and use the registration number to convert it to a registered version.

Thank you for using KeyNote Music Drills!

See also: [Registration Form](#)

Registration Form

KeyNote Music Drills 1.70 (32-Bit Version)

To print this form, click on the Print button above, or press <Alt> + <P>. If you are unable to print this form, then you can send the information requested below, with payment, to the address given.

FULL NAME: _____

ORGANIZATION: _____

ADDRESS: _____

CITY, STATE: _____

POSTAL/ZIP CODE: _____

COUNTRY: _____

TELEPHONE (Voice): _____ (FAX): _____

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COMMENTS: _____

WHERE DID YOU OBTAIN YOUR COPY OF KEYNOTE?

CD-ROM: _____ CIS Forum: _____

Internet: _____ BBS: _____

Other: _____

QUANTITY: _____ X \$20.00 \$ _____

TOTAL ENCLOSED (US Dollars): \$ _____

Payments must be in US dollars drawn on a US bank, or you can send international postal money orders in US dollars.

Make checks payable to: **H&H Enterprises**

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

System Requirements

MINIMUM

CPU:	80386
Memory:	4 MB
Video:	SVGA 800x600
Audio:	Sound card supporting waveform audio playback
Windows:	Windows 95 or Windows NT 3.51 with MCI and MIDI sound support
Disk:	Approximately 1.5 MB

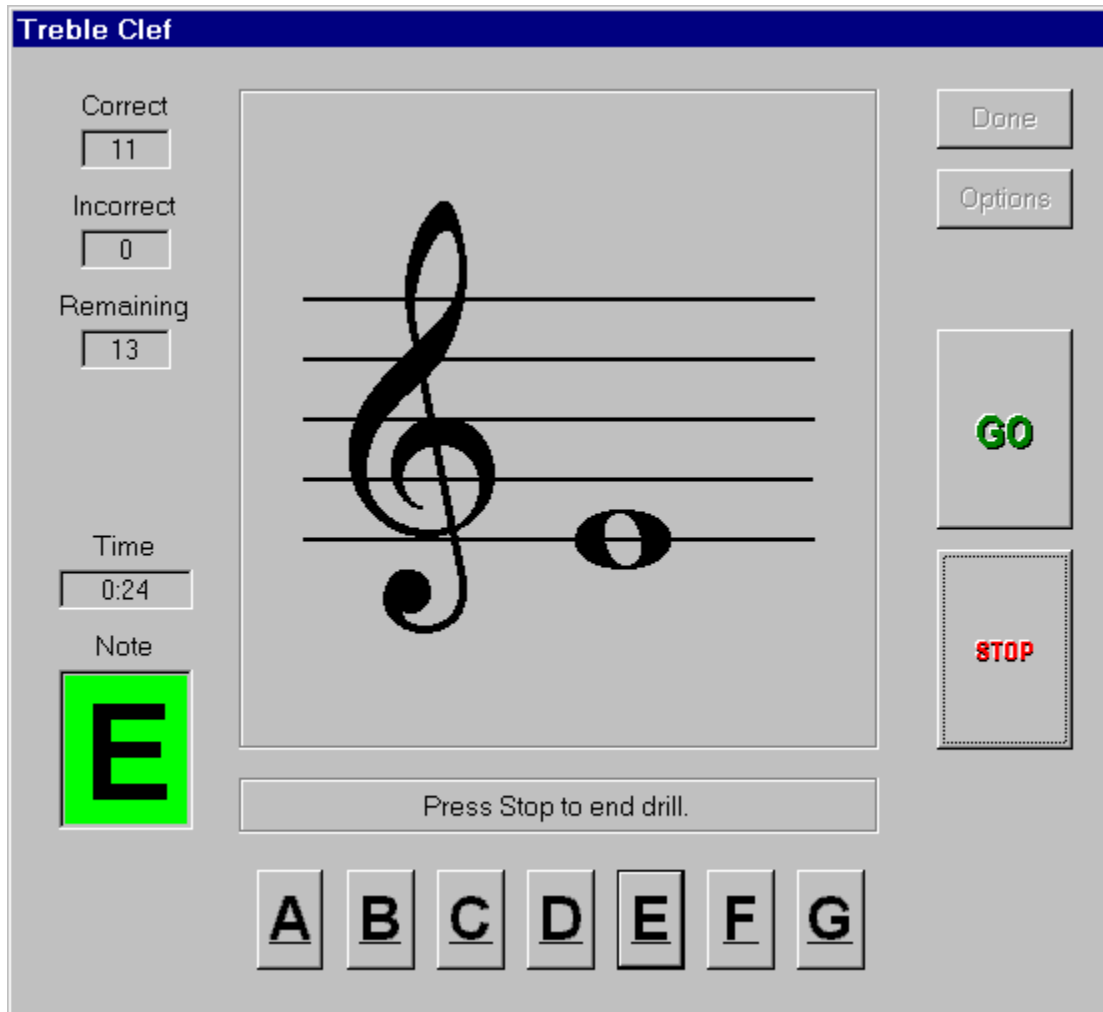
PREFERRED

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 1.5 MB

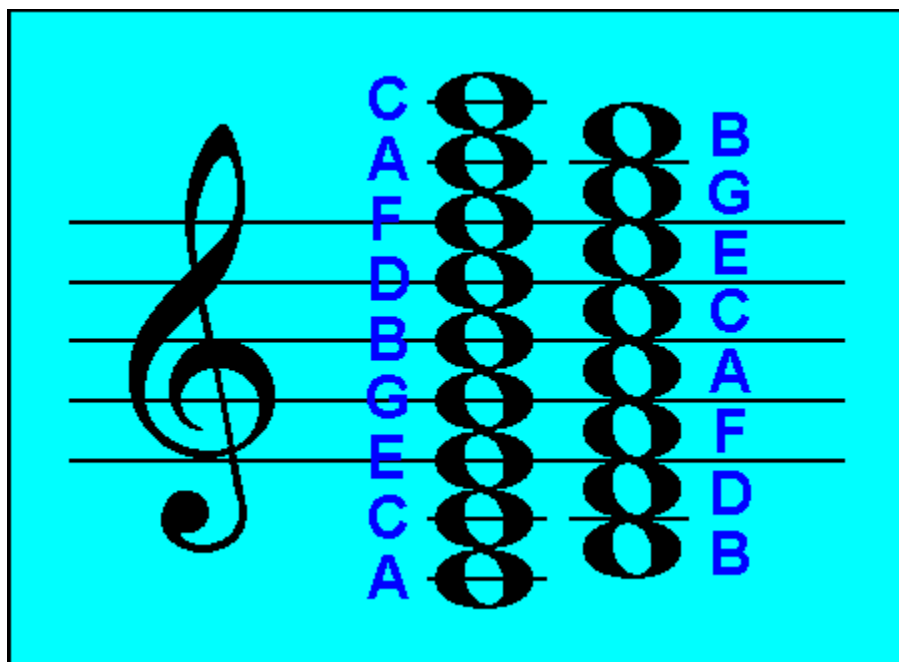
Treble Clef

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.
3. Press 1.



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:

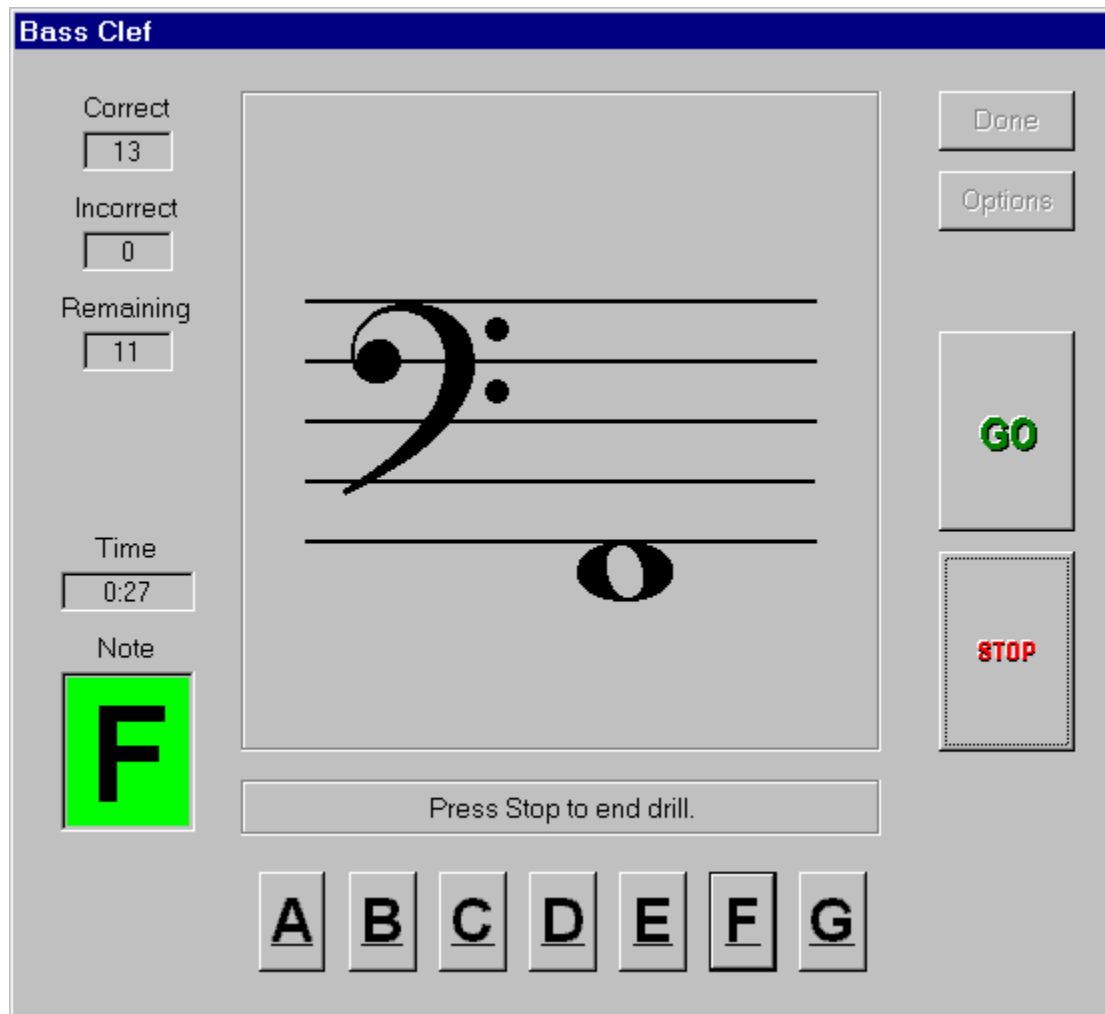


See Also: [General Overview](#)
[Bass Clef](#)
[Grand Staff](#)
[Alto Clef](#)
[Tenor Clef](#)
[Key Signature](#)

