Manual.

Audio connection.

For best results, connect the headphone output of your computer to you stereo system (use a mini-jack to RCA adaptor) or connect to good quality amplified speakers (wired or blue tooth). You may also try connecting the display and audio to your TV. For a quick start, use an earphone to listen to the orchestral part.

General features.

At the top of the score is an area which we shall refer to as the **tempo design box.** It is where you can design your tempo ahead of time, as described in the next section. On the top right next to the Smart Soloist banner is a square symbol. Click on it and you will switch to a **full screen mode:** the tempo design box is removed and more of the score is visible. Go back to the tempo design mode by clicking on the square again, or by hitting the Esc button on your keyboard. Just below the square symbol you will find the forward and backward arrows which switch between movements.

Click on any bar on the score and it will be highlighted. Click on the play button and the music will play. The bouncing ball provides a visual cue. The metronome icon turns on and off an audible click with an volume which is adjustable by clicking on the arrow next to it. Click the green pause button to stop play. Alternatively, pressing the space bar in the keyboard will start and pause the music.

Now grab the cursor on the tempo slider with your mouse and move it up and down. You will hear the music speed up and down smoothly. The range and sensitivity of the slider can be adjusted from 60% to 15% by clicking on the button on its bottom right. Note that a dot appears in the tempo design box showing the new tempo. You are ready to play with the orchestra!

Tempo design.

There are two ways to design your tempo. The tempo slider allows you to change the tempo as the music is played. Alternatively, you may design the tempo ahead of time using the **tempo design box**. Either way, your settings can be saved for later use or to share with friends or students. More on that later.

Click on any bar where you want to begin your tempo change. Use the + button at the bottom right to expand the horizontal scale. Use your mouse to click on the green line in the tempo design box and a node is created. Create a second node on its far right. Now use your mouse to create more nodes between the first two. You will see that you can easily draw a curve to denote the tempo you want. You can control the tempo with the accuracy of a 1/16 note, ie 1/16 of a bar in a 4/4 time signature. If you make a mistake, use the undo button located at the top right of the tempo design box or press undo in the edit menu. Press play and you will hear the music with the tempo you designed. If you wish to change the tempo by a fixed amount over a large segment, see the next section.

At the top of the tempo design box, there are six **bins** which provide temporary storage for your designs. You can easily switch between bins by clicking on the bin number. You can **select a segment** of the curve in one bin, and use the standard copy and paste function to copy that segment to the curve in a different bin. To permanently save your tempo design, see below under **save and load your settings**.

Select a segment.

Suppose you wish to slow down the tempo from bar 30 to 45. Click on bar 30 and hold down the shift button. Scroll down the score and click on bar 45, which can be on a different page. The segment between the two bars are selected and indicated by orange brackets. Note that the bars 30 to 45 appear automatically in the tempo design box with a new color. Now grab the light green line in the tempo design box and you will find that it can be moved rigidly up and down. This way you can change the tempo over a large segment of the music. The segment will be de-selected if you click anywhere outside the segment. Alternately, you can select the segment by a click and drag of the mouse, on either the score or the tempo design box. The edge of the segment in the tempo box can be pushed by the mouse.

Real time tempo design.

If you prefer to change the tempo as you listen to the music in real time, click on the save button next to the tempo slider. Play the music and move the slider. You will see that a curve is created in the tempo design box which records your selected tempo. If you let go of the slider, the tempo will stay fixed. If you click on the return button (or hit the return key on your keyboard), the tempo will return to the previous setting. When you are finished, click the pause button and a dialog box will appear. You will be given the option to save the tempo design in the current bin, or to a new bin you select, or discard it all together.

Save and load your settings.

Remember the bins only give you temporary storage of your setting. To permanently save your settings for later use, select *save curve* from the file menu. Click under *save* or *save as* to activate a check-mark and type in a file name. You may also type in comments. Click the OK button and he curve with that bin number is saved. To check, select *save curve* again and click the *show folder* button on the bottom right. A window will show you that the file has been given a *.cv* extension and give its location.

To load a saved file, select *load curve* from the file menu. You will see a list of saved files. Add a check mark to the desired file by clicking under *load.* Select the destination bin number. Click the OK button and you will find the curve in the bin you chose. To delete a file from a given bin, click on the x next to the bin number.

