

Extra hints and tips for using Groovy

These brief hints will help you make the most out of Groovy, whether you're using Groovy Shapes, Jungle or City.

Teacher control panel

Open the Teacher control panel by pressing CONTROL+SHIFT+T. We recommend that teachers start by checking every option on, and later turning settings off if they are not needed. Important settings include:

- a) Zoom tool. If enabled, you can zoom out the playspace. This is really useful for making a song longer, as you can now drag the stop sign for a large number of bars. Zoom back in when done.
- b) Screen toggle. If enabled, puts a button on the bottom right of the playspace that lets you make Groovy smaller when you use it with a whiteboard, so your students will be able to reach the screen.
- c) Long songs. If enabled, you can double-click on the Stop Sign to change the length of a Groovy song. Type the number of bars you want your song to be into the box. The limit is 99 bars.

Select and paste

To copy and paste a shape from one place in a song to another, first select the shape or shapes (see below) you wish to copy. It will light up and play. Hold down ALT (OPTION on Mac), and drag the shape to the left or right. A copy will appear, and you can drag this anywhere in the song.

If you drag a melody or pitched shapes up or down, you'll hear its starting pitch change.

Release the shape when you've positioned it at the bar and pitch you need.

You can also select and paste several shapes at once. Click and drag the mouse slightly to the left of the shapes, and draw a box around everything. You can now paste them all somewhere else in the song, or drag them to the trash.

Create Mode tips

- You can always start a new song and specify the musical material. Click the Songs button at the bottom left of the Create Playspace. Three buttons appear:



Open Song



Save Song



New Song

Hold down ALT (OPTION on Mac) and click New Song. The New song panel opens, where you can choose the musical material, key and time signature. You can also change the number of shapes kids can work with in their songs.

Make sure long songs are enabled and double-click the stop sign to add bars easily!



Changing the tone color of a shape

- Click the instrument button towards the bottom left of the screen. Choose an instrument and drag it onto a shape. If the shape changes to a different family of sounds, such as brass to strings, it will change color.

How to edit the music inside any shape

- Double-click on any shape and you'll be taken to the edit window. You can click and drag notes, add new ones, or delete them. Press play to hear what you're doing.

How to add, edit and paste text

- In Groovy Jungle and City, you can add text to a song by clicking on the letter "A" (Jungle) or the word "TEXT" (City) at the bottom left of the playspace. Now click below the character's feet - a typewriter or word-processor will appear! When done, click elsewhere to exit text mode. You can also move or paste pieces of text somewhere else just as you do with shapes, and double-click to edit them.

How to delete shapes and text

- Select any shape or piece of text. Drag it to the trash!

Adding new shapes to a menu and setting a song as a template

a) Create a new song, making sure you set the key, meter and scale you wish to use by holding down ALT (OPTION on Mac) as you click the New song button.

b) Make your own custom shapes by using the New shapes button (top right of the Create Playspace) and adding notes.

c) Add the new shapes you just created or edited to the library. Hold down ALT+SHIFT (OPTION+SHIFT on Mac) and drag them one at a time into the libraries at the top of the screen (Rhythms, Melodies, Bass lines, Arpeggios and Chords).

d) Save the song on your computer's hard drive. Next time you start a new song, choose "Set song as template" in the new song panel and then choose the template. The new song's libraries will now use that of the template.

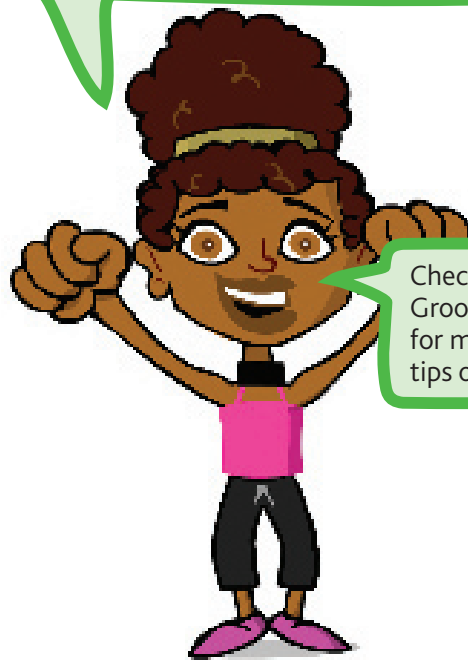
Top secret - for teachers only!

You can see all the bonus shapes that students can earn immediately by holding down CTRL+SHIFT (CMD+SHIFT on Mac) and clicking the bonus shape button at the top of the screen. Don't tell the students!

MIDI Files

Explore Mode tips

- When you're in Explore, don't forget to activate the Teacher Preferences window by pressing CONTROL+SHIFT+T. In this window, check the box at the top right that says "Manual Explore navigation". That way, you'll see the contents of *all* the music lessons whenever you click on Explore.
- If you want to advance manually through any music lesson inside Explore (and not have to take all the steps!), CONTROL+SHIFT+click on the alphabetic letters at the bottom right of each lesson screen.
- The lesson will advance to that step. You can also use this feature to retrace your steps or go back to the beginning of the topic!



Check it out! Visit Groovymusic.com for more hints and tips on using Groovy!



Saving a MIDI file in Groovy

When you've finished a song, hold down ALT (OPTION on Mac) and click the Save button to export a MIDI file. Note that just clicking on the button saves it as a Groovy file.

MIDI files are useful because they can be exported to any other music software (like Sibelius), and kids can also play with MIDI files on any computer.



Opening a MIDI file in Groovy

MIDI files of most music ever composed can be found on the internet. Try websites like www.prs.net to see how many files you can discover.

- Download the MIDI files you would like to use in Groovy and store them on your computer's hard drive. The files should have an extension of .mid.
- Go to Create mode.
- Click the Songs button, and hold down ALT (OPTION on Mac) while clicking the Open button.
- Locate the MIDI file on your computer. When you open it, Groovy will try and lay out your MIDI file, but bear in mind that it might not look as you'd expect. Very often you will see a lot of shapes in the very first bar followed by nothing else - the long tracks in the MIDI file need to be split into segments and marked up so that Groovy knows which shapes ready to use in each bar. You can use the Groovy Music Markup plugin in Sibelius 5 to do this: See page 394 of the Sibelius 5 Reference manual for details.