

DUhYfbA i g]W ˆ < Y`d

- ; YHh]b[ˆGHUfHYX
- A]I]b[ˆ=bgfhi a Ybhg'cb ˆh Y'Gcb[ˆGHU[Y
- >Ua a]b[ˆ5`cb[ˆk]h ˆMti f ˆAi g]W@]VfUfm
- 9X]h]b[ˆ=bgfhi a Ybh'BchY ˆDUhYfbg
- Gcb[ˆUbX ˆ=bgfhi a Ybh'GYHh]b[g
- A UbU[]b[ˆMti f ˆGcb[g
- H]dg/ ˆHYWb]ei Yg
- A cfY ˆ5Vci h ˆDUhYfbA i g]W

; YHh]b[ˆGHUfHYX



There are a few things you will need to know to get started.

First, touching the sides of the screen will reveal popout buttons that allow you to get around the app and to get to tools. (You can also swipe in from the sides of the screen to activate these buttons or open a palette.)

=bgfhi a Ybhg



This is an instrument. A PatternMusic song is made up of multiple instruments.

Each instrument has a voice sound and a pattern of notes. The instrument's *Pattern Editor* is revealed by double-tapping the icon.

H Y ˆ Song Stage

The *Song Stage* presents all the instruments in the current song.

These controls are available:

- Back to *Song List* (upper-left)
- *Help* (lower-left)
- Add New Instrument (upper-right)
- *Settings Palette* (middle-right)
- *Song Playback Controls* (center-bottom)
- Play along with your music library ("MP3" button)

Double-tap an instrument to zoom in and edit its notes.

Drag an instrument icon up and down to adjust its volume. Drag it right and left to adjust its stereo position.

Press-and-hold an instrument to get more options like *Duplicate* and *Delete*.

The Back button in the upper-left will take you to the Song List where you can switch to other songs and manage them.

⌘ Y ' =bghfi a Ybhfij' *Pattern Editor*

The array of colored squares are the notes in the instrument.

Up-down location of a square determines note pitch (or different drums for percussion instruments).

Left-right axis is time.

Instruments loop back to the beginning at the end of the row. (By default they loop forever.)

Each note in an instrument has the same length - one beat by default – but you can change the length of the notes for any instrument.

Controls in the *Pattern Editor*:

- Touch a square to sound a note.
- Press-and-hold to place or clear a repeating note.
- Back to the *Song Stage* (upper-left)
- *Next Instrument* shortcut (middle-left)
- *Help* (lower-left)
- *Settings Palette* (middle-right)
- *Dynamics Palette* -- set the loudness of new notes (lower-right)
- Scroll piano keys to higher and lower notes
- Touch the timeline to display *Playback Controls* (center-bottom)

⌘ Y ' *Settings Palette*

The *Settings Palette* is where you change song and instrument properties such as song *tempo*, instrument *note length*, *looping*, *loop length* and *voice* selection.

The Settings Palette is divided into three rows of control panels. The top two rows of settings affect only the current Instrument. The bottom row of settings affect the entire song.

The bottom two rows of control panels scroll horizontally revealing more and deeper settings.

DUhYfbA i g]WGcb[g

PatternMusic automatically saves and restores your current song whenever you leave and return to the program.

You can switch songs or start a new song at any time by going to the *Song List* by way of the back button at

the upper left of the *Song Stage* screen.

You've learned the basics.

There's more help here, and there are tutorials available through the button at the bottom of this page or by visiting the www.PatternMusic.com website.

Now dive in, experiment and, most importantly, have fun!

A]I]b['=bghfi a Ybhg'cb 'h\ Y 'Gcb['GHU[Y

Instruments are represented as icons on the PatternMusic *Song Stage*. Move an instrument up and down to control its volume. Move it left and right to adjust its stereo position.

Drag an instrument to the bottom of the screen to mute it, and it will go dark. Drag it up from the bottom to un-mute.