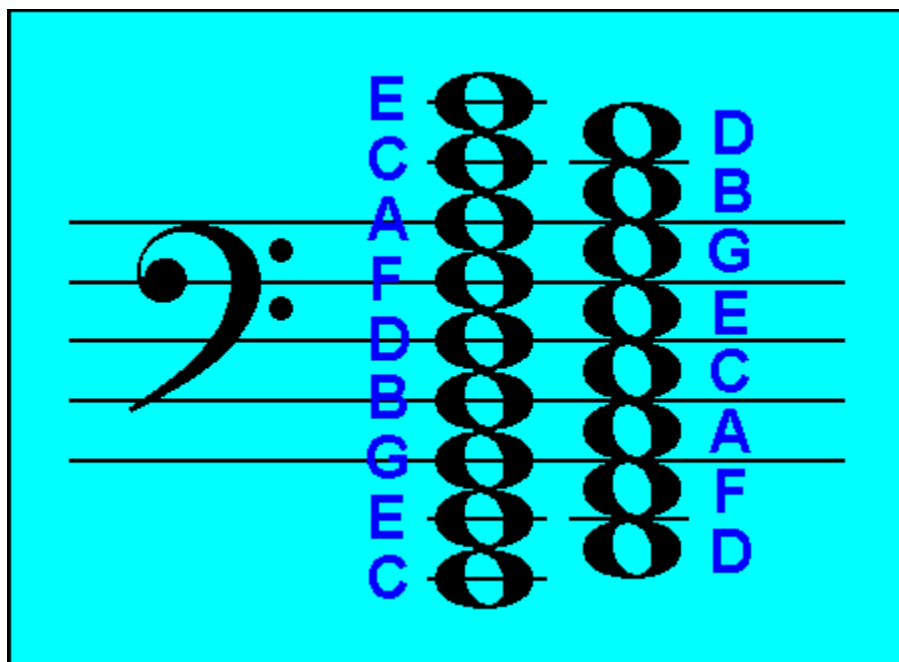
Bass Clef

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.
3. Press 2.



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:

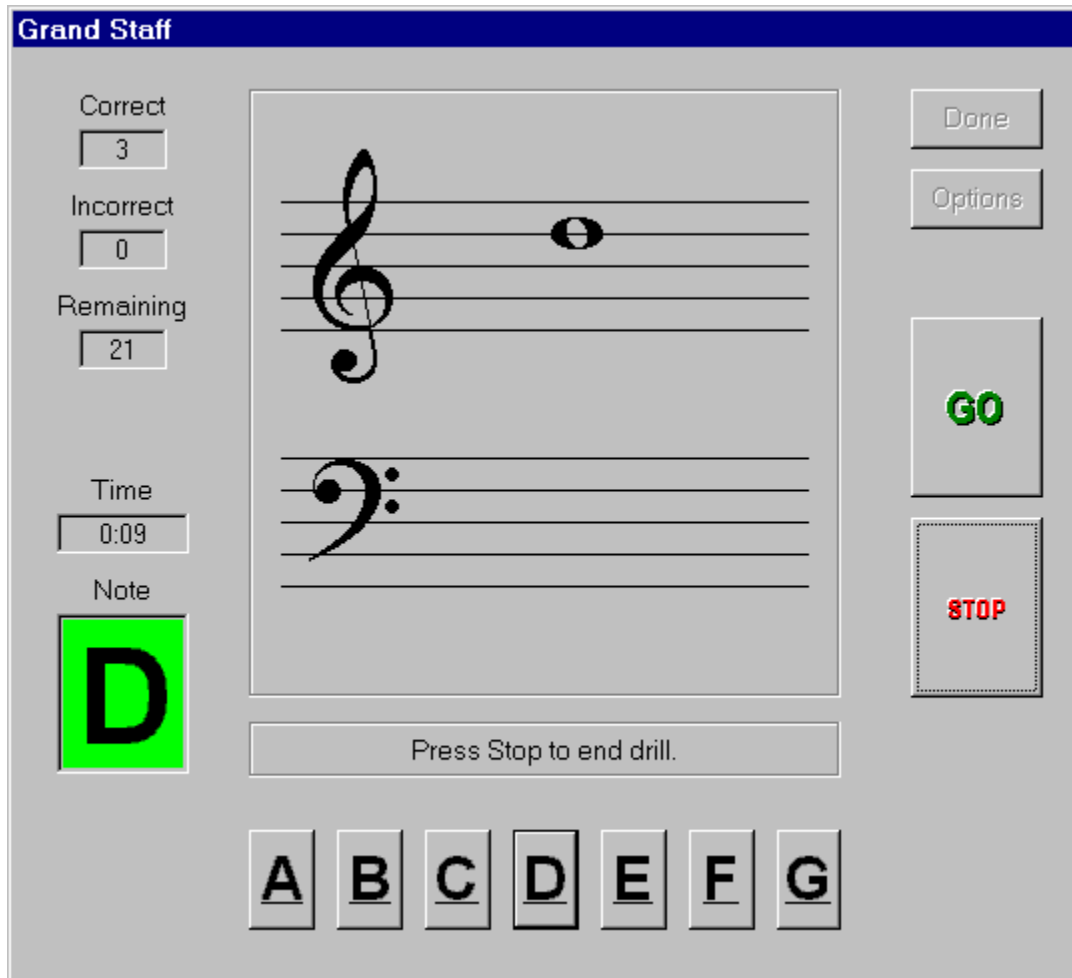


See Also: [General Overview](#)
[Treble Clef](#)
[Grand Staff](#)
[Alto Clef](#)
[Tenor Clef](#)
[Key Signature](#)

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.
3. Press **3**.



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. If the In-Staff option is selected the range is limited to the notes on the lines or spaces directly on the staff. You must respond by clicking on the button with the appropriate letter name of the key.

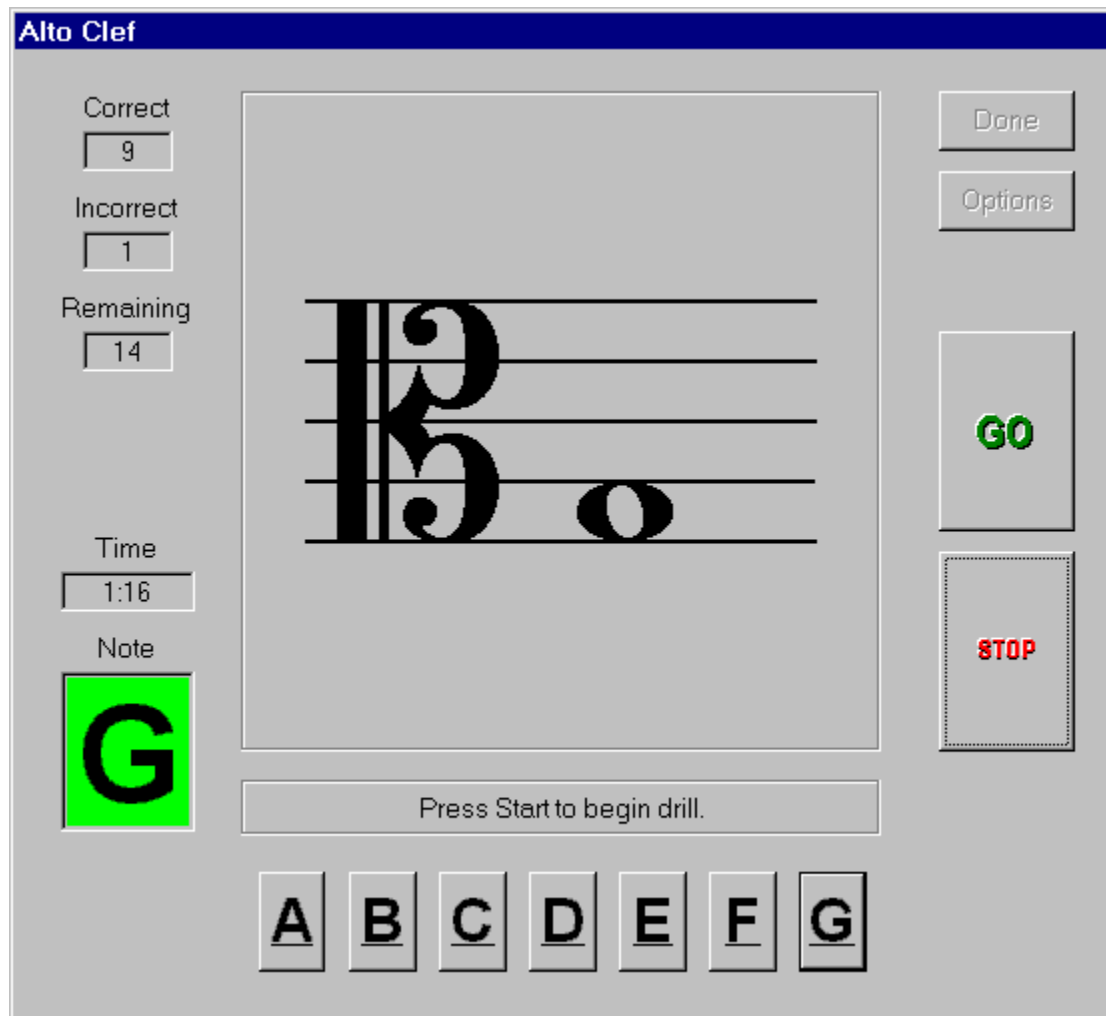
See Also: [General Overview](#)
[Treble Clef](#)
[Bass Clef](#)

Alto Clef
Tenor Clef
Key Signature

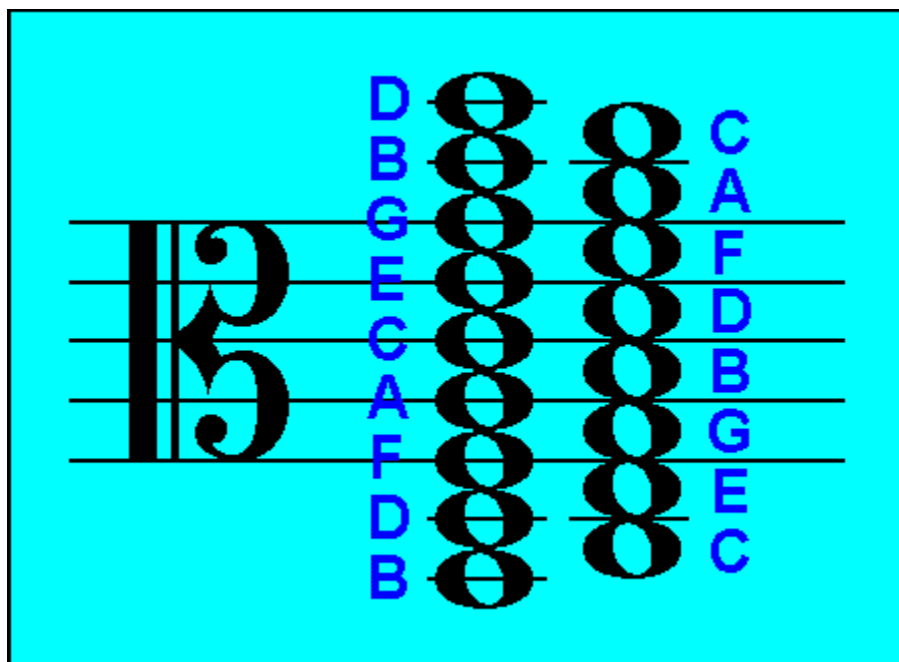
Alto Clef

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.
3. Press 4.



