GUITAR MOBILE TOOLS v. 1.0

J2me application for musicians

by maxboom.it games & tools
- Alessandrini Internet Solutions -

www.maxboom.it/GMT

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Disclaimer

This document is part of Guitar Mobile Tools application and it is free to download. The handbook and the application are property of Alessandrini Internet Solutions (Italy), and no modifications are allowed.

What is

GMT is a j2me application for mobile phones, developed to give a kind of help and tips to musicians, in particular for **guitarists**. It offers a metronome, a tuner emulator, a list of chords and a list of scales.

You can **learn** the name of each string and tone, chords and scale, and how to **play** it, looking at the postion of the fingers in the handle of your guitar. **Listening** to the selected chord or scale, you'll be able to compare and refine your execution: there are 12 tonality of chords and 7 scales for each of the 12 semitones.

Music standards

Tones

The name of each note of the musical scale is different from country to country; the Anglo-saxon countries uses the letters of alphabet (A to G), solution adopted from Greece in the sixth century , starting from the tonality called A, or La. Other countries uses a method invented in the XII century, that gives a name to each note taking it from the first syllable of the first six verses of a hymn to San Giovanni Battista, starting to count from the tonality of the first verse: Do (C).
When we study music, we learn this, but, in effect, playing scales we notice that the IONIC one (major) is defined by the positions in C (Do), where the notes are C, D, E, F, G, A and B. All other scales comes from the major (IONIC, starting from the tone that give the name to the scale, on the sixth string) with some modifications, so we know the distance in semitones of the C scale, and we make the other scales in all the tonality.
However, this application uses the anglo-saxon method.

Handle of the guitar

The handle of the guitar is drawn as if you have a teacher in front of you, therefore nothing mirror, handle capsized and crazy scholastic complications ..
If you study on printouts that emulates the reality, I'm sure that you'll be benefited when you'll have to learn looking at another guitarist playing guitar :)

Versions differences

According to the hardware capabilities of mobile devices, GMT may appears a bit different.
- version for Nokia 7650 has only four octave, instead of six;
- for some models (i.e. Nokia 60 series), vibration and lights may be unavailable.

Contact and Help

For any information, help, contact, bug reports or other stuff, mail to: info@maxboom.it
or go to **maxboom.it** Forum at www.maxboom.it/maxboom/forum , with your PC.

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Instructions

Once you have been downloaded GMT, open it with your java menu; after the presentation and the copyright page, you will have to select your language from the menu.

Surfing the main menu you can modify some options, use one of the four tools, read instructions and review the presentation..

To read copyright notes again, you have to click on 'credits' from the main menu, and press [GO] once.

Options

Select Language:

It is possible to select both English or Italian.

Sound:

You can activate or deactivate sounds.

Vibrations:

The metronome uses vibrations, but you can deactivate. (not available for all models)

Lights:

On: your display will always be illuminated;
Off: apps uses the settings of your phone.
(not available for all models)

Parameters

For each tools it is possible to **modify many parameters**: you may decide to set the metronome to 120 bpm, or speed up the execution of a scale.

Each parameter is settable in **pause mode** of the related tool: most important parameters will be stored into your phone for the next executions, using **Save & Exit** command to close the midlet

Execution and Pause functions:

The function of each key varies according to the state of the application: If you are in execution mode of the tuner tool, every key corresponds to a note (piano's 12 half-tones: keys 0-9, * and #), while if U put the tuner in pause mode, U'll be able to set the volume, duration of each tone, loop and instrument type ...

Details about various parameters are listed in the related tool section.

Metronome

It is a tool able to articulate the time with acoustic signals. Its natural regoulation is the time between each signal, misured in Beat Per Minute (**BPM**).

Another regoulation is the sound of the first signal each nn signal. You can set **Tempo** to 2/4, 3/4, 4/4 and so on, to obtain a different beep each 2, 3, 4 .. signal..

