

Teach Me PianoTM Deluxe

Interactive piano-teaching system

You will need the Product ID number from the sticker on your CD sleeve when you install the software.

Please keep this number in a safe place and copy it to the line below so you will have it for future reference. Please use this number to register your program on our web site.

Product ID Number: _____

Voyetra[®]

www.voyetra.com

Notices

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Teach Me Piano Deluxe is a product of:

Voyetra Turtle Beach, Inc.

Web Sites: www.voyetra.com www.voyetra.com

To register your software on-line: www.voyetra.com click on: Register.

Technical support

If you can't solve the problem by visiting our web support site, please contact Technical Support as follows:

E-mail Tech Support: support@voyetra.com

Please allow up to 3 business days for a response and be sure to include your name, product name, and Product ID / Serial number. Please note that Email is answered on a first-come, first-served basis.

Fax Tech Support: 914-345-2266 Att: Tech Support.

Fax a description of your problem to the above number, and please be sure to include your name, product name, Product ID / Serial number and your email address or Fax number.

Introduction

Welcome!

Thank you for purchasing Teach Me Piano Deluxe! This program is one of Voyetra's "Teach Me" music software series designed to bring educational and entertaining music products to multimedia computer users.

Voyetra has been in the business of music hardware and software for more than 25 years. Whether you are a new acquaintance or a Voyetra veteran, you will benefit from our long-standing upgrade policy and our excellent technical support.

Program Overview

Teach Me Piano Deluxe is an enhanced version of Voyetra's Teach Me Piano—so it's more than just piano lessons! In fact, Teach Me Piano Deluxe provides a complete *music experience* that lets you create your own songs after you've learned how to play.

Teach Me Piano Deluxe	Teach Me Piano
Learn to Play and Perform <ul style="list-style-type: none">✓ Piano Lessons✓ Student Progress Report✓ Song Book	
Learn Music Theory <ul style="list-style-type: none">✓ Sound Check✓ Musician's Reference✓ History of Keyboards✓ Understanding MIDI✓ Music Games	
Create your own songs <ul style="list-style-type: none">✓ Recording Station✓ Jammin Keys	

Piano Room lets you navigate to any section...



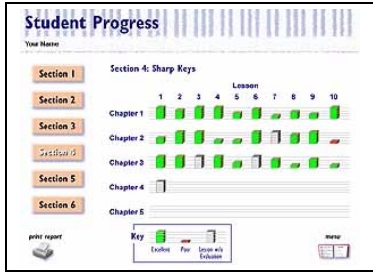
The Piano Room is the main screen from where you access all of the programs in Teach Me Piano Deluxe. To launch a program, click on the menu item in the menu list.

Piano Lessons teach you how to play...



Divided into six sections with more than 150 lessons, the Lessons section covers a full spectrum of keyboard-playing skills, including notation, rhythm and timing, finger positions, key signatures, time signatures, scales and chords. You'll learn how to play more than 75 songs and understand proper playing technique.

Progress Report shows you how you're doing ...



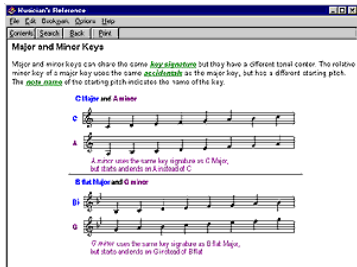
Several students can maintain their own progress reports as they learn to play, so every member of your family can start at a different level and progress at their own pace.

Song Book lets you perform what you've learned...



Easily access the songs you've learned, by title, style, composer or level of difficulty. Choose a song and go either to the Trainer Screen to practice or to the Performance Screen to play with background accompaniment. You can print the music to play later on, or import your own MIDI files into the Songbook to perform them as well.

References introduce you to theory and technology...



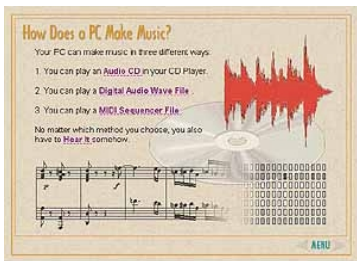
Musician's Reference

This section describes musical notation, definitions, and musical terms, to serve as a handy reference guide.



History of Keyboards

This section takes you on a guided tour of the origins and development of keyboard instruments from the Baroque harpsichord to the modern synthesizer. Use this to learn about the evolution of keyboards, from plucked strings to sophisticated electronics.



Understanding MIDI

This reviews the technology of digital music and MIDI—the "language" used to control synthesizer keyboards and make electronic music. You'll learn about MIDI and WAV files, analog vs. digital synthesis, and much more!

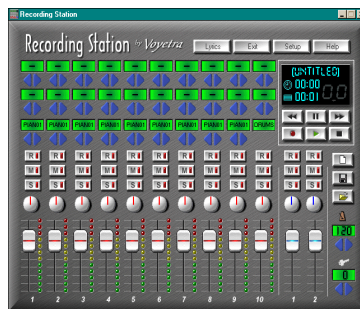
Music Games test your music skills...



Reinforce what you've learned by playing these fun arcade-style games:

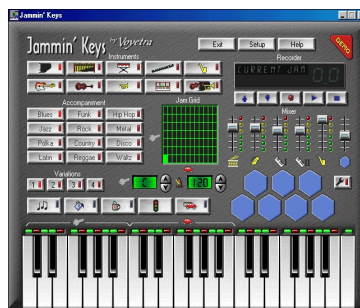
- ✓ *Music Quiz™* tests your knowledge of general music topics.
- ✓ *Note Blaster™* tests your music reading skills.
- ✓ *Rhythm Master™* tests your ability to recognize rhythm patterns.

Recording tools let you create your own songs...



Recording Station

This easy-to-use, MIDI and digital audio recording studio will let you create MIDI songs with your PC and MIDI keyboard. Record songs with multiple MIDI instruments and add vocals or acoustic instruments. You can even import MIDI files from your piano lessons and create your own variations!



Jammin' Keys

This "auto-accompaniment" program lets you create background tracks for your compositions. Choose a style, then add fills, solos, drums, accompaniment, sound effects, and more. When you're done, load the tracks into Recording Station as a foundation for your own songs.

Sound Check helps you set up your music system...



If you need help setting up your music system, Sound Check is the perfect tool. From here, you can check the operation of your MIDI keyboard, microphone, audio playback, and more. There's even a video lesson on how to connect your MIDI keyboard to your PC!

Helpful Tips...

Online help is always available...

Just click the question mark (?) on the bottom of any lesson screen, or the Help key on the Master Lesson screen..

Keyboard Lessons will keep track of many students...

Your entire family can use Teach Me Piano Deluxe and the software will maintain individualized records of each user's progress. Just make certain that each user always signs in under his/her own name. *(NOTE: To add a new student, you must close the program and re-open it.)*

Keyboard Lessons and the Songbook have keyboard shortcut keys...

A listing of these appears in the "Quick Overview" chapter.

You can practice or perform any song at any time...

When you are in the Songbook, you can switch to either the Trainer Screen, to practice the song, or the Performance Screen, to perform the song with background accompaniment. Then, when you are in the Performance Screen, you can go to either the Trainer Screen or back to the Songbook. Refer to the "Songbook" chapter for more information.

You can adjust the volume in Keyboard Lessons...

If you find that the volume is too loud or too soft in Keyboard Lessons, use the Performance Options dialog box — click on the "Metronome" at the bottom of the screen — to adjust it. Refer to the "Keyboard Lessons" chapter for details.

Getting Started

Please register your software with us!

As a registered user, you may be entitled to special discounts on our other products — but we can't offer you these benefits if we don't know who you are! So please take a minute to register your software. And welcome to the Voyetra family!

Register on-line: <http://www.voyetra.com>

What you'll need to run the programs

Here's what you'll need in order to use Teach Me Piano Deluxe:

- A PC running Windows 98, ME, or 2000 and equipped with the following hardware:
 - Intel Pentium class 200MHz processor, or better.
 - Minimum of 32MB RAM (64 MB RAM for Windows 2000)
 - 6MB free Hard Drive space.
 - 800 x 600, 16-bit color display.
 - 4X or faster CD ROM drive.
 - 16 bit sound card with a MIDI port (we recommend the Turtle Beach Santa Cruz, available at www.tbeach.com.)
- Compatible Printer to print progress reports music scores from the lessons.
- A PC to MIDI adapter cable (Available from the Voyetra web site www.Voyetra.com.)
- An external MIDI keyboard or a MIDI synthesizer with keyboard. The external MIDI keyboard should have at least four octaves of keys to play all of the songs in Keyboard Lessons. For songs at the beginning of the program, a smaller MIDI keyboard is acceptable.
- Headphones and/or speakers connected to the sound card output.

To install the software:

1. Make certain you have the Product ID number. (This can be found on the software CD sleeve.)
2. Place the CD in your computer's CD-ROM drive.
3. In Windows 98/ME/2000 insert the Teach Me Piano Deluxe disc in your CD-ROM drive and the Teach Me Piano Deluxe splash screen will appear. Click on "Install Teach Me Piano Deluxe" to begin the installation of Teach Me Piano Deluxe and follow the on screen instructions.
4. If your CD-ROM drive is not set for auto-run, then you can manually start the installation screen. Go to Start → Run and in the Run dialog box type the letter name of the drive followed by **\setup**. If your CD-ROM drive is d: type **d:\setup**, and then choose "Install Teach Me Piano Deluxe" from the splash screen.
5. Press Enter.
6. Follow the on-screen instructions.

Running Teach Me Piano Deluxe

Teach Me Piano Deluxe works with Windows 98, Millenium (ME) and Windows 2000 Professional. You must have the disc in the CD-ROM drive to run the program.

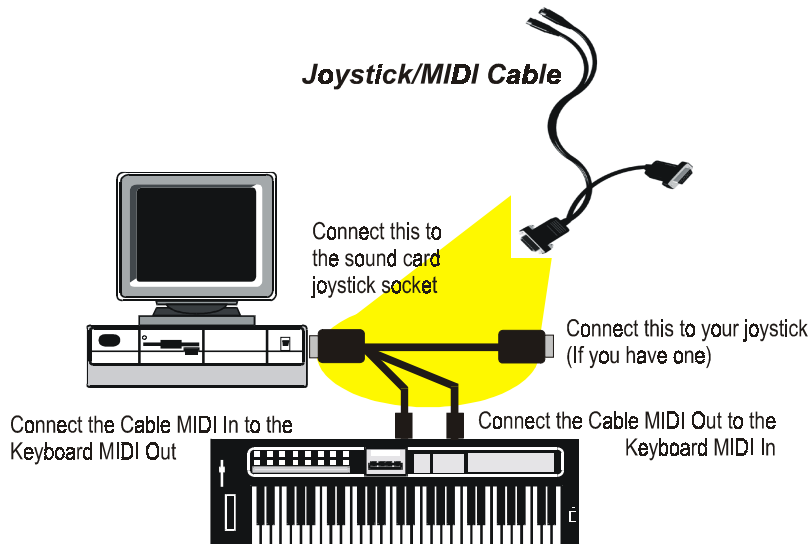
1. With the CD in the CD-ROM drive, click Start. Point to Programs. Point to Teach Me Piano Deluxe. Click on the Teach Me Piano Deluxe icon.

2. When the Piano Room screen appears, choose “Piano Lessons”, then “Lessons”.

Setting-Up Your MIDI Keyboard

A MIDI synthesizer or MIDI keyboard is required to fully-utilize the Keyboard Lessons, Songbook and Recording Station. This keyboard must be at least four-octaves long in order to play all of the exercises and songs. A musical keyboard is not required for the Reference sections.

To connect a MIDI keyboard, you will need a MIDI adapter cable, which can be purchased from our web site www.voyetra.com, or at many computer stores.



Once your keyboard is properly set up, your PC will be able to record the notes played on the MIDI keyboard, and if your keyboard has a synthesizer, Teach Me Piano Deluxe will be able to play music on that synthesizer.

The Sound Check program includes a video tutorial, which explains how to set up your MIDI keyboard.

To watch the SoundCheck video tutorial

1. Launch Sound Check from the Piano Room menu.
2. From the Sound Check menu, select the last entry called “Connecting A MIDI Keyboard”.
3. When the video screen appears, click on the Play button on the bottom left.

Checking your MIDI keyboard connection

After you've connected your MIDI keyboard with the MIDI adapter cable, you can use Sound Check to make sure the MIDI keyboard and PC are communicating, as follows:

1. On the SoundCheck menu, click on “MIDI Synth Test” and follow the instructions on the screen. If you have problems, click on the Troubleshooting button.
2. Once you've completed this test successfully, go to the “MIDI Input Test”
3. If your soundcard is functioning properly, and your connections are attached as they should be, you should hear sound and see a green light illuminate on the SoundCheck display when you play your MIDI keyboard. If you have problems, click on the Troubleshooting button and follow the instructions.

NOTE: Some “pro” keyboards offer an option to disable the “Send MIDI notes” command. Please make sure your “MIDI Send” option is enabled, or your keyboard will not be able to communicate with your PC. For more information, please consult your keyboard manufacturer's manual.

Piano Room Screen

The Piano Room is the opening screen where you can access each section of the program.



