

# Welcome to Mozart



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Written by Arthur Rooffs  
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## Welcome

This is the third generation of Mozart and there are many improvements to previous versions. In fact the entire application has been re-written and redesigned from scratch. We hope you like it.

We always felt funny about the quality of the sound on a Palm handheld, but until OS 5 there was really nothing much to do about that. Now that several Palm handhelds support asynchronous sound playback (most Treos for example), we have added the beginnings of a sound library. Mozart comes with a very nice Grand Piano library that can be stored in RAM or on memory card and many more sound libraries are to follow. More later.

We also felt that the application should support key signatures, which was one of the reasons for the re-write. You can now select any key signature in the Circle of Fifths and get going. There is even a toolbar button for switching between parallel major and minor.

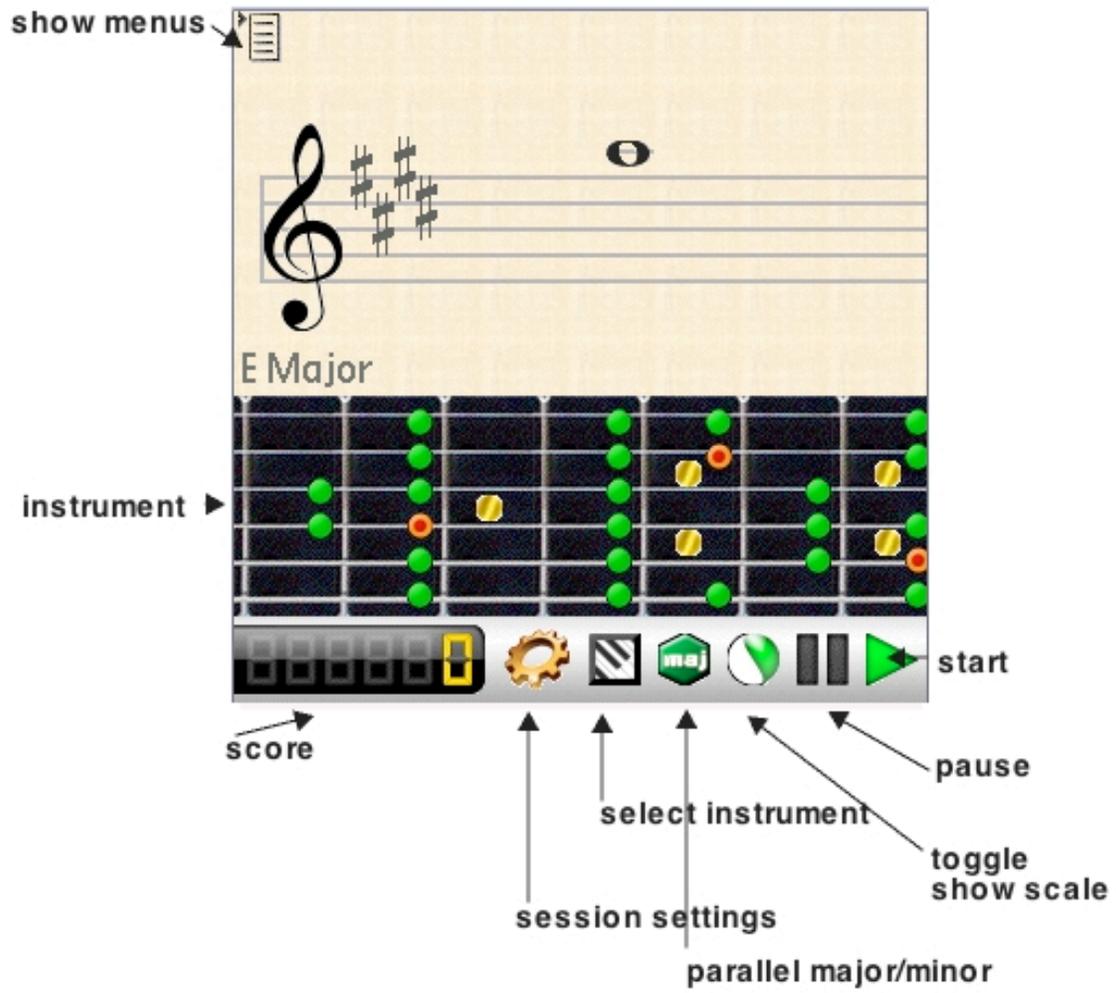
With key signatures came another new feature – in the instruments bass, guitar and piano you can now highlight scale degrees on the input surface if you chose to. Again – more later.

Solfege might not be a major part of anyone's life, but it is for the music student. With Mozart's capability to handle key signatures we also vamped up its Solfege interface. Mozart uses the so-called "movable DO" system as is taught in most American colleges. Check it out!

Bass players have been heard. We had so many requests for a bass interface that we finally decided to add one. Thanks bass players – here you go.

Well, that is it for the intro. We are very happy to present to you the new Mozart with all the love and work that went into it. As always, we hope you like it and tell us if you have a good idea to improve it.

