

LodyOne : user guide

Introduction

What is LodyOne ?

LodyOne is a new music instrument for newcomers ... and experts.

LodyOne is a backing rock band in itself and knows eighteen different songs, called playbacks. By playing the LodyOne, you become the lead guitarist of the band. Just choose a playback and improvise with a saturated guitar sound used by some guitar heroes (as AC/DC's Angus Young, Led Zeppelin's Jimmy Page, Van Halen's Edward Van Halen, and so on).

You rely on the playback featured by LodyOne to improvise the way a lead guitarist relies on the band when he plays a solo. Just use the eight LodyOne's keys.



Fig.1

There are four playing keys on one side and four function keys on the other one. Depending on whether you are right-handed or left-handed, you can configure LodyOne to put the playing keys on the right or on the left. The playing keys always trigger a note or a group of notes. The function keys change how the playing keys work: the goal is to open a world of possibilities to create your own style. Details on how to use the keys will be given later.

What is the basic idea behind LodyOne ?

It's very simple : by using LodyOne everyone is able to improvise a melody over an arrangement, without any mandatory musical knowledge, and discover how fun music playing can be. The requisite to get the best of it, is to understand and learn in some minutes how the eight keys work. Once assimilated, you will forget it and just follow your creativity, as a musician forgets fingerings and only think music. What makes the difference is that learning LodyOne is a thousand times faster than learning instruments we are used to.

LodyOne needs you, as an instrument needs you to produce a sound. You decide when you play a note, when you stop it, and when you play another one. LodyOne manages the height of the notes so as to make them in tune with the playback you have chosen, and so as to build an harmonious melody matching with the notes played before. To summarize, LodyOne relieves you of the difficulty to be always in tune. When it's a matter of improvisation, with regular instruments, being always in tune

requires a full knowledge of scales or a dramatically good ear. With LodyOne, you just have to think about rhythm, and imagine how develop your melody. In other words, you have to arrange the position, the height and the duration of the notes, and also to create tensions or relaxing moments. It is what makes the music lifelike and finally where the fun of it will be.

A melody is at first a rhythm, and it's up to you to create it. « But I'm not a musician » you might object, « I don't know when is the right time to play a note! ». “Just use your feeling” will be Lodyone's answer. Otherwise listen to the music and try to catch the tempo of the playback by tapping your foot or swaying your head to the beat. You will see that you can start a note at the same time your foot hits the ground. You will see further that you can play notes twice as fast or twice as slow as your foot, or that you can start a note when you raise your foot. If you sway your head up and down, you will find that the musical result is not the same depending on whether you play the note when your head goes up or goes down. Don't be afraid of silence. The length of notes is also really important, as is the moment when you release the keys. Play sustained notes and staccato ones. The duration of your training time will depend on how you feel with rhythm, on how fast you will dare to do it and on what you like! Just try! If you feel diffident about playing, just connect your headphones to LodyOne : nobody will hear you, nobody will laugh at you, so free yourself ! Some music teachers say that you can play a wrong note if is played in rhythm. That shows how important rhythm is!

Secondly, a melody is a set of notes with changing heights. Thanks to the four playing keys, LodyOne allows you to play over the full range of the guitar when using the big transverse key, or over three reduced ranges (low, medium and high ranges) when only using the three small keys. When combined with function keys, those three keys allow you to play ascending or descending melodies, and repeated notes. You can even choose the size of the intervals between notes when you play ascending or descending melodic lines : choose small intervals and you get scales, choose larger intervals and you get arpeggios for example. You can easily understand that you get control of your improvisation if you mix those different possibilities. « I'm still not a musician ! How can I know when I have to move up or down, or when I have to play in the high or the low ranges ? » will you ask then. “Just try it”! Play a melody at a given height, and then change, go another way. Just explore ! Insert large melodic steps, or on the contrary, play scales or arpeggios when leaving a range for another one. You will develop a liking for playing that way, especially if you remember that you always play in tune without practising any scale !

A melody, especially in an improvisation, is finally a chain of self-contained rhythmic and melodic figures : sequences of eight notes, sequences of sixteenth notes, sequences of triplets, and so on. Playing sequences of eight notes is quite easy with LodyOne, but sequences of triplets or sixteenth notes are really tricky challenges, because of the speed involved to play such sequences that will require some expertise of yours. By the way, it's not worth trying (unless you slow down the tempo, which is also possible with LodyOne) ! It will be all the easier for you to play such sixteenth notes sequences in a much more flowing musical way since LodyOne has a dedicated function key to do that. Then you will be able to develop more complex rhythmic figures. Finally, musicians often include gimmicks or patterns in their playing. LodyOne offers triplet and sixteenth notes patterns typically played by all the guitarists. You can play and link them together by using two dedicated function keys.

At last, is LodyOne a music instrument ? You can consider it two ways.

You could say no, for several reasons : you can only play over the included playbacks ; you can't exactly choose the notes you want to hear ; you can't act on the produced sound.

But you could say yes for much more reasons : LodyOne gives you the impression that you are really playing a guitar ; if you don't already practise music, you will discover what are notes, scales, arpeggios, rhythm, and enjoy playing music ; LodyOne adds effects to the produced sound in a similar way guitarists play to have lifelike melodies ; the melodic lines you develop can be very complex, and it's up to you to develop them ; and finally, other musicians or LodyOners can play with you : music should be shared. It's up to your choice. Let us know about your experience, your best practice with LodyOne !

For your information, LodyOne sometimes changes the height of a sustained note without any request. It's not a bug, nor a boring issue, but a special trick which makes the music stable. Actually some notes can sometimes make the music unstable even if they are in tune with the playback. LodyOne could ignore this kind of note, but we think this would weaken the melodic lines. So LodyOne chooses to play them, and then replaces them with a more comfortable note if they last too long. The main difficulty there is that LodyOne doesn't know how you are going to play a note, especially when you will end it. Sometimes you can feel awkward because of a note. In this case, just react : stop it, and then play another one which will remove the tension in most cases .

Starting

Power up LodyOne by actuating the on/off switch located near the headphone plug. An orange light appears on the “shift” button located under the speaker. Actually, it’s not only a light, it’s also a button : it’s the « shift » button. By using it, you can start a playback, you can navigate through the playbacks, you can set the output level, and so on. In a word, this button allows you to manage all the parameters not directly related to the playing (in the sense of musical playing). It’s really easy. Push the shift button, and at the same time, press one of the eight keys, as you do on a computer to turn a lower case letter into an upper case one for instance.