Keyboard Shortcut Keys

The following keyboard shortcut keys can be used in the lessons:

- Spacebar** Stops/Plays media elements as an alternative to clicking on the Clapboard (slate).
- Home** Returns to Keyboard Lessons' Contents screen.
- Right arrow** Pages forward within the lesson.
- Left arrow** Pages backward within the lesson.
- Ctl - P** Prints the Progress screens.
- Enter** Use instead of clicking on "Do It."
- Ctl + Enter** Use instead of clicking on "See It."

Keyboard Lessons

To load Keyboard Lessons, click the “Piano Lessons” menu item on the Piano Room main menu screen, then “Lessons” on the following screen.

In Keyboard Lessons, a professional music teacher introduces you to basic music notation, theory and playing technique through a series of video clips, exercises and songs. With more than 150 lessons and over 100 exercises, there is a full course of study. Beginners can learn basic techniques while intermediate players can reinforce their musical skills. When you complete the entire program, you will have learned to play more than 75 well-known songs!

The interactive computer training system provides analysis and feedback in each lesson and tracks your progress. This helps you focus on the areas in which you need more practice. After you have learned a song, click on Performance to play it with background accompaniment. At the end of the performance, you’ll be rewarded with a favorable round of applause from the virtual audience!

The Lessons

Keyboard Lessons is designed so that you can study at your own pace — as quickly or slowly as you would like. All of the Lessons are designed to build on each other, so it is important that you fully understand the concepts and techniques in one Lesson before you move on to the next.

Section 1: Getting Started, The Right Hand

Section 1 guides you through some of the basic elements of piano performance. To make things easier, you’ll begin with playing by ear. Just watch and listen closely and you’ll be amazed at how quickly you start playing the piano keyboard. The staff and the names of the notes—both on the piano keyboard and the grand staff—are introduced. Counting basic rhythms as well as the half notes and quarter notes are also introduced here. By the end of the chapter, you’ll begin playing Beethoven’s Ode to Joy. As the section continues, there are exercises and new songs to reinforce the basic structure of music. You’ll learn the C scale in Chapter 3 and intervals in Chapter 4. You’ll be impressed with all of the new songs you soon will be playing.

Section 2: Rhythm Training, New Notes

Section 2 starts off with rhythm, then explores grouping beats and eighth notes, as well as the different time signatures and rests. Chapter 3 introduces sharps and flats; Chapter 4 moves along to octaves with exercises to reinforce them and upbeats and downbeats. By Chapter 5 dotted-half and dotted-quarter notes are introduced.

Section 3: The Left Hand, Two Hands Together

In Section 3, you’ll learn about the bass clef and the left-hand and play a few more exercises. You’ll explore the grand staff and more of the C scale — including contrary and parallel motion. Throughout the rest of this section there are finger workouts, Ode to Joy using both hands, and many new songs to learn.

Section 4: Sharp Keys

Key signatures are introduced in Section 4, beginning with the sharp keys of G Major, D Major and A Major. There are exercises to help get you quickly adjusted to each key, as well as songs to help reinforce your playing in these new keys. There are songs with tied notes and you’ll begin playing with both hands together.

Section 5: Flat Keys, Sixteen Notes

After learning about sharp keys in Section 4, you’ll move on to flat keys in Section 5. These include the keys of F Major and B-flat Major. More focus is brought to rhythm, with the attention on sixteenth notes in Chapter 3. Chapter 4 expands on this with exercises, and Chapter 5 introduces new pieces including Danse Macabre.

Section 6: Chords, 6/8 Time

In Section 6, you begin playing block chords in both the left and right hands and then move on to incorporating the chords into songs. The next step is arpeggios, where you open the chords by playing the individual notes within them. Green Sleeves, a fun song to learn, is included in this section, and the newly-learned techniques make it even easier to play. In Chapter 3, 6/8 time is introduced and more songs are learned, including the Marionette March, Waltz in C, the Can-Can and many others.

Preparing to Play

One of the most important factors in playing piano is how you sit at the keyboard. You should not have to strain to read the music.

Sit on a comfortable chair and place your hands on the piano keyboard. Keep both feet on the floor — no dangling feet. For younger students, place a stool or a stack of phone books under their feet so they, too, can sit properly.

When you place your hands down, the keyboard should be slightly lower than your elbows. This gives you a natural position. Close your hands into fists (not too tightly) and place them on the keyboard. Make sure your wrists are comfortable and not hanging too low. Slowly open your hands until they have a natural shape. Watch that your thumbs do not fall off the keyboard. This is good hand positioning at the piano keyboard.

It's important to have the computer keyboard, mouse, monitor and musical keyboard arranged comfortably. Place yourself in the center of the piano keyboard by locating Middle C. Remember that you are going to need the mouse and computer keyboard alongside the piano keyboard, so place them in a location that's comfortable to reach.



Enter and Sign In, Please

Keyboard Lessons can keep track of many users' progress. This means that all of the members of your family can learn to play — at their own pace — and Teach Me Piano Deluxe will keep track of them individually.

When you open Keyboard Lessons, you are presented with the Student Registration screen. If you are a new student, you need to enter your name and let Teach Me Piano Deluxe know what level student you are.

The three levels — Beginner, Intermediate and Advanced — all contain the same songs. The difference between the levels is how you are scored during the evaluations. If you select a higher level, the program will be more exacting when evaluating your playing.

To sign in as a new user:

1. Click New on the Student Registration screen to display the “Enter new user name” dialog box.
2. Type in your name and click the appropriate skill level — Beginner, Intermediate or Advanced.
3. Click OK to return to the Student Registration screen.

To run Keyboard Lessons after you've signed in:

Once you have entered your name as a new user, your name will appear in the Student Registration dialog box.

1. Click your name to select it.
2. Click OK. Your name will appear as “Current Student” on the front of the piano.



Keyboard Lessons' Contents Screen

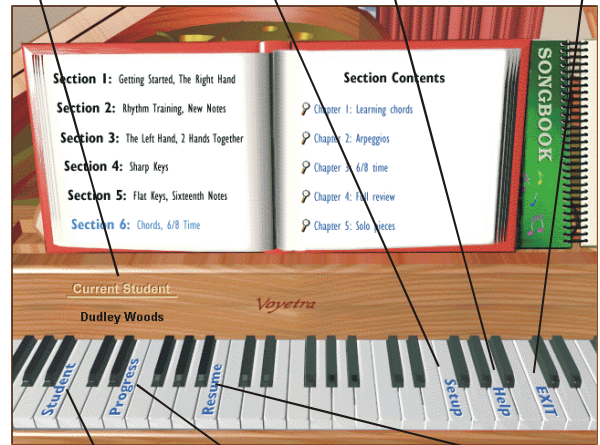
The contents of the Keyboard Lessons are displayed in the full view of the Keyboard Lessons Training Handbook, as shown below. The lessons are divided into six main sections, each divided into chapters with individual lessons. Although you can open any of the Lessons at any time, we suggest that you move sequentially through the Lessons, since the content was specifically designed to build from one lesson to the next.

The name of the student currently using the program is displayed here

Click **Setup** to change MIDI keyboard configuration

Click **Help** to display online help for Keyboard Lessons

Click **Exit** to close Keyboard Lessons and return to the Piano Roll



Click **Student** to display the screen where students' names are added and deleted

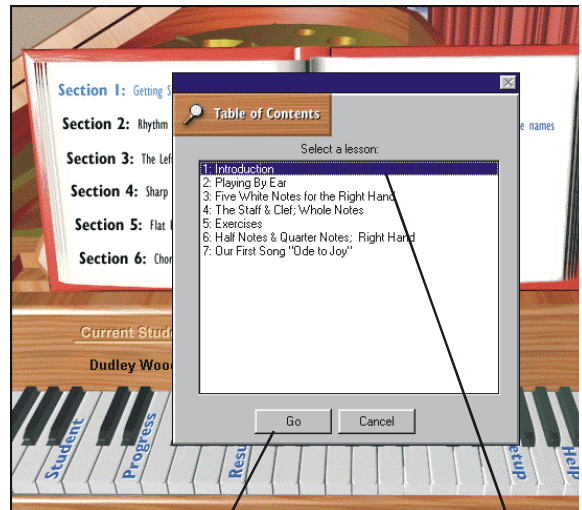
Click **Progress** to display the current student's progress for the lessons taken

Click **Resume** to continue Keyboard Lessons from last lesson you took

As a New User

As a new student in Keyboard Lessons, you will want to begin at the beginning — Section 1, Chapter 1, Lesson 1. Click the magnifying glass to display the Table of Contents screen which lists the lessons. You can jump to any Lesson at any time by clicking on the name.

Although the beginning lessons may seem easy at first — especially if you've had some prior musical training — it is important to go through the lessons in order, since new skills are built from lesson to lesson.



Click **Go**, or double click the lesson's name to begin the selected lesson

Click a lesson to select it.

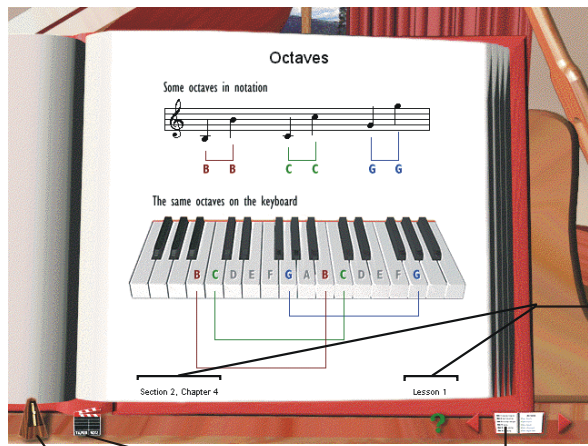
Keyboard Lessons Screens

The screens in Keyboard Lessons are summarized in the table below. Pictures of the screens and a detailed explanation of each one is presented in the following sections.

Contents Screen	The main screen in the lessons section of Teach Me Piano Deluxe. This screen displays the Keyboard Lessons Training Handbook with Section Contents for the lessons.
Information Screen	Displays the Lesson's content, including text, graphics, videos and animations.
Video Screen	Located within the Information screen. It displays video examples and tutorials to help guide you through the lessons.
Trainer Screen	Contains the Rhythm, Pitch, Rhythm & Pitch Trainers as well as the Perform, Do It, Range and See It icons in the toolbar at the top of the screen.
Evaluation Screen	This is only displayed after training with Rhythm & Pitch. This screen shows how well you did when practicing and breaks down the evaluation into specific areas to help you improve your playing.
Performance Screen	Displays "sheet music" so you can play along with a back-up band.
Chapter Review Screen	Displays at the end of each chapter. From this screen you can view a progress report or continue on to the next chapter.
Progress Screen	This screen shows how well you did in the chapters of that particular section. It is accessed either from the Contents screen or a Chapter Review screen.

Information Screen

The Information Screen displays the Lesson's content and includes text, graphics, animations, videos and examples.



The Section, C and Lesson n appear on the of the screen

Click the **Metronome** to customize Performance Options

Click the **Clapboard** to view the lesson again. The Clapboard opens when you begin a new lesson. The Clapboard closes when the lesson ends.

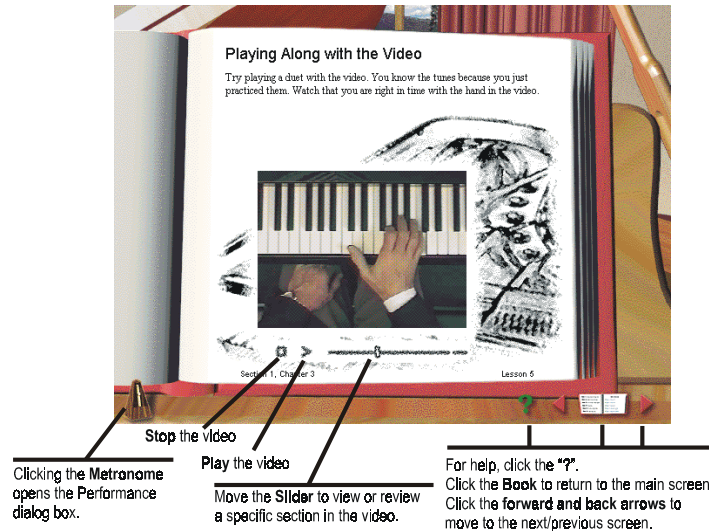
Click the ? to display **online help**
Click the book to return to the **main screen**
Click the **forward** and **back** arrows to move to the next/previous screen

Adjusting the Volume in Keyboard Lessons

If you find the volume too loud or too soft in Keyboard Lessons, use the Performance Options dialog box — click on the Metronome — to adjust it.