# Legend



## The Toolbars

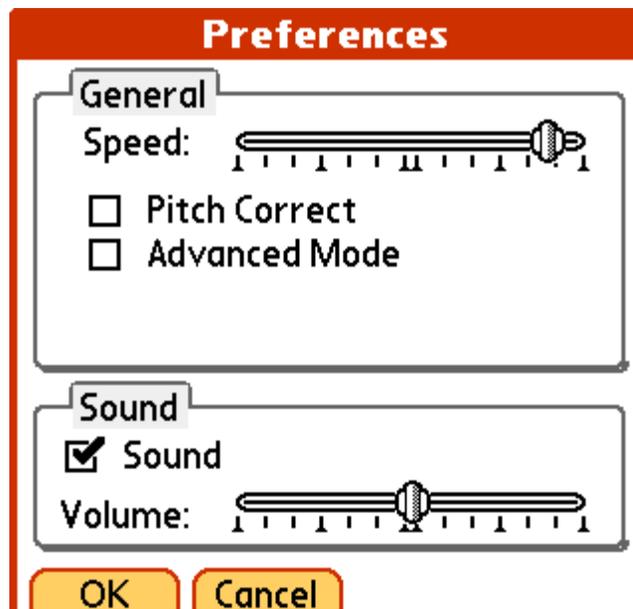


As seen above the toolbar has two manifestations. One (the above) is the regular toolbar and the other one (below the above) appears during sessions. The state of the toolbar above needs little explanation. Just refer to the section above (Legend) to find its commands.

During a session however you will see up to six golden “note icons” that represent your lives. These will decrease for every note you don’t catch in time and the life icon turns grey. Once you have depleted all you life icons, the session is over and you might get a High Score. The good news is that you will get a new life every time you hear the clinking sound, which signifies a new round and a bonus.

**IMPORTANT:** While Mozart is in Play or Pause status, you cannot access menus or switch applications. Your handheld works overtime during sessions like it would during another graphic intense game. Stop the game when you need to go!

## Preferences



There are some important settings here.

### Speed

Most importantly, the Speed setting. Please note, that the speed will always remain constant. The only thing changing is the amount of notes introduced. The maximum is 8 notes simultaneously which is a real lot and will happen during the later stages of a session. To ensure an appropriate session, make sure the speed is somewhat slow at the beginning. Yes – you will be bored a little during the first couple of notes, but there are other ways to challenge yourself. Read on.

### Pitch Correct

This applies only to the instruments bass, guitar, and piano. Normally Mozart accepts any right naming of a note (it always does so in Letter and Solfege modes). In these instruments however you can restrict yourself to the right octave.

### Advanced Mode

You only get 3 life in this mode. It also advances through the stages of a session much faster in that it increases your range faster and introduces more notes to the screen faster. Use with caution.

### Sound

These are your standard sound settings. Uncheck sound if you are in an environment, where sound is not an option. Use the volume slider accordingly.

## Instruments



Unfortunately we are guilty of a common interface design issue ; ) We call this by different names. Well – it is the new sound library and the menu and toolbar button interfaces call it Instruments.

As for the instruments themselves, your mileage will vary. If you have a pre-OS 5 device, you will not even see this and will be restricted to the beeping internal synth for sound reproduction. If you have an OS 5 device you will be able to use the new sound libraries. But – Palm has not enabled asynchronous playback on all devices. Basically, if you have a Treo with OS 5 – great ; ) They had to make sound playback asynchronous because of the phone aspect of these devices. If you have a TX, playback will not be asynchronous and you will notice a delay between pressing an instrument's control and the sound being played. Sorry – but we can't help with that. In your case the scrolling of notes will stop shortly while pressing an instrument key.

Oh – tap the Built-In key for internal sounds or tap the Library key to access your sound library.

BTW: New sound libraries will be released on our website in intervals. Make sure to check our RSS feed for updates.

## Appearance



Not everyone likes things the way they are and sometimes there are valid reasons to change things. Appearance is a dialog that gives you some control in that aspect.

For Staff and Hilite (we just like spelling it this way) just tap in the colored rectangles to go to a color chooser. That way you may determine the color of those items. NOTE: The Hilite choice at this point only applies to the bass and guitar instruments.

Score Paper is very subtle. It obviously changes the background pattern for the notation display on your screen, but again, it is not very dramatic.

The option to use “Si” instead of “Ti” applies to our European customers who might have been raised on a different syllable in that regard. Checking this option will display the appropriate syllable in Solfege mode.

Show Key Signatures refers to a textual representation of the current key signature in the notation display. Uncheck this to turn it off.

Piano Octave indicators show for the note C the octave name like c3, c4, etc when checked.

## Session



### Ranges

The first reason to go to this dialog is to change the range of your sessions. It is a bit complicated.

To change the upper range of your sessions in this clef and instrument tap the upper arrow next to the inscription “Top”.

To change the lower range of your sessions in this clef and instrument tap the lower arrow next to the inscription “Bottom”.

Ranges are assigned per instrument and per clef. So – you can have a different range in:

Piano - Treble Clef

From

Piano - Alto Clef

If your game is somewhat boring and you don't want to increase the speed, just maximize the range ; )

### Clefs

This is where you set the clef for your session.

NOTE: For some instruments this item might not appear. For example the bass instrument can only display the bass clef and the guitar instrument can only display the treble clef.

### Key Signatures

The key signatures are controlled by the scrollbar next to the notation display. On some Treo handhelds you will need to use the stylus to drag the scrollbar controller.

The operation is very simple. C major/A minor are located in the middle. If you scroll up, you will add sharps to your key signature. Scrolling down will add flats to your key signature.

### Reset Ranges

At times it might be a good idea to go back to factory settings as far as ranges are concerned. Tap this button if that is the case.

### Concluding

We had a great time creating this application and believe that it can be very useful. We might, however, not have thought of everything or maybe there is a feature you'd like to see in a future release. If so, let us know ;)

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