Notice that if the involved key needs to be pressed several times (for example when you navigate in the playbacks list) hold the shift button when you press the key.

Fig.2 below describes the function of the eight keys in the « shift » mode :

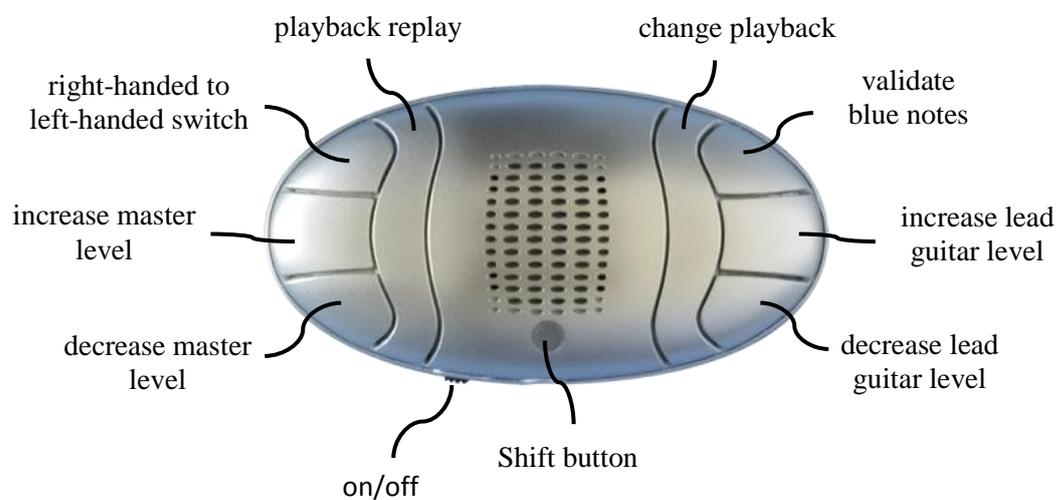


Fig.2

Here is how you have to use the eight keys in the « shift » mode :

Right-handed to left-handed switch :

At start, LodyOne is in the right-handed mode : the playing keys are on the right and the function keys on the left. When you press this key, LodyOne switches to the left-handed mode : the playing keys are on the left and the function keys on the right.

But always remember that the operating mode in the « shift » mode is the same for both right-handed and left-handed modes : the keys remain at the same location in both modes !

You can switch the « hand » mode anytime : that means that left-handed and right-handed players can play together.

Change playback :

The big transverse key on the right allows you to navigate in the playback list. Eighteen playbacks are available. It’s always the same playback which is on at start. Its title is « Welcome ». Once you have reached the last playback, the first one is played again. It runs like a cd player used in loop mode.

So, once you have powered up LodyOne, pressing this key in the « switch » mode is a good way to start the first playback.

Playback replay:

The big transverse key on the left allows you to replay the playback currently playing. This is interesting for two purposes. At first, the internal computing process uses a random number generator which is configured differently each time you replay a playback. Secondly, one part of the algorithm is available in five variants. Each of them develops a specific musical rendering which depends on your playing. The variant number changes each time you press the replay key, the first variant being chosen again after five replays. Perhaps you will feel better with one of the variants, and then you will always choose this one. Or perhaps you will use all the different variants with the aim of varying the feelings. Or perhaps you will have no idea of what is going on!

Finally, once you have powered up LodyOne, pressing this key in the « switch » mode is also a good way to start the first playback.

Increase lead guitar level :

Once the shift button is held, the lead guitar level, in fact what **you** are playing, goes up a step each time you press this key, up to its maximum level.

It's really interesting to modify this level : you will feel better if this level is higher than its standard level because you will hear more distinctly what you are playing, or on the contrary, you will prefer to play more in the background to have a more well-balanced mix. It's up to you. The gap between each step might seem very small, but it's the price to pay to find the precise balance you're looking for.

Decrease lead guitar level :

Once the shift button is held, the lead guitar level goes down a step each time you press this key, down to its minimum level.

Increase master level :

Once the shift button is held, the master level goes up a step each time you press this key, up to the maximum level. That means that both the playback level and the lead guitar level will increase.

Decrease master level :

Once the shift button is held, the master level goes down a step each time you press this key, down to the minimum level.

Validate blue note :

This key acts on algorithms, and then changes the color of the melodic line by using different notes, especially altered notes as those used in blues (blue notes). By pressing from one to three times this key in the « shift » mode, you increase the probability to make the blue notes appear. Press a fourth time and those notes are no more used.

Notice that when you replay a playback or ask for a new one, the algorithms are in the standard mode without any altered note.

ALWAYS REMEMBER that in both right-handed and left-handed modes, the functions associated with the keys in the « shift » mode are located at the same place. For example, the « right-handed to left-handed switch » is always located at the top left whatever the mode.

Finally, there is a key combination which allows tempo changes, no matter when. Almost all playbacks have been written with a high tempo in mind, and you can find them too fast when you play them for the first time. Or simply, you might want to play them at a different tempo, just because the musical feeling is very different. To change the tempo, hold the « increase master level » key, then hold the « shift » button, and press as many times as desired the «decrease lead guitar level» key to

slow down, or the «increase lead guitar level» key to speed up. The gap between each step is really small, because generally the tempo needs to be very finely tuned. So if you want to play a playback at a very different tempo, be patient : you will have to press the key a lot of times !

Note that when you replay a playback, the tempo turns back to the programmed one even if you changed it before.

If you start a playback without pressing any key afterwards, for example to listen to it and understand it, or because you left your session to do something else without turning LodyOne off, LodyOne will play four times the playback and then will switch automatically to the standby mode, to save the batteries power. To leave the standby mode, just press one of the eight keys, and LodyOne will resume the same playback, recalling your settings. But preferably power down LodyOne whenever you don't use it !

Note that the shift button is illuminated in the standby mode.

Discussion about the master level and your ears :

The master level is quite low at start, but it is normally sufficient to listen to LodyOne through headphones. Depending on the impedance and the efficiency of your headphones, you will perhaps have to modify the master level, but remember that it is not worth raising the level because your ear will be rapidly accustomed to this higher level, and you will be then tempted to raise the level again. Nevertheless, if you play loud, have breaks : your ears will rest a little bit, and above all, you will find the level much too high when you play again ! So you will decrease it...