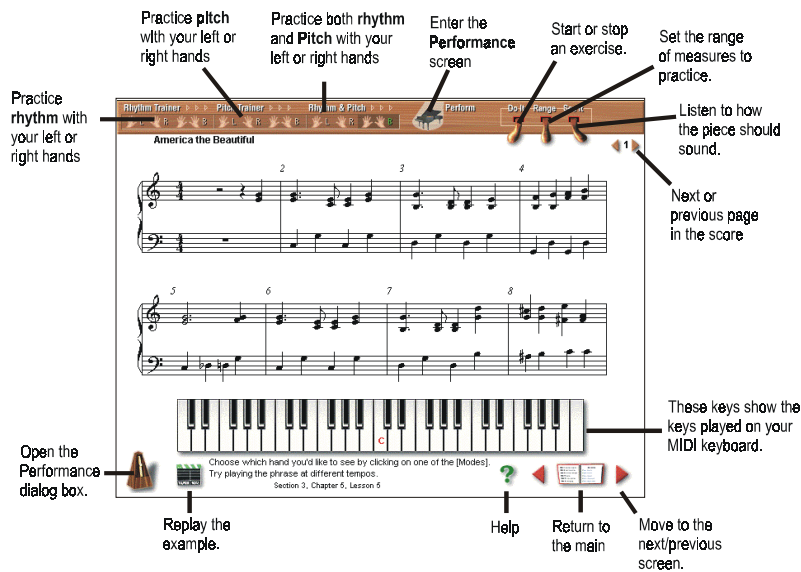
Video Screen

The Video Screen contains video examples and tutorials to help guide you through the lessons. So that you'll have time to "digest" what you have learned, the Lessons do not advance automatically. After a presentation ends — when you are ready to continue on — click the Forward arrow to advance to the next Lesson.



Trainer Screen

From the Trainer screen, you can practice rhythm, pitch or rhythm and pitch together, with just the left or right hand or with both hands. Click the icons on the Enhanced Toolbar to make your choices. To hear the rhythm or pitch performed for you, click "See It" or press CTRL + Enter. Not all pieces in Lessons contain both the left and right hands. In such cases, sections of the Toolbar are not available.



Practicing Rhythm — Getting the Beats Right

Practicing rhythm helps you gain a better understanding of meter and improves your counting. It is one of the most difficult components of music to play correctly. You may find that rhythm does not come easily — but don't get

discouraged. If you find you are having a problem, try slowing down the tempo. As you improve, increase the tempo (see Lesson Tempo in the Performance Options dialog box).

Practicing Pitch — Getting the Notes Right

The more you practice playing pitches, the better your note-reading skills will become. The Enhanced Toolbar makes it easy to practice pitch.

Fingering is very important when practicing pitches. Be sure to play each note using the finger numbers indicated on the musical score. Go slowly, there is no time limit. Remember to keep your wrists parallel with your keyboard; do not let your wrists fall below the keyboard you are playing.

- If you are unsure about hand position, place a quarter on the back of each hand. As you play, don't let the quarter fall off. Keep your wrists straight and your hands parallel with the keyboard. Once you can play without the quarters falling off your hands, take them off and remember how your arms, wrists and hands felt in the proper position

Practicing Rhythm & Pitch — Getting Beats and Notes Right

Rhythm and pitch together make the personality of a tune — you can't have one without the other! Use the Enhanced Toolbar to practice rhythm and pitch together.

To practice rhythm, pitch, or rhythm & pitch:

1. On the Enhanced Toolbar under Rhythm Trainer , Pitch Trainer or Rhythm & Pitch, click the icon for the hand(s) you would like to practice. Click Do It or press Enter.
2. **FOR RHYTHM:** After the metronome gives a count-in measure (the number of count-in measures can be adjusted in the Performance Options dialog box), begin playing the correct rhythm on your MIDI keyboard as the pointer moves over each note. You can use any key on the MIDI keyboard to play the rhythm.
3. **FOR PITCH:** Play the key on your MIDI keyboard which corresponds with the note the pointer is positioned over. When you press the correct key, the pointer advances to the next note. If you press a wrong key, a "honk" sounds and the pointer does not advance until you play the note correctly.
4. When you have finished practicing, an evaluation of your performance displays at the bottom of the screen.

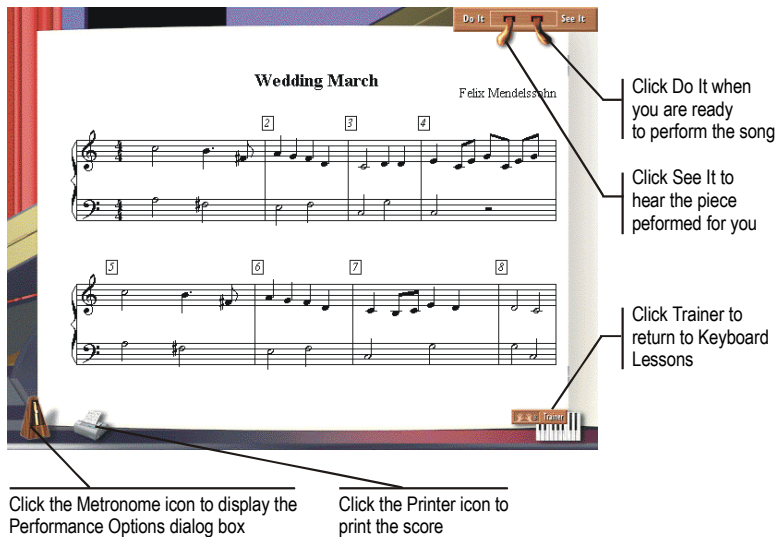
When Keyboard Lessons is running, you can play your MIDI keyboard at any time. If you want to practice a piece without an evaluation, just start playing. If the piece is more than one page, click the Page Forward or Page Back arrows at the top of the screen to turn the pages.

Performance Screen

When you feel confident with a piece you have been working on, it's time to perform it. On the Performance screen, sheet music is displayed on screen as you play along with a background ensemble.

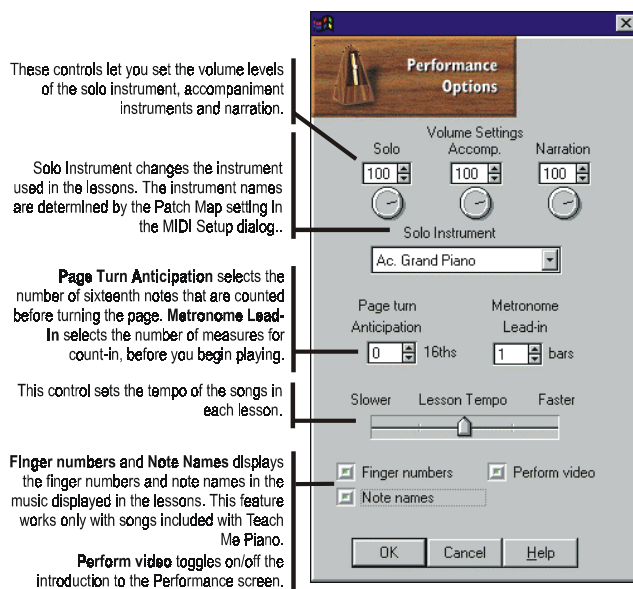
To perform a piece:

1. Click Perform to display the Performance screen.
2. When you are ready to begin, click Do It. Click again to stop.
3. If you want to hear the piece performed for you, click See It. Click again to stop.
4. When you are finished, click Trainer to return to the Practice Screen.



Performance Options

Clicking on the metronome displays the Performance Options dialog box. Performance Options can be changed at any time in Keyboard Lesson.



Using Note Names and Finger Numbers

You will find that as the complexity of the music increases, there will be a greater number of note names and finger numbers above and below the staff; this can make reading the music more cumbersome. As the lessons become more difficult, and your skills improve, there should no longer be a need to have the Note Names option enabled all the time. Disabling this option will reduce the amount of text on the screen.

The Finger Numbers option also can be disabled to help “clean up” the screen for greater clarity when reading the notes. Should you require assistance with the proper fingering for a piece, you can always enable Finger Numbers at any time.

Evaluation Screen

The Evaluation screen is only displayed after training with Rhythm & Pitch. This screen shows how well you did when practicing. It breaks down the evaluation into specific areas to help you improve your playing. The “Trouble Areas” which you need to practice are listed from the most mistakes to the least mistakes. If you played the piece well, the Trouble Areas section will not display.

Click Practice to practice the area the evaluation suggests you to work on

Your evaluation score is displayed as a graph. Each line on the graph represents 20%

Click **Replay My Version** to play back your practice for Rhythm & Pitch

Click **Leave Evaluation** to return to the Practice Screen

To practice an area from the Evaluation Screen:

1. Click Practice to return to the Practice screen. Notice that both the practice area and the Range button are selected (see the screenshot that follows).
2. Press Enter or click Do It for a count-in.
3. Begin playing. When you are done, you are returned to the Evaluation Screen where the section you just played will be evaluated
4. If you wish to practice another section, click Practice again. Remember: practice makes perfect!

When you click a **Practice** button from the Evaluation Screen, you are returned to the Trainer Screen with the **Range** pedal selected

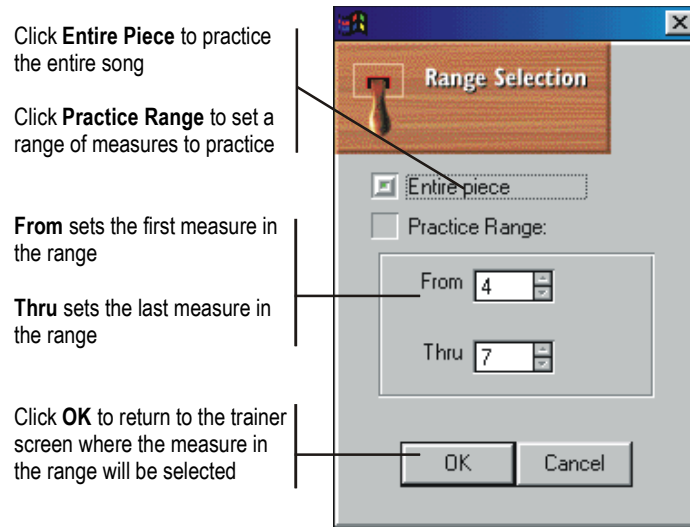
Dotted lines surround the **practice area**

If a **Range** has been selected (See "Range Selection") dotted lines surround the **range**

Selecting a Range

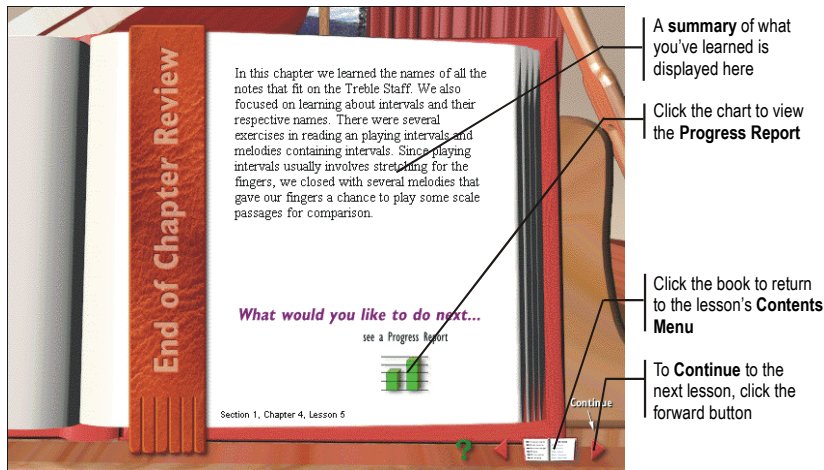
Sometimes, a section of a piece may be difficult to master. The Range button lets you practice that section as many times as you'd like. When you are practicing a section from the Evaluation Screen, you cannot change the Range. If you wish to practice only one measure, enter the measure number in both the "From and Thru" boxes.

To set the range for the entire piece, click Entire Piece. The "From and Thru" boxes will no longer be available.



Chapter Review Screen

At the end of each chapter, the Chapter Review screen displays a Progress Report on how you've done so far.

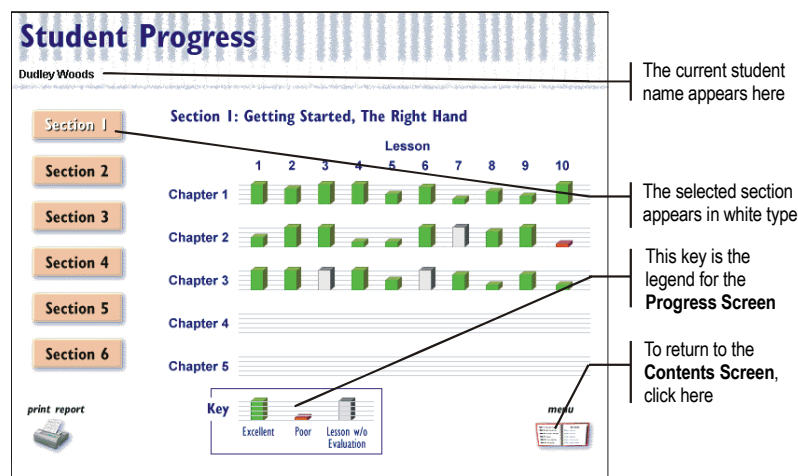


Self-Paced Learning

As you study the lessons, remember that they are self-paced — you can move along as quickly or slowly as you'd like. Take your time and don't rush. Remember, practice makes perfect!

