Contents for WinOYE help

WinOYE is an ear-training program with several types of tests designed to help you improve your listening skills. The name comes from the spanish word **OYE** that means hear.

Procedures

Commands

File Menu Commands

Open Setup

Opens an existing setup file.

Save Setup

Saves changes to the active setup file.

Save Setup As

Creates a new setup file or overwrites and existing file with current settings.

Open Default Setup

Opens file WINOYE.INI and reads default program and test settings.

Save Setup as Default

Saves current settings to file WINOYE.INI in Windows directory. This file is read each time WinOYE starts, so the settings specified will be used as default if no setup file is opened.

Open Score Log

WinOYE can save your scores in a log file. Use this command to open a Score Log file. To create a new file, type the desired filename (no need to add the extension).

WinOYE will ask you if you want to update a Score Log file when you exit WinOYE and when you reset all the scores (see Score Menu Commands).

Update Score Log

Updates a score file. If no score file is open you will be asked to select one. WinOYE resets all scores when a score file is updated.

WinOYE will ask you if you want to update a Score Log file when you exit WinOYE and when you reset all the scores (see Score Menu Commands).

Close Score Log

Closes a Score Log file.

Print Score Log

Prints the active Score Log file.

Exit

Quits WinOYE

See also Test Settings, Program Settings,

Edit Menu Commands

Copy Score

Copies the score to the clipboard. A dialog box will let you specify the tests results that will be copied. You can also specify if the results will be copied in percentage or actual values. Each value is tab delimited, so you can paste the data to a spreadsheet or word processor program. In the case of word processors, be sure to adjust tab stops.

Copy Score Log

Once a Score Log file is opened (see File Menu Commands), you can copy log information to the clipboard using this command. Values are tab delimited.

See also Score Menu Commands, Score, Score Formula, Using DDE.

Settings Menu Commands

Melodic Intervals

Modify <u>Melodic Intervals</u>test settings.

Harmonic Intervals

Modify <u>Harmonic Intervals</u> test settings.

Melody

Modify <u>Melody</u> test settings.

Three-Note Chords

Modify <u>Three-Note Chords</u> test settings.

Four-Note Chords

Modify <u>Four-Note Chords</u> test settings.

See also <u>Test Settings</u>, <u>Program Settings</u>, <u>File Menu Commands</u>

Score Menu Commands

Formula

Modifies the formula used to calculate the score. See Score Formula.

Reset

Resets desired test(s) scores. If you choose to reset all scores, WinOYE gives you the opportunity to update a Score Log file.

See also Score.

Log Menu

Activates the Score Log window. The Log menu appears in the menu bar after opening a Score Log file.

See also <u>File Menu Commands</u>.

Using WinOYE

Playing WinOYE's keyboard

When no test is running you can play WinOYE's keyboard by clicking the mouse over any key. If you hear nothing, make sure that the MIDI channel and MIDI port are correctly set. See Program Settings.

Selecting a test

Click Melodic Intervals, Harmonic Intervals, Melody, Three-Note Chords or Four-Note Chords to begin the desired test.

Playing the game

Once the test begins, the program will play two or more notes, depending on the selected test. By default, a reference note is shown by displaying a musical note over the keyboard. Your job is to identify the other(s) note(s) by clicking the left mouse button at the correct key(s). In case of error, you will be given the opportunity to retry or let the program show you the correct note. If you have selected the Quick Answer Box option under each Test Settings you can select the correct answer by clicking one of the mouse buttons that will appear over the keyboard.

You can repeat each set of notes by clicking the **Repeat** button and end your test by clicking the **End** button.

See also Program Settings,

Command Line Options

WinOYE supports two types of files. The OYE extension is the default extension for WinOYE setup files, the OYS extension, is the default extension for WinOYE score log files.

You can specify up to two filenames in WinOYE command line. File extensions must be specified and no more than one file of each type be opened.

Program Settings

Program settings can be modified from the main screen.

