

Introduction

Welcome to the music theory program. This program is designed to get you started in learning music theory. Anyone learning an instrument will find this program useful, music teachers can use it as an extra to the practical sessions. The following sections are available:

[Match the Notes](#)

[Time Names](#)

[Timing of Notes](#)

[Treble Clef Notes](#)

[Bass Clef Notes](#)

[Timing](#)

[Rests](#)

[Key Signatures](#)

[Options](#)

[Changing the sounds](#)

[Support](#)

[Shareware Information](#)

[What Has Changed](#)

Match the Notes

Use the mouse to press the **Notes** button. Then press the **Match the Notes** button to select this option.

The 12 available correct answers are displayed in two lines of 6.

At the bottom a note is displayed and you are told which note it is.

You must click on the same note in the block of 12 notes.

If you press the **Show the answer** button then all of the answers except the correct one are removed.

When you have answered a set number of different notes correctly at least once each you will be returned to the notes menu and your score will be displayed.

Time Names

To select this option press the **Notes** button. Then press the **Time Names** button.

The 6 available correct answers are displayed as buttons.

A note is displayed and you must click on the button with the correct name.

If you press the **Show the answer** button then the name of the notes is displayed, but then answering the question will not update your score.

When you have answered all of the notes correctly at least once each you will be returned to the notes menu and your score will be displayed.

Timing of Notes

To select this option press the **Notes** button. Then press the **Timing of notes** button.

The 6 available correct answers are displayed as buttons.

A note is displayed and you must click on the button with the correct number of beats for the notes.

If you press the **Show the answer** button then how many beats and the name of the note is displayed, but then answering the question will not update your score.

When you have answered all of the notes correctly at least once each you will be returned to the notes menu and your score will be displayed.

Treble Clef Notes

There are three options for learning the treble clef note names. On the first you are given the note name and you must identify it on the music score. On the second you are shown a note on the music score and must identify the note name. On the third you must identify the note names from a piece of music.

To select this option press the **Notes** button. Then press the **Treble Clef Notes 1** button, **Treble Clef Notes 2** button or the **Treble Clef Notes 3** button.

If you press the **Show the answer** button then the correct answer is displayed, but then answering the question will not update your score.

When you have answered all of the notes correctly once you will be returned to the notes menu and your score will be displayed.

Bass Clef Notes

There are two options for learning the bass clef note names. On the first you are given the note name and you must identify it on the music score. On the second you are shown a note on the music score and must identify the note name.

To select these options press the **Notes** button. Then press the **Bass Clef Notes 1** button or the **Bass Clef Notes 2** button.

If you press the **Show the answer** button then the correct answer is displayed, but then answering the question will not update your score.

When you have answered all of the notes correctly once you will be returned to the notes menu and your score will be displayed.

Timing

There are two options for learning the time signatures. On the first you are shown a piece of music and must say if the timing is 2/3, 3/4 or 4/4. On the second you are shown a piece of music with the time signature and you must insert the bar lines.

To select these options press the **Timings** button. Then press the **Timing 1** button or the **Timing 2** button.

Rests

There are four options for learning the rests:

- From a picture of a rest say what the name of the rest is.
- From a picture of a rest say how many beats.
- From a piece of music name the rest.
- From a piece of music say how many beats for the rest.

To select these options press the **Rests** button. Then press the button for any of the 4 options.

Show the answer is available on the first 2 options.

Key Signatures

There are four options for learning the Key Signatures

- 1.** From a picture match the same Key Signature. This is called Match the Key Signature 1.
- 2.** Giving the name of the key signature click on the picture of the key signature. This is called Match the Key Signature 2.
- 3.** From a picture of the Key Signature say what it is called. This is called Name the Key Signature.
- 4.** The option Notes in the Key Signature provides a scale and you must click on the notes that are either sharp or flat.

To select these options press the **Key Signatures** button. Then press the button for any of the 4 options.

Show the answer is available on the all of the options.