Progress Screen

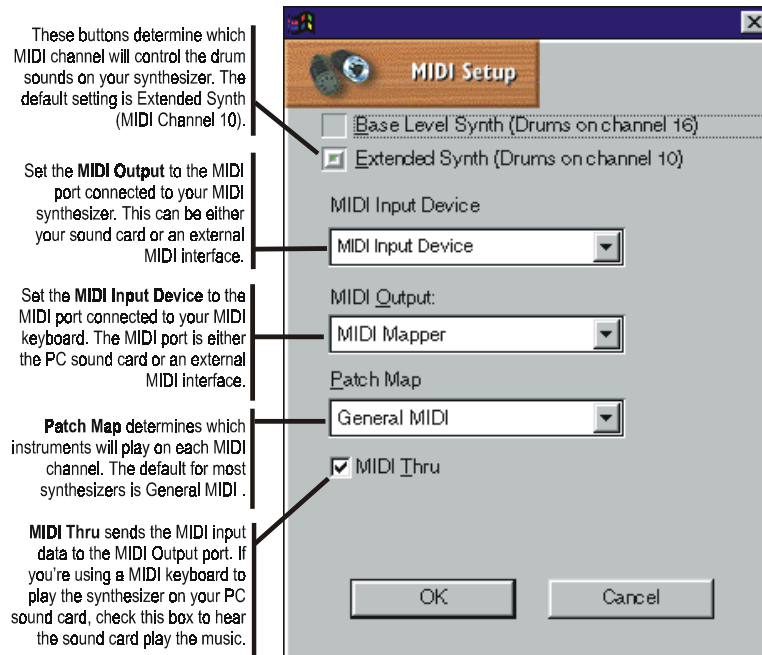
The Progress screen can be accessed from any Chapter Review screen or from the Contents screen. This screen shows how well you did in each Chapter of that particular Section. If you go to the Progress Screen from Keyboard Lessons, the icon reads "Return to Review." If you go from the Contents Screen, the icon reads "Menu." Click either one to return the appropriate screen.



Changing the Setup in the Keyboard Lessons

During program installation, you were prompted to set up your MIDI configurations. Therefore, it is unlikely that you will need to open the Setup dialog box while going through the Lessons. However, if your MIDI keyboard is not responding when using Keyboard Lessons, check to make sure the settings in the Setup box are correct.

See the Sound Check section for more information on setting up your MIDI keyboard.



Base and Extended Level Synthesizers

Base and Extended Level synth determine how MIDI data is sent through your sound card.

- A Base Level Synth uses only Channels 13 through 16, where Channel 16 is the reserved for percussion.
- An Extended Level Synth uses only Channels 1 through 10, where Channel 10 is reserved for percussion.

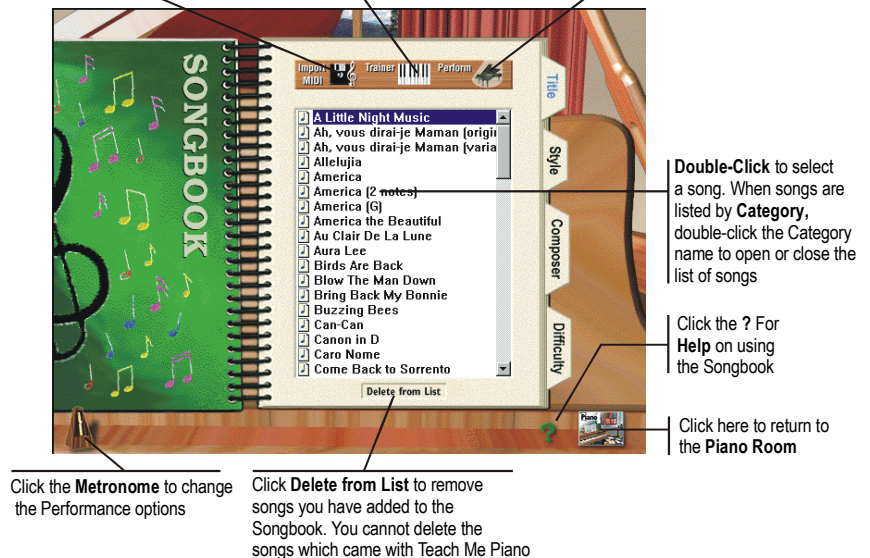
Songbook

To load the Songbook, click the Songbook menu item on the Piano Room main screen music, or from the Keyboard Lessons' Contents Screen.

The Songbook includes more than 75 songs — classics, folk tunes, holiday and patriotic songs, and more. You also can import your own MIDI song files and print them to your computer's printer. The four "Tabs" along the right edge of the Songbook help locate the songs by Title, Style, Composer and Level of Difficulty.

From the Songbook, you can access either the Trainer screen where you can practice the selected song, or the Performance screen where you can play the songs with background accompaniment. If you choose the Performance Screen, when you finish playing, the audience will reward you with a warm round of applause!

Click **Import MIDI** to import your own songs into the Songbook Click **Trainer** icon to practice the selected song Click the **Piano** icon to perform the selected song with accompaniment



Organizing Songs in the Songbook

The Songbook resembles a real book — with Tabs for different sections. The songs in the Songbook can be arranged in four different ways — by Title, Style, Composer or Level of Difficulty.

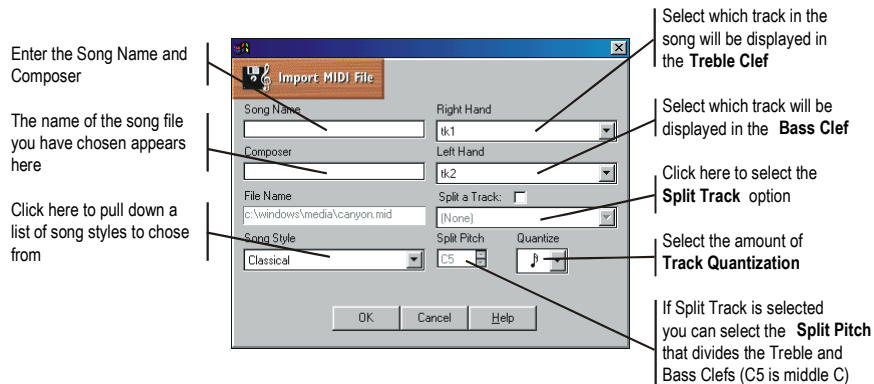
- Title** Lists the songs in alphabetical order, by title.
 - Style** Organizes the songs according to different styles: Classical, Folk, Holiday, Patriotic, Ragtime, and Traditional.
 - Composer** Finds a song by a particular composer. When there is no known composer, the songs are listed by category such as American Folk Tune, French Carol, French Folk Tune, German Folk Tune, etc.
 - Difficulty** Arranges the songs by difficulty — with the easiest listed first, the most difficult last. The order of songs in this Tab follows the order in which the songs are presented in the Keyboard Lessons.
- In the Songbook, the Title and Difficulty sections list each song individually. The Style and Composer sections have categories where groups of individual songs are located.
 - In the Composer section, if the composer is anonymous, the song will be listed under the geographical area from which it originated.

Importing a MIDI Song into the Song Book

The songs you can perform are not limited to those which came with Teach Me Piano Deluxe. If you have songs in MIDI format, you can add them to the Songbook and then print them out, complete with note names.

To import a song:

1. Click the Import MIDI button at the top of the screen.
2. Using the Open dialog box, locate the file you want to import.
3. Double-click the desired file name to display the Import MIDI File dialog box.
4. After entering the appropriate information, click OK to add your song to the Songbook.



When Importing MIDI Files

- The Import dialog box allows you to import both .MID and .ORC files. .ORC files are Voyetra's proprietary sequencer files which can be produced with Voyetra's MIDI Orchestrator Plus™ and Digital Orchestrator Pro™.
- Some .ORC files may contain digital audio. If you import a file with digital audio, the digital audio tracks will be ignored when importing, and these tracks will be deleted when the file is saved in Teach Me Piano Deluxe.
- Imported files are saved on your hard drive in the \voyetra\teachme directory. These files are saved with the .ORC extension.
- The Songbook only displays notation in the Grand Staff. You can import a song with more than two tracks, but only two tracks will be displayed. However, you will hear the other tracks playing. This can be useful when you want to learn a part in a song you've imported. Then, when you feel confident with it, click Do It in the Performance Screen and you can perform the song with the other tracks in the MIDI file.
- If you import a file that contains only one track, it defaults to the treble clef — and only the treble clef displays. If you change the track to display in the bass clef, the entire grand staff displays.

Deleting a Song from the Songbook

Only songs that have been imported can be deleted from the Songbook. All the imported songs have the word "Import" next to them in parentheses.

To delete a song from the Songbook:

1. Click on the Song Name you wish to delete.
2. Click the Delete from List box at the bottom of the screen. You are prompted with a dialog box that asks if you are sure you wish to delete the file.
3. Click Yes to delete the file.

Track-split Option

Many times, a MIDI file is recorded onto a single track. This makes it difficult to display as piano notation. If you wish to see a single track notated in the grand staff, use the Split a Track option.

To use the Track Split option:

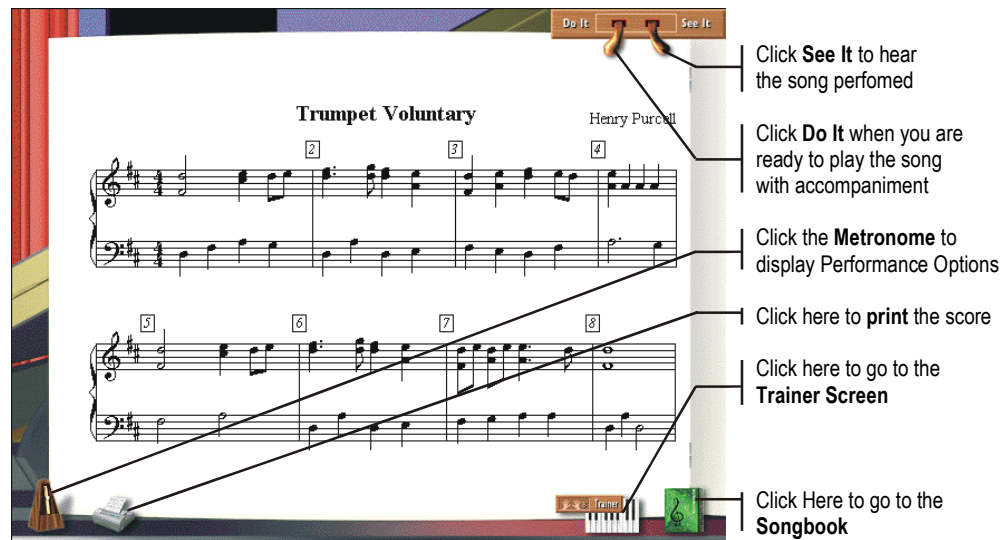
Be sure the Import MIDI file box is already open and you have entered the song's name and composer, set the song style and the level of quantization.

1. Click the Split a Track check box. A check mark appears, the Right Hand and Left Hand boxes dim, and the Split Pitch box is enabled.
2. In the Split a Track box, select the track to be notated.
3. In the Split Pitch spin box, select the pitch that will divide the treble and bass clefs. The default is C5 (middle C).
4. When you are satisfied with your choices, click OK.

The Quantize feature breaks the notes into the smallest division selected. You can choose a quantization range from whole notes to sixty-fourth notes. If you choose quarter notes, you will only see whole notes, half notes, and quarter notes. The most common choice is sixteenth notes. Quantize only affects the notation and how it displays, it will not alter the MIDI file itself.

Performance Screen

You can access the Performance screen both from Keyboard Lessons and from the Songbook. On this screen, sheet music is displayed as you play along with a background ensemble. When you are finished playing, you are rewarded with a warm round of applause from the "audience."



From the Performance Screen you can:

- Go to the Songbook, by clicking its icon, to choose another song to perform.
- Go to the Trainer Screen, by clicking its icon, to practice the currently loaded song.
- Turn off the Performance Introduction video by clicking Perform Video located in the Performance Options box until the green light goes off. (Click the metronome at the bottom left of the screen to display this dialog box.)
- Access any options in the Performance Options box.
- Play your imported MIDI files in the Performance screen. Even though you see only the notation for the tracks you specified in the Import dialog box, you will hear the entire MIDI file, including all of its tracks.

Printing a Song

Any song in the Songbook can be printed—even MIDI files you have imported into the Songbook.

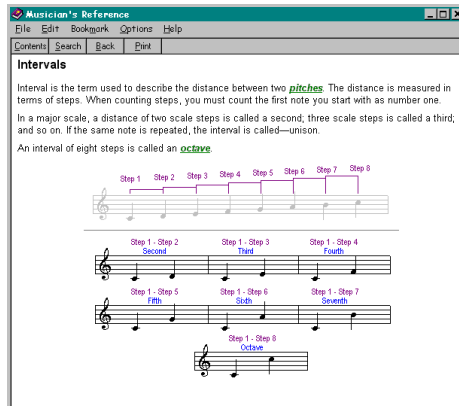
To print a song:

1. Double-click on the song's name to display the Performance Screen.
2. Click the printer icon at the bottom of the screen to display a standard Windows Print dialog box.

If you would like to see note names and finger numbers on the print out, click the Performance Options icon and select “Finger Numbers” and/or “Note Names.” However, finger numbers cannot be printed for songs that have been imported. For imported songs, Teach Me Piano Deluxe can only print note names.

