GUITAR MOBILE TOOLS v. 2.0

J2me application for musicians

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

www.maxboom.it/GMT

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Introduction

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. Also there is a chord rounds creation tool, a playlist for the created rounds and a little section of music theory.

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, and create your own chords rounds and songs.

Music standards

The name of the notes

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.

The handle of the guitar

In the guitar tabs the handle of the guitar is generally drawn as you're looking at it from above: the 6th string is in the bottom and keys starts from left to right. Another great way to draw it is to emulate a guitarist in front of you: 6th string in the top and keys from right to left, as a guitarist is playing in front of you. Anyway GMT2 give you the ability to rotate and flip the handle in any position you want: from the top (standard), in front of you, mirror and lefthanded.

Abbreviations

In the handbook some abbreviations will be used::

Sigla	Significato
GMT2	Guitar Mobile Tools 2
Softkey	The 2 big keys under the display of your phone, which assume the functions described in the lower part of the display : Select, Exit, Back, Options and Resume.
sel, select, **sel**	The central softkey (fire, for the games)
BPM	Beats per minute: generally sets the speed of the execution

Technical notes

Versions differences

According to the hardware capabilities of mobile devices, GMT2 may appears a bit different. Some devices allow the use of MIDI single events, and the application will play music in a MIDI multichannel mode with different instruments. In the Options menu you'll find a command to see the list of the multimedia files supported by your phone. If your device supports wave sounds, the metronome will play a real "tic tac" sound, elsewhere only tones will be played.

Shareware limitations

The shareware version allow you to try all the tools with some limitations (number of beats played by the metronome before it stops, and the number of available chords, scales, round slots and playlist elements. Limitations will be removed once the application is registered: get the Registration Key at www.maxboom.it/reg.
NOTE: All the tools in the shareware version are able to play all the notes / chords / scales you can view: if you cannot hear any sounds, or just a little before the app become silenced, then this should be a bug, not a limitation: contact the support. Every limitation comes with a text message when happens.

Contact and support

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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DEMO version:
It is free to download; user can duplicate and distribute it for free by any 'respectable' web site. Demo version cannot be sold for any reason.

Full Version:

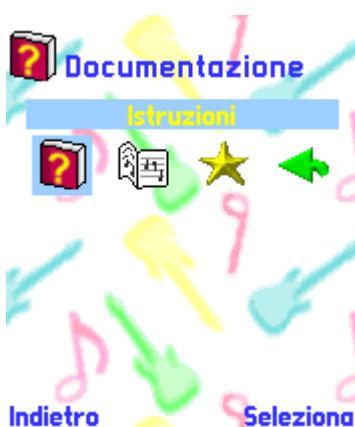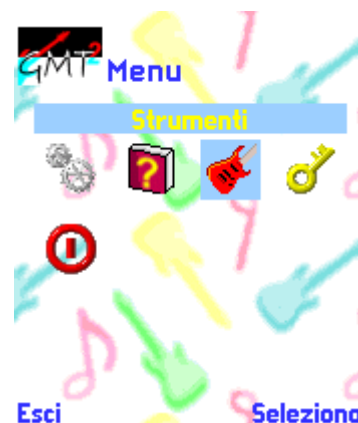It is not admitted to duplicate and sell the software without author authorization.

For All Versions:

Users cannot decode, use and distribute all or part of the code without specific authorization. For informations, contact, bug reports or other stuff, please mail to: alessandrini@istantweb.com

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: confirm with the **sel** key or the softkey under the writing: "Select".

Surfing the main you'll find icons to access the options, documentation, tools and the registration section. To exit the application please use the Exit & Save command everytime, so your data will be saved correctly.

The key icon let you to access the registration menu: use the Registration Code to ask for the Registration key at www.maxboom.it/reg; once you got the Reg.Key, submit it with this menu and restart the application to unlock it to the full version.

Entering the Documentation section you'll find the help index, the tips index and the credits page. The Tips section will give you some little tips about music theory and guitar usage (notes, creation of chords and scales, guitar tuning ...).

Options

Language

For the multilanguage version, you can choose between Italian and English; these settings will affect the name of the notes too (A, B, C …G instead LA, SI, DO .. SOL).

Keyboard layout

If you experience some problems with the softkeys, here you can change the keyboard layout and correct the problem.

Sounds

Here we can mute the application..

Supported formats

A list of the supported multimedia formats by your device.

Parameters

You can edit many parameters for every tool: you can change the BPM of the metronome, or spin up the execution of the scales, or modify the octave of a note. Each parameter can be changed by the Option menu of the selected tool: all the preferences are saved when you exit from the application with the Exit & Save command.

Execution and pause

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 (Options command), U'll be able to set the volume, duration of each tone, loop and instrument type ... For the other instruments, all the parameters are settable in both the option and execution screen: in the option screen you'll find the shortcut keys to adjust the values during the execution.
Details about various parameters are listed in the related tool section.

