

# CEOL MOR

Software & Publishing Ltd

**Welcomes you**

... to

**PiobMasterPro**

In keeping with all Windows© Office style programs, the various options and toolbars can be altered and arranged to suit the way the user wants to work. For more information on this, see "[Hints on the Office style interface](#)".

Ceol Mor Software & Publishing Ltd's home page can be found at [www.ceolmor-software.com](http://www.ceolmor-software.com)

# Introduction

Thank you for purchasing PiobMasterPro - a new product from Ceol Mor Software Ltd. PiobMasterPro allows you to create or edit a musical composition for the Highland Bagpipe. PiobMasterPro is an easy-to-use application, but produces professional results. In keeping with all Windows© Office style programs, the various options and toolbars can be altered and arranged to suit the way the user wants to work. For more information on this, see "[Hints on the Office style interface](#)".

The key features of PiobMasterPro are:-

- Powerful user interface to allow positioning of text, music and images anywhere on the page
- Simple user interface to define Musical Structure for composition
- Multiple document interface
- Multi-part support for tunes with harmonies, up to six parts.
- Real pipe sound playback
- Samples from the Highland Bagpipe, Practice Chanter or Small Pipes in four separate keys
- Printing based on WYSIWYG
- Drag and Drop facility for Notes, Doublings and Embellishments and Piobaireachd Movements

Ceol Mor Software & Publishing Ltd's home page can be found at [www.ceolmor-software.com](http://www.ceolmor-software.com)

## **Minimum System Requirements**

Intel Pentium P4

Windows XP, Vista or Windows 7

16 Mb RAM

10 Mb Disk Space

A 32-bit soundcard

SVGA or better video system

## **A Note on Intellectual Property**

Complex computer programs created with a good deal of hard work by individuals and companies, are valuable intellectual property and are protected by trademark, copyright, and patent laws. The details and extent of this protection varies in different countries, but the basics are as follows:

**Copyright:** Computer programs are copyrighted. This happens automatically as soon as the program is written. Further rights may be secured by registering the copyright.

**Patent:** Some applications, if they are distinctive and unusual enough, may be granted a design patent. Only the patent holder or licensees may use this design.

# piobmasterpro: layout

PiobMaterPro has been redesigned with a modern layout look and feel. Important differences from PiobMaster 2.3 are :-

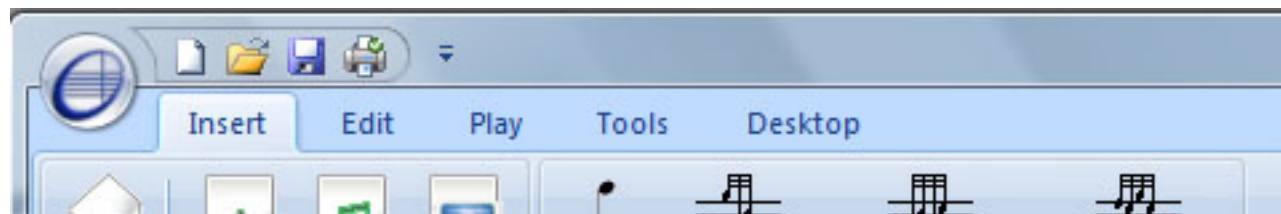


● The "Ceolmor" button. This custom button contains the functionality to Create, Load, Save and Print PiobMaster documents. It also contains "Page Setup" functionality and the "Recent Documents" list.



● The "Quick Access" toolbar. This toolbar can be [customised](#) to contain the function buttons that the user requires.

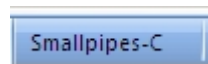
● Function "Tabs" and related button "Ribbons". "Insert", "Edit", "Play", "Tools", "Desktop"



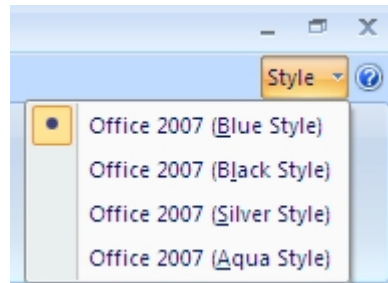
● Zoom function that allows the user to determine the zoom factor at anytime.