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:

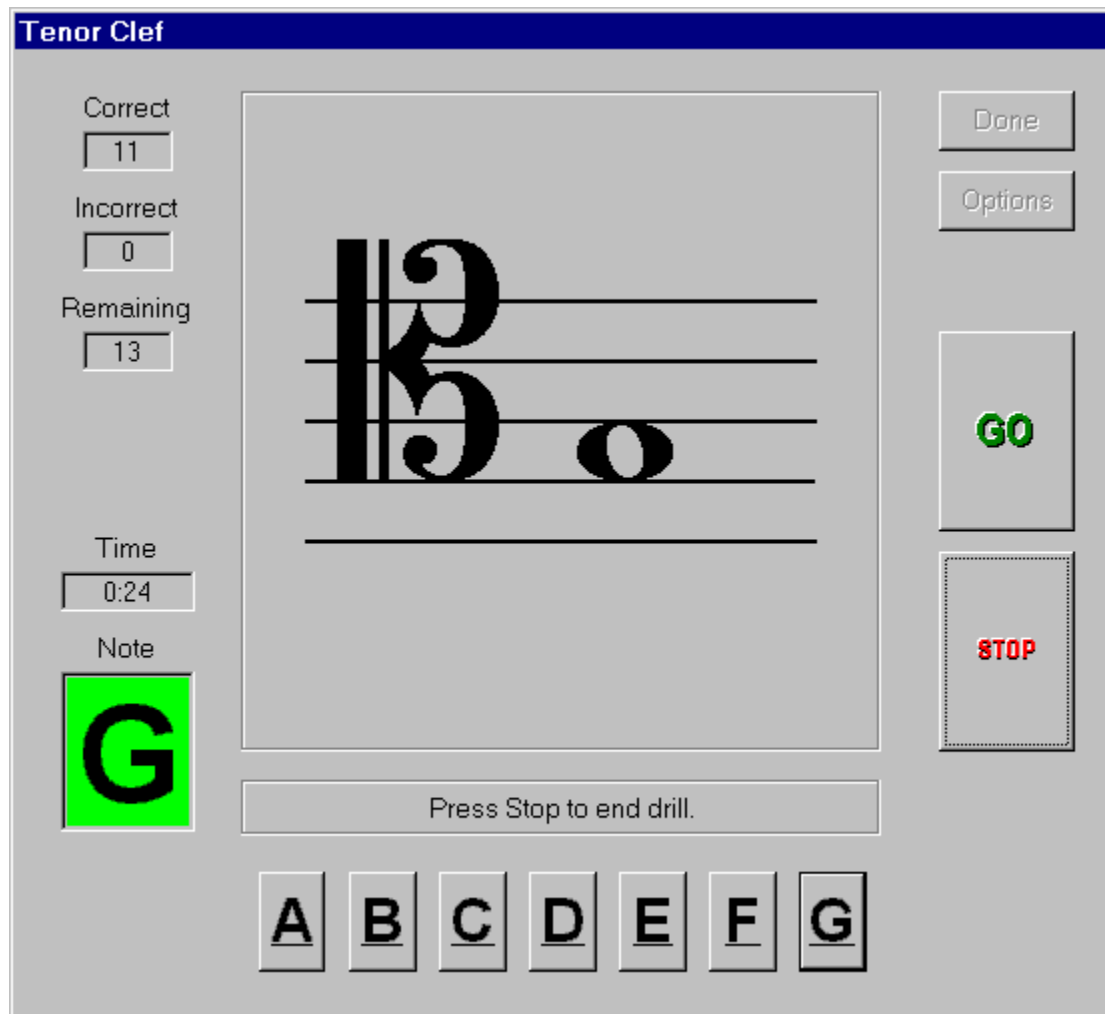


See Also: [General Overview](#)
[Tenor Clef](#)
[Treble Clef](#)
[Bass Clef](#)
[Grand Staff](#)
[Key Signature](#)

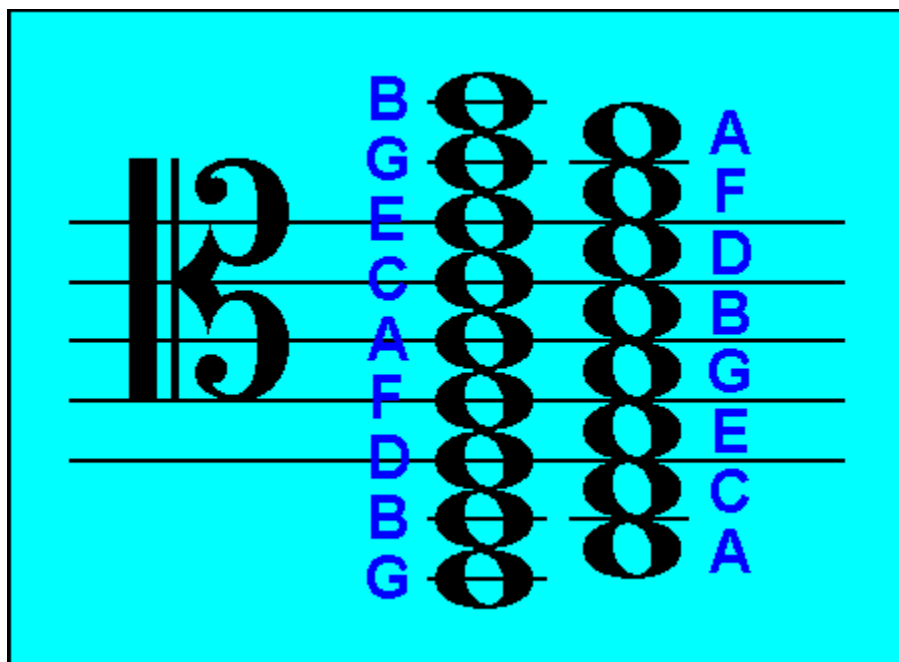
Tenor Clef

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.
3. Press **5**.



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:

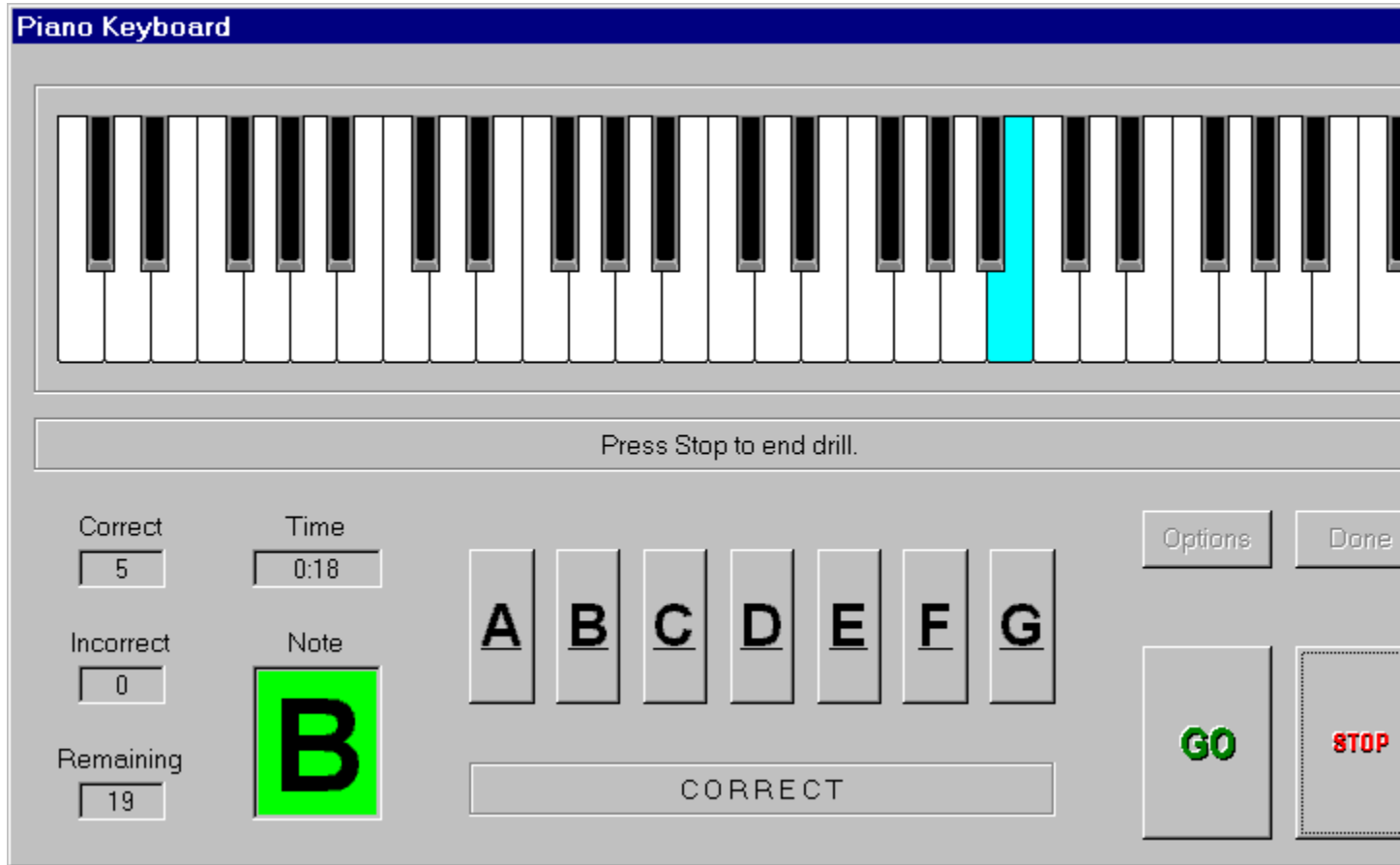


See Also: [General Overview](#)
[Alto Clef](#)
[Treble Clef](#)
[Bass Clef](#)
[Grand Staff](#)
[Key Signature](#)

