

MatchMySound - Getting Started

GIVE IT A TRY!

Grab your instrument and some **earbuds/headphones!** *Backing tracks, demo audio, and the metronome will be picked up by the microphone and affect your score.* Make sure you are close to your device's microphone. If you are using an electric guitar, it is best to play through an amplifier.

Click on the tuning fork and tune your instrument. *Being out of tune will affect your score.*

Features

Tool Palette



Reggae Island

Noam Lederman

♩ = 156

♩ = 156 Reggae
Drum cue

PM

(PM)

REW PLAY STOP TUNER

OPTIONS SECTIONS

Scrolling

Playback Options

- Demo audio
- Backing Track
- Click Track

Recording Options

- Click Track
- Follow Me
- Backing Track
- Demo audio
- Show Cursor

TOOL PALETTE FUNCTIONS (Left to Right)

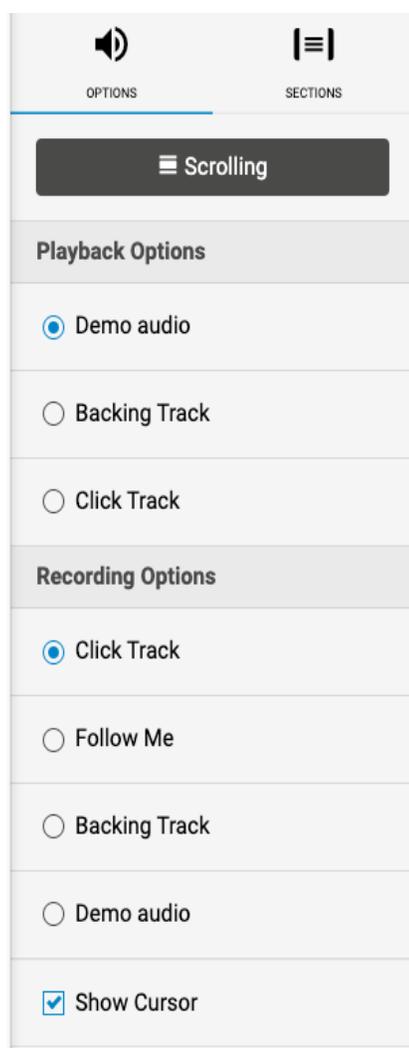


Rewind - Go back to the beginning (Home)

Play - Engage song player and page-turning.

Record - Start recording

Tuner - Chromatic tuner



VISUAL OPTIONS

Scrolling - Switch from full-page view to scroll view.

Sections - Mark a section of music to loop.

PLAYBACK OPTIONS - *What you choose to hear in your headphones as you practice*

Demo Audio - Full recording (if provided)

Backing Track - Track minus student instrument

Click Track - Play with metronome only.

RECORDING OPTIONS - *What you choose to hear in your headphones as you record.*

Click Track - Record with metronome only.

Follow me - Cursor follows the user/ **does not engage until user plays.**

Backing track - Record along with the backing track

Demo Audio - Record along with the full track

Show Cursor - Display/Not Display cursor option

*You can **CHANGE TEMPO** without changing the pitch by entering your desired BPM.

♪ = 156

Features (Left to Right)



Score - Click on for your score and stars.

Favorites - Organize frequently accessed content.

Info- Description of content

Back - One page backward

Forward - One page forward

Back - To the beginning

Full Screen - Entire screen

GETTING FEEDBACK

After recording, you will receive a score and feedback on your performance. Click **Retry** to re-record. The colored line (the caterpillar) shows where the user played well and where more practice is needed. Green signifies **Good**. As the **Green** color fades and **Yellow** and **Red** appear, it signifies the user's performance has deviated from the original score. Placing your finger on the line (mobile device) or mouse over (computer), the detailed error will be displayed in a text box

♩ = 52