Main regoulations

In each tool is possibile to adjust some values with some standard keys: you have to consider the following table as a part of the command list tables for every tool in the handbook:

Key	Function
5	Volume up
0	Volume down
2	Next MIDI instrument (if supported)
8	Previous MIDI instrument (if supported)
*	Start / stop (set loop for the tuner tool)
HELP	From the Option screen, access to the help screen of the selected tool

⛰ *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 :-)

Signal type

⌗ You can choose between tone and wave signals. The tone signal can be regoulated in its frequency, to tune it as you want; the wave signal is directly recorded from a real metronome.

Frequency

1 7 / 3 9 You can modulate the tonality of the 2 signals (only for tone signal), varying its frequency in Hz.

Commands

Key	Function
∗	Start / stop
⌗	Change the signal type from tone to wave
▶	Increase bpm
◀	Decrease bpm
▲	Increase tempo
▼	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. Also there are 22 different open tunings to choose, to execute songs like *The Rain Song* or *Kashmir*, (*Led Zeppelin)*, or *Jumping Jack Flash* by *Rolling Stones,* or songs by *Hendrix* and so on.

Octave
▲▼ set the tone more acute or more serious within 6 octaves.

Duration
◀ ▶ The duration of each note, in cents of seconds.

Loop
⁎ The selected tone will plays forever.

Instrument
You can choose to use the guitar strings, with standard and open tunings, or a piano keyboard, which let you to access to all the 12 semitones.

Open tunings
7 9 With the guitar instrument, you'll able to choose between 22 different tunings.

Commands in pause mode – options screen

Key	Function
⁎	LOOP on/off
▶	Increase the notes duration
◀	Decrease the notes duration
▲	Increase the octave
▼	Decrease the octave
#	Change instrument from guitar to piano and back
7	Previous open tuning
9	Next open tuning

Command in exe screen

Key	Function	
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#)

⬚ *Chords*

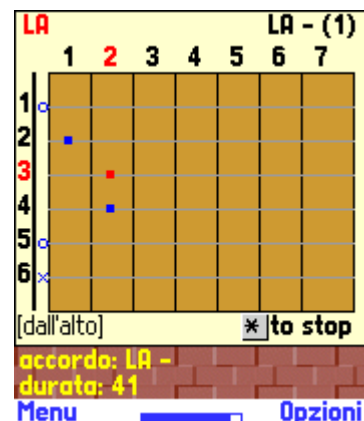Here you can skim through **22 chords in the 12 half-tones**, and play each note in sequence. To know how to interpretate the handle raffiguration, see the paragraph 'Music standards'. Each chord can be viewed in well 3 variants, and can also be listened following the progression of the notes in real time, looking to the red points on the strings.

Chords and tonality

▲▼ / ◀▶ Using the arrow keys you can change note and tonalità, and view the 3 available variations by pressing 6. Press # to listen to the selected chord.

Duration

1 7 The duration of each tone in cents of seconds: this will affect also the execution speed of the chord.

Variation

6 Every chord can be produced in many different ways, varying the position of your hand on the handle. GMT2 let you to choose between 3 different variations.

Show notes

4 Look at the name of each note that compose the selected chord.

Change view

Thanks to this nice funcion you can rotate and flip the handle tab as you prefere, Views are: from the top (standard), in front of you, mirror and lefthanded.

Commands

Key	Function
＊	Start / stop
▶	Next chord
◀	Previous chord
▲	Next tonality
▼	Previous tonality
7	Increase the notes duration
1	Decrease the notes duration
6	Change the chord variation
4	Show the list of the chord notes
#	Rotate and flip the guitar handle

🎼 Scales

Similar to the Chord function, this page lists the **32 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'.

Scale and tonality

🔼🔽 / ◀▶ Choose which scale you wanna listen to, and in which tonality.

Duration

1️⃣7️⃣ The duration of each tone in cents of seconds: this will affect also the execution speed of the scale

Show notes

4️⃣ Look at the name of each note that compose the selected chord.

Change view
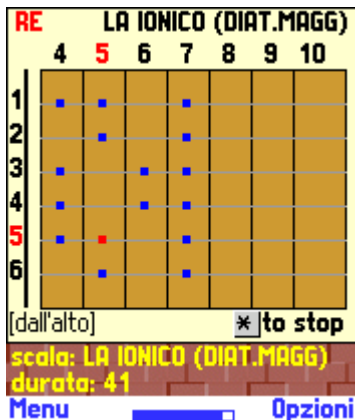
#️⃣ Thanks to nice funcion you can rotate and flip the handle tab as you prefere, Views are: from the top (standard), in front of you, mirror and lefthanded.