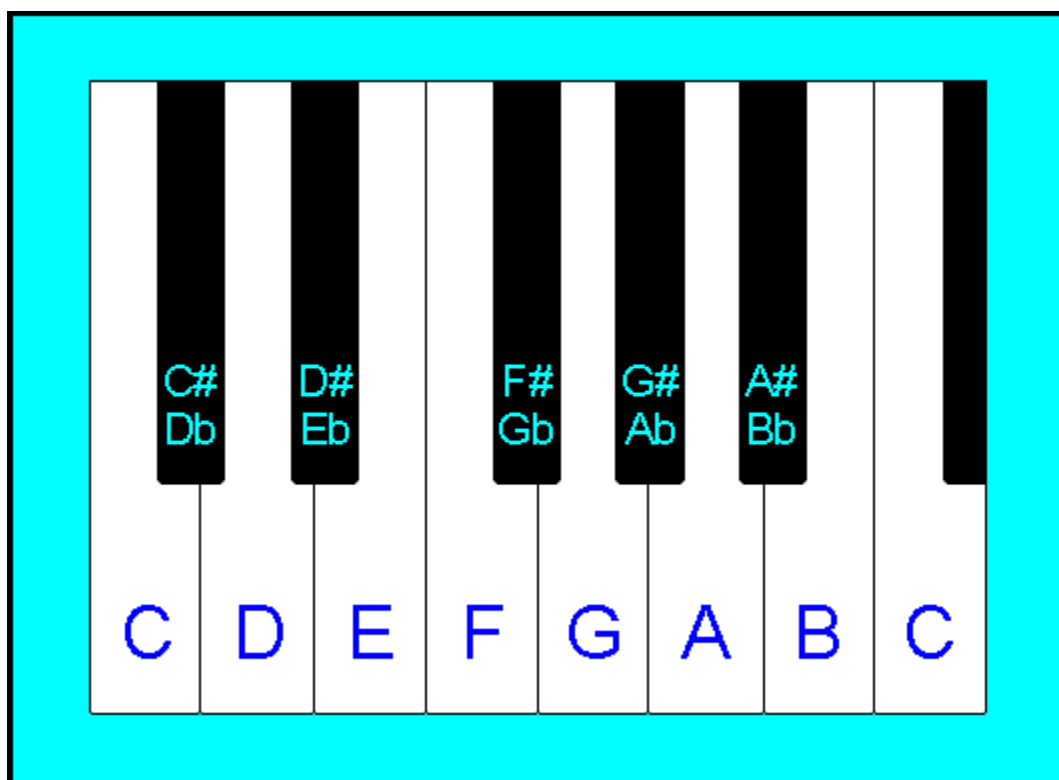
Keyboard-To-Note

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.
3. Press **6**.




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:

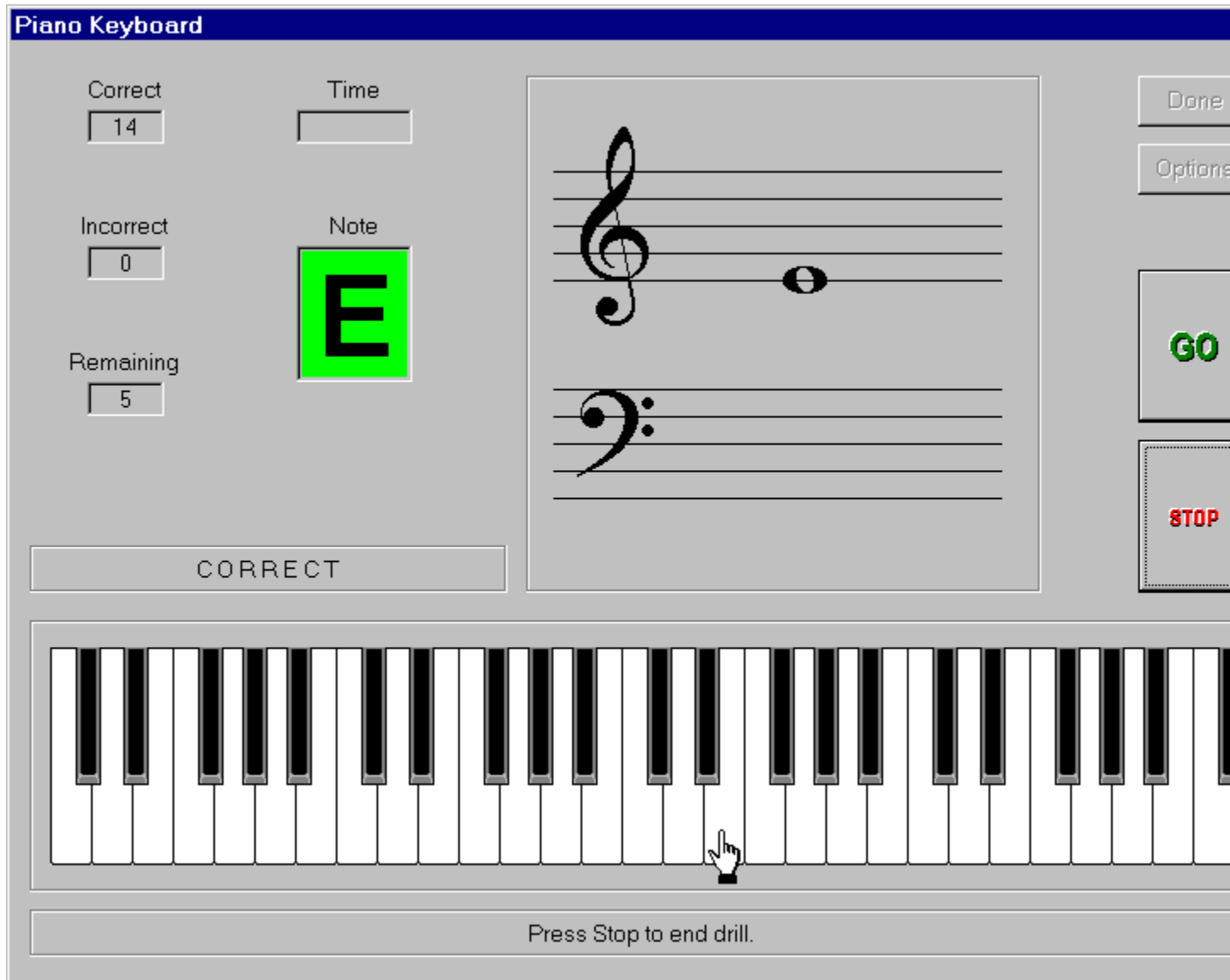


See Also: [General Overview](#)
[Note-To-Keyboard](#)
[Key Signature](#)

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.
3. Press **Alt+6**.



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.

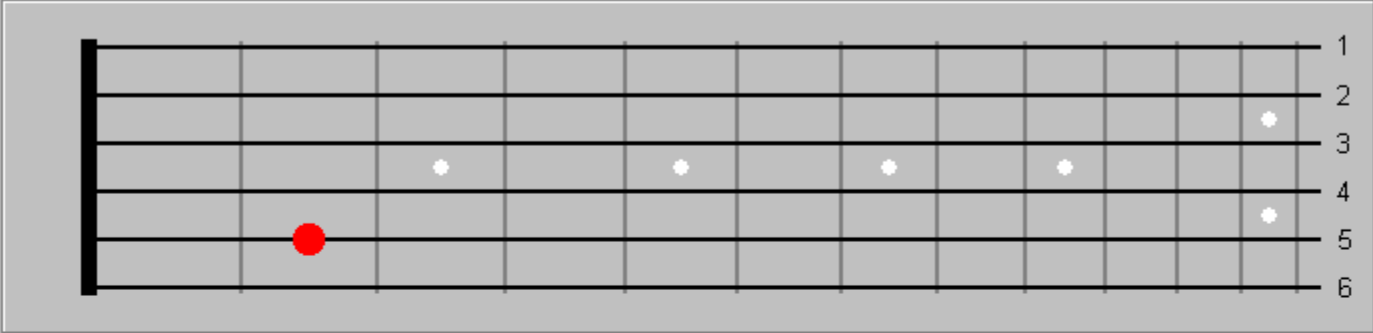
See Also: [General Overview](#)
[Keyboard-To-Note](#)
[Key Signature](#)

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.
3. Press 7.

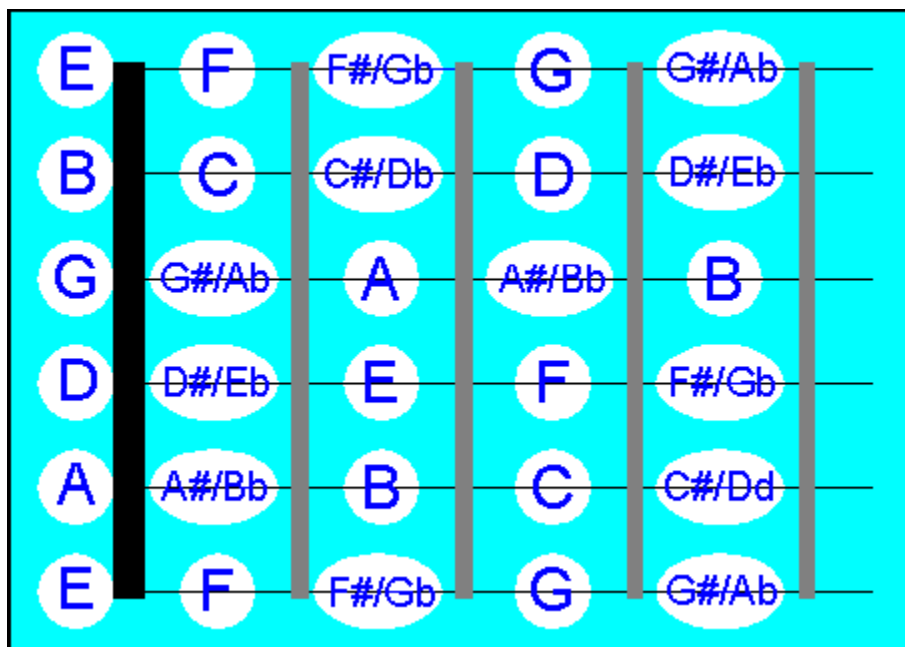
Guitar Tablature



Press Stop to end drill.