The maximum level is intentionally limited, and is safe for most headphones available on the market today. Nevertheless, it's not a good reason to play loud.

Conversely, if you plug LodyOne to the input line of a hi-fi system, it is better to raise the LodyOne level up to its maximum instead of raising the level of your amplifier, because you will get a better sound quality.

You can also play by using the embedded speaker. Batteries life will be shortened then, but you might save some tiredness to your ears compared with headphones listening ! And besides, using the speaker will make your friends discover LodyOne !

Keys designation

Before we go any further, let us name each key in the playing mode (these are different names than in « shift » mode). The name of a physical key is not the same depending on if you are right-handed or left-handed.

The figure Fig.3 below names each key in the right-handed players configuration :

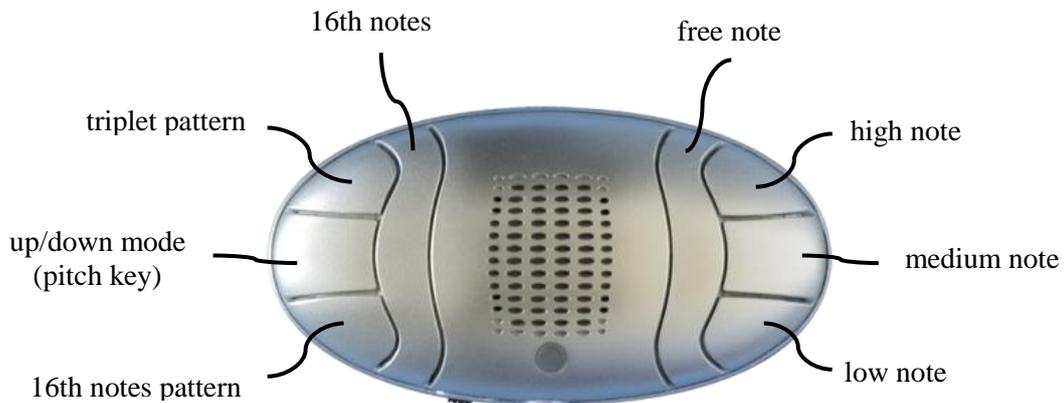


Fig.3

And the figure Fig.4 below names each key in the left-handed players configuration :

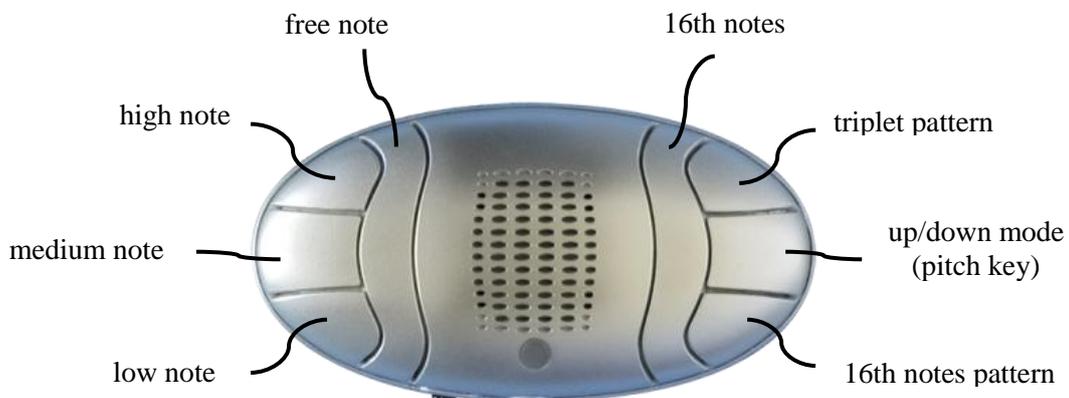


Fig.4

Let us add two other names issued from the combination of function keys :

- « scale mode » when the two keys « triplet pattern » and « 16th notes pattern » are pressed together;
- « repeated 16th notes » when the three keys « triplet pattern », « up/down mode » and « 16th notes pattern » are pressed together. Freaky combination isn't it ??

First steps in melody creation (a beginner's tutorial)

Start the first playback. Listen to it entirely to see (hear ?) what it will look like. Then press the high note key. You shall hear a high note. If you quickly release the key, the played note will stop immediately. Otherwise, the note will last as long as the key is held, except if it is held too long (in fact more than one second). In this case, it will stop by itself : this is because the lead guitar samples stored in the LodyOne memory are quite short (and are not looped when they are played). Just press the same key several times, try to catch the playback rhythm and to vary the length of the notes. You will hear that the height of the notes you have played varies, remaining in the high range. Congratulations, you have just created your first melody.

Proceed the same way using the medium note key, and then the low note key : the created melody will play in the medium range, and then in the low one.

Then, play some notes with the high key, then some others with the medium key, and play again using the high key. The height of your melody line evolves depending on which key is pressed : high range at first, then medium range, and finally high range again.

You now understand that you can develop a melody by using those three playing keys : the melodic line will evolve inside the full range of the guitar, following your rhythm and your fingers tastes and ability. You can include big melodic steps if you jump from the low to the high keys, and vice versa, or you can stay in a close range by pressing the same key, and then change to another one by changing key.

You can also use the fourth playing key, the free note key. In this case, LodyOne chooses the height of the notes for you. You are free to use this key, or not. You can for example use it most of the time, and from time to time move to one of the three other playing keys to change the global height of the melodic line. Or inversely, you can use one of the three keys, and then temporarily move to the free key to open the melody. It's up to you to choose your « strategy ». Just listen to feel what happens, then you will learn fast.

Note that a note played using the medium key can be lower than a note played using the low key, or that a note played using the high key can be lower than a note played using the medium key. Why ? It's because the boundaries between the three limited ranges vary over time and sometimes cross each other's range : that means that the lowest high note can be lower than the highest medium note !

Note also that you can sometimes feel uncomfortable with a note. LodyOne is supposed to always play in tune : then it's probably not because this note is a wrong one. This can mean two things :

Either the played note seems to be unstable :

We have chosen to make LodyOne play all the notes which are in tune at a given time; that is all the notes which fit a given chord in a given tonality. In return some notes seem unstable or out of place. Note that LodyOne sometimes changes those unstable notes by itself when they last too long.