- Instrument display which displays the current instrument that has been selected for playback.



- Style display which offers the user different colour displays for PiobMasterPro.

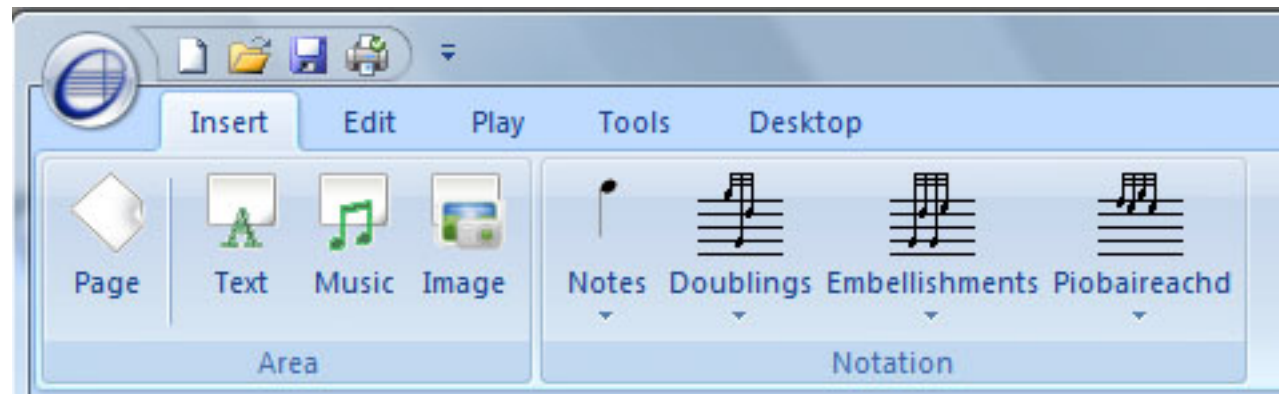


## insert: tab

PiobMasterPro offers the user the ability to insert pages, text, music and image objects. These objects are the "building blocks " of a PiobMasterPro document. They can be inserted and placed in any location on the PiobMasterPro document page. The size of each object is determined by the user, were the user actually draws the size of the object on the page.

This tab area is also were the user enters all the required notes, doublings, embellishments and movements required in a tune

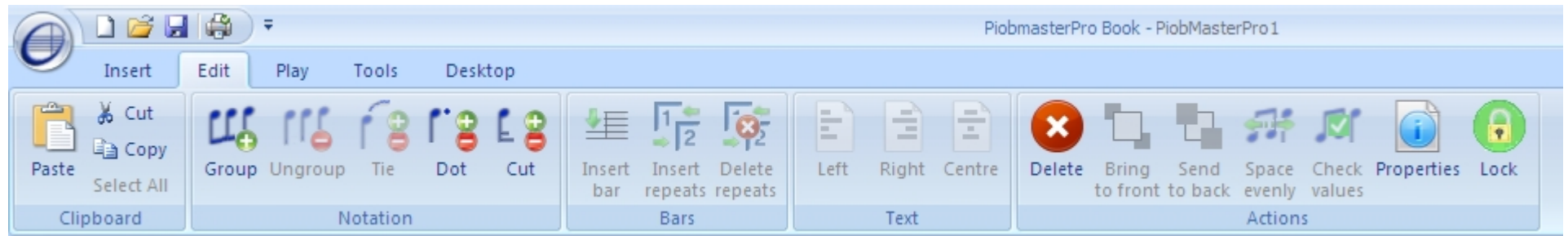
They can be accessed from the Area & Notation ribbons under the Insert tab.