Correct	Time							Options	Done
18	0:40	A	B	C	D	E	F	G	
Incorrect	Note							GO	STOP
0	B	CORRECT							
Remaining									
6									

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](#)
[Bass Guitar-To-Note](#)
[Note-To-Bass Guitar](#)
[Key Signature](#)

Note-To-Guitar

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

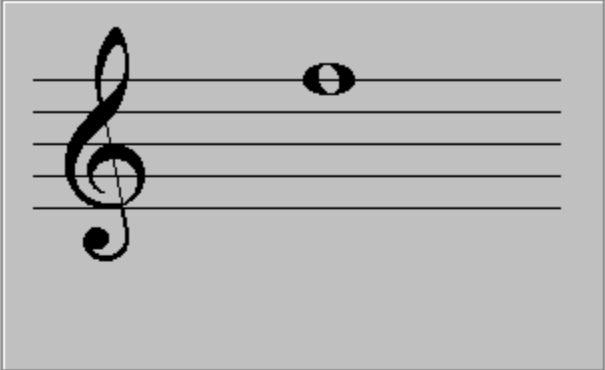
1. Clicking on the  button on the toolbar.
2. Selecting **Drill / Note-To-Guitar** from the menu bar.
3. Press **Alt+7**.

Guitar Fingering

Correct
4


Incorrect
0

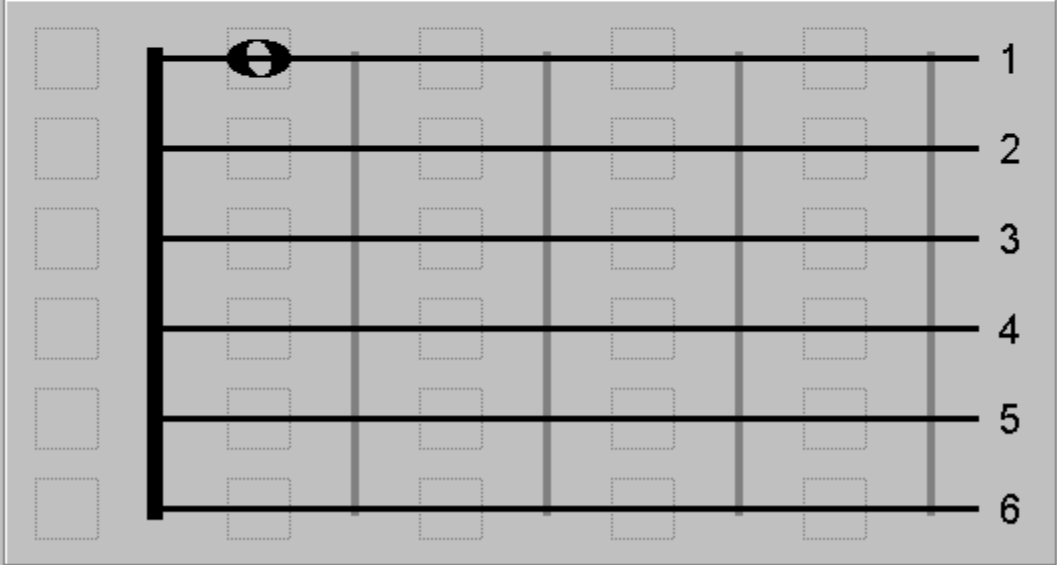
Remaining
15



CORRECT

Time

Note




Press Stop to end drill.

Done

Options

GO

STOP

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.

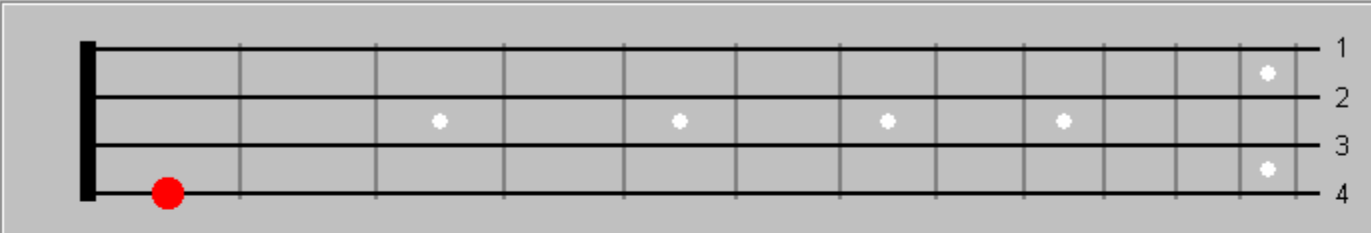
See Also: [General Overview](#)
[Guitar-To-Note](#)
[Bass Guitar-To-Note](#)
[Note-To-Bass Guitar](#)
[Key Signature](#)

Bass Guitar-To-Note

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

1. Clicking on the  button on the toolbar.
2. Selecting **Drill / Bass Guitar-To-Note** from the menu bar.
3. Press 8.

Bass Guitar

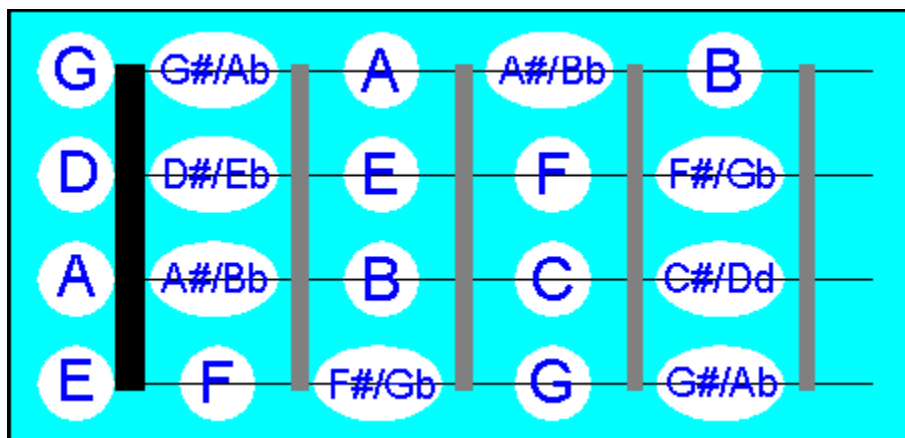


Press Stop to end drill.

Correct 11	Time 	A B C D E F G	Options	Done
Incorrect 0	Note		GO	STOP
Remaining 8	F			

CORRECT

The Bass Guitar-To-Note drill presents random selections up to the 12th fret on the bass 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 bass guitar fingerboard:

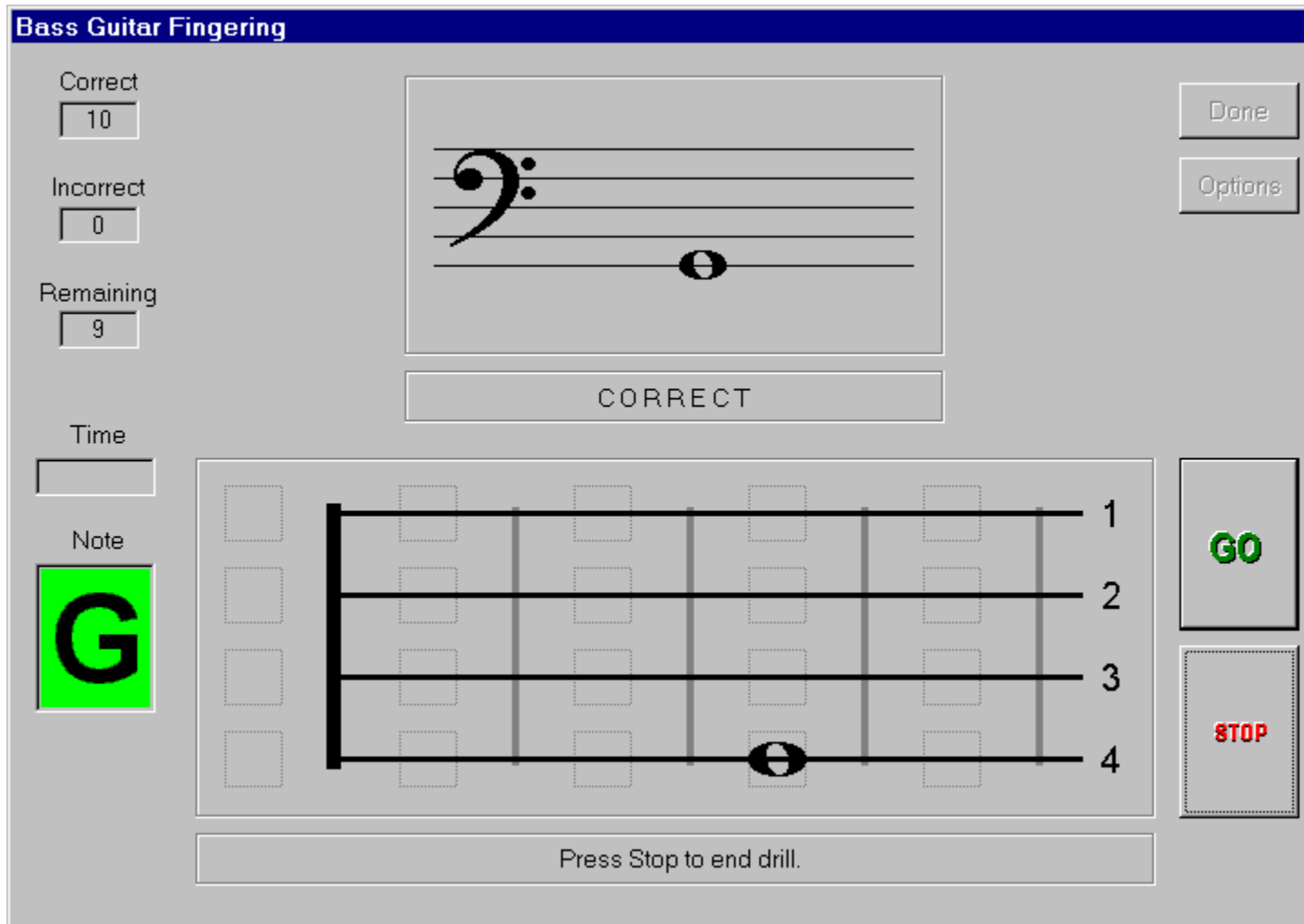


See Also: [General Overview](#)
[Note-To-Bass Guitar](#)
[Guitar-To-Note](#)
[Note-To-Guitar](#)
[Key Signature](#)

Note-To-Bass Guitar

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

1. Clicking on the  button on the toolbar.
2. Selecting **Drill / Note-To-Bass Guitar** from the menu bar.
3. Press **Alt+8**.