BPM:

Beat Per Minute: 60 bpm means one tic per second; 240 bpm means 4 tic per second.

Tempo:

2/4, 3/4, 4/4 ...
to hear a different tic for the first quarter.
i.e.: listening to 4/4...
TAC tic tic tic
TAC tic tic tic :-)

Frequency:

You can modulate the tonality of the 2 signals, varying its frequency in Hz. .

Commands:

key	function
*	Start / stop metronome
5	increase volume
0	decrease volume
6 - right	increase bpm
4 - left	decrease bpm
2 - up	increase tempo
8 - down	decrease tempo
1	increase TIC freq.
7	decrease TIC freq.
3	increase TAC freq.
9	decrease TAC freq.

Tuner

You can **emulate and listen to the tones of guitar's strings or piano keys**. It's possible to activate a loop for listening to one tone forever. The regulations are accessible in pause mode; during the execution the buttons are used to play the notes.

Octave:

set the tone more acute or more serious within 6 octaves. *(4 octave for some devices)*

Duration:

.. of the tones, in cents of seconds. .

Loop:

selected tone plays forever.

Instrument:

You can change play-mode from guitar to piano.

Commands:

key	function
6 - right	increase tone duration
4 - left	decrease tone duration
2 - up	increase octave
8 - down	decrease octave

- exe mode

key	function: guitar	function: piano
1	Play sixth string: tone E (or Mi)	Play tone A (or La)
2	Play fifth string tone A (or La)	Play tone A# (or La#)
3	Play fourth string tone D (or Re)	Play tone B (or Si)
4	Play third string tone G (or Sol)	Play tone C (or Do)
5	Play second string tone B (or Si)	Play tone C# (or Do#)
6	Play first string tone E high (or Mi)	Play tone D (or Re)
7	none	Play tone D# (or Re#)
8	none	Play tone E (or Mi)
9	none	Play tone F (or Fa)
*	none	Play tone F# (or Fa#)
0	none	Play tone G (or Sol)
#	none	Play tone G# (or Sol#)

- pause mode

key	function
5	increase volume
0	decrease volume
1	increase TIC freq.
7	decrease TIC freq.
3	increase TAC freq.
9	decrease TAC freq.
*	Set LOOP on/off
#	Change instrument between guitar and piano

Chords

Here you can skim through the **chords in the 12 half-tones in well 12 tonality**, and play each note in sequence. To know how to interpretate the handle raffiguration, see the paragraph 'Music standards'.

Tone Duration:

The duration of every tone in cents of seconds

Chord:

Change both note and tonality, i.e. moving from A minor to F#-7.

Commands:

key	function
6 - right	Change tone (forward)
4 - left	Change tone (backward)
2 - up	Change mode (forward)
8 - down	Change mode (backward)

- exe mode

key	function
*	Play each tone of the chord in sequence (start/stop)
1	Play sixth string
3	Play fifth string
5	Play fourth string
7	Play third string
0	Play second string
9	Play first string

- pause mode

key	function
5	increase volume
0	decrease volume
#	increase duration.
*	decrease duration

Scales

Similar to the Chord function, this page lists the **7 classical scales** reproducible on the handle of a guitar, **in all the possible tonalities**.
Playing a scale you will hear all its notes in sequence from the most serious to the more acute, and back !
To know how to interpretate the handle raffiguration, see the paragraph 'Music standards'.

Tone Duration:

The duration of every tone in cents of seconds

Chord:

Change the scale from Ionic to Locrian.

Tonality:

Reproduce the scale in any note.

Commands:

key	function
6 - right	Change tone (forward)
4 - left	Change tone (backward)
2 - up	Change scale (forward)
8 - down	Change scale (backward)

- exe mode

key	Function
*	Play each tone of the chord in sequence (start/stop)

- pause mode

key	function
5	increase volume
0	decrease volume
#	increase duration.
*	decrease duration