Musician's Reference

To load the Musician's Reference, click the menu item in the Piano Room screen.



The main sections are:

- [The Staff](#)
- [Pitches and Clefs](#)
- [Rhythms](#)
- [Barlines, Measures and Time Signatures](#)
- [Key Signatures](#)
- [Dynamics](#)
- [Tempo](#)
- [Lyrics](#)

When you wish to learn more about a particular topic, just click the green, underlined words. These links to other topics help tie-in related concepts and make it easy to navigate through the screens.

Keyboard Tour

To load the Keyboard Tour, click “Music Reference” on the menu item in the Piano Room screen, then click “History of Keyboards”. From the History of Keyboards Master Screen, click on any instrument type to begin the tour.

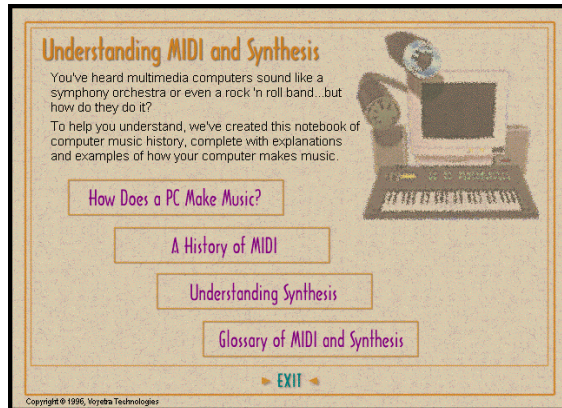


This section takes you on a guided tour of the origins and evolution of keyboard instruments from the Baroque harpsichord to the modern synthesizer. You'll learn about the Early Keyboards, including an Italian spinet circa 1550 made with cherry-wood and ivory carvings. Move through the Organs, including Pipe and Portative, and on to the Pianos and Synthesizers. Video demonstrations of these instruments being played will amaze and enlighten you, as the sounds of the instruments fill your speakers!

- ✓ **Interesting note:** Voyetra was once a synthesizer manufacturer! Our classic Voyetra 8 and CAT synthesizers are featured in this section.

Understanding MIDI and Synthesis

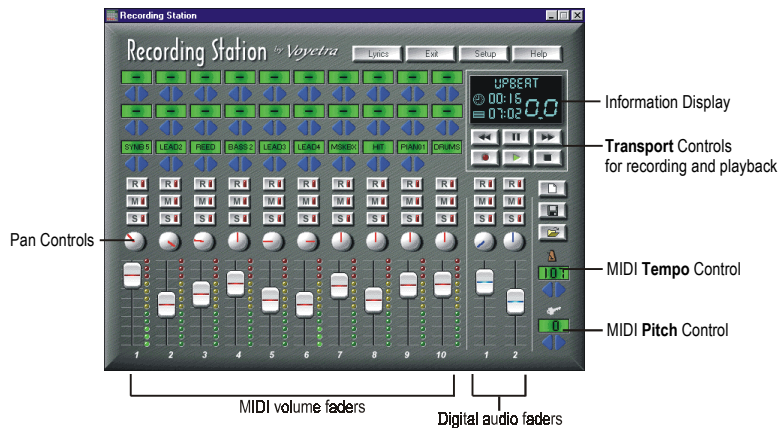
To load the Understanding MIDI and Synthesis Reference, click the “Music Reference” menu item in the Piano Room screen, then “Understanding MIDI and Synthesis”. From the Understanding MIDI and Synthesis master Screen, click on any of the topics and your tour will begin.



In this section, you'll discover that MIDI recording is significantly different than analog or real-time digital audio recording. You'll also learn about analog vs. digital synthesis, and more.

Recording Station

To run Recording Station, click the Recording Station menu item in the Piano Room screen.



With Recording Station you can create songs by recording multiple tracks of MIDI instruments. For instance, you could start by recording a piano part. Then go back to the beginning of the song and, as you listen to the piano track you just played, record the bass line on a separate track. Using this process, you can produce and orchestrate an entire song all by yourself. In addition, Recording Station has special digital audio tracks that allow you to record audible sounds, such as your voice or a live electric guitar.

Recording Station is an easy-to-use version of a “MIDI sequencer” program, which is the equivalent of a “word processor” for electronic music. With a MIDI Sequencing program, such as Voyetra’s Digital Orchestrator Pro, you can change MIDI song music or create elaborate compositions.

- Before you begin, you may want to read the Sound Check section to make sure your PC’s MIDI and digital audio functions are operating properly.

What You Can Do With Recording Station

Recording Station is a great way to learn the fundamentals of recording on your PC. At the same time, you’ll learn how to *apply* techniques and theory that you’ve learned, with the music instruction and music appreciation portions of Teach Me Piano Deluxe, to the process of recording your own songs.

Among other things, with Recording Station you can:

- Play and record with Recording Station’s sample MIDI files.
- Import songs you’ve learned in the music instruction section and build on them.
- Record your own songs in Jammin’ Keys with mouse or MIDI keyboard, then import them into Recording Studio (explained in detail in the Jammin’ Keys section later on).
- Import MIDI songs from the Web and play them in Recording Station.
- Record your own songs.

Using Recording Station’s sample MIDI files

The Teach Me Piano Deluxe installation procedure also installs a variety of MIDI songs which can be used with Recording Station. There are dozens of MIDI (.mid) and MIDI with digital audio files (.orc) from which to choose. There are also files with only drums which can be used as a foundation to build your own songs by adding bass, piano and other instruments with your MIDI keyboard. As you compose the song, you can change instrument sounds, volume levels, pan sounds to the left or the right and record vocals or other live instruments.

Working with songs you’ve learned in Music Lessons

The songs you’ve learned in the Music Lessons can be used with Recording Station, allowing you to embellish them with your own tracks, change instrumentation, or even add your own voice. When you’re done, you can save the new version so you can listen to them anytime. And as you get better, come back and re-record the songs so you can hear for yourself how you’ve improved. Think of it as a permanent record of your progress in playing the piano!

Using Jammin' Keys to create background tracks

With Jammin Keys (explained in the next section) you can quickly build background tracks for composing your own songs in different styles. By importing these background tracks into Recording Station, you can then add more instrument tracks to create a complete song.

Downloading MIDI songs from the Web

The Internet is an exciting resource for thousands of MIDI files that you can download and import into Recording Station. There are hundreds of Web sites devoted exclusively to MIDI songs that you can download for free. Most of them are in General MIDI format, meaning that they will translate directly from the Internet to Recording Station, with the instruments separated into different channels so that you can manipulate individual sounds, volumes and panning. Some of these songs include lyrics which Recording Station will display so you can sing along with the music and record your voice!

As of this writing, here are a few sites to get you started. Follow instructions on each site for properly downloading MIDI files to your computer. It's an easy process, and the files are small, so they won't take long to download:

www.midifarm.com- large selection of files and links to other sites

www.classicalarchives.com – a handsome and easy-to-navigate classical music MIDI site

www.aitech.ac.jp/~ckelly/SMF.html – this site bills itself as "The Most Complete & Best-Maintained List of Sites With MIDI Files", with well over 30,000 links to MIDI music sites.

Recording your own songs

Once you have performed the following exercises, you'll be ready to try your hand at recording a song in Recording Station from the ground up. You can record all of the MIDI instruments from your MIDI keyboard, including drums, bass, guitars, strings, etc.. You can then add vocals, acoustic guitar or other real instruments using your microphone if you wish. Or just record your own piano for a living record of your playing progress.

Recording Tracks

Recording Station is based on the concept of "Tracks"—a term used in recording studios to identify particular voices or instruments in a song. For example, when you listen to a popular tune on the radio you might hear some drums, electric bass, guitar, and vocals. When this music was recorded, each of these parts was recorded on a different track. This way, each part can be independently modified without affecting the other instruments. This saves time and reduces the chances of errors when recording. Recording Station uses the principle of multi-track recording by combining MIDI instruments and digital audio on separate tracks that you can control.

In Recording Station, tracks 1 – 10 correspond to MIDI channels. This lets you record up to 10 MIDI instruments (one per track) in addition to two digital audio tracks (for voice and acoustic instruments). Note that track 10 is a special track only used to record MIDI drum sounds.

The Recording Station mixing panel organizes an array of controls in columns—numbered 1 through 10 to correspond with MIDI channels 1 through 10. To the right of these MIDI Tracks are two more columns for digital audio tracks. Each column's knobs, dials, and readouts control just that specific track, so, for example, pushing up the volume slider in the third column will only increase the volume of track 3.

Here's what you need to know when making a recording:

- Each track is controlled by the buttons and sliders in its column. Any and all changes made in that one column will affect only that single track's playback and recording.
- Use tracks 1 through 9 for melodic parts only. You can choose a different instrument for each track. There are 128 different instruments to choose from for each of these tracks. As you click the forward and backward arrows, you'll see the list of General MIDI instruments scroll in the display window.
- Track 10 is always reserved for the drums and works a little differently. We'll discuss this a bit later.

To record on a melodic track (1- 9):

1. Make sure that you are at the beginning of the song. If the position indicators do not read 00:00, click on the rewind button.
2. Check the tempo setting and make any changes you need. Note that if you haven't yet recorded any digital audio you can set a slower tempo to make it easier to play. Later you can change to a faster tempo for the final performance.
3. Click on the Record Mode button for the desired track. The red indicator will light up to show it is active.

4. Click on the Record button in the transport control area. Before the recording begins, a metronome sound will give you a four beat count-in in the meter and tempo you've chosen. The red indicator on the Record button lights up to show you that you are recording.
5. On the fifth beat, begin recording your performance.
As you play your MIDI keyboard, notice that you'll hear the new notes only on the selected instrument sound for the track you've enabled.
6. When you've finished recording the track, click on the Stop button. Your last performance was recorded only to the track that was enabled.
7. Rewind, select another track and instrument, and record as before. You will hear the tracks you've already recorded as you play new tracks. If you make a mistake, you can re-record from any point in the file.

To re-record:

1. Click on the Fast Forward or Rewind buttons until you arrive at the point where you wish to re-record.
2. Click on the Record button in the transport control area. Instead of a four beat metronome count-in, you will hear four beats of the music that precedes the point you selected in the previous step.
3. On the fifth beat, begin playing. Any material you've already recorded on that track from the starting point on forward will be replaced by the new material.

Recording Drums on Track 10

When you are ready to record the drum part, you will be working a little bit differently. You don't need to choose an instrument. You simply record on the drum channel, which is always track 10.

With melodic instruments, each key on the MIDI keyboard triggers a different *pitch*. When you record on the drum track, each key triggers a different *drum instrument* from the General MIDI list—a snare drum, a cymbal, and so on (after all, pitch doesn't matter with these instruments).

To record drums:

1. Select track 10 for recording.
2. Record as described above.
3. Tap each key to "hit" the drum instrument assigned to that key.

Recording Digital Audio Tracks

Digital audio tracks let you add vocals, guitar, or any other source to your recording session. You can add up to two digital audio tracks. Be sure that you are happy with the MIDI tracks before you add digital audio. If you slowed the tempo to make it easier to record MIDI tracks adjust the tempo to the correct speed for playback before you record digital audio.

To record a vocal digital audio (DA) track:

1. Make sure your microphone is connected to your sound card and working.
2. Click on the Record Mode button for one of the Digital Audio sliders.
3. Click on the Record button in the transport controls to begin the one measure metronome lead in.
4. Record by singing or speaking into the microphone.
5. When you have finished, click on the Stop button. You can record the track over again (which replaces the current recording), or record another track on the other slider.

To record an electric guitar (or any line source) DA track:

1. Connect the output from the source (guitar, radio, etc.) to the microphone input jack on your sound card.
2. Repeat steps 2 through 5 above.
This makes it very easy to add that "live" sound to your musical creations. Discrete use of these two digital audio tracks can really make your song shine.

Saving and Loading Recording Sessions

To start a new recording session click on the New button.



Start a new session.

Save the current session.

Load a previously saved session.

To save a song Click on the Save button and choose a file format. The choices are:

- **.ORC – Orchestrator format:** This is the best choice. It saves all of the information in the file and you can open this file for further editing in Voyetra's Digital Orchestrator Pro™ sequencer program. If you saved your file in Orchestrator format, you can always save a copy in any of the other formats listed below.
- **.MID – Standard MIDI format:** Use this format if you want to share your files with others who do not have Voyetra software that can open .ORC files. This format saves MIDI only; the digital audio part of your file is deleted, as is looping and quantization information.
- **.RMI – RIFF MIDI format:** This is a variation of the Standard MIDI format, and is rarely used. Try this format if you have a software program that cannot handle .MID files.

To load a song, click on the Load button and select the desired file from the Open dialog box. Don't forget that we've provided you with a number of MIDI files to start your recording session off.