The screenshot shows the 'Bass Guitar Fingering' drill interface. On the left, there are counters for 'Correct' (10), 'Incorrect' (0), and 'Remaining' (9). Below these is a 'Time' field and a 'Note' field displaying a large green 'G'. In the center, a musical staff with a bass clef shows a whole note on the 4th line. Below the staff is a 'CORRECT' button. To the right of the staff are 'Done' and 'Options' buttons. At the bottom center, a large fingerboard diagram shows four strings and four frets. A whole note is placed on the 4th string, 1st fret. To the right of the fingerboard are 'GO' and 'STOP' buttons. At the very bottom, a button reads 'Press Stop to end drill.'

The Note-To-Bass Guitar drill presents random notes selected on the bass clef staff ranging from low E below the staff (open 4th string) to the A on the top of the staff (1st string - 2nd 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](#)
[Bass Guitar-To-Note](#)
[Guitar-To-Note](#)

Note-To-Guitar
Key Signature

Key Signature

The **Key Signature** drill can be selected by either:

1. Clicking on the  button on the toolbar.
2. Selecting **Drill / Key Signature** from the menu bar.
3. Press **9**.

Key Signature - Treble Clef - Major Key

Correct:

Incorrect:

Remaining:

Time:

Major Key: **E_b**

Clef:
☒ Treble
☐ Bass
☐ Alto
☐ Tenor

Mode:
☒ Major
☐ Minor

Press Stop to end drill.

Buttons: Done, Options, GO, STOP

Keyboard: A B C D E F G (with # and b indicators)

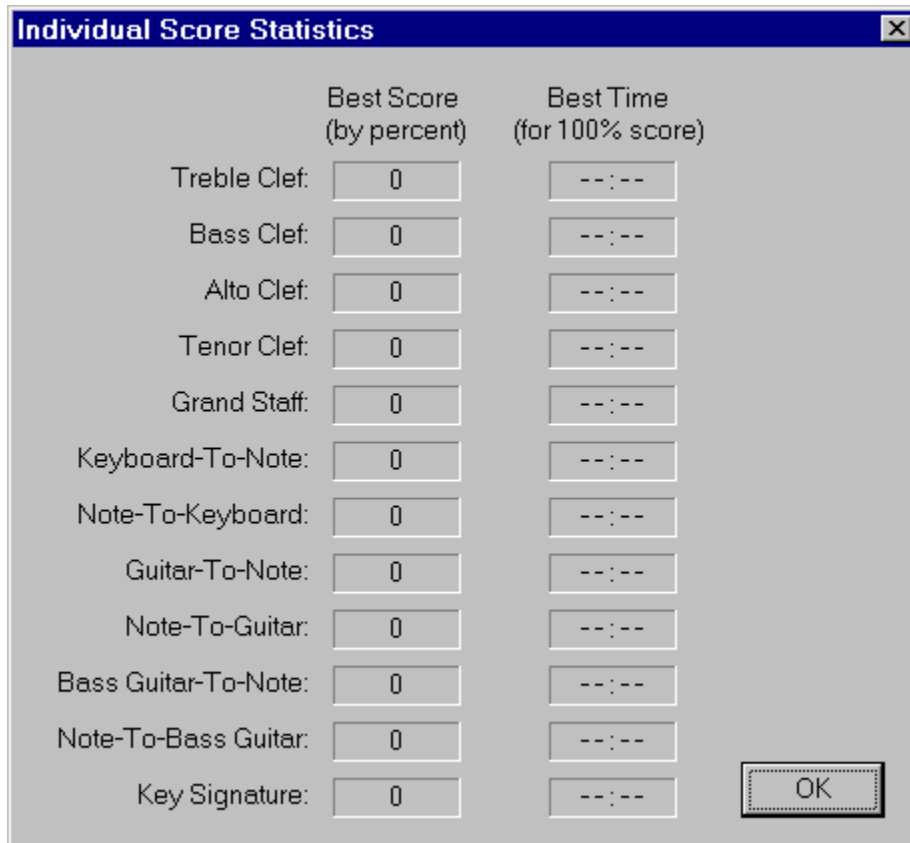
The Key Signature drill presents random key signatures on the selected clef (treble, bass, alto, or tenor) and in the selected mode (major or minor). Before starting this drill be sure the appropriate clef and mode are selected. Since KeyNote will remember your last settings you only need to make a selection if you decide to change clef or mode. To customize the Key Signature Drill use the settings on the [Key Signature Options](#) page since the In Staff and Full Range settings on the [Drill Options](#) page do not have any effect on this drill.

See Also: [General Overview](#)

Treble Clef
Bass Clef
Alto Clef
Tenor Clef

Individual Score Card

KeyNote can automatically record and save the best individual scores of each drill performed to a file when the Test Mode option is enabled. The Individual Score Card for a particular person can be viewed by selecting **View / Individual Score Card** from the main menu, or by pressing **I**. The following is an example of an Individual Score Card:



	Best Score (by percent)	Best Time (for 100% score)
Treble Clef:	0	--:--
Bass Clef:	0	--:--
Alto Clef:	0	--:--
Tenor Clef:	0	--:--
Grand Staff:	0	--:--
Keyboard-To-Note:	0	--:--
Note-To-Keyboard:	0	--:--
Guitar-To-Note:	0	--:--
Note-To-Guitar:	0	--:--
Bass Guitar-To-Note:	0	--:--
Note-To-Bass Guitar:	0	--:--
Key Signature:	0	--:--

OK

See Also: [Top 10 Score Card](#)

Top 10 Score Card

KeyNote will automatically record and save the 10 best scores of all drills performed with the Test Mode option enabled. The Top 10 Score Card for a particular drill can be viewed by selecting **View / Top 10 Scores & Times** from the main menu, then choosing the appropriate drill to display. The following is an example of the Top 10 Score Card for the treble clef:



The screenshot shows a window titled "Top Ten Scores - Treble Clef" with a close button in the top right corner. The window contains a table with two columns: "Time" and "Name". There are 10 rows, numbered 1 to 10 on the left. Each row has a text input field for the time (displaying "--:--") and a text input field for the name. At the bottom center of the window is an "OK" button.

	Time	Name
1.	--:--	
2.	--:--	
3.	--:--	
4.	--:--	
5.	--:--	
6.	--:--	
7.	--:--	
8.	--:--	
9.	--:--	
10.	--:--	

OK

See Also: [Individual Score Card](#)

KeyNote Options

KeyNote options can be selected by either:

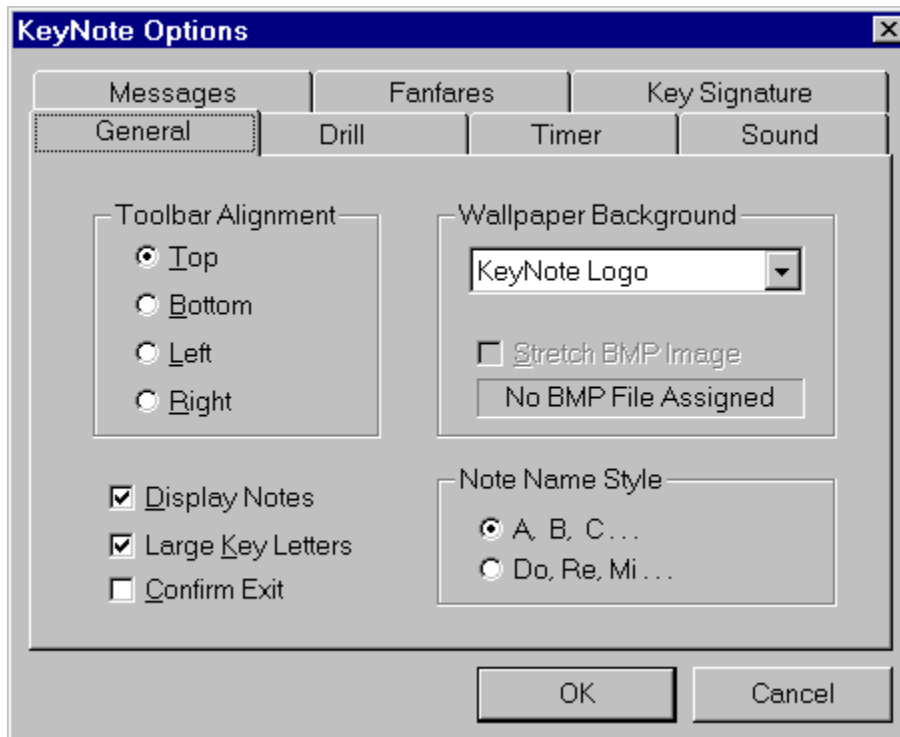


1. Clicking on the button on the toolbar.
2. Selecting **Drill / Options...** from the menu bar.

Click on a tab below for additional help:



General Options



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, color, or BMP file to be used as a background wallpaper in the main window frame. If BMP file is selected you will be prompted to select a standard uncompressed BMP file such as those typically installed in the Windows directory.

