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I put a lot of time into producing these files which is why you are met with this page when you open the file.

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It is my hope that you find the file of use to you personally – I know that I would have liked to have found some of these files years ago – they would have saved me a lot of time !

Colin Hinson

In the village of Blunham, Bedfordshire.



## Diskette Software

Model PHD 5009

# Music Skills Trainer

A package of four drills to test your musical ability and improve your musical skills.

- Pitch Guess — Helps you train your ear by identifying a note.
- Interval Recognition — Tests your ability to determine the interval between notes.
- Chord Recognition — Enhances your ability to identify types of chords.
- Phrase Recall — Improves aural memory by having you duplicate a sequence of notes.

Designed for use with the TI-99/4 Home Computer and the TI Disk Memory System (TI Disk Drive Controller and TI Disk Memory Drive — sold separately).

As this manual was designed for the U.S. market, the warranty conditions described herein are not applicable in the U.K. The only valid Guarantee Conditions are those set forth in the "Users Reference Guide" accompanying the Home Computer.

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Description . . . . .	2
User Instructions . . . . .	3
In Case of Difficulty . . . . .	7
Limited Warranty . . . . .	8

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## MUSIC SKILLS TRAINER

## Description

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Author: Texas Instruments

Language: TI-99/4 BASIC

Hardware: TI-99/4 Computer  
Disk Controller and Drive or Cassette Recorder

Media: Cassette and Diskette

Music Skills Trainer is a collection of four drills designed to test your musical ability and to improve your listening skills.

<u>DRILL</u>	<u>OBJECTIVE</u>
Pitch Guess	Helps you train your ear by playing a note for you to identify.
Interval Recognition	Tests your ability to determine the interval between two notes.
Chord Recognition	Enhances your ability to identify types of chords by playing a chord for you to guess.
Phrase Recall	Improves your aural memory by having you duplicate the sequence of notes the computer has just played.

Each drill has a variety of options which allow you to determine the difficulty of that drill. These options include note range selection, the use of sharps and flats, the number of chords and intervals to choose from, the number of notes to play, the use of random inversions, and the playing of random music between problems to increase the complexity of the exercises.

Included in this package is a blank overlay for your computer. Use a pencil to write in the notes that are played when you press the keys.

NOTE: You cannot use the "BACKUP DISK" command from the Disk Manager Command Module to copy the Music Skills Trainer diskette.

STEP 1: If the computer is not already in the BASIC mode, select TI BASIC. To load the program from a diskette, insert the diskette into the drive, and type

OLD DSK1.TRAINER

To load the program from a cassette, insert the cassette into the recorder, and type

OLD CS1

The program is located on both sides of the tape. If for any reason you experience trouble loading the program, another copy is available on the other side of the tape.

STEP 2: When the cursor reappears, type RUN, and press ENTER. When the MUSIC SKILLS TRAINER title screen appears, press ENTER.

STEP 3: The program displays a list of the available drills. Select the desired drill by typing a number and pressing ENTER. (If you enter 5, the message "\*\*\* DONE \*\*\*" is displayed, and the program stops.)

After selecting a drill, you are asked to specify which of a variety of options you wish to perform. The chart below lists the options which are available for each drill.

<u>Pitch Guess</u>	<u>Interval Recognition</u>
Starting Note	Number of Types
Range Size	Both Directions
Sharps and Flats	Random Bass
Random Music	Random Music
<u>Chord Recognition</u>	<u>Phrase Recall</u>
Number of Types	Starting Note
Random Bass	Range Size
Random Inversions	Sharps and Flats
Chord Only	How Many Notes
Random Music	Random Music

The options determine the difficulty of the drill or the range of the notes played. The options are described below.

STARTING NOTE (C-B)?

This option is one of two that determines the range of notes from which the computer can select the note it plays. The letter you enter from C to B is the lowest note that the computer can choose. You may also include a sharp sign (#) or a flat sign (%) if desired.

RANGE SIZE (2-25)?

The number you enter from 2 to 25 specifies the width in half steps of the range of notes to be used. If you enter 13, the range is an octave beginning with the note you entered in response to the message "STARTING NOTE (C-B)?"

SHARPS & FLATS (Y/N)?

If you enter Y, the computer uses sharped and flatted notes in addition to "white keys." If you enter N, only "white keys" are used.

NUMBER OF TYPES (1-3)?

The number you enter--1, 2, or 3--affects the number of intervals or chords from which the computer can choose. Level 1 includes the fewest choices. Level 2 includes all those in level 1 and a few more. Level 3 includes all the possibilities. The following chart shows the choices for each level.

INTERVALS	LEVEL			CHORDS	LEVEL		
	1	2	3		1	2	3
minor third		x	x	major	x	x	x
half step		x	x	minor	x	x	x
whole step		x	x	seventh		x	x
major third	x	x	x	diminished		x	x
fourth	x	x	x	augmented			x
fifth		x	x				
sixth			x				
seventh							x
octave							

BOTH DIRECTIONS (Y/N)?

If an N is entered, each interval begins with the lower note. If you enter Y, the second note of the interval may be either higher or lower than the first note.

RANDOM BASS (Y/N)?

If N is entered, the first note of the interval or chord is a C. If Y is entered, the first note may be any note.

RANDOM INVERSIONS (Y/N)?

If Y is entered, the chord may be inverted. If N is entered, the chord is always a root-position chord.

CHORD ONLY (Y/N)?

If Y is entered, the program does not sound each note individually before playing a chord. If N is entered, each note in the chord is played individually before the chord is sounded.

HOW MANY NOTES (1-9)?

The number you enter from 1 to 9 is the number of notes played per phrase.

RANDOM MUSIC (Y/N)?

If Y is entered, the computer plays random music between exercises to make it more difficult to remember notes from previous exercises. If N is entered, no music is played between exercises.

## DRILL 1: PITCH GUESS

If you enter 1, the computer prompts you to select the options for Pitch Guess. After the options have been selected, the computer plays a note. Enter your guess by typing a letter from C to B and optionally following it by a sharp (#) or a flat (%) symbol. If your guess is correct, you are awarded 10 points. After each problem, press ENTER to continue or S to stop and return to the list of drills.