# edit: tab

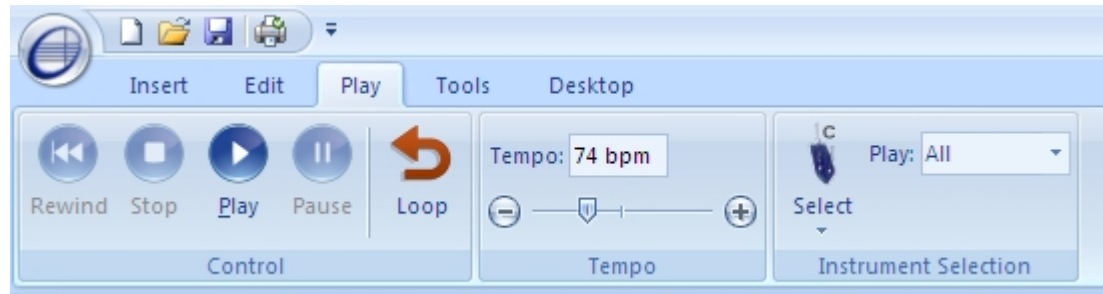
PiobMasterPro offers the user the ability to edit all aspects of a PiobMasterPro document. The desired item or object is selected by the user, after which the editing functionality within the Edit tab becomes enabled.

The specific editing functionality can be accessed from the Clipboard, Notation, Bars, Text & Actions ribbons under the Edit tab.



## play: tab

PiobMasterPro Player will playback all or part of a tune if required using the Rewind, Stop, Play or Pause buttons. It can also begin playback from the start of a bar as selected by the user. The playback can be placed on a continuous loop if required.



The tempo of the playback can also be selected as required. This is especially useful when learning a new tune.

PiobMasterPro offers the choice to the user for Highland Bagpipe, Practice Chanter and Small Pipes samples. The small pipes are available in the key of Bb, A, C, D.

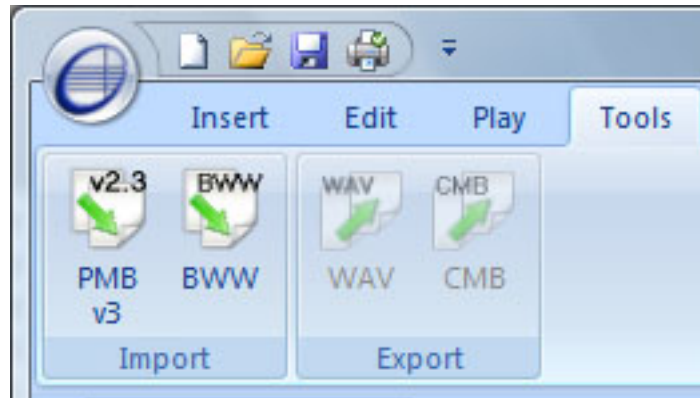
If a tune has multiple parts, such as 2nd's or 3rds', the user can select all parts or just the required part to be played.

Playback functionality can be accessed from the Control, Tempo & Instrument Selection ribbons under the Play tab.



## tools: tab

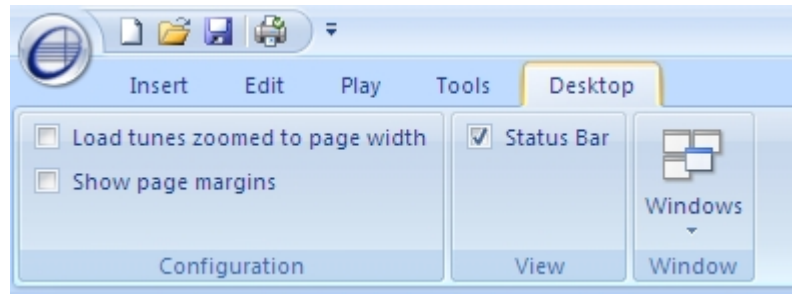
PiobMasterPro offers the user the ability to import and export different file formats into and out of PiobMasterPro documents. Supported Import formats are PiobMaster 2.3(.pio), Bagpipe Music Writer(.bmw) and Bagpipe Music Writer Gold(.bww) documents. PiobMasterPro also includes functionality to export PiobMasterPro to other file formats. Supported formats are Wave file (.wav). Ceol Mor Book (.cmb) file format is an in-house export utility only accessible by Ceol Mor Software & Publishing Ltd



This functionality can be accessed from the Import and Export ribbons under the Tools tab.

