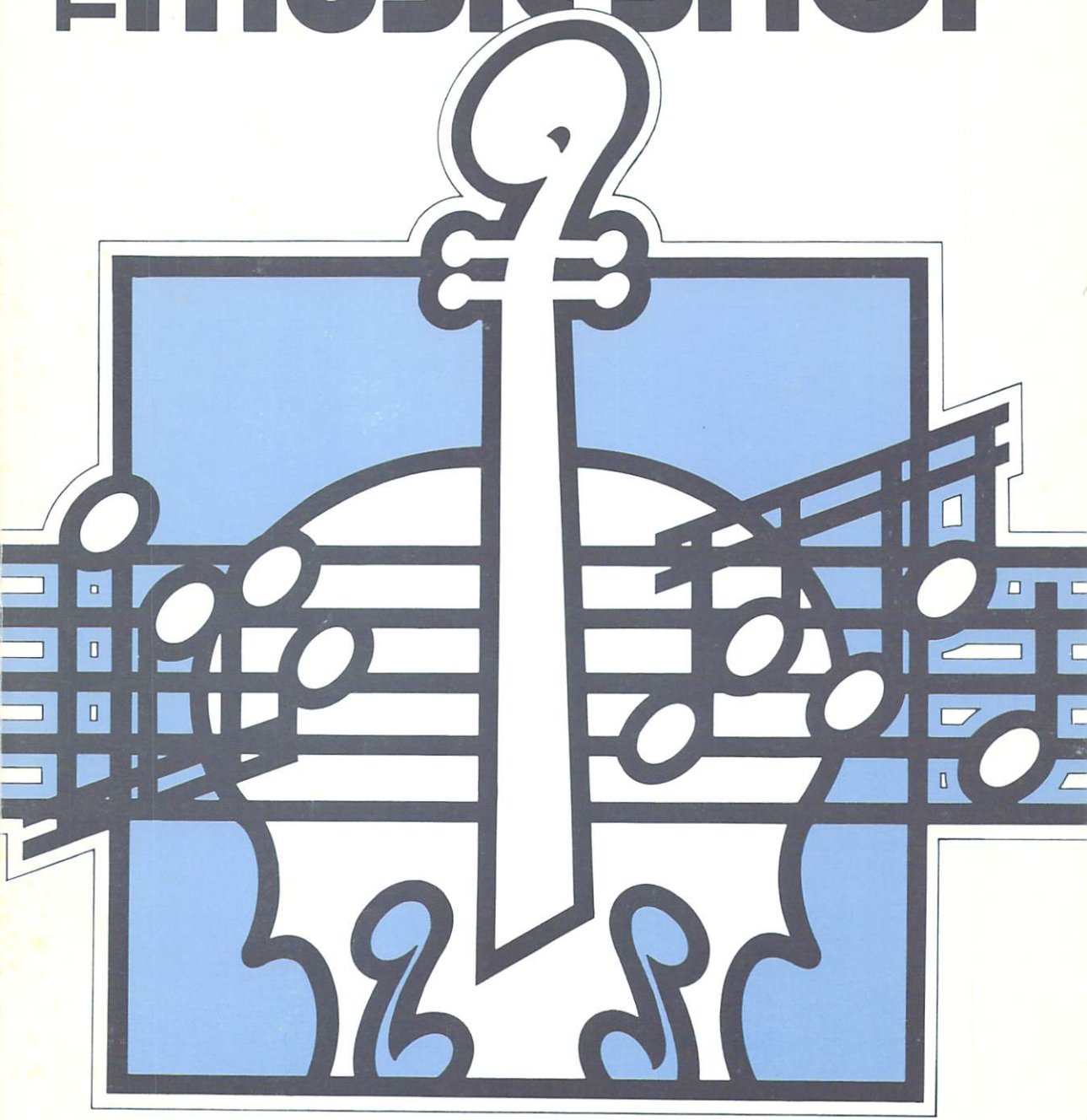
THE MUSIC SHOP™



REFERENCE CARD

THE MUSIC SHOP

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MUSIC WRITING SHORTCUTS

F1	Places **Get Notes** window on screen
1 to 6	Places whole notes through thirty-second notes where the arrow is pointing
SHIFT 1 to 6	Places whole rests through thirty-second rests where the arrow is pointing
S	Places sharp symbol where arrow is pointing
F	Places flat symbol where arrow is pointing
N	Places natural symbol where arrow is pointing
B	Places single bar line where the arrow is pointing
U	Changes stem direction of note the arrow is carrying
T	Converts note the arrow is carrying into a triplet, or triplet into normal note
K	Places key signature selected in **Setup Screen** window at beginning of staff