Or the played note surprises you :

It's probably because you were waiting for another note ! It can happen for two reasons : you can be used to listen to music which doesn't use this kind of notes sequences, or you wanted your improvisation to take another direction (you had imagined something else).

In those two cases, you will see that you will learn to react. In other words, LodyOne will make you change your strategy in your improvisation... in the same way a musician changes what he had planned when he is wrong or is getting lost in his improvisation...

IMPORTANT REMARK :

In case you can't hear any note when you are playing even though you can hear the playback, it's probably because you changed by mistake the left-handed/right-handed mode. To verify, play on the left if you are right-handed, or on the right if you are left-handed. You shall then hear the notes you

play ! Go back to your matching mode by using the « right-handed to left-handed switch » key in the « shift » mode.

Take control of the melody (getting experienced)

The three low, medium and high keys allow you to choose the range of the played notes. If, for example, you have just played a note on the medium key, the following note if played on the high key will probably be higher than the first one. If you want to play another note which is higher than the last one, you will necessarily play the high key, but you are not sure about the result. You only know that this note will be in the high range. To summarize, you are not able to create an ascending or descending melody by only using those three keys. Ascending means the new note is higher than the last one and descending means the new note is lower than the last one.

LodyOne gives you two possibilities to play this way by combining function keys with playing keys.

The first one uses the « up/down mode » key. Holding the « up/down mode » key before pressing one of the three low, medium or high keys makes them working differently. Fig.5 illustrates this function for a right-handed player (black dot in Fig.5 figures the up/down function key) :

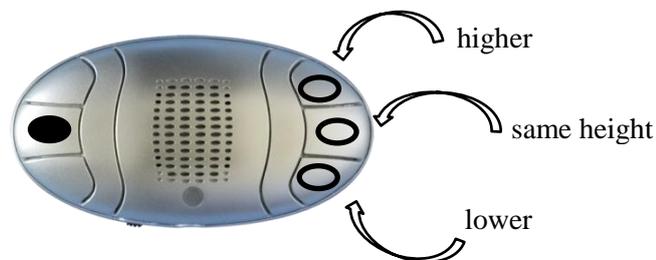


Fig.5

If you play a first note, and then hold the « up/down mode » key before playing a second note with :

The low key :

The new note will be lower than the last one unless this is the lowest note LodyOne can play. In this case, LodyOne will repeat the last note. The step between the last and the new note can vary.

The medium key :

The new note will be at the same height as the last one, that is LodyOne will repeat the last note. This note can nevertheless be modified after a chord change if it has an unstable character in this new chord. It will then be replaced by the closest stable note located just above or just under the last one.

The high key :

The new note will be higher than the last one unless this is the highest note LodyOne can play. In this case, LodyOne will repeat the last note. The step between the last and the new note can vary.

When you play in the up/down mode, the step between two following notes is more or less important, and you can't control it. You will probably like to play ascending and descending scales, that is melodic lines with the smallest in tune step between each note. Musicians often play this way when improvising. LodyOne allows this kind of playing : it is the second possibility to take control of the melody.

To enter in the « scale mode », hold both function keys « 16th notes pattern » and « triplet pattern ». Holding those keys before pressing the high or low key change the meaning of this key. Fig.6 shows this second option for a right-handed player:

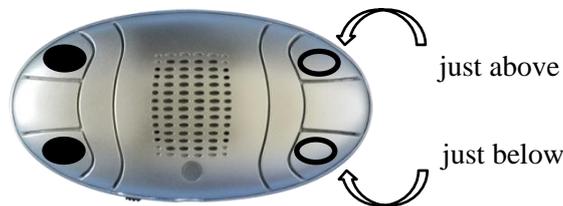


Fig.6

After playing a first note, hold the two pattern keys before playing a second note with :

The low key :

The new note will be just below the last one unless this is the lowest note LodyOne can play. In this case, LodyOne will repeat the last note. Just below means « the first note below the last one which is in tune regarding the current chord and tonality ».

The high key:

The new note will be just above the last one unless this is the highest note LodyOne can play. In this case, LodyOne will repeat the last note. Just above means « the first note above the last one which is in tune regarding the current chord and tonality ».

You can then insert ascending or descending scale patterns in your melody when you improvise.

Here is another example : if, holding both pattern keys, you press for instance two times the high key and one time the low key, and if you repeat this sequence, then your melody will go up step by step (in this example, if the note played before entering the « scale mode » is c : c, d e d, e f e, f g f, g a g, ...).

Note also that the medium key is not involved in the « scale mode ». Then if you hold both pattern keys, and then play a sequence pressing alternately the low and the medium keys, LodyOne will create a medium range note, followed by the note just below, then another medium range note, followed by the note just below, and so on. This is finally a strategy among others to create interesting melodic lines.

Play fast as a Guitar Hero does! (Here we are!)

You obviously noticed that guitar heroes are generally compelling performers playing outstanding speedy melodic lines. It's really difficult to play fast melodic lines using the playing keys of LodyOne, but however playing as fast as a speedy guitar hero is quite tempting. LodyOne offers you those extreme sensations thanks to the « 16th notes » function key.

How does it run ?

It's easy : LodyOne will play two notes when you play only one. But it plays them in a specific way : the first note, the one you have triggered pressing a playing key, is followed by an automatically generated note a 16th note after. What is a 16th note ? It's a note whose duration is four times as small as a quarter note, a quarter being the beat in most of LodyOne's playbacks. The duration of the beat depends on the tempo. If ever you tap your foot when you listen to the playbacks, there is every chance that you will tap to the beat. Understand then that you have to tap four times faster to catch the sixteenth notes...Gasp !

How can you use this feature ? Just hold the « 16th notes » key, and then press one of the four playing keys. You will hear two close notes, and the second one will last as long as you hold at least one of the two keys, or will stop itself if ever you hold one or both keys too long.