# desktop: tab

PiobMasterPro offers the user the functionality to alter the display and layout of PiobMasterPro document. Page width, page margins, status bar and Window selection options are all available



The specific editing functionality can be accessed from the Configuration, View & Window ribbons under the Desktop tab.

To display PiobMasterPro Documents side by side, open 2 or more documents, then click on the document tab and drag it down into the editing area.

PiobMasterPro - glasgowpolice.pmb


Insert Edit Play Tools Desktop Style

Load tunes zoomed to page width  Status Bar  
 Show page margins


Configuration View Windows Window

Morag Macneil.pmb x glasgowpolice.pmb x

**Morag Macneil**  
*March* composed for Morag Macneils - 90th birthday

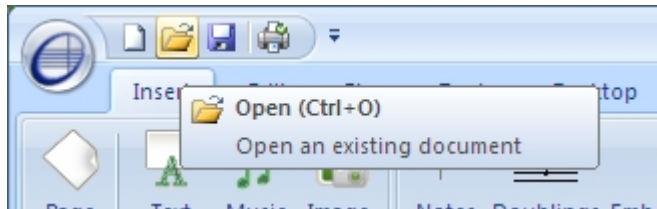


**Glasgow City Police Pipe**  
Traditional, Jig with Seconds

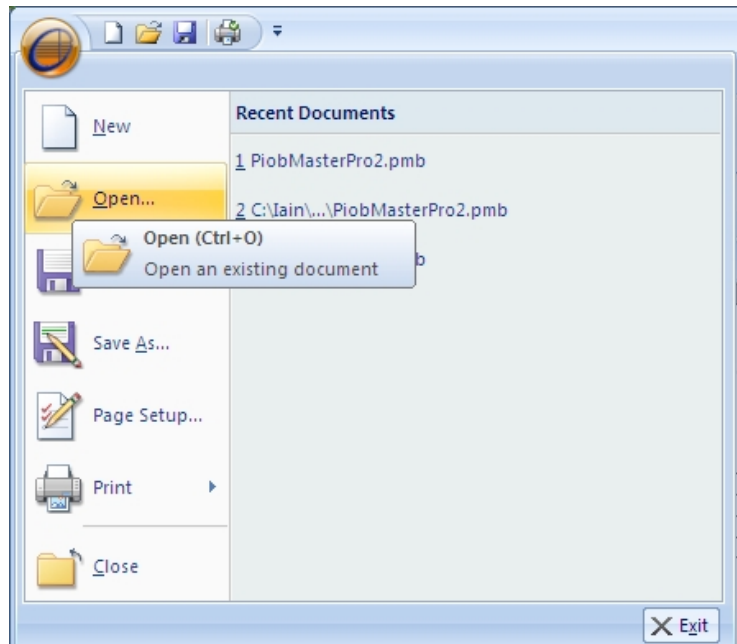


# document: open a Piobmasterpro document

- To *OPEN* a PiobMasterPro document, either click the open button in the Quick Access toolbar



- or click the Ceolmor custom button and select OPEN from the menu. Documents can also be opened from the "Recent Documents" List