Double-tap an instrument to zoom in to the instrument's *Pattern Editor* screen.

Press-and-hold an instrument for other options like *duplicate* and *delete*.

D`UmWUW_`7cbhfc`g

Play and pause the song. Jump back to the start of the song.

In the *Song Stage* you can move to the previous or next bar.

The *Playback Controls* display the current song time in red.

In the *Pattern Editor* you can also jump to the start of the instrument part (which doesn't have to be the start of the song - see *the Instrument Start Point setting*).

Playback Controls in the *Pattern Editor* also display current instrument time and loop count in white.

A *Solo* button allows the currently selected instrument to be heard without any other instrument parts. (If there are no notes currently playing in the current instrument you will hear no music.) Tap the button again or select another instrument to turn off solo.

7fYUh]b['BYk '=bghfi a Ybhg

The *New Instrument* popout button [+] displays the *New Instrument Palette*. Tap an instrument in the palette to audition it. Tap the flashing "create" instrument again to add it to the song. Tap another instrument or close the palette to cancel auditioning the new instrument.

The *New Instrument Palette* has a category selector with groups such as *Strings*, *Guitars*, *Drums*, *Keys* and *Brass* to help you find instruments. Select *All* to view all the instruments.

Scroll the instrument icons left and right to view the available instruments.

Tip: Use a light flick gesture to scroll and a heavier, deliberate press to audition and create a new instrument.

Newly created instruments have no notes and must be edited to create musical sounds.

Most of the PatternMusic instruments are tuned instruments in that they play notes from a scale of pitches. The voice of any tuned-voice instrument can be changed using the *voice picker* in the *Settings Palette*. Some voices are more effective within specific octave ranges. The *transpose* setting can be used to adjust the octave of an instrument part to better fit a voice.

There are two non-tuned drum instruments in PatternMusic: *Drums* and *Percussion*. Each of these drum instruments provides a range of drums and percussive sounds.

Shortcut: Double-tap an empty spot on the *Song Stage* to display the *New Instrument Palette*. New instruments will be added close to where you double-tapped.

➤Ua a]b['5`cb['k]h 'Mti f 'A i g]W@]VfUfm

PatternMusic allows you to play along with the music in your device's music library.

Double-tap an instrument icon to zoom in to its *Pattern Editor*. In addition to placing permanent notes, the *Pattern Editor* allows you to play notes and improvise music interactively.

The *MP3 button* brings up a control panel where you can select songs, albums and playlists from your music library and control the music playback without leaving the PatternMusic app.

The volume control on the *Music Library Control Panel* adjusts the overall volume of your device. It will affect the volume of PatternMusic too.

If your music library is already playing when you start PatternMusic it will continue to play.

Use PatternMusic's "*Tap Tempo*" feature (in the bottom "Song" row of the *Settings Palette*) to match the pulse of your music library.

A more advanced technique is matching PatternMusic's current *scale* to the current music library song. This makes it easier to "jam" in tune with a song. Experiment with the *Natural Minor (Aeolian)* and *Pentatonic* scales to match popular songs.

9X]h]b['=-bghfi a Ybh'B chY 'DUHhYfbg

Each instrument has a *Pattern Editor* screen where you can see and edit the pattern of notes that make up that instrument's part in the song.

The *Pattern Editor* consists of an array of squares where the up-down direction is note pitch and time proceeds from left to right. Each square is a single note the instrument will play when the time marker reaches that point.

When you touch a square it will sound the note that corresponds to the row. It will also show you the name of the note on the left such as "C/4" (the note "C" in the 4th octave). Guide-lines and a red ring help you see exactly which box you are touching.

If you continue to touch the point until the ring disappears a permanent repeating note will be placed at that point. The note you set will play when the time marker comes around again.

To remove the repeating note touch-and-hold the box where the note was previously set.