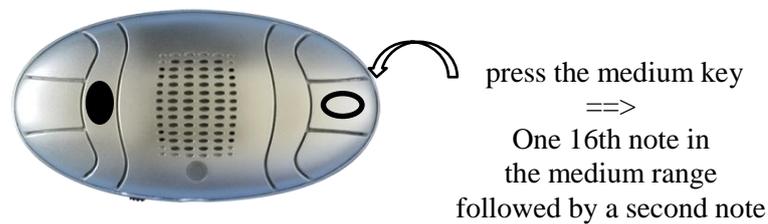


Fig.7

How can you include 16th notes in your improvisation ? You have at least two options :

Play appoggiaturas :

An appoggiatura is a grace note : it's a very short note played before a « standard » note. Imagine you are playing a sequence of notes, including quarter notes (notes played at the tempo), 8th notes (notes played at twice the tempo) and half notes (notes played at half the tempo). At a given time, you hold the « 16th notes » key, then you press one of the playing keys afterwards you release the « 16th notes » key : the note you played is divided in two notes, the first of which is short (it lasts one 16th note time). What you have done is inserting an appoggiatura in your full melodic line. What is difficult there is to succeed in holding and releasing the « 16th notes » key at the right time, otherwise the rendering will be a little bit muddled.

Play sixteenth notes sequences :

A 16th notes sequence is a set of consecutive 16th notes : all notes are 16th notes and there is no silence between them. The « 16th notes » key allows you to get two notes from playing one, the first one being one 16th note long. To get a 16th notes sequence, the automatically generated note must also last one 16th note : the whole duration of the two notes is then one 8th note. That means that if you play on the playing keys twice the tempo while holding the « 16th notes » key, in other words if you play 8th notes, each 8th note will be replaced by two 16th notes, and you will finally play a sequence of 16th notes ! The sequence duration depends on how long the « 16th notes » key is held. What is difficult there is to press regularly the playing keys in such a way that all the created 16th notes have the same length, otherwise the sequence will be out of rhythm.

This may sound a little bit tricky at first...but it will be much easier with LodyOne in your hands and the music in your ears ! Everything will finally set up instinctively. Remember that you can slow down the tempo : it will be easier to understand how to synchronize your fingers.

When you play long 16th notes sequences, just think to change from time to time the range of the notes, in fact change the playing key. And try this spectacular combination the guitar heroes will envy you : play alternately the low and the high keys. The musical result is really interesting.

Take control of the sixteenth notes (Expertise is just round the corner)

As in an improvisation without any 16th note, the low, medium and high keys allow you to choose the range of the generated notes when you play a 16th notes sequence. But you might also want to make the height of the sequence vary, for example in an ascending or a descending way.

LodyOne gives you three possibilities to play in this way by combining function keys with playing keys, but also by combining function keys together.

The first one uses the « up/down mode » and « 16th notes » keys. Holding those two keys together modifies the behaviour of the algorithm used to generate 16th notes. Fig.8 illustrates this first option for a right-handed player:

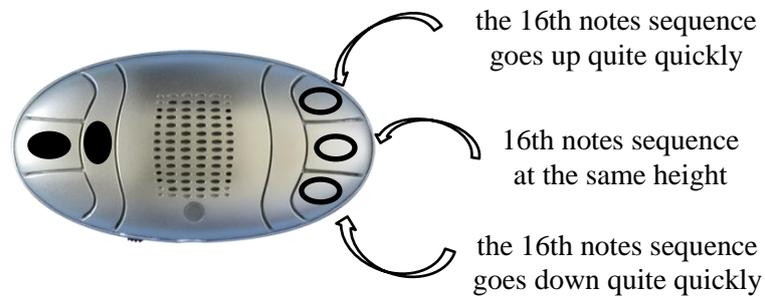


Fig.8

If you play the high key:

The 16th notes sequence will begin with a higher note than the last one, and will globally move in a quite fast ascending way towards the high range, but will never go higher than the highest note LodyOne can play. « Globally » means that each note is not necessarily higher than the one before, but that the range of the sequence on the whole becomes higher.

If you play the medium key:

The whole 16th notes sequence will be at the same height as the last note played. This note can nevertheless be modified automatically after a chord change if it has an unstable character in this new chord. It will then be replaced by the closest stable note located just above or just under the last one.

If you play the low key:

The 16th notes sequence will begin with a lower note than the last one, and will globally move in a quite fast descending way towards the low range, but will never go lower than the lowest note LodyOne can play. « Globally » means that each note is not necessarily lower than the one before, but that the range of the sequence on the whole becomes lower.

For sure you can play alternately the low and high keys to make your sequence evolve as you like. For example, play two times the high key, then one time the low key, and so on, or use any other even or uneven pattern.

The second possibility combines the « scale mode » (you get it by holding both pattern keys) with the « 16th notes » key. Holding those three keys together modifies the behaviour of the algorithm used to generate 16th notes. Fig.9 shows this second option for a right-handed player:

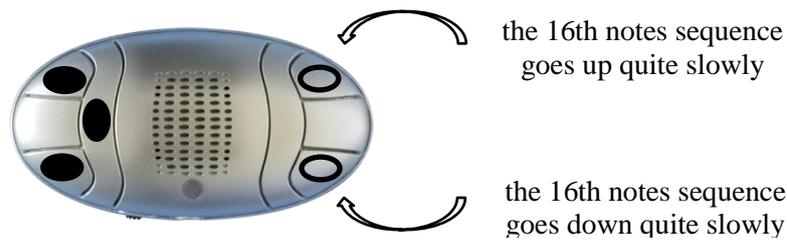


Fig.9

If you play the high key:

The 16th notes sequence will begin with a higher note than the last one, and will globally move in a quite slow ascending way towards the high range, but will never go higher than the highest note LadyOne can play. « Globally » means that each note is not necessarily higher than the one before, but that the range of the sequence on the whole becomes higher.

If you play the low key:

The 16th notes sequence will begin with a lower note than the last one, and will globally move in a quite fast descending way towards the low range, but will never go lower than the lowest note LadyOne can play. « Globally » means that each note is not necessarily lower than the one before, but that the range of the sequence on the whole becomes lower.

In this mode, playing alternately the low and high keys to make your sequence evolve as you like is less efficient than in the first possibility described above figure Fig.8, but you can use it if you want.

Note that the medium key is not involved in this mode: holding the three function key while playing this key only generates 16th notes in the medium range.