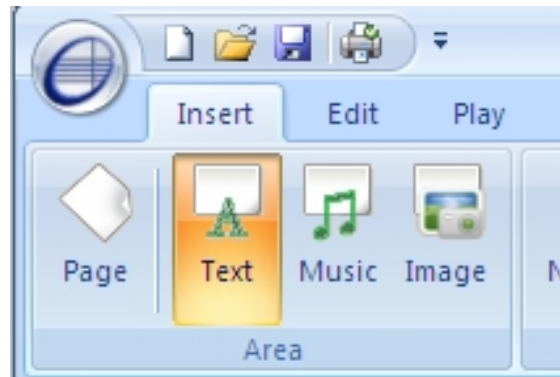


# piobmasterpro: document setup overview

PiobMasterPro offers the user the ability to define the document setup options, such as orientation, margins and the printer to be used for the PiobMasterPro document. ( Paper size can be set within the Printer properties)

PiobMasterPro then offers the user the ability to insert pages, text, music and image objects. These objects are the "building blocks " of a PiobMasterPro document. They can be inserted and placed in any location on the PiobMasterPro document page. The size of each object is determined by the user, where the user actually draws the size of the object on the page.

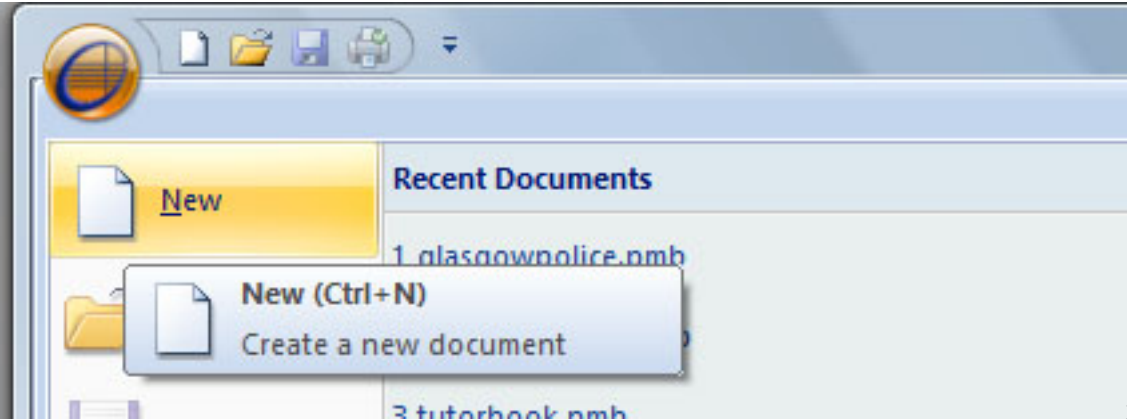
They can be accessed from the Area ribbon under the Insert tab.