The piano keys on the left are the *scale* of notes currently available. You can scroll the piano keys up and down to shift the range of notes available to other octaves of the musical range. By default the musical scale extends from C/3 at the bottom to B/6 at the top -- four octaves.

You can shift the range of notes available up or down two more octaves using the *Transpose* panel in the *Settings Palette*. (It's at the far right end of the middle row.) So you can set the range from C/1 through B/4 at the low end and C/5 through B/8 at the high end or anything in-between. All the notes you have placed in an instrument will also get shifted when you use *Transpose*.

The piano keys shown will always reflect the current song *scale*. Only notes in the current scale are shown. For example, a *Major (Ionian)* scale in C will show no black keys.

An instrument has a repeating *loop length* of 16 notes to start out. Loop length can be from 1 to 64 notes. The *Loop length* setting will help you align loop length to an integral number of bars, but loop length need not align to bars.

When an instrument has a length of more than the number of notes that fit on screen (16 notes when using small boxes or 10 notes when using large boxes) scroll the timeline left and right to see the off-screen notes.

Off-screen notes are indicated with "hint" rectangles at the ends of the rows and columns.

The *Next Instrument* left-middle popout button provides a shortcut to other instruments in the song.

Touch the timeline at the bottom of the *Pattern Editor* screen to display the *Playback Controls*.

BchY '6cl 'G]nY

The *Pattern Editor Playback Controls* contain a note box size selector button at the left. The button toggles between large and small boxes in the note *Pattern Editor*. Choose between more notes on-screen and larger buttons for editing. (The setting applies to all note *Pattern Editors* throughout the program and stays until you change it.)

Small boxes: 12 note range x 16 note duration on a screen.

Large boxes: 8 note range x 10-12 note duration on a screen.

Note: when using large boxes you are more likely to have to scroll the timeline to see the notes that don't currently fit on-screen.

8nbUa]Wg'DU'YHhY

Open the *Dynamics Palette* (lower-right) to adjust the dynamics or loudness of new notes. The setting controls the relative loudness of new notes you create in the current instrument. The dynamics setting only affects new notes. It does not affect the loudness of notes you have already placed. To change the loudness of notes you've already placed you must clear them and place them again.

Gcb['UbX '=bghfi a Ybh'GYHh]b[g

Display the settings for the current instrument by tapping the *Settings Palette* popout (middle-right). You can also open the *Settings Palette* with a swipe gesture

in from the middle-right edge of the screen.

The *Settings Palette* is divided into three rows. You can reveal hidden panels by scrolling a row left and right. The top two rows of settings affect only the currently selected instrument. The bottom row settings affect the entire song.

Tip: Jump to the start of a row by tapping the row label at the left edge.

Instrument Settings:

- *Voice Picker*
- *Instrument Color*
- *Note Length*
- *Looping*
- *Pattern Length*
- *Instrument Start Point*
- *Notes Hit*
- *Transpose*

Song Settings:

- *Tempo*
- *Scale*
- *Time Signature*

🔊 **Yb** **GYH** **[g f h c d ' h k c ' f c k g t**

<i>Voice Picker</i>	<p>The <i>Voice picker</i> allows you to change the voice sound that is used by the current instrument. There are dozens of different voices in PatternMusic.</p> <p>The colored instrument icon in the upper left shows the voice for the current instrument.</p> <p>Tap a circled voice icon to audition a new voice sound. Tap the flashing "change" icon again to change the current instrument's voice. Tap a different voice icon or close the settings palette to cancel auditioning the new voice.</p> <p>Each voice has a different timbre or sound quality. Also, some voices have a long sustained duration for each note played independent of the instrument <i>Note length</i> setting. Other voices may have more of a short, sharp percussive attack and a short duration. (For example: <i>cello</i> has long notes, but <i>pizzicato cello</i> has very short notes.) Try experimenting with different voices for very different results.</p> <p>To help you find sounds, voices are grouped by category such as <i>Strings</i>, <i>Guitars</i>, <i>Keys</i> and <i>Brass</i>, or select <i>All</i>.</p>
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	<p>Scroll left and right to view available voices.</p> <p><i>Tip:</i> Use a light flick gesture to scroll the list of voices and a heavier, deliberate press to audition and select a new voice.</p> <p><i>Note:</i> The <i>drums</i> and <i>percussion</i> voices are not available in <i>Voice picker</i>. <i>Drums</i> and <i>percussion</i> instruments must be created as new instruments or duplicated from existing <i>drum</i> and <i>percussion</i> instruments.</p>
<i>Instrument Color</i>	Allows you to organize your composition with color.
<i>Note Length</i>	<p><i>Note length</i> selects the duration of all the notes in the current instrument. By default instruments use <i>normal 1/4</i> notes (equivalent to one beat). By setting the <i>Note length</i> to <i>1/8</i>, notes in the instrument will play twice as fast. <i>1/16</i> notes -- twice as fast again.</p> <p><i>Dotted</i> notes last 1-1/2 times as long as <i>normal</i> notes. (Two <i>dotted</i> notes take as long as three <i>normal</i> notes.)</p> <p><i>Triplet</i> notes are 2/3 as long as <i>normal</i> notes. (Three <i>triplet</i> notes take as long as two <i>normal</i> notes.)</p>
<i>Looping</i>	<p>The <i>Looping</i> panel lets you specify a "count" of how many times the current instrument pattern will repeat. By default instrument patterns loop infinitely.</p> <p>The <i>Looping panel</i> indicates the end point of an instrument part when a finite count is chosen.</p> <p><i>Tip:</i> Use this information to configure sequential instrument playback.</p> <p>Current loop count is displayed in the <i>Pattern Editor's Playback Controls</i>.</p>
<i>Pattern Length</i>	<p><i>Pattern length</i> specifies how many notes are in the current instrument note pattern - - from 1 to 64. (default: 16)</p> <p>Align the pattern length to an integral number of bars using the < and > buttons.</p> <p>If an instrument pattern has more notes than fit on the screen (10 when using big note boxes, 16 for small note boxes) just scroll left-right with the <i>Pattern Editor's</i> timeline at the bottom of the screen.</p>

	<p><i>Tip:</i> Out-of-view notes are indicated by small "hint" rectangles at the ends of the rows.</p>
<p><i>Instrument Start Point</i></p>	<p><i>Instrument Start point</i> is specified as a bar and beat in absolute song time.</p> <p>Time relative to the instrument's <i>start point</i> is displayed in white in the <i>Pattern Editor's Playback Controls</i>. Absolute song time is displayed in red.</p> <p>New instruments start at <i>1:1</i>.</p> <p>If you change the song's <i>time signature</i> the instrument will still start at the same absolute beat from the start of the song, but that may correspond to a different bar and beat.</p>
<p><i>Swing (notes hit)</i></p>	<p>The <i>Swing</i> control allows you to adjust whether notes hit exactly on-time or up to 50% of a note early or late.</p> <p>You can also specify whether only <i>off-beat notes</i> hit off-time or <i>all notes</i> hit off-time. <i>Off-beat notes</i> are those that don't fall on the 1/4 note beat of the <i>tempo</i>.</p> <p><i>Tip:</i> Create a "shuffle" rhythm by giving off-beat notes a bit of a late hit.</p>
<p><i>Transpose</i></p>	<p>The <i>Transpose</i> control will shift the entire instrument up or down a specified number of notes (semitones) and octaves. The transpose range is up or down 2 octaves (+/- 24 notes).</p> <p>Non-tuned <i>percussion</i> instruments and <i>drums</i> can not be transposed.</p> <p>If you are using a <i>scale</i> other than "<i>Chromatic - all notes displayed</i>" some of the notes you have placed may no longer be visible after you apply a transpose value. PatternMusic will indicated non-visible notes with a small rectangle "hint" between visible notes.</p> <p><i>Tip:</i> if you transpose an instrument a set number of notes you can also shift the <i>scale</i> by changing the <i>scale root</i> up or down the same number of notes.</p>