Stretch BMP Image

Selecting this feature will stretch the selected BMP image to completely fill the background of the main window frame. Otherwise, the image will display at its normal size and tiled to fill the 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

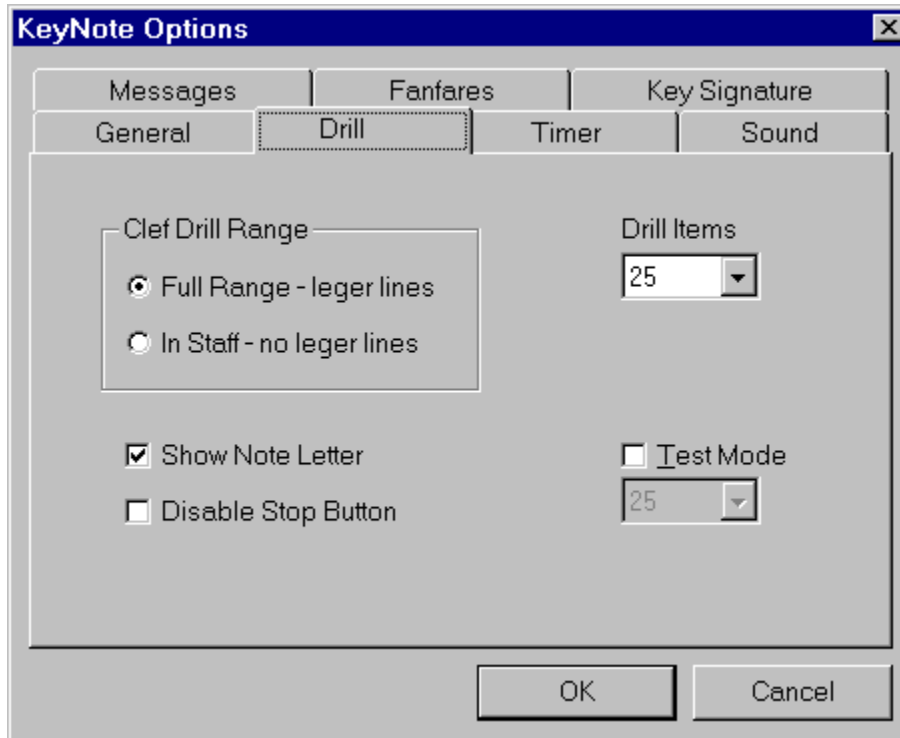
Displays a dialog box to confirm KeyNote program exit.

Note Name Style

Select between the “**A, B, C**” or “**Do, Re, Me**” style of naming notes in all clef, keyboard, and guitar drills. This option does not affect the Key Signature Drill which will always display the keys in letter name style.

See Also: [Drill Options](#)
 [Timer Options](#)
 [Sound Options](#)
 [Messages Options](#)
 [Fanfares Options](#)
 [Key Signature Options](#)

Drill Options



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.

Test Mode

This option sets KeyNote in Test Mode to record and save the results of each drill. The top 10 scores are saved for each drill with the option to save individual scores in separate files.

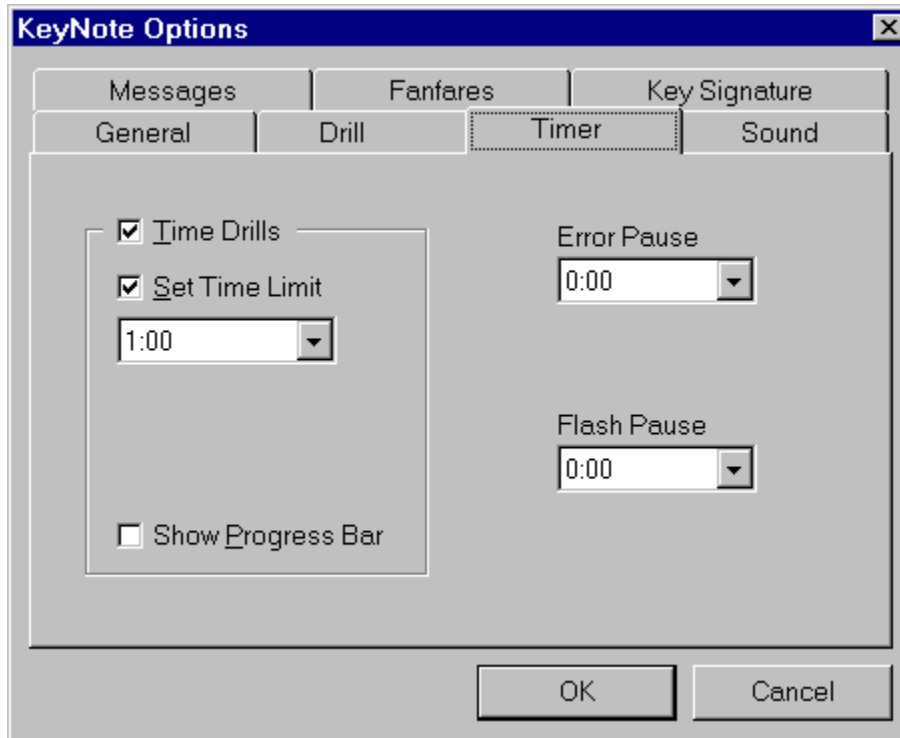
Test Items

This option sets the number of items to present for each drill during test mode. Changes in the

number of test items are also reflected in the Drill Items option. In selecting a different test item count you will be asked to optionally reset all recorded scores because a change in the quantity of test items would not be reflected in the older scores.

See Also: [General Options](#)
 [Timer Options](#)
 [Sound Options](#)
 [Messages Options](#)
 [Fanfares Options](#)
 [Key Signature Options](#)

Timer Options



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.

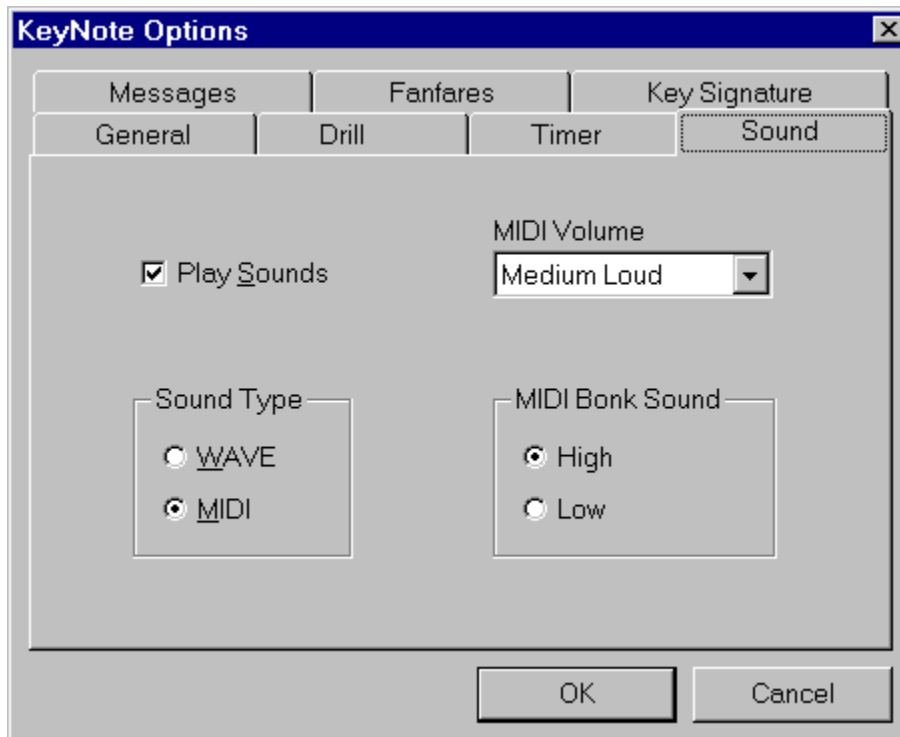
Flash Pause

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.

See Also: [General Options](#)
 [Drill Options](#)
 [Sound Options](#)
 [Messages Options](#)
 [Fanfares Options](#)
 [Key Signature Options](#)

Sound Options



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

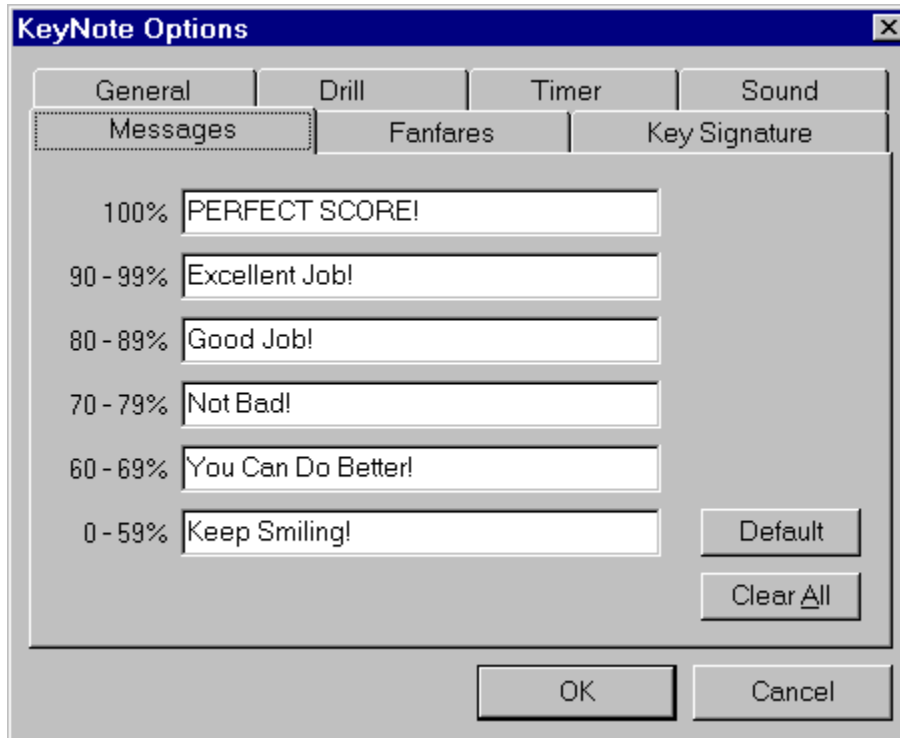
Select the preferred MIDI output volume.

MIDI Bonk Sound

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

See Also: [General Options](#)
[Drill Options](#)
[Timer Options](#)
[Messages Options](#)
[Fanfares Options](#)
[Key Signature Options](#)

Messages Options



The image shows a screenshot of the 'KeyNote Options' dialog box, specifically the 'Messages' tab. The dialog has a title bar with 'KeyNote Options' and a close button. Below the title bar are four tabs: 'General', 'Drill', 'Timer', and 'Sound'. The 'Messages' tab is selected and highlighted. Below the tabs are three sub-tabs: 'Messages', 'Fanfares', and 'Key Signature'. The 'Messages' sub-tab is selected. The main area of the dialog contains six rows, each representing a score range and its corresponding message. The first row is '100%' with the message 'PERFECT SCORE!'. The second row is '90 - 99%' with the message 'Excellent Job!'. The third row is '80 - 89%' with the message 'Good Job!'. The fourth row is '70 - 79%' with the message 'Not Bad!'. The fifth row is '60 - 69%' with the message 'You Can Do Better!'. The sixth row is '0 - 59%' with the message 'Keep Smiling!'. To the right of these rows are two buttons: 'Default' and 'Clear All'. At the bottom of the dialog are two buttons: 'OK' and 'Cancel'.