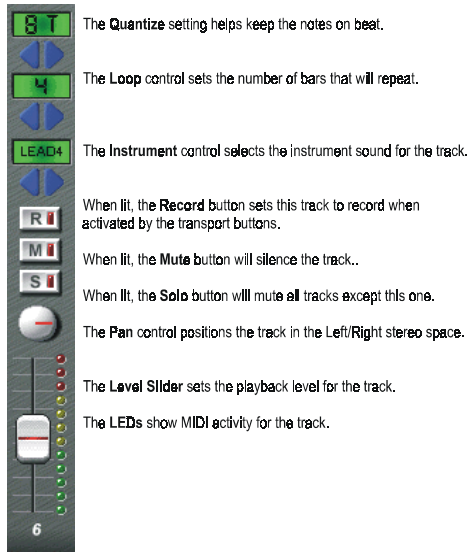
- Recording Station will read any generic MIDI file. However, it will only import the MIDI information assigned to channels 1 through 10. These original channel assignments will appear on tracks 1 through 10 in Recording Station.

Loading a File from Jammin' Keys

To load a file into Recording Station from Jammin' Keys, be sure that the file was saved in the ORC format from Jammin' Keys. The track assignments in Recording Station are as follows:

- Track 1** Bass line
- Track 2** Background rhythm or chords I
- Track 3** Solo riffs
- Track 4** Background rhythm or chords II
- Track 10** Drums
- DA Track 1** Effects pads (works only if you have Jammin' Keys)

MIDI Track Controls



The **Quantize** setting helps keep the notes on beat.

The **Loop** control sets the number of bars that will repeat.

The **Instrument** control selects the instrument sound for the track.

When lit, the **Record** button sets this track to record when activated by the transport buttons.

When lit, the **Mute** button will silence the track..

When lit, the **Solo** button will mute **all** tracks **except** this one.

The **Pan** control positions the track in the Left/Right stereo space.

The **Level Slider** sets the playback level for the track.

The **LEDs** show MIDI activity for the track.

Volume Adjusts the volume of the instrument on the track.

Pan Positions the instrument sound to the left or right in the stereo image. To turn the knob, place your mouse pointer on the knob and hold the left button down as you drag in a circular motion.

Mute Silences the track when the red indicator is lit.

Solo Plays this track only, and silences the other tracks when the red indicator is lit.

Record Select Turns on "record mode" for the track. Only one track can be active at a time; the red indicator will show you which track is active.

Instrument Click on the left and right triangular buttons to choose from 128 different MIDI instruments.

Loop Looping makes the music repeat over and over so you don't need to play it over and over. Play a part once and set it to loop until the session is stopped. The Loop selection box has a variable display showing you how many measures of music are being looped. For example:

OFF: No looping. The track plays once and stops.

1: The first measure plays repeatedly until you press the stop button.

6: The first six measures are looped. For example, if the first two measures contain music and the third through sixth measures are silent, you hear two measures of music, then four measures of silence, the first two measures of music again, and so on, until you press the stop button.

You can loop as many tracks as you want. When you save the file, in ORC format, the loop values will be saved also.

Quantize When you choose a quantization value, notes snap to the beat grid that you select. For example:

OFF: A dash in the box indicates that no quantization is in use.

4: The beat grid is set to quarter notes. Each note is forced to begin on the nearest quarter note division in the measure.

4T: The beat grid is set to quarter note triplets.

8: The beat grid is set to eighth notes. Each note is forced to begin on the nearest eighth note division in the measure.

8S: The beat grid is set to eighth notes with a swing feel.

Transport Controls and Displays



- File Name Display** The first line of the display shows you the file name of the current recording session. If you have not yet saved the session on your hard drive, the indicator reads [UNTITLED]. Once you record and save a song, its name will appear in the display (for example, RECSONG1 or MYSONG).
- Song Location Indicators** The song location is the point that is currently playing, or if you have stopped, the point from which playback will begin. The two song location indicators work together to express the current location in the song as BARS:BEATS (musical terminology) and MIN:SEC.
- Time Counter** You can find out where you are in your song in units of minutes and seconds (MIN:SEC) by glancing at the time counter. This counter takes the current tempo into account. If you speed up the tempo, for example, you would arrive at a particular measure earlier; the time counter makes this adjustment.
- Measure Counter** You can find out where you are in your song in units of measures and beats (BARS:BEATS) by glancing at the measure counter (all songs are in 4/4 time).
- Transport Buttons** These controls work similarly to tape recorder—Rewind, Pause, Fast Forward, Record, Play and Stop.

Lyrics, Exit, Setup, and Help



- Lyrics** Click the Lyrics button to display a song's lyrics as the music plays. (This feature only works with files that contain lyrics.)
- Exit** Click the Exit button to close Recording Station.
- Setup** If you are having problems using Recording Station, you may need to adjust your setup. Refer to the Online Help for complete documentation of the Setup options.
- Help** Click the Help button to view Online Help.



Tempo and Key Signature Controls



Tempo Indicator The Tempo Indicator tells how fast the MIDI file is playing, in beats-per-second. To decrease or increase the tempo, click the left-facing and right-facing triangular buttons.

Note that tempo will not alter the speed of digital audio tracks.

Key Signature Indicator The Key Signature indicator tells how much you've transposed the music in semitones. A semitone is one half-step; there are 12 semitones in one octave. You can transpose up or down by up to 12 semitones (a full octave). A positive/negative number means the pitch has been raised/lowered. A zero means the original key has not been altered. To decrease or increase the transposition, click the left-facing and right-facing triangular buttons.

The Tempo and Key controllers affect only MIDI tracks. The digital audio tracks will remain unchanged.

Recording Station Exercises

Exercise 1: Load, play, and modify a Blues song

1. On the middle right side of Recording Station, click on the folder icon. In the Open window, find the folder window on the right and double-click on “demos”. You’ll see four folders appear below it, containing dozens of files for Recording Station. Search through these folders by double-clicking on them (you must double-click on “demos” between each folder search) and become familiar with their contents, which appear in the left window.
2. Go to the MIDIFILES folder. On the left side of the Open window, click to highlight the file called “bluesy1.mid” and then click “OK”. You will now see the name of the song in the LED-style window above the transport controls in Recording Station.
3. Click on the PLAY button in the transport controls and the song will begin playing. (NOTE: If the song ends at any time during this exercise, simply hit the Play button again.)
4. Adjust the Track Volume fader for Track #10 all the way down and back up by clicking and holding the left mouse button. Notice that drums are always on Track 10.
5. Locate the MIDI Track Volume fader for Track 3. Above this fader, find the “S” button and click it on and off. When the red light is on, the “S” button *solos* the track you’ve chosen. The “M” button above it *mutes* the track when lit.
6. Locate the round button with the red line above Track 10’s fader. While the song is playing, hold your left mouse button down over this button and turn it all the way to the left and right. This is the “Pan” button, and can be used to adjust the stereo spectrum location of all your instruments.
7. On the lower right side of Recording Station, adjust the tempo and key of the song with the blue left and right buttons below the appropriate icon
8. Go to Track 4 and find the green window in its column that says “PIANO4”. Click on the blue arrows pointing left and right below the PIANO4 window. Explore the 129 different MIDI sounds available to use.

Exercise 2: Record Piano and Vocals on America The Beautiful

1. Click on the folder icon in Recording Station. This will bring up a dialog asking if you want to save the changes to Bluesy1.mid. Click “No” and the Open window will appear.
2. Double-click the “demos” folder on the right again, then double-click on the tmpsongs folder. Highlight “amerbeau.orc” from the window on the left and click “OK”.
3. Click the Play button and experiment with changing the instrument, volume and pan settings for the song, as outlined in Exercise 1.
4. Now adjust the MIDI Track Volume faders for Tracks 1, 2, 3, 4 and 10 so that they rest on the fifth line from the bottom of their respective fader channels. If need be, adjust your PC speaker volume so that you can still comfortably hear the song.
5. With the song stopped, go to Track 7 and click on the “R” button (for *recording*) in its column. You should now be able to play your MIDI keyboard and hear it through your speakers.
6. Start the song and play along with it on your MIDI keyboard. If you don’t know the song well, that’s OK for the purpose of this exercise. Adjust the level of Track 7 if need be so that your piano track is a little louder than the rest of the tracks, but so that you can still hear the other tracks enough to follow along with the song. Adjust the tempo if you’d like.
7. Once your levels and settings are adjusted and you’ve practiced a few times, it’s time to record your part. Press the Record button next to Play in the transport controls section of Recording Station. You’ll hear the metronome provide an intro of four clicks, then the song will begin (It doesn’t matter if you make mistakes because you can record right over what you’ve done).
8. When the song is over, press the Stop button.
9. Press the Play button and listen to your recording with the rest of the band. Repeat the recording process until you’re happy with your recording.
10. Now let’s record a vocal. Locate the two digital audio tracks, labeled 1 and 2, on the right side of Recording Station (with the blue fader controls). Click the “R” on Track 1 so that it’s lit.

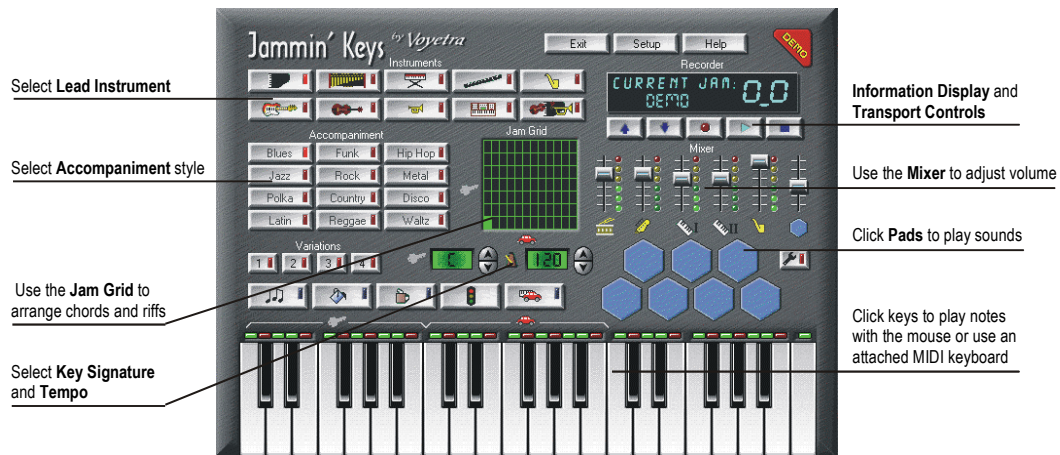
NOTE: *If you receive a message at any time while recording digital audio with your microphone to the effect that you’ve “run out of space” for recording, see the section called “Digital Audio and the Windows TEMP file” in the Sound Check section.*

11. Click the Record button in the transport controls and sing along with the song into your pre-configured microphone . Once it's over, press the Stop button.
12. When you press the Play button, you should now hear your vocal (if not, your microphone is not set up properly. See the section called **Checking Digital Recording and Playback** in the SoundCheck section). Record another vocal on Digital Track 2 if you like in the same manner.
13. Once you like what you've recorded, save your recording. With the song stopped, click on the "Save" button (the one that looks like a floppy disk) on the right side of Recording Station.
14. On the top left of the Save As window, give your new song the name "mysong.orc".
NOTE: *Any song with digital audio must have the ".orc" extension. Songs with only MIDI instruments recorded can be saved as ".mid" files. The name can have no more than eight characters before the ".orc" or ".mid".*
15. After you've named the song, double-click "demos" in the folder window on the right, then double-click the w_audio folder. Press "OK" and a status bar will flash on your screen as the song is saved.
16. Back in Recording Station, press on the folder icon on the right. In the Open window, notice that "mysong.orc" is now listed among the other files in the left window. Your new recording can now be loaded into Recording Station at any time.

Congratulations! You've played, modified, recorded and saved your first songs in Recording Station. Practice often. Experiment with different songs, start your own songs from scratch, or with just a drum file from the drumtrax folder. You'll have hours of fun building songs!

Jammin' Keys

To run Jammin' Keys, click on the Jammin' Keys menu item in the Piano Room main screen.



Jammin' Keys lets you build songs quickly—regardless of your musical skills. You can choose from a wide variety of styles, add fills, sound effects, and more. You can record a song, save it in .ORC format, then load it into Recording Station to add more parts, including vocals.

Jammin' Keys is named after a “Jam Session”, which is when several musicians get together, decide on a tune, and improvise a melody and harmony. In Jammin' Keys, we provide the background musicians so you can improvise by using your computer's mouse or a connected MIDI keyboard.

Jammin' Keys comes with a built-in demo to give you a quick feel for what the program can do. To play the demo jam, click on the red Demo button in the upper right corner of the Jammin' Keys control board. To stop playback, click on the Demo button again.

What You Can Do With Jammin' Keys

Jammin' Keys is the software equivalent of a “backup band” that lets you create background tracks for Recording Station by jammin' and improvising. With Jammin' Keys, you can:

- Use the extensive AutoPlay features to quickly build accompaniment tracks.
- Improvise over the virtual band, with many different instruments, using your MIDI keyboard.
- Record your own jams with your mouse or MIDI keyboard, then import them into Recording Station to further build on your songs.

Use the extensive AutoPlay features to quickly build accompaniment tracks

By choosing from one of the 12 accompaniment styles and hitting the Play button, you've instantly got a backup band with bass, drums and rhythm instruments. With a click of your mouse you can add fills, breaks and even solos to your jams. You can also change keys, tempos and solo instruments, all before you've even introduced your MIDI keyboard into the mix!