Selecting the MIDI In and MIDI Out Ports

In the top left corner of the screen a mouse button with the name of   the active MIDI Out port is shown. Click this button to change   the MIDI ports. Be sure that the selected MIDI Out port is set to accept the selected MIDI channel. WinOYE uses Windows 3.1 MIDI drivers, so you   must have installed at least one MIDI driver in order for WinOYE to work.

If no MIDI In port is available, MIDI Thru cannot be set to On.

Volume (MIDI Velocity)

Use the scroll bar at the top right corner to modify volume (MIDI Velocity).

MIDI Channel

Click this button (left side, below the keyboard) to select the desired MIDI channel. Be sure that the selected MIDI port is programmed to accept the selected MIDI channel.

MIDI Patch

WinOYE can optionally send patch changes to your synthesizer. Click   this button (center, below the keyboard) to select the MIDI patch number.

MIDI Thru

Click this button (right, below the keyboard) to change MIDI Thru On/Off. When On, any signal received at the MIDI In port is send to the MIDI Out port. If your setup works fine with MIDI Thru set to Off, leave it like that.

NOTE: System Exclusive messages are not send to MIDI Out even if MIDI Thru is On.

Settings can be saved to disk using the File Menu.

See also Test Settings, File Menu Commands

Test Settings

You can configure WinOYE tests using the Settings menu or by pressing the right mouse button over the desired test's mouse button. The following settings are common to all tests:

Timed Test - when this option is checked, the test will stop when the time you have specified in the Duration field has elapsed.

Reference Note - when checked, a reference note is shown by displaying a musical note over the keyboard.

Note Duration - In melodic tests, this determines the time between notes, in harmonic tests, the duration of the chord.

Quick Answer Box- A set of mouse buttons with the available answers is displayed over the piano keyboard when this option is checked (not available in the Melody test).

Settings can be saved to disk using the File Menu.

Other settings related to each test, such as scale and chord types, are explained in each test help screen.

See also Program Settings, File Menu Commands, Settings Menu Commands, Melodic Intervals, Harmonic Intervals, Melody, Three-Note Chords and Four-Note Chords.

Four-Note Chords

Dominant,major,minor, diminished and half-diminished (incomplete ninth) seventh chords are included. You can select the type of chords as well as the inversions used during the test. See Test Settings for more information.

WinOYE will identify by default the lower note, your job is to identify   the other three notes. The chord notes can be identified in any order.

See also Basics, Using WinOYE

Harmonic Intervals

In the Harmonic Intervals test, the range can be specified. See Test Settings for more information. WinOYE will identify by default the lower note, your job is to identify the other note.

See also Basics, Using WinOYE

Melodic Intervals

In the Melodic Intervals test, the range can be specified. See Test Settings for more information. WinOYE will identify by default the first note, your job is to identify the other note.

See also Basics, Using WinOYE

Melody

In this test a four to nine note <u>melody</u> will be played. The <u>range</u>, scale type (<u>diatonic</u> or <u>chromatic</u>) and number of notes used can be specified. Notes must be identified in the order they are played. See <u>Test Settings</u> for more information.

See also <u>Basics, Using WinOYE</u>

Score

WinOYE keeps the score of your test. Click the **Score** mouse button to take a look. Score will show:

The Score of each test. This value is calculated according to a formula that can be modified. See Score Formula

The percent of correctly identified notes (Hits = Hit notes * 100 / Total notes).

The percent of notes you have asked to retry (Retry = Retry notes * 100 / Total notes).

The percent of times you have asked to repeat (Repeat = Repeat notes * 100 / Total notes).

The total number of notes played.

The time (hours:minutes:seconds) you have spent in each test.

You can leave the Score dialog box open if you want to keep track of results while you perform a test. To close the Score window click the Score mouse button for a second time.

Score values can be saved to disk in a Score Log file, see File Menu Commands, copied to the clipboard, see Edit Menu Commands, or sent to another program using Dynamic Data Exchange (DDE), see Using DDE.

See also Score Menu Commands.

Score Formula

The Score value is calculated using the following formula:

Score = Hit percent - Retry percent / x - Repeat percent / y

The x and y values can be modified using the Score menu, Formula command.