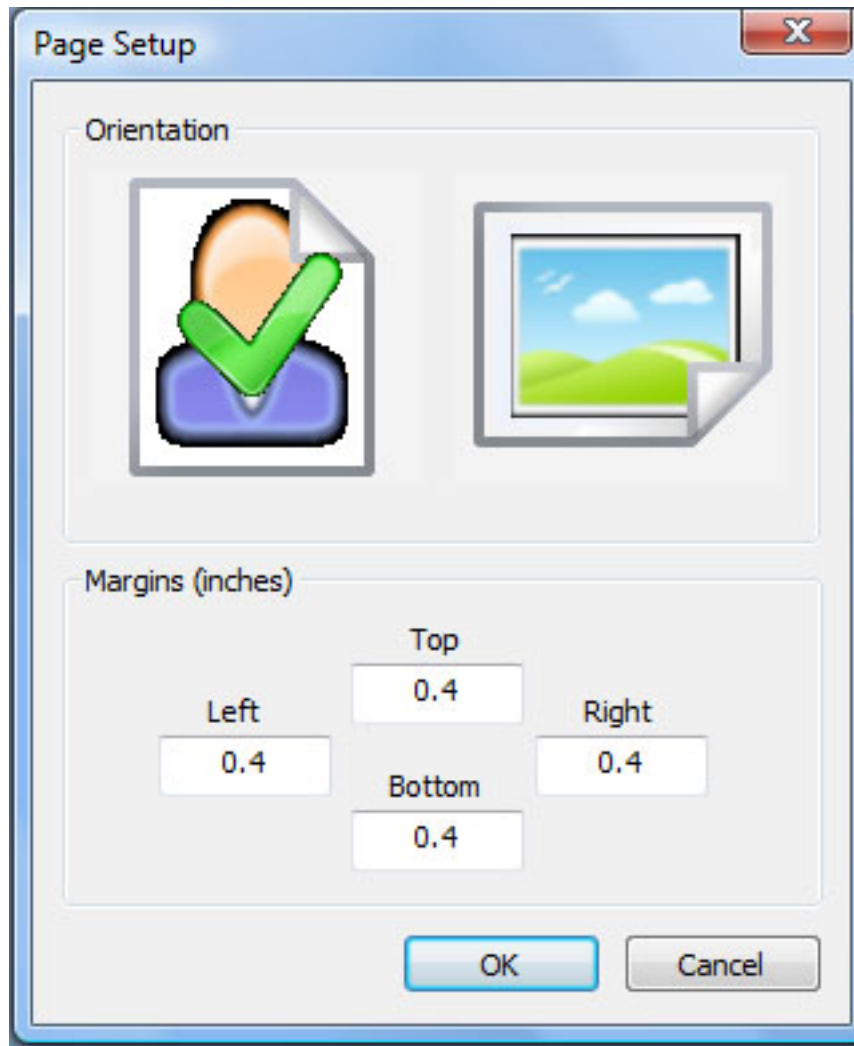


# document: orientation

To select the initial orientation of the new PiobMasterPro document....

- Click on the "Ceolmor"  button.

- Click on "New"  menu item.

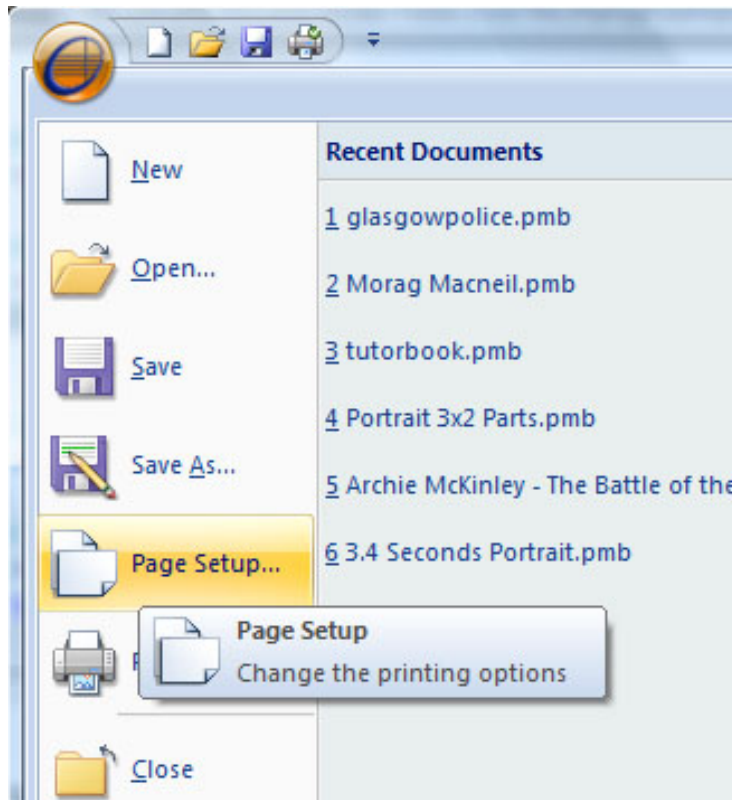


- The Page Setup window appears
- Select either "Portrait"(default) or Landscape" for the page orientation

# document: changing orientation

PiobMaterPro allows the user to change the orientation of the PiobMasterPro document at anytime.