Improvise over the virtual band, with different instruments

Once you've started a jam, use your MIDI keyboard to improvise solos over the backing band. Change the key your band is playing in with your left hand, then use your right hand to create your own unique solos. Choose between 10 different instruments that you can play for your solos, slow the jam down to practice your playing technique, and learn to jam along in all 12 different styles of music that Jammin' Keys has included.

Record your own jams with your mouse or MIDI keyboard, then import them into Recording Station to further build on your songs

You can record a jam in Jammin' Keys, save it to a folder, then import it into Recording Station, where you can further enhance your jam with new instruments and even vocals. This is great fun, and the tracks you build can get quite elaborate.

To start a jam session:

1. Click on the Start/Stop button (it looks like a traffic light).
2. Use your mouse to play any of the keys on the keyboard. *There!* Now you're jammin'.

To stop the jam session, click on the Start/Stop button again.

Everything else you learn in this chapter simply adds variety to how you jam. You'll learn how to change the instrument you're playing, add fills and breaks, switch accompaniment styles, save and reload your work, and much more — and it's all just as simple as what you've just done.

You can click on the screen any time you wish, but Jammin' Keys doesn't always respond right away. Like any good musician, it waits for the right moment. You may have to wait a few seconds until the end of a musical phrase before your next choice kicks in.

Exit, Setup and Help



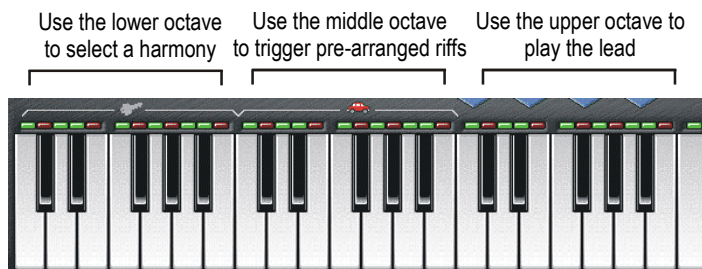
Exit Click on the Exit button to close Jammin' Keys

Setup Usually, the correct setup parameters are chosen when you install Jammin' Keys, and you will not need to use this button. However, if you are having problems using Jammin' Keys, you may need to adjust your setup. Refer to the Online Help for complete documentation of the Setup options.

Help Click the Help button to display Online Help for Jammin' Keys.

Keyboard Zones

You can jam in Jammin' Keys with just a mouse, or you can use a MIDI keyboard that's properly connected to your PC through your sound card or another MIDI interface.



The on-screen keyboard plays when you click on keys with the mouse. Stick to the keys with green lights, and you'll stay in tune with the background band.

The piano keyboard in Jammin' Keys is divided into three zones. Each one makes different things happen in the session.

The Accompaniment Zone

The octave on the left — labeled with a “key” symbol — is called the Accompaniment Zone. These keys select the harmonies your backup band will play. To change the harmonies, click on various notes in this octave.

The Auto Riffs Zone

The middle octave — labeled with the Automobile — is the Auto Riffs zone. When you click on a key in this zone, Jammin' Keys plays a melody that our musicians at Voyetra have put together for you. Every note is just right. For each style of accompaniment, there are 12 melodies you can use in this octave. That makes more than a hundred melodies, ready to go with just a click of the mouse — and no wrong notes!

The Auto Riffs zone works only when Auto Jam is active. If Auto Riffs is turned off, the second octave becomes part of the Improving Zone (described below).

To turn on Auto Jam:

1. Click on the button that has a little red automobile on it. The blue light turns on to tell you that Auto Jam is active.
2. Click again to turn Auto Jam off.

The Improvising Zone

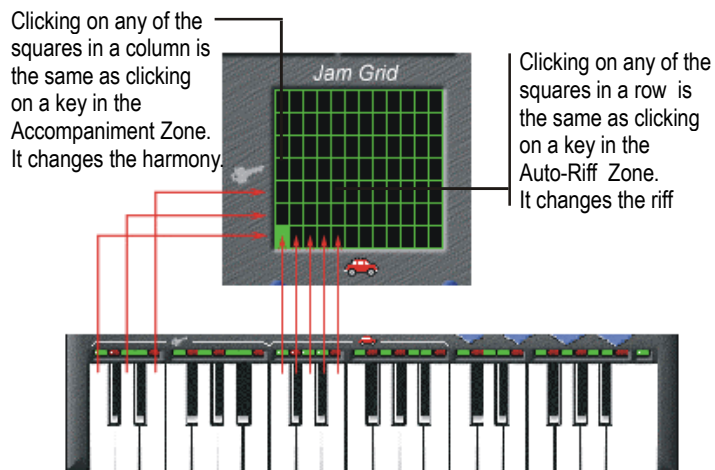
The keys on the right play when you click on them with the mouse, just like a normal piano keyboard. This gives you freedom to create whatever melody you can imagine. It also introduces the risk of playing notes that might sound a bit awkward compared to the rest of the musicians.

The Red and Green Lights

Above the keys you'll see a row of lights — some red and some green. These indicate which keys are in the same scale as your backup band and make it easy to stay in key with them. Click on just the green keys to make sure that what you play doesn't sound too far off.

The Jam Grid

One way to make your music more exciting is to choose a new Key from the Accompaniment Zone and a new Riff from the Auto Riffs zone at the same moment. But you can't click on two piano keys at once with your mouse. That's where the Jam Grid comes in.



Each row in the Jam Grid corresponds to one of the seven piano keys in the Accompaniment Zone. Each column corresponds to one of the 12 Auto Riff piano keys. When you click on a box, it's like clicking the two keys at once.

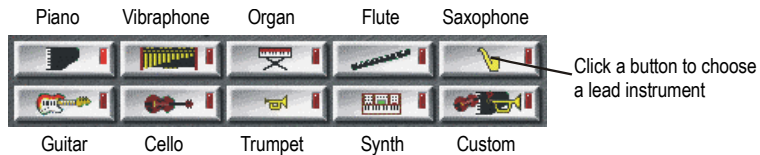
To use the Jam Grid:

1. Click on the Auto Jam Button (the one with the small red car). When the blue light is on, Auto Jam is active. Click on the Start/Stop button to begin the jam session.
2. Click on any of the squares in the Jam Grid and hold down the mouse button. At the next appropriate point in the song, Jammin' Keys plays a riff for you. If you choose a box that is higher or lower than the previous choice, you will also hear a pitch change.
3. Release the button and change to another box in the Jam Grid any time you wish. The harmonies and Auto Riffs will change at the appropriate beat.

Changing Instrument Sounds

Selecting a Lead Instrument

The lead instrument is the one you play with the keyboard. Click on one of the 10 buttons in the Instruments section — near the upper left of the screen. You can change your lead instrument at any time. The 10th button is yours to customize. You can assign it to any instrument you choose from the 128 General MIDI instruments — and you can change that assignment as often as you wish.



You can play any instrument you wish by using the Custom button.

To choose a lead instrument:

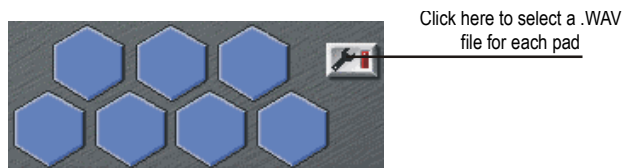
1. Click the button of the instrument you would like to jam with. The red light indicates the instrument that's currently selected.

To change the custom instrument:

1. Click the Setup button near the top of the screen.
2. Open the Custom Patch list and scroll up or down to select an instrument. There are usually 128 instruments to choose from.
3. Click on the Start/Stop button to begin your session and jam away.

Selecting Effects Pad Sounds

Jammin' Keys includes a set of sounds for the drum pads to get you started, but you can freely program any pad to play any digital audio file that is saved in .WAV format. We suggest you stick to brief sounds. Long sound effects can bog down your session.



Click on the hexagon-shaped Effects Pads just above the right end of the piano keyboard to play effects or drum sounds. Experiment to see what each one does. You can set the pads to play different sounds if you wish. The procedure is explained in detail below.

To change an Effects Pad sound:

1. Click on the Setup Effects Pads button — it has a small wrench on it. When the red light is on, it is selected.
2. Click on the Effects Pad you'd like to customize.
3. From the Effects Pad Setup dialog box, choose the digital audio file you'd like to hear — it must be in .WAV format.
4. Click on OK to exit the Effects Pad Setup dialog box.

Styles and Variations

Jammin' Keys has many different musical background styles to choose from. Each style has four arrangements, and a set of fills, breaks, and intro/end passages.



Choose from a wide range of accompaniment styles and variations to make each jam session unique

With 12 accompaniment style buttons and four variations of each, you have 48 possibilities...and that's before you've begun to play your lead!

There are 12 buttons that let you choose the style of Accompaniment you'd like to jam along with: Funk, Polka, Country, Blues, Metal, Reggae, Hip-Hop, Waltz, Latin, Rock, Jazz, and Disco. Additionally, there are four background arrangements for each musical style. These are called Variations.

To choose a Style or Variation:

1. Click the button of the musical Style you would like to jam along with. When the red light is on, that style is selected.
2. Click the button of the Variation you would like to jam along with. When the red light is on, that variation is selected.
3. Click on the Start/Stop button to begin your session and jam away.

Fills, Breaks, and Intro/End



Fills

A fill is when the background accompaniment plays a few measures of music with extra rhythmic punch, a few more notes, and a bit more sound. The accompaniment "fills" the regular background patterns with more musical excitement.

To play a fill click on the Fill button (paint bucket) and it will begin to play at the next correct point in the music.

Breaks

A break is when the background accompaniment plays a few measures of music with less rhythmic punch, a few less notes, and a bit less sound. The accompaniment "takes a break" from the regular background patterns.

The break is a great time for the soloist, you, to play an exciting melody!

To play a break, click the Break button (cup of coffee) to cue up a break to play at the next correct point in the music.

Intro/End

Voyetra's musicians have composed professional transitions that start your session with a bang, or bring it to a crowd-pleasing finish. The Intro/End button always knows what to do.

- If you haven't started playing yet, a click on this button plays an introduction and begins a new jam session.
- If you press it while a jam session is in progress, Jammin' Keys brings your song to a close and ends the session.

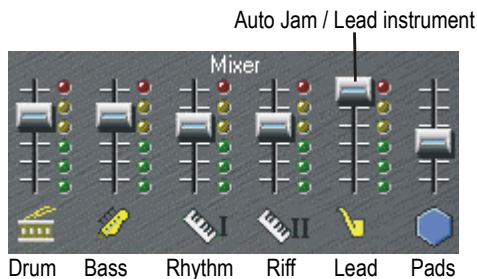
The intros and endings always go with the jam settings that you've chosen.

To start or end a jam session with the Intro/End button:

1. Turn off any music that's currently playing. Click on the buttons to choose an Accompaniment style and variation, and a lead instrument.
2. Click on the Intro/End button (it looks like a few notes) to start a new jam session.
3. Jam away. You can change instrument sounds, drum patches, accompaniment styles, variations, tempos, whatever — be creative!
4. When you are ready to end your song, click the Intro/End button again to cue up the ending of your jam session.

Mixer

Your Jam session is divided into six parts; Drums, Bass, Rhythm, Riffs, Lead, and Pads. The Jam Mixer lets you control the volume of each of these parts independently. If you'd like the drum part to really kick, you can raise its volume and lower the other ones. Or you can make the bass line really loud and drop out the keyboards altogether.



Drag the sliders up or down to adjust the volume for each part. The lights next to each slider tell you how many notes that instrument is playing — *not* how loud it is. To adjust volume levels, use the mouse to drag the desired volume sliders up to increase the volume or down to decrease the volume.

Tempo and Key Signature



The triangular buttons control the Key (pitch) and the Tempo (speed) of your session.

Sometimes the jam session is pitched in a difficult key for you to play, is too high or low for you to sing along with, or is going too fast for your taste. To fix these problems, you can change the key signature and/or tempo.

To change the key signature or tempo:

- To change the key you're jammin' in, click the up or down triangular buttons of the Key Signature control. The window shows what key the music is in.
- To speed up the tempo, click the up triangular button of the Tempo control.
- To slow down the tempo, click the down triangular button. The window displays the current tempo in beats-per-minute.

Transport Display

The transport display lets you see at a glance which recorded jam session you are playing and indicates with moving lights when the music is playing.



Use the recorder to save your jam sessions and retrieve them for playback.

Transport Controls

The five buttons in the Jammin' Keys recorder are similar to those on a cassette tape deck. From left to right, they are:

- Load a jam session that you've previously saved.
- Save a jam you've recorded onto your hard drive.
- Record a jam session.
- Play a recorded jam session.
- Stop recording or playback of a jam session.

Recording, Saving and Loading Jam Sessions

Use the transport controls to record, save, and play back your favorite jam sessions any time you like. Jammin' Keys is a great tool to use with Recording Station. Save a file that you've created in Jammin' Keys, then open it in Recording Station to make it even better!