In the **Notes in the Key Signature** option if you click an incorrect note a small red circle is drawn. If you click the correct note a small green circle is drawn. Clicking the mouse button anywhere in a rectangular area containing the note is sufficient, you do not have to click exactly on the note.

Options

Options allows you to select either the British or the American format for the note names. You can also Lock this option to stop it being changed again.

When British is selected the note names are used, for example crochet, quaver.

When American is selected the note names are referred to by their length, for example Whole or Half.

Once one of these options is selected it will be remembered so that you dont need to select the option every-time you run the program.

This option can only be selected from the first screen on starting the program.

By Selecting the Lock option from the options menu the language is locked and cannot be changed from the program. **I would strongly advise any music teaches using this program to lock in the language they require.**

If you have locked the language and require it to be unlocked then you need to delete the file locked.dat from the directory where theory is installed. This can be done as follows:

- Select the File Manager application, this is usually in accessories.
- Select the disk where theory is installed usually C:
- Click on the directory where theory is installed, usually THEORY
- A list of files in that directory will be displayed on the right hand side of the screen.
- Click on the name locked.dat
- Click on File in the top left hand corner,
- Click on Delete to delete the file. Depending on your system you will have to click on 1 or 2 confirmation prompts.

Changing the sounds

It is possible for you to change the sounds. There are two files SUCCESS.WAV and FAILURE.WAV that are played when the question is answered. You can replace these with any other .WAV files you have.

Changing the Sounds from the File Manager

If you have a file SUPERSND.WAV that you want to use as the failure noise proceed as follows to replace it using the file manager.

First start the File Manager, the Icon for this is a filing cabinet. Select the disk that you installed theory on, this will usually be C:

In the left hand window click on the directory that you installed the theory program to, this will usually be THEORY.

In the right hand window click on the file FAILURE.WAV.

In the top right hand corner click on File and then Rename

In the To box enter the name OLDFAIL.WAV and then click on the OK button. This will save the old sound in case you ever want to return to the original.

Now use the file manager and click on your new file SUPERSND.WAV, this can be on a different disk or in a different directory.

In the top right hand corner click on File and then Copy.

In the To box enter C:\THEORY\FAILURE.WAV and then press the OK button. If you installed to a different disk or directory then you should enter the correct destination.

Changing the Sounds with DOS commands

If you have a file SUPERSND.WAV that you want to use as the failure noise proceed as follows from the DOS prompt:

```
C> CD THEORY
THEORY>RENAME FAILURE.WAV OLDFAIL.WAV
THEORY>RENAME SUPERSND.WAV FAILURE.WAV
```

To return to the old sound:

C>CD THEORY

THEORY>RENAME FAILURE.WAV SUPERSND.WAV

THEORY>RENAME OLDFAIL.WAV FAILURE.WAV

Support

Support is available either via post (select About from first screen for the address) or via E-Mail (address 100411.753@COMPUSERVE.COM)
Support request will normally be processed on a weekly basis except during our annual holiday.

When reporting error or problems try to be as specific as possible, e.g. always say which option was been used and the error message if one was produced.

Suggestions for improvements or new features are always welcome.

Shareware Information

On the first screen is a menu option About this allows a registration form to be printed. This program can also be registered via CompuServe, use the Forum SWREG. Select the section Shareware Registration. The registration id for the Theory program is 6265

Unregistered programs will run for 30 days, after that you will get a warning that you should register every time you start the program.

Once you have registered that will be valid for all future versions of the program, the registration code will remain valid for all versions.

Your registration is not limited to a single computer. For example a school should only register once.

Changes from V2.1 to V2.2

A new section has been added on Key Signatures.

The screens have all been centered, previously people working on smaller screen resolutions had the screens displayed at the bottom right, or in some cases partly off the screen.

A Clear Scores button has been added. This will clear the scores on all of the screens, not just the screen displayed. This should be useful for music teachers who are using the program for more than one pupil.

A new option has been added to the notes section called Treble Clef notes 3. In this option you must identify the notes from a piece of music.