The third possibility uses the « repeated 16th notes » mode (you get it by holding together the « triplet pattern » key, the «up/down mode » key and « 16th notes pattern » key). Holding those three keys together modifies the behaviour of the algorithm used to generate 16th notes. Fig.10 shows this third option for a right-handed player:

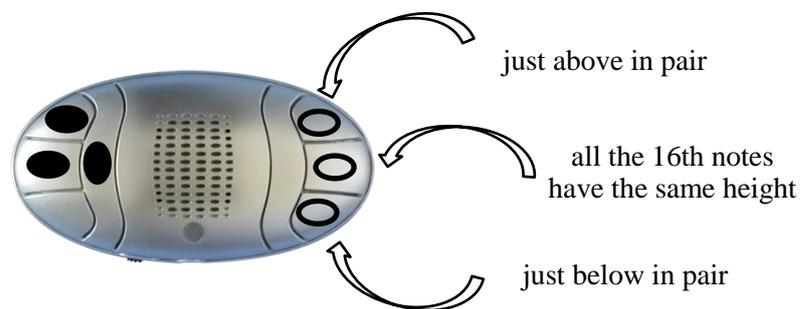


Fig.10

What happens in this case ?

Whatever the playing key you could press (excepted the « free note » key !), the two generated 16th notes have the same height. If you play the high key, the two generated 16th notes move one degree up in the current scale. If you play the low key, it's the opposite: the two generated 16th notes move one degree down in the current scale. If you play the medium key, the height doesn't change, except if it becomes wrong after a chord change. But remind that in this third option unstable notes are not replaced.

In this mode, you can develop interesting soli by generating even patterns with the playing keys. As an example, if you play alternately the low and medium keys, a 16th notes sequence will be generated that moves one degree down every four notes. Just try it !

Use pattern and repeat them ...or not (Almost a pro by now)

You want your soli to be even more realistic ? LodyOne gives you the opportunity to include 16th notes or triplet patterns.

What is a pattern ?

A pattern is a group of notes linked together in a specific way, this group being generally repeated, or looped, one or several times. For example, the four notes group « c d e f » arranged in four 16th notes is a pattern. Repeating this pattern gives the following sequence of 16th notes : « c d e f / c d e f... ». Guitarists often include typical patterns of the electric guitar in their soli. They repeat them, move them up and down, and so on. For example, moving the pattern « c d e f » one degree up gives the sequence « c d e f / d e f g / e f g a ... ».

LodyOne offers two kind of patterns : 16th notes patterns and triplet patterns (a triplet is a group of notes of equal length whose whole duration is a quarter note, then a beat in most of LodyOne playbacks), on which you can act as soon as you have launched them.

16th notes patterns and triplet patterns work the same way. So let's take hereafter 16th notes patterns as an example. To start a 16th notes pattern, hold the « 16th notes pattern » key and then press one of the four playing key. Fig.11 illustrates this function for a right-handed player:

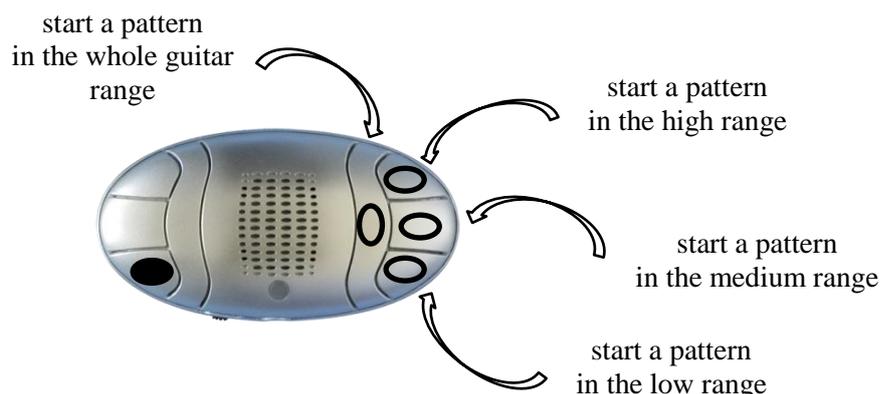


Fig.11

Once the pattern is launched, you can release the playing key. The pattern loops until you release the « 16th notes pattern » key. In other words, the pattern stops if and only if you release this key. The global height of the pattern can slightly change during the time it is looping : this only happens after a chord change and only if the pattern is globally unstable regarding the new chord.

When you choose to stop the pattern, LodyOne completes the current loop off. For example, if LodyOne is playing the second note at the moment you stop the pattern, it continues to play the third and the fourth notes. It then plays an additional note just after the pattern : this is what guitarists usually do when they finish a pattern. Actually, a four 16th notes pattern generally starts on the beat. If it is stopped on its fourth note, the stop point is just before and not on the beat, which is quite unstable rhythmically. Adding a last note on the beat makes a steady conclusion to the pattern. This steady conclusion is strengthened by the fact that the added note is also stable regarding the current chord, thanks to LodyOne. Which means both stabilities are respected: rhythmic and harmonic.

There are nevertheless two methods to stop a pattern :

You release firstly the playing key:

LodyOne then chooses the added note and its length.

You release firstly the function key:

LodyOne then chooses the added note and you choose its length by releasing the key when you want to.

In fact, there are some other methods !

It's true that you choose the range of the pattern by playing the low key, the medium key or the high key holding the « 16th notes pattern » key, but holding one of the low, medium or high keys when releasing the « 16th notes pattern » key will allow you to choose the range of the added concluding note. For example, imagine you want to start a pattern on a low note and conclude it on a high note. Here is how to proceed :

- 1) hold the « 16th notes pattern » key and then press the low key. The pattern starts and loops ;
- 2) release the low key, and then press the high key. The pattern continues to loop ;
- 3) release the « 16th notes pattern » key : the pattern completes its current loop, and then a concluding high note is played ;
- 4) release the high key : the concluding note stops.

Fig.12 illustrates those different steps:

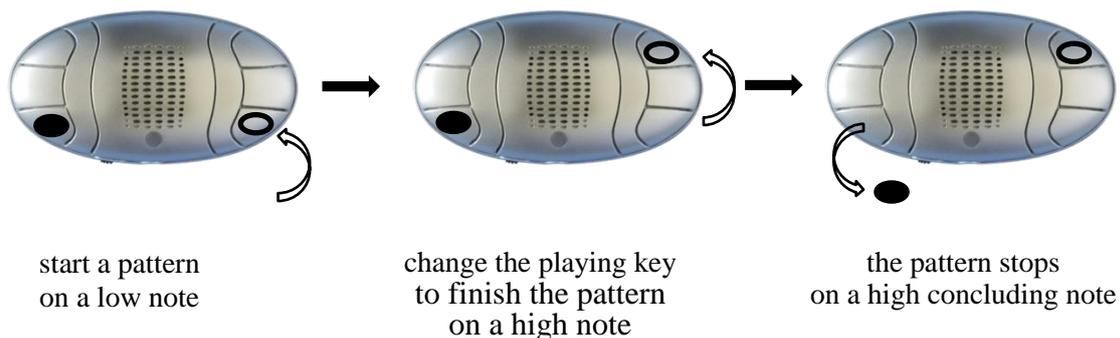


Fig.12

You will get all the different combinations using the three playing keys : start on a high note and conclude on a low one, start on a medium note and conclude on a high one, and so on.