To record a session in Jammin' Keys:

1. Set up your jam session: select a lead instrument, accompaniment style and variation, tempo and key signature as desired.
2. Press the Record button.
3. Jam away — be as creative as you want! You can:
 - Play the keyboard with the mouse.
 - Play your MIDI keyboard.
 - Click the Jam Grid.
 - Click the drum pads.
 - Change instruments, styles and variations, tempos, keys, etc.
4. When you are finished, you have two ways to end the session:
 - Click the Stop button in the Transport controls (or the Start/Stop button). This will stop the recording immediately.
 - Click on the Intro/End button (it looks like some musical notes). This will trigger an ending passage to play. When this passage ends, the recording stops automatically.

Pressing the Record button automatically triggers an introduction passage, giving you a few seconds to get ready to jam.

To save a recorded jam session:

1. Press the Save button in the Transport controls. The Save As dialog box opens.
2. Type the desired name in the File Name box and choose the appropriate directory for the file.
3. Click OK to save the file. Your file will be saved with the .JAM extension.

If you want to use a Jammin' Keys file in Recording Station save the file in the Orchestrator format (.ORC).

To load a previously recorded Jam Session:

1. Press the Load button in the Transport controls.
2. Select the desired file from the Open dialog box.
3. Click OK to load the file.

NOTE: Jammin' Keys will only load files saved with the .JAM extension.

Jammin' Keys Exercises

Exercise 1: Play a rock jam

1. Select Rock from the twelve Accompaniment buttons on the middle left portion of Jammin' Keys.
2. To start the jam, click on the stoplight button above the keyboard along the bottom.
3. Experiment with the keyboard by clicking on the keys with your mouse. The first 12 keys change the key of your jam. The rest of the keys act as a normal keyboard.
4. Just above the keyboard in the middle, you'll see a "Key" window, showing that you're in the key of C. Hit the "up" and "down" buttons to the right of this window so that your key changes. Notice that the green and red lights above the keyboard change as well, showing you which keys on the keyboard will complement whichever key you've chosen. Then put the key back to C.
5. Click on the four Variations buttons on the lower left side above the keyboards. This changes the feel of your rock jam.
6. Experiment with the Intro/End, Fill and Break buttons above the keyboard, all of which add variety to your jam.
7. Now click on the AutoJam (with the picture of an "auto") button above the keyboard. This turns the second octave of the keyboard into an automatic soloist. Simply hold down any of the 12 keys in the AutoJam section with your mouse and you're "autojamming"!
8. Experiment with the Jam Grid by clicking on the different squares in the grid and listening to how it changes your jam.
9. Hit the Stop button and play your MIDI keyboard. Notice that the keys on Jammin' Keys correspond to the notes you play on your keyboard. The octave below middle C on your MIDI keyboard represents the Accompaniment octave on the Jammin' Keys keyboard. Middle C begins the rest of the keyboard in Jammin' Keys.
10. With the AutoJam button still on, hit the Start button. On your MIDI keyboard, press and hold down middle C and the C below middle C. Now experiment with "autojamming" by playing the keys on your MIDI keyboard.
11. Turn off the AutoJam button. Continue using your left hand to change the key of your jam with the octave below middle C on your MIDI keyboard. Use your right hand to create your own solos.
12. Change the sound of your solos by clicking on the different instrument buttons at the top of Jammin' Keys. Move around the Jammin' Keys interface to get used to all of the things you can do to build jams in different musical styles.

Exercise 2: Import a jam into Recording Station

1. Change the Accompaniment style to Jazz, turn off the AutoJam and hit the Intro/End button on the bottom left, just above the Jammin' Keys keyboard.
2. Practice playing with your MIDI keyboard, occasionally changing the Variations 1-4 and the lead instruments with which you're soloing from among the 10 instruments along the top of Jammin' Keys.
3. Click on the Record button in the transport display on the top right of Jammin' Keys. Record your jam for a minute or so, then hit the Intro/End button, which will give your song's ending a nice flourish.
4. Repeat this a few times. Each time you hit Record, you'll be asked if you want to save your jam. Hit "No" and your new recording will begin.
5. After doing this a few times, finish a jam and click on the Save button, right next to the Record button in the transport controls.
6. On the bottom left portion of the Save As window where it says "Save file as type:", click on the arrow button and change the selection to Orchestrator, which will save it in ".ORC" file format.
NOTE: *As you may remember, saving a tune as an ".orc" file allows you to add digital audio to the song using your microphone. If you don't plan to add digital audio, you could save the song as a ".mid" file. Saving it as a ".jam" will only allow you to open your tune in Jammin' Keys, not Recording Station.*
7. On the top left portion of the Save As window, give your song the name "myjam.orc".
8. In the folder window on the right, double-click "demos", then "w_audio". You'll see the other Orchestrator files appear on the left. Hit "OK".

9. Minimize Jammin' Keys by clicking on the minus sign at the very top right.
10. From the Piano Room menu, launch Recording Station. In Recording Station, click on the folder icon on the right. In the folder window on the right of the Open window, double-click "demos", then "w_audio".
11. Highlight your "myjam.ore" in the left window and click "OK". You'll now see Recording Station with your song name showing in the LED-style display on the top right.
12. Click on the Play button in the transport controls in Recording Station. Notice that your drums are on MIDI Track 10 as always, bass is on MIDI Track 1, rhythm on MIDI Track 2, and your solo on MIDI Track 3.
13. Now you can change the instruments, tempos, key, solo, add vocals- everything you learned how to do in your Recording Station exercises. Then you can save your tunes to play or improve upon whenever you like. Record over your solo to make it better.

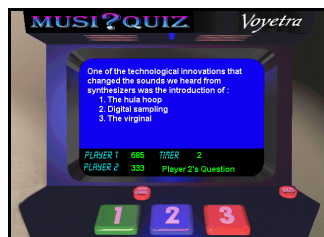
Music Games

Music Games is an arcade-style program that offers a fun way to test your musical knowledge and musical skills. Three games let you test notation skills, rhythm skills and musical knowledge.

To run each game, click on the game box in the arcade screen.



Overview of Music Games



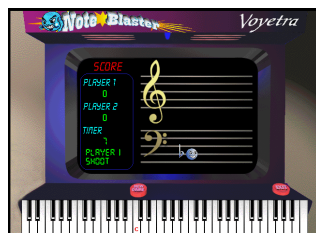
Music Quiz

Test your musical knowledge with a wide variety of questions—many from the topics covered in the piano lessons and music appreciation sections of Teach Me Piano Deluxe. One or two players can score points based on whether the questions are answered correctly and how long it takes to answer.



Rhythm Master

Test your ability to recognize rhythm notation by listening to a rhythm pattern and then decide which of the three examples matches what you hear. One or two people can play at once, and there are three levels of expertise.



Note Blaster

Test your music reading skills. An animated note lands at a random place on the bar lines. If you click the correct note on your MIDI keyboard, or on the keyboard at the bottom of the screen, the note on the screen is "Blasted" away!

Sound Check

To run Sound Check, click on the Sound Check menu item in the Piano Room main screen.



Sound Check provides an easy way to test and troubleshoot the digital audio and MIDI features of your computer. A series of displays takes you through the testing process step-by-step. If, for some reason, one of the multimedia devices on your computer is not working properly, Sound Check provides troubleshooting tips to help you get your system up-and-running again.

Sound Check also provides setup tips for attaching an external MIDI keyboard to your computer — and a video to show you how to make these connections. Once the MIDI cable is installed, you can use Sound Check's MIDI Input and MIDI Output tests to confirm that your system is operating properly.

Troubleshooting Tips

Fortunately, the situations that cause the most multimedia problems are among the easiest to fix. Start your troubleshooting journey with the general suggestions below. If you still have problems, look up the specific symptoms you're experiencing.

Throughout the troubleshooting process, don't forget another valuable resource — the hardware manuals that came with your sound card or other peripherals.

Check your Sound Card and Connections

First, confirm that your sound card is connected to a working output device such as headphones, speakers or an amplifier with speakers. If you are using speakers, make certain that they:

- Are plugged into the correct port on your sound card.
- Are turned on and have the volume set to an adequate level.
- Have their own source of power. Most sound cards can supply enough power for headphones, but not for external speakers. Depending on the type, your speakers will need to be plugged into a wall outlet or an amplifier, or will be powered by batteries.

Troubleshooting MIDI problems

Sound check provides the following tests for checking your PC's MIDI functions:

MIDI Input Test

This test lets you see if the MIDI data from your keyboard is being properly routed to your PC. A series of 16 lights corresponding to 16 MIDI channels are displayed on the screen. When you play the MIDI keyboard, one or more of the lights should start blinking. If not, then the output of your MIDI keyboard is not properly connected to the input of your PC's MIDI interface.

If this happens, first check that the MIDI cable is properly connected to your PC sound card and to your synthesizer's MIDI connectors. The sound card MIDI cable "output" should be connected to the synthesizer MIDI "input", and vice versa.

MIDI Output Test

The programs in Teach Me Piano Deluxe use MIDI to play music on your synthesizer. The synthesizer can either be on your PC sound card or in your external MIDI keyboard. To find out if this is working properly, Sound Check plays a MIDI file so you can listen for the music.

If you don't hear anything, it may be that your synthesizer and Teach Me Piano Deluxe are not set to send and receive on the same MIDI input device. Use the MIDI Setup dialog box in Keyboard Lessons to check that it is set to receive on the same MIDI input device that the synth is connected to.

If that's not the problem, check the suggestions listed in Sound Check's Troubleshooting section. Also, look at Sound Check's video tutorial on setting up a MIDI keyboard.

MIDI Thru Setting

If the MIDI data arriving at the MIDI In is echoed to the MIDI Out, you'll hear double notes on your synthesizer. In the MIDI Setup dialog box, try turning MIDI Thru off. If it stops, you've found the problem. If you are using a keyboard controller, try turning the local control off. See the documentation for the keyboard to do this.

Checking your MIDI Keyboard

Once you've connected your MIDI keyboard correctly, you can use Sound Check to make sure the MIDI keyboard and PC are communicating, as follows:

1. On the SoundCheck menu, click on "MIDI Synth Test" and follow the instructions on the screen. If you have problems, click on the Troubleshooting button.
2. Once you've completed this test successfully, go to the "MIDI Input Test"
3. If your soundcard is functioning properly, and your connections are attached as they should be, you should hear sound and see a green light illuminate on the SoundCheck display when you play your MIDI keyboard. If you have problems, click on the Troubleshooting button and follow the instructions.

Troubleshooting Digital Audio Problems

Some of the basic problems that occur with PC sound functions can easily be remedied by checking the Windows mixer, which lets you control the volume of the different components on your PC's sound system. To open the mixer, click on the Mixer button at the top right section of the Sound Check screen.

Some typical "mixer related" problems include:

- The sound is too low or there's no sound at all.
- Some of the sound components work, but others do not. For example, you can hear MIDI sounds but not digital audio sounds.

Checking Digital Recording and Playback

To use the digital audio features in Recording station and Jammin' Keys, you must make sure that your computer's microphone is set up properly and that your PC is properly playing digital audio. SoundCheck can be used to test this as follows:

1. Make sure you have a functioning microphone that is rated to perform properly on your PC, and that it is plugged into the PC microphone jack.
2. Launch SoundCheck from the Piano Room menu.
3. To test your soundcard's "Wave", or digital audio output, click on "Wave Output Test" in SoundCheck and follow the on-screen instructions.
4. Once the Wave Output Test is completed successfully, click on "Wave Input Test" to check the microphone.
5. You should be able to speak into your microphone and see a reading on the SoundCheck meter. If not, check that the Microphone is selected as the recording source in your mixer by clicking on the Mixer button on the top right of the SoundCheck screen, then choose the Record tab. There you will see check boxes below each fader with "Select" next to them. Find your Microphone fader and make sure it's checked. You can then close the mixer and go back to the SoundCheck screen.
6. Follow the on-screen instructions for the Wave Input Test. If you have problems, click the Troubleshooting button and follow the instructions.

Digital Audio and the Windows TEMP file

One large difference between MIDI and digital audio is the size of the files they create. MIDI files that you create with your MIDI keyboard are small and take up very little space on your hard drive. Conversely, digital audio files that you create with your microphone can get large very quickly, and require much more hard disk space.

Once you've recorded a number of digital audio files, i.e. vocals, in Recording Station or Jammin' Keys, it's possible that you may get a message to the effect that you've run out of space to record. This rarely happens, but here's how to fix the problem.

While recording digital audio (or "Wave" audio, as it's referred to in these programs) in Recording Station and Jammin' Keys, the files are temporarily saved to the Windows TEMP directory. To find this, follow these instructions:

1. Open up your Windows Explorer window by right-clicking the My Computer icon on your Desktop and choosing **Explore**.
2. Open up your C:\ drive by clicking on its plus sign. You can now see the folders under C:\.
3. Navigate to your Windows folder and click its plus sign.
4. Navigate to the TEMP directory and double-click its folder icon.

Once you've saved a recording, they are stored in their proper folders. But while recording, if you've gotten the message in Recording Station or Jammin' Keys that you've run out of space to record, you'll find that the Windows TEMP folder is filled with files. Even though they remain on your computer, these files have outlived their usefulness and can be deleted to make room for your microphone recordings. Clear the TEMP folder of as many files as you can, then return to your program. You should now be able to continue recording Wave audio. And again, once saved, these files are no longer in the TEMP directory.

If you continually get the problem where you're running out of space, you might want to consider getting a larger hard drive with more capacity.

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