Score Range	Message
100%	PERFECT SCORE!
90 - 99%	Excellent Job!
80 - 89%	Good Job!
70 - 79%	Not Bad!
60 - 69%	You Can Do Better!
0 - 59%	Keep Smiling!

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%.

Default

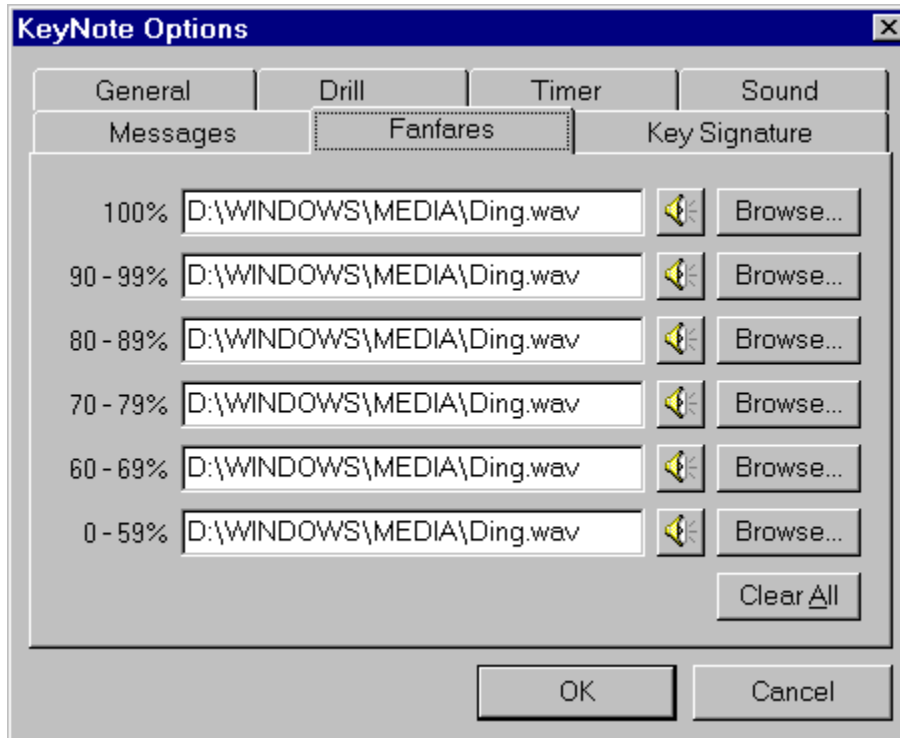
This resets all messages to the default KeyNote messages.

Clear All

This clears all messages. If no message is provided, the message dialog will not be displayed for that particular scoring range upon completion of a drill.

See Also: [General Options](#)
[Drill Options](#)
[Timer Options](#)
[Sound Options](#)
[Fanfares Options](#)
[Key Signature Options](#)

Fanfares Options



- 100% WAVE sound file that is played for perfect scores.
- 90%-99% WAVE sound file that is played for scores in the upper 90%.
- 80%-89% WAVE sound file that is played for scores in the upper 80%.
- 70%-79% WAVE sound file that is played for scores in the upper 70%.
- 60%-69% WAVE sound file that is played for scores in the upper 60%.
- 0%-59% WAVE sound file that is played for scores below 60%.



Press these buttons to hear the selected sound file.

[Browse...](#)

Press these buttons to select the desired WAVE sound file such as those typically found in the Windows directory.

[Clear All](#)

This clears all sound file selections. If no sound file is provided, no sound will be played for that particular scoring range upon completion of a drill.

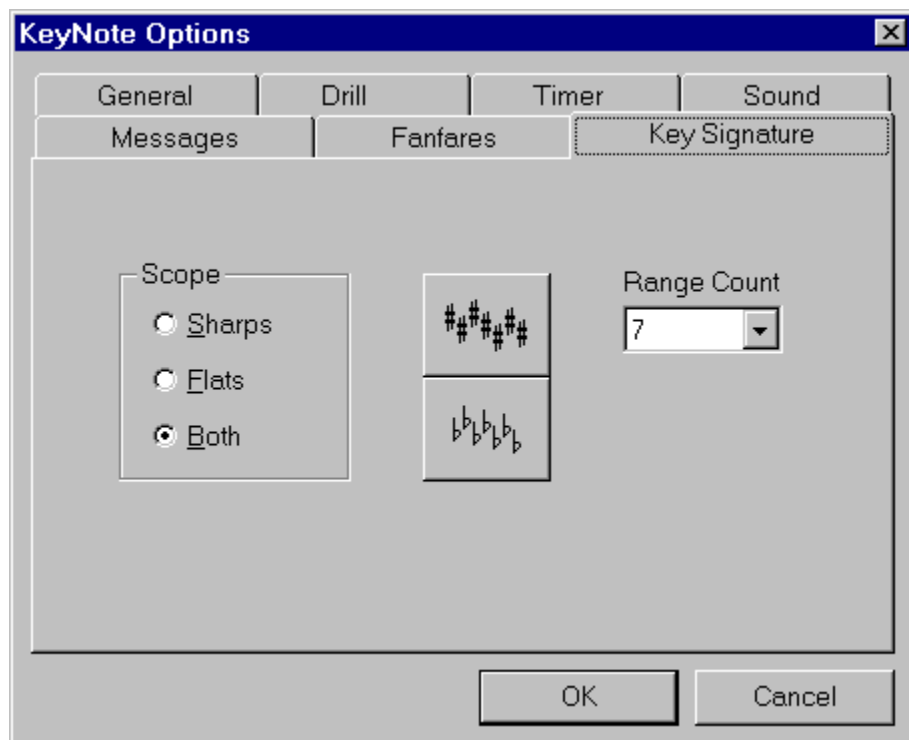
See Also: [General Options](#)
[Drill Options](#)
[Timer Options](#)

Sound Options

Messages Options

Key Signature Options

Key Signature Options

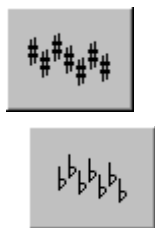


Scope

Use this setting to select between drilling the key signatures with just sharps, just flats, or both sharps and flats. The In Staff and Full Range settings on the [Drill Options](#) page do not have any effect on the Key Signature drill.

Range Count

Select the range or the number of sharps and flats to drill. For instance a range setting of 3 would drill key signatures with up to 3 sharps and 3 flats. To drill all possible key signatures in the selected mode select a range of 7.



These buttons reflect your selections for the scope (sharps, flats, or both) and range for this drill.

See Also: [General Options](#)
[Drill Options](#)
[Timer Options](#)
[Sound Options](#)
[Messages Options](#)

Fanfares Options

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
- Other features as suggested by users

Please feel free to send your comments to me at:

- CompuServe: [75021,3701](tel:750213701)
- E-Mail: khigaki@aloha.net

For the latest versions please visit the KeyNote home page at:

- <http://hookomo.aloha.net/~khigaki/>

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

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>Error</u> <u>Pause</u> option is active, the correct note letter will be flashed for the selected amount of seconds.

CONTROL BUTTONS

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.

See also: [KeyNote Options](#)

What Is Shareware

Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are also low. Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

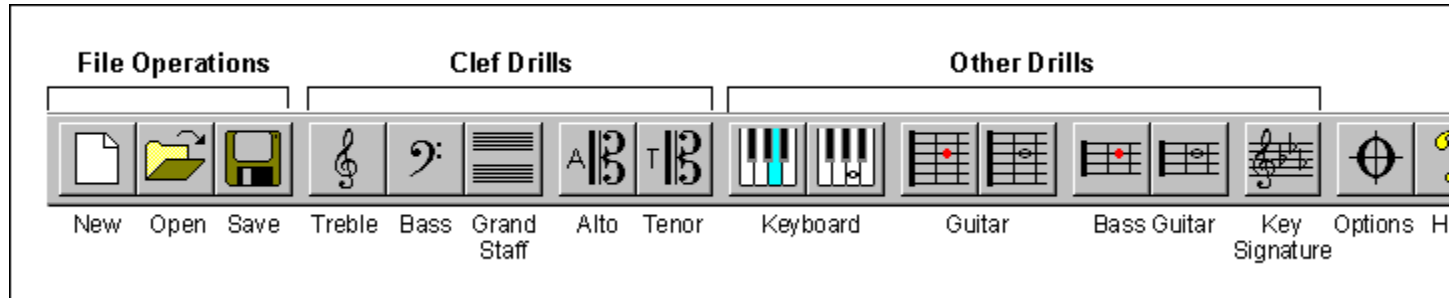
Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details -- some request registration while others require it, some specify a maximum trial period. With registration, you get anything from the simple right to continue using the software to an updated program with printed manual.

Copyright Laws apply to both Shareware and commercial software, and the copyright holder retains all rights, with a few specific exceptions as stated below. Shareware authors are accomplished programmers, just like commercial authors, and the programs are of comparable quality. (In both cases, there are good programs and bad ones!) The main difference is in the method of distribution. The author specifically grants the right to copy and distribute the software, either to all and sundry or to a specific group.

See also: [Registration Information](#)
[Registration Form](#)
[Legal Information](#)

KeyNote Toolbar

The toolbar provides easy access to KeyNote drills, options, and other features. Click on a button below for additional help.



Help

This opens the online Windows help file for KeyNote Music Drills. Use the Index or Find feature to search for topics other than those listed in the contents.

Exit

This exits the KeyNote program. If there is an active document that has changed since its last save then KeyNote will prompt you to save the current document before exiting

File New

This opens a new document to keep track of subsequent drill scores and times. If there is an active document that has changed since it's last save then KeyNote will prompt you to save the current document before opening a new document.

File Open

This opens an existing (saved) document to keep track of subsequent drill scores and times. If there is an active document that has changed since its last save then KeyNote will prompt you to save the current document before opening a new document.

File Save

This saves the current active document to a disk file. If it is saved to an existing document with the same name KeyNote will prompt if you would like to overwrite the saved document with the current document.

European Registration Service

European registrations can be done easily in cooperation with KELLY Data - KDL Registrierungsservice. Simply contact them by fax or phone and they will handle your registration. You can also contact them directly to place an order.

KDL-Registrierungsservice - KELLY Data GmbH
Lena-Christ-Str.: 50
82152 Martinsried/Munich
Germany
phone: ++49-89-895626-50
fax: ++49-89-895626-99

The KDL-Registrierungsservice will notify me (the author) of your order, and I will forward your registration number to you ASAP. Contact KELLY Data for orders only. Please direct all other questions to me.