Make patterns move around (We said almost a pro!)

LodyOne allows you to make a pattern move around once it has been launched. That means that you can make it move up or down in the full range of the guitar. In fact, the pattern will move in its whole one degree higher or one degree lower each time it restarts a loop. What we call a loop is the repetition of the four notes of the pattern (or of the three ones if it's a triplet pattern). By extension, the first loop is got when you launch the pattern. It's once again all about function keys combinations. Once a pattern has been launched, you can make achieve following :

Move towards the high range :

hold the « up/down mode » key first and then the high key, or hold the high key first and then the « up/down mode » key, no matter the order. The only thing requested is that both keys must be held before the end of the current loop!

Move towards the low range :

hold the « up/down mode » key first and then the low key, or hold the low key first and then the « up/down mode » key, no matter the order. The only thing requested is that both keys must be held before the end of the current loop!

For example, if a right-handed player starts a pattern and wants to make it move up towards the high range :

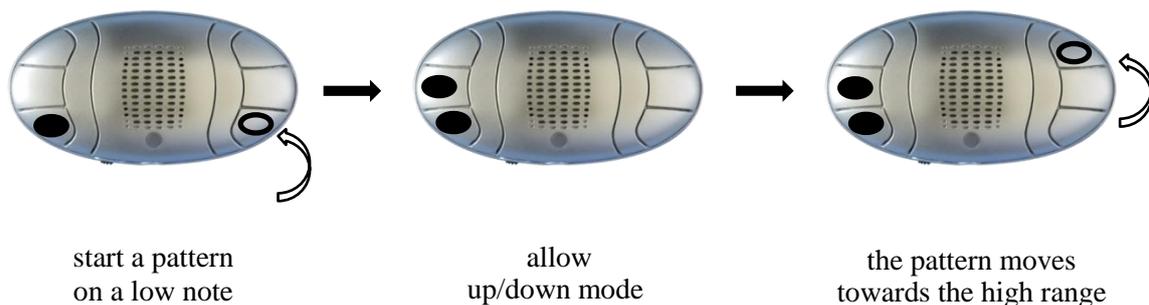


Fig.13

You can of course change the moving direction of a pattern : towards the high range, then towards the low range, towards the high range again, and so on. What you have to do is holding both « up/down mode » and « 16th notes pattern » keys, and pressing the low or high key before the end of the loop which comes before the height change.

The « up/down mode » key can also be used to choose the concluding note. We saw above that you can choose the range of the concluding note. You can also choose the concluding note to be just above, or just below or the same as the last note of the pattern itself, if ever the harmonic rules are respected. For example, imagine you have launched a pattern in the medium range, and you want the concluding note to be just below the last note of the pattern. Here is how you have to proceed :

- 1) hold the « 16th notes pattern » key and then press the medium key. The pattern starts in the medium range and loops ;
- 2) release the medium key, and then press the low key. The pattern continues to loop ;
- 3) release the « 16th notes pattern » key and press the « up/down mode » key : the pattern completes its current loop, and then a concluding note is played which is just below the last note of the pattern.
- 4) release the low key : the concluding note stops.

Actually the order you press the low key, release the « 16th notes pattern » key and press the « up/down mode » key doesn't matter: what is important is that everything must be done between the beginning and the end of one pattern loop ! Not so easy... If this is not the case, LadyOne will simply do something different from what you have planned. For example, suppose you carried out point 1) and 2) above, then you hold the « up/down mode » key, and finally you release the « 16th notes pattern » key too late. What will happen ? The pattern will go down one degree in the current scale, LadyOne will play one loop, and then will conclude on a stable note just below the last note of the pattern. It is not so serious... If you want at all costs to succeed in what you try, the best is to play at reduced tempo at first ! Remember also that we designed large keys for LadyOne to allow your fingers to slide on them, instead of lifting, moving , and pressing a new key. Sliding your fingers helps in a greater dexterity and there's nothing over practice to improve it!

The « up/down mode » key can finally be used in the choice of the first note of the pattern. If you hold the « up/down mode » key before pressing :

The low key :

The first note of the pattern is just below the last played note.

The medium key :

The first note of the pattern is at the same height as the last played note, excepted if this note doesn't follow the stability criterias of the chosen pattern to be played. In this case, the pattern will start on the closest note following those criterias.

The high key :

The first note of the pattern is just above the last played note.

Link the patterns together (just some more tricks!)

Lodyone allows you to link patterns together. It is really interesting to link them together before they loop, or to link them together moving up or down. Let us see how to link patterns together.

You have first to start a pattern as explained above, and then to release and press again the « 16th notes pattern » key. What is difficult there is to do both things inside the same loop of the pattern otherwise it will stop ! The best is to play slowly at first if you really want to control this chain ; or just dive in, you will soon succeed in doing it ! Fig.14 illustrates those different steps:

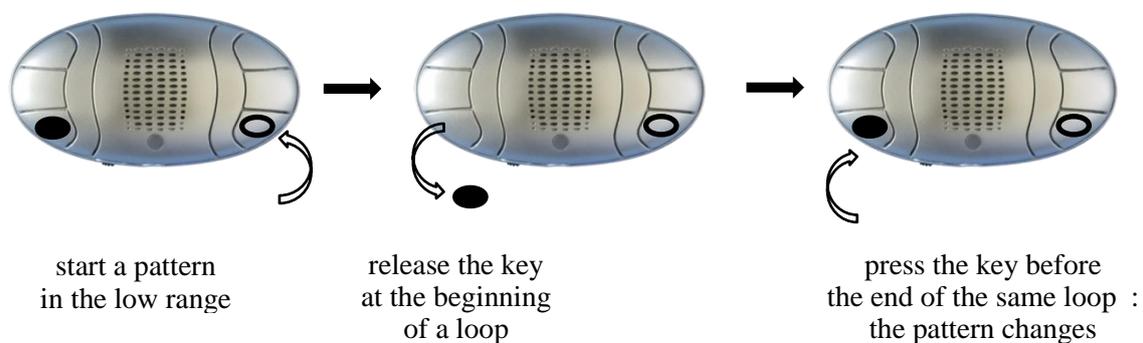


Fig.14

In this example, the low key is held : the linked pattern will then be located in the low range as the first one. If you had released this key to press the high key for example, the linked pattern would have been located in the high range.