Gcb['GYH]b[g'fMchca 'fck Ł

<p><i>Tempo</i></p>	<p><i>Tempo</i> controls the overall speed of the song in 1/4 note "beats per minute" (BPM). You</p>
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can use the slider to set a specific value for BPM. Or tap a pulse on the "*tap tempo*" button.

Tip: use the "*tap tempo*" button to match the tempo of a music library song.

Scale

Scale is a powerful tool in PatternMusic that controls which notes are currently displayed in the *Pattern Editor*. *Scale* allows you to choose from a wide range of music styles and modes by telling PatternMusic to only display the notes that go together for a that style of music.

All scales in PatternMusic are a subset of the chromatic 12-note scale (the full set of white and black keys on a piano). Choosing any scale except "*Chromatic - all notes displayed*" will cause some notes to become unavailable. The first scale setting "*Chromatic - all notes displayed*" will always show all notes. The *All Notes* button quickly resets the scale to "*Chromatic - all notes displayed*".

Scale settings consist of a *Scale* and a *Root* note. Changing the root note causes the scale to start on a different note.

If you have placed notes in an instrument part and then changed the song scale, the notes are still in your song and will still play. But you may not be able to edit them until you set a scale that includes those notes.

(PatternMusic gives you a "hint" that there are non-editable notes in an instrument part with a small rectangle between the rows of notes.)

Think of scales in PatternMusic as guides to keep your music sounding compatible.

Time Signature

Time signature is a music structural guide and refers to the number of 1/4 notes per bar. PatternMusic counts music in bars and 1/4 note beats. (For example 4:1 is the first beat of the fourth bar.)

Many songs use 4/4 (4 quarter notes per bar) or common time. But 3/4 (3 quarter notes per bar) is used for many types of dance music. And 5/4 is used for more unusual compositions. Many other time signatures can be effectively created using one of these time signatures along with other *note lengths* and *tempos*.

Changing a song's *Time signature* doesn't change the sound or playback of the notes in


the song. It just changes the counting of bars.

A UbU[]b['Mti f 'Gcb[g

PatternMusic automatically saves and restores your current song whenever you exit and return to the program.

The *Song List* allows you to pick a different song to play and edit, and it's also where you create new songs and manage your existing PatternMusic songs.

Get to the *Song List* from the *Song Stage* by tapping the *back* popout button in the upper-left corner of the screen.

To rename, duplicate or delete a song tap the detail button  for the row.

In the *Song Detail Panel* you can also change the song's *icon*. (Song icons are a tool to help you label your songs in the list.) Tap the *icon* to the left of the name to toggle through the available icons.

7fYUh]b['U'BYk 'Gcb[

In the *Song List* tap the "Create a new song..." button to reveal the *New Song Panel*.

You must enter a name for the new song to proceed.

Optional: You can change the *song icon*, *time signature*, *current scale* and *tempo* settings before creating your song. (Alternatively, *Time signature*, *scale* and *tempo* can be changed later from the *Settings Palette*. The *song icon* can be changed from the *Song Detail Panel*.)

Press *Create* to proceed to the *Pattern Editor* for the new song's single *electric guitar* instrument. There you can add notes or go back to the *Song Stage* and create additional instruments.

H]dg 'UbX 'HYW b]ei Yg

- I gY'U`][\ h'ci W 'Zcf 'bUj][Uh]b['Ufci bX 'h Y Udd"
- I gY'U'XY']VYfUH' hci W 'hc'gY'YVM'UbX' UVM]j UHY h]b[g"

- **G\cfHW hg.**

Don't overlook the *Scale* feature in the *Settings Palette*. PatternMusic has dozens of scales. Experiment with different scales. It's important to remember that the *scale* setting is non-destructive. It won't affect any music notes you've already created. You can always get to all your notes by switching back to the *Chromatic/All Notes* scale.