Commands

Key	Function
*️⃣	Start / stop
▶	Next scale
◀	Previous scale
🔼	Next tonalità
🔽	Previous tonalità
7️⃣	Increase the notes duration
1️⃣	Decrease the notes duration
4️⃣	Show the list of the chord notes
#️⃣	Rotate and flip the guitar handle

♫ Chords Rounds

Here we can listen to a certain number of chords in sequence: the first two rounds are already set by default as armonic and blues rounds. There are up to **10 available slots to program 10 different rounds**: you can edit it with the Edit Round function. Every round can be played in the original tonality, or trasposed to a maximum of 12 semitones, and can be modifyed in its speed too, edidting the base BPM

Round
◀ ▶ Move through the 10 rounds using the arrow keys.

Chord
▲ ▼ We can skin through every chord of the selected round..

Traspose
9 3 Each round is created with its own tonalità, but with this command we can change it as we want, in real time.

BPM
7 1 Modify the speed of the round execution adding or subtracting BPM to its standard BPM value.

Variation
6 Every chord can be produced in many different ways, varying the position of your hand on the handle. GMT2 let you to choose between 3 different variations.
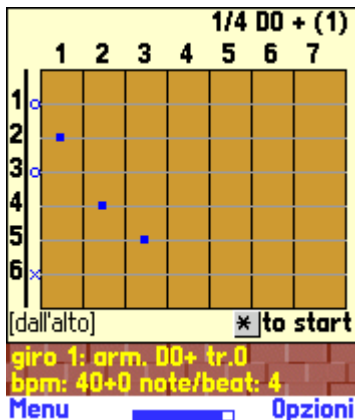
Change view
Thanks to nice funcion you can rotate and flip the handle tab as you prefere, Views are: from the top (standard), in front of you, mirror and lefthanded.

Commands

Key	Function
*	Play the selected round
▶	Next round
◀	Previous round
▲	Next chord
▼	Previous chord
3	Traspose to a semitone up
9	Traspose to a semitone down
1	BPM up
7	BPM down
6	Change the chord variation
#	Ruota / ribalta il manico

✏️ Edit rounds

Entering this section you'll see the list of chords which compose the first chords round. Chords can be edited, added and deleted from the round to customize each of the 10 available rounds. Press **sel** to access the edit window and modify many chord parameters.

The chords list

This is the list of the round chords: you can listen to it pressing ***** , or edit the selected chord pressing **sel**

Round

◀ ▶ Move to the previous or next round pressing the arrow keys.

Chord

▲ ▼ Move up and down through the chords list.

Edit round

3 Access to the Edit round headers window and modify its name and default BPM.

New chord

1 Add a new chord to the round, under the selected row. Once added, press **sel** to edit its parameters.

Edit chord

sel Modify the chord parameters; see the paragraph below for more details.

Delete chord

Remove the selected chord from the list.

Commands

Key	Function
*	Play the round from the selected chord
▶	Next round
◀	Previous round
3	Edit the round headers (name and BPM)
▲	Next chord
▼	Previous chord
1	Add a chord to the list
sel	Edit the selected chord parameters
#	Dolete the selected chord

Edit chord window

Press **sel** to access to the chord parameters screen, where you can change the chord, its tonality, duration, octave, direction and loop. See the table below for more derails.

Select value
▲▼ Move through the parameters.

Value -/+
◀ ▶ Modify the selected parameter.

Save
sel Once you have modifyed the parameters, pess **sel** to save and return back to the chord list of the round

Commands

Key	Function
＊	Play the chord
▶	next value
◀	Valore successivo
▲	Edit value (increase)
▼	Edit value (decrease)
sel	Save and return to the chord list

Chord parameters

Parameter	Function
Note	Change the note (A, A#, B, C ...)
Tonality	Change the tonality (major, minor, 7 ..)
Beats	Duration of the chord, in beats
Note/beat	How many single notes of the chord will be played in a beat
Octave	Add n octaves to the default chord octave
Direct	Direction of the right hand for the execution of the chord
Beat loop	ON: the execution restarti every beat OFF: the execution continues over all the duration of the chord (beats) following the settino of Direct, without restart

ⓘ *Playlist*

GMT2 let you to listen to you favorite rounds using a playlist, in which you can insert many rounds as you want, and repeat them as you like. This way you can create a round for the Riff (body of the song), one for the variation and one for the chorus, and then set the playlist to paly them in a certain sequenze (like riff, riff, chorus, variation, riff, chorus...).

Select round
▲▼ move thtough the rows od the playlist

Round +/-
◀▶ Change the round for the selected row

New round
1 Add a row to the playlist

Delete round
\# Remove the selected row from the playlist

Start/stop
* Listen to the playlist from the selected row

Commands

Key	Function
*	Listen to the playlist from the selected row
▲	Previous row
▼	Next row
▶	Choose the next round
◀	Choose the previous round
1	Add a row to the playlist
\#	Remove the selected row from the playlist