You can also release the playing key when linking patterns: LodyOne will then choose the range of the linked pattern for you. In this case, the range of the linked pattern is chosen to limit the step size between the two patterns, which means that you get a realistic melodic line a guitarist can (perhaps...) play !

If you don't want the patterns to loop when you link them together, you have to release and press again the « 16th notes pattern » key at the rhythm of the beat, but just before the beat...

As we said above, you can link the patterns together in an ascending or descending way. Just combine the two « 16th notes pattern » and « up/down mode » function keys. For example, suppose that you have started a pattern in the high range and that you want to chain it with lower and lower range patterns, here is how you can do it :

- 1) hold the « 16th notes pattern » key and then press the high key. A pattern starts in the high range ;
- 2) release the high key, and then hold the low key ;
- 3) hold the « up/down mode » key ;
- 4) release and press again the « 16th notes pattern » key within the same loop of the pattern ;
- 5) repeat point 4) when you want to chain a new pattern. Note that as both « up/down mode » and low keys are held, a pattern will move towards the low range whenever it loops ! By now you should know how to do if you want to avoid this situation !

Fig.15 illustrates those different steps for a right-handed player:

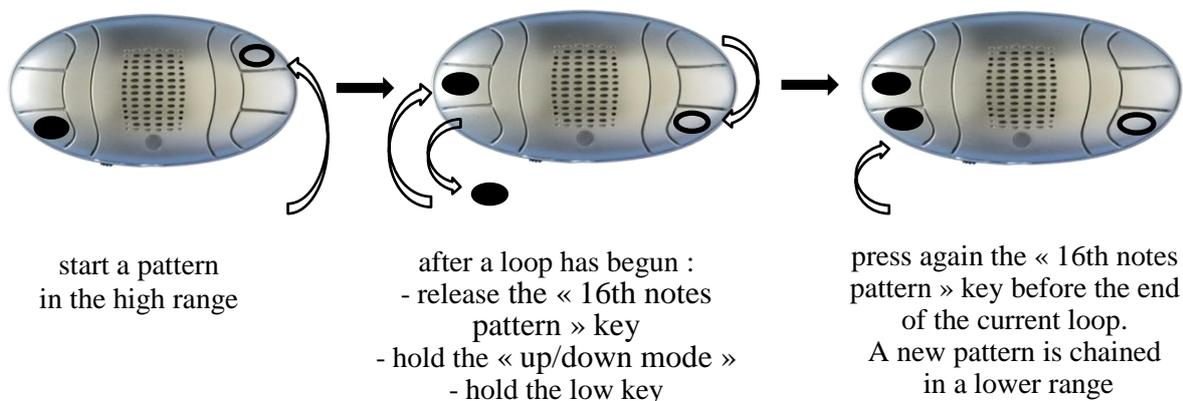


Fig.15

Actually the order of points 2) to 4) above doesn't matter when you want to link patterns together at the rhythm of the beat (which means that each pattern is played once) : what is important is that those three points are executed between the begin and the end of the pattern !

You can of course link triplet patterns and 16th notes patterns together and vice-versa.

IMPORTANT ADVICE : include non-looping triplet patterns in your soli. Actually it is a little bit difficult to play triplets with LodyOne, the best is then to use a triplet pattern instead of a triplet build with the playing keys.

Last remarks (LodyOne provides plenty of capabilities from beginners to skilled musicians)

You will probably invent your own way of playing LodyOne. You will discover how to add feeling to your soli using your own « tricks ».

Sweeping :

You might include a sweeping part in your solo (sweeping is a guitar playing technique used to play very quickly a sequences of notes. It consists in a sweeping motion of the pick combined with a matching fingering on the neck ! The result is a kind of very fast and fluid arpeggio. Internet is a good place to find some pieces of information in case you are interested in the sweeping technique. It was first used by some jazz guitarists in the ... 1940s ?). You can try to come close to this technique with LodyOne : hold the « 16th notes » key and quickly sweep your thumb over the four playing keys.

Would translate for a right-handed player in Fig.16 as :

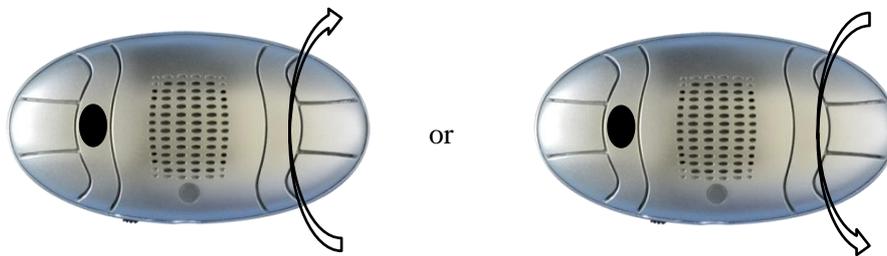


Fig.16

Playing legato :

You can play legato, which means that the notes are played without separation. How can you do that ? Play a note, for example by using the low key, hold this key, and then play notes using the three other playing keys : each played note continues to sound even if you release the associated key (but continue to hold the low key !), and stops only if you press again one of the three available playing key (excepted if you wait for a too long time : the note will then stop itself). The result is a melodic line made of tied notes.

Last note:

LodyOne doesn't enable to use audio playbacks (for example in wav or mp3 formats). Playbacks are a kind of encoded scores played through a sample player. Sure the audio quality is a little bit lower (the only way to get a great sounding rhythm guitar part is ... recording it in the audio format !), but doing like this brings one irreplaceable advantage : the LodyOner can choose the tempo of each of the playbacks, either to practise or because he prefers a specific tempo for a tune... which is quite impossible in the audio domain ! You will also notice that the drums parts are often in the foreground : it's to give some help to non-musicians in catching the rhythm. But do they really need it...?

Please contact us at info@techlody.com if you have any question or remark, or if you want to speak about your experience with LodyOne. This will help us improving the next version of LodyOne.