EDITING SHORTCUTS

E	Erases note or symbol where the arrow is pointing
C	Puts you in **Capture** mode
V	Puts you in **Verify Timing** mode to verify that you have the correct number of beats in each measure
P	Puts you in **Paste** mode
DEL	Deletes a space one note wide (one column)
INST (SHIFT DEL)	Inserts a space one note wide (one column)
CLR (SHIFT HOME)	Clears current page on screen
F3	Turns to previous page when the arrow is pointing at **Page Box**
F5	Turns to next page when the arrow is pointing at **Page Box**
HOME	Moves you back to page one of score

MUSIC PLAYING SHORTCUTS

F2	Places **Adjust Sound** window on screen
F3	In **Adjust Sound** window, moves up slide where the arrow is pointing
F5	In **Adjust Sound** window, moves down slide where the arrow is pointing
F8	Plays music on screen from where the arrow is pointing to end
F7	Plays music on screen from beginning of score to end (In **Adjust Sound** window, turns music off and on)

R	In **Adjust Sound** window, restores original sound preset values

KEYBOARD ARROW CONTROL

↑ CRSR ↓	Moves arrow down
SHIFT ↑ CRSR ↓	Moves arrow up
CRSR →	Moves arrow right
SHIFT CRSR ←	Moves arrow left
RETURN	Makes selection where the arrow is pointing (has the same effect as pressing the joystick button)

FOR EXPERIENCED COMPOSERS

QUICK START

1. Use the joystick (or **CRSR** keys) to move the arrow on the screen; press the joystick button (or the **RETURN** key) to make selections or pick up musical symbols.

2. Pick a title for your composition, selecting **Enter Title** from the **Title** menu (which reads THE MUSIC SHOP when you first load the program). Type in your composition name.

3. Use the **Setup Screen** window to select the staff mode, screen colors, and key signature you want for your composition. After exiting this window, type **K** to enter the selected key signature at the beginning of the staff.

4. Create your original composition using notes and musical symbols from the **Get Notes** window in the **Tools** menu. Place notes and symbols on the screen by picking them up in the **Get Notes** window, entering them from the keyboard (type **1** ... **6** to get whole through thirty-second notes; **SHIFT 1** ... **6** for rests), or pointing at a note already on the screen and pressing the joystick button to pick it up.

5. The **Music Box** in the upper-left corner tells you where your arrow is pointing, by staff number and note name.

6. Erase notes and symbols by pointing directly at them and pressing the joystick button twice (or type **E**).

7. Turn the page by pointing at the **Page Box** in the upper-right corner. While pressing the joystick button, push the joystick up or down (use **F3** and **F5** for keyboard control).

8. Listen to your composition by pointing the arrow at the **Music Box** to make the appear, and press the joystick button to start (and stop) the music (or press the **F7** key).

9. Use the **Adjust Sound** window from the **Tools** menu to find the sound you want for your composition; turn on the music by pointing at the . The music synthesizer can be controlled by loading an instrument, selecting among the presets, or manually adjusting the switches and slides (use **F3** and **F5** for keyboard slide control). Typing **R** restores the original system presets.

10. Use the features in the **Edit** menu to perfect your composition. **Capture** the area you want first. You can **Cut, Cut** and then **Paste** (return to the **Edit** menu to choose **Paste**), **Copy** and then **Paste**, or **Clear.**

11. Select the **Undo** feature in the **Edit** menu to reverse or undo the last editing step you took.

12. Check that each measure of your composition has the right number of beats by selecting **Verify Timing** from the **Tools** menu.

13. Save your composition by selecting the **Save Score** feature from the **Title** menu. Select **Format Disk** first if you don't have a formatted data disk ready.

14. Use the other features in the **Title** menu to print part or all of your composition, to clear the screen, to list titles of music on the program disk, or to load a score from the disk onto the screen.

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