The pentatonic (5 note) scales have universal appeal and are a great place to start experimenting. Many genres of music such as rock, folk and dance music rely on the pentatonic scales.

PatternMusic provides the *Major Pentatonic* (mode 1) and *Minor Pentatonic* (mode 5) scales.

The *Hawaiian/Akebono*, *Bali Pelog/Miyako-bushi*, *Okinawa (Ryukyu)*, *Hirajoshi*, and *Kokinjoshi* scales are also pentatonic five-note scales.

Popular music is often written in the *Natural Minor* (or *Aeolian*) scale.

The *Neopolitan* modes are scale variations with a flattened second note. They produce evocative variations.

Check the www.PatternMusic.com website for more tips on using scales.

G\cfHW hg.

- The *Song Stage*
 - Double-tap an instrument to zoom in to its *Pattern Editor*.
 - Swipe a popout tab to open it or activate it. A swipe gesture from the outside-in will display and activate any of the green popout tabs on the left and right sides of the screen.
 - Double-tap a blank space on the *Song Stage* to display the *New Instrument Palette*. New instruments will be created at the point where you double-tapped.
- The *Pattern Editor*
 - Swipe or tap the *Next Instrument* popout (on the middle-left) to quickly skip to the next instrument in a song.
 - The *Pattern Editor Playback Controls* contain a note box size selector button at the left. You can easily switch between large and small note boxes in the *Pattern Editor*.
- The *Settings Palette*
 - Tap the left end of a row to scroll the control panels or voices back to the beginning.

- The *Song List*
 - Swipe a song left-to-right to display the *Delete* option.

More About PatternMusic

PatternMusic settings in Settings app:

- *Welcome Screen* - On start-up offer to show the introductory tutorial and recreate any deleted or renamed demo files. (default: OFF)
- *Start in Song List* - Rather than reload the last song you were playing or editing PatternMusic will start in the Song List. (default: OFF)
- *High Resolution* - PatternMusic will use a higher resolution in the sound engine at the expense of performance and maximum number of sounds and power usage. (default: OFF)
- *Note Editor Sensitivity* - Increase the sensitivity of the note *Pattern Editor*. This changes the amount of time a note box must be held in order to set a note. At higher sensitivity it's much faster to set notes, but it's also much easier to set notes when you don't intend to. (default: Medium)
- *Single-Touch Editor* - In this mode the note *Pattern Editor* responds to only a single touch at a time. Use this if you are having problems with the *Pattern Editor* inadvertently detecting multiple touches from your finger. (default: OFF)
- *Enable Auto-Lock* - Normally PatternMusic will prevent the device from automatically going to sleep (Auto-Lock) while in a music session, but this will put more of a strain on the battery. Note: The general system setting for Auto-Lock is always used in the Song List, Help or Music Library Control Panel. (default: OFF)
- *Don't Send Statistics* - PatternMusic collects completely anonymous usage statistics. The information is used to help us understand how PatternMusic is used and improve the app. You may turn on this setting if you choose not to provide this non-personal information.

www.PatternMusic.com website

The www.PatternMusic.com website has even more help including tips and more tutorials.

Register for updates about PatternMusic either through the www.PatternMusic.com button at the bottom of this page or at the PatternMusic website.

Note: Voices in PatternMusic are based on the sounds of real acoustic and electronic instruments, but PatternMusic does not try to faithfully reproduce the sound or behavior of specific musical instruments. PatternMusic uses real instrument sounds as a starting

point for its own sound creation engine.

Note: Some of the non-Western scales are only approximate in that it is not possible to create them as a subset of the *Chromatic* tuning on which PatternMusic is based.

Coda



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