The following example assumes you are using the default values for x (4)   and y (8). Let's say you have correctly identified 90 notes out of 100, you have asked the program to retry 12 notes and repeat 16 notes.

The Hit percent would be:

90 * 100 /   100 = 90 %

The Retry percent would be:

12 * 100 / 100 = 12 %

And the Repeat percent would be:

16 * 100 / 100 = 16 %

Your Score would be:

90 - 12/4 - 16/8 = 85

You can also set the value of x or y to zero if you do not want to use them in the calculation of the Score.

See Score Menu Commands.

Using Dynamic Data Exchange (DDE)

WinOYE can act as a DDE server. This means that any program that supports DDE can have access to WinOYE test results. For example, if you want to copy the Melodic Intervals Score to a cell in Microsoft Excel you can type the following into a spreadsheet cell:

=WinOYE|MELODIC!SCORE

This string is composed of three parts: 1) the service or application name (WinOYE), 2) The topic (MELODIC) and 3) the item (SCORE). Note the **|** between WinOYE and the DDE topic and the **!** between the topic and the item.

If WinOYE is already running the values are automatically copied, if not, Excel will try to launch WinOYE (WinOYE must be in the current directory or in a directory listed in the PATH environment variable).

Values will be updated as soon as any test is finished.

Follows a list of topics supported by WinOYE:

MELODIC - Melodic Intervals
HARMONIC - Harmonic Intervals
MELODY - Melody Intervals
CHORDS3 - Three-note chords
CHORDS4 - Four-note chords

The following items are supported by all topics:

SCORE - The score calculated with the score formula.
NOTES - The total number of notes.
HITS - The total number of correctly identified notes.
RETRY - The total number of times you have asked to retry.
REPEAT - The total number of times you have asked to repeat.
TIME - The time in seconds.

See also <u>Score</u>, <u>Score Formula</u>.

Examples:

=WinOYE|MELODY!NOTES   Shows the number of notes played in the Melody test.
=WinOYE|CHORDS3!HITS   Shows the number of hits in the Three-notes Chords test.

Three-Note Chords

Major, minor, diminished and augmented chords are included. You can select the type of chords as well as the inversions used during the test. See Test Settings for more information.

WinOYE will identify by default the lower note, your job is to identify the other two notes. The chord notes can be identified in any order.

See also Basics, Using WinOYE

Registering WinOYE

WinOYE is a shareware program. You have the right to use it for evaluation purposes only until you register your copy. If you like the program you can register your copy by sending a $20.00 check or money order in US dollars drawn on a US bank to the address below. You will receive the latest registered version.

        Jose Rodriguez Alvira
        El Monte Sur 190, Apt. B-342
        Hato Rey, Puerto Rico 00918

Electronic mail:

        CompuServe ID 70262,1562

An interval is the distance between two notes. If the notes are played simultaneously the interval is called **harmonic**, if played in succession **melodic.**

A melody is a succession of notes.

Chords are two (usually three) or more notes played simultaneously.

Dominant seventh chords are composed of a major chord and a minor seventh (C-E-G-Bb).

Major seventh chords are composed of a major chord and a major seventh (C-E-G-B).

Minor seventh chords are composed of a minor chord and a minor seventh (C-Eb-G-Bb).

Diminished seventh chords are composed of a diminished chord and a diminished seventh (B-D-F-Ab).

Half-diminished seventh chords are composed of a diminished chord and a minor seventh (B-D-F-A).

As an example, the C major chord (C-E-G) is said to be in the root position when its root (C) is the lowest sounding note. The first inversion would be E-G-C and the second inversion G-C-E. Four-Note chords can have three inversions.

A chord composed of a major third and a minor third is a major   chord (C-E-G).

A chord composed of a minor third and a major third is a minor   chord (C-Eb-G).

A chord composed of two minor thirds is a diminished chord   (B-D-F).

A chord composed of two majors thirds is an augmented chord   (C-E-G#).

The range setting determines the maximum distance between the lowest and highest notes.

A chromatic scale is composed of the twelve notes in the octave (white and black keyboard's keys).

A diatonic scale is composed of seven notes selected out of the twelve notes available in the octave.