You can send any of your saved *.cv* files to your students or friends. Go to save curve under the file menu and click on the *show folder* button. Alternatively you can select "Show Save Folder" under the file menu. Copy one of the files and send it by email in the usual way. Upon downloading the file your friend should open that particular movement on his computer, click on *load curve* under the file menu and click on the *import* button. He then locate and select the *.cv* file that he has downloaded and click the *open* button. The file will be added to the dialog box ready for his use.

Markup and printing the score.

Click on the pencil icon on the top left corner of the score. You have the option of selecting a pencil for drawing, an eraser, and a box to type in fingering or comments. Double click on the icon (or click on the arrow next to it) will allow you to select one of three colors and the font size. To de-select drawing, click on the x button. Note that drawing does not work in the margin.

Your markup can be saved by clicking on the *save markup as* buttons under the file menu. A dialog box will appear asking you to enter a filename and the file will be given a *.mark* extension. To load a saved markup file, select *load markup* under the file menu and select one of the saved files in the dialog box. We recommend that you save a clean unmarked copy for later use. You can copy and send the *.mark* file to your students or friends. They can open that particular movement on their computer, click on *load Markup* under the file menu and paste the downloaded *.mark* file to the folder that is opened.

To **print** the score, simply go to the file menu and select "export score". You have the option of printing the score as pdf files with or without your mark-up. The pdf files can be accessed by selecting "Show Save Folder" in the file menu.

Record.

To record, press the record button (red dot). Recording will start when you press play and stop when you press the play/stop button again. A dialog box will appear asking you what you would like to do with the recording. You will see two tracks labeled Solo and Orch., The Solo track is what is picked up by the microphone while the Orch. Track is a copy of the accompaniment file. There are two ways to make your recording. The microphone may pick up the solo instrument together with the orchestral accompaniment through the speaker. The quality of the accompaniment will be limited. Alternatively, you may choose to use an earphone to listen to the accompaniment while you play, in which case the track labeled Solo will pick up only the solo instrument. In this case, you may choose to turn on the metronome click while you play and you will have the option of having the click appear in the Orch. track or not by checking the "record" box beneath to the metronome volume slider.

Due to the latency of the microphone, there is a small offset between the timing of the Solo and the Orch. tracks. Smart Soloist allows you to adjust this offset in milliseconds. This needs to done only once for a given microphone and a given computer. Turning on the clicker for a test run is a good way to set this offset. You may mix the Solo and Orch. tracks with the volume sliders and listen to the recording by pressing the start and stop button. In the standard version of the software, you may access the Solo track as a .wav file by pressing the export button. The Orch. File will be muted. The **Premium Player upgrade** will give you access to the Soloist and Orch. tracks separately or mixed. Simply adjust the volume sliders and press the export button. The saved .wav file can be burned to a CD. Alternatively, the Solo track and Orch. track can be loaded to a standard Digital Audio Workstation such as Audacity (free download) and you can add reverbs and create your own CD quality recording with yourself playing with the orchestra. You can also load the Orch. wav file to a smart phone and you will have the accompaniment with your custom designed tempo with you at all times.

The microphone selection can be made by selecting "Devices" under the Options menu. The volume control can be found by going to the control panel -> sound -> recording -> microphone -> properties -> levels.

Change the configuration of the score.

Pull down the option menu and click on the configuration tab. The dialog box allows you to choose the number of lines per page in the tempo design mode and the full screen mode, depending on the size and aspect ratio of your computer screen.

Count-in bars.

To begin a movement with count-in bars, go to the first bar and press the back button (double arrow) one or more times. The metronome will beat that number of count-in bars. The number of count-in bars is indicated by a number followed by /.

Loop.

Select a segment as described above. Click on the loop button (last one on the right). Press play and the selected segment will be played in a loop.

Tuning.

You may choose and save a tuning frequency different from the standard A=440 Hz. Pull down the option menu and click on the tuning tab. A dialog box appears. Select the tuning frequency and press OK. The process will take a several minutes, at the end of which the new frequency will appear above the bouncing ball. You may switch between the standard and the optional frequencies by clicking on the button in the dialog box. Since the optional tuning frequency essentially doubles the disc space, we recommend that you delete the optional frequency file if you do not plan to use it by clicking on the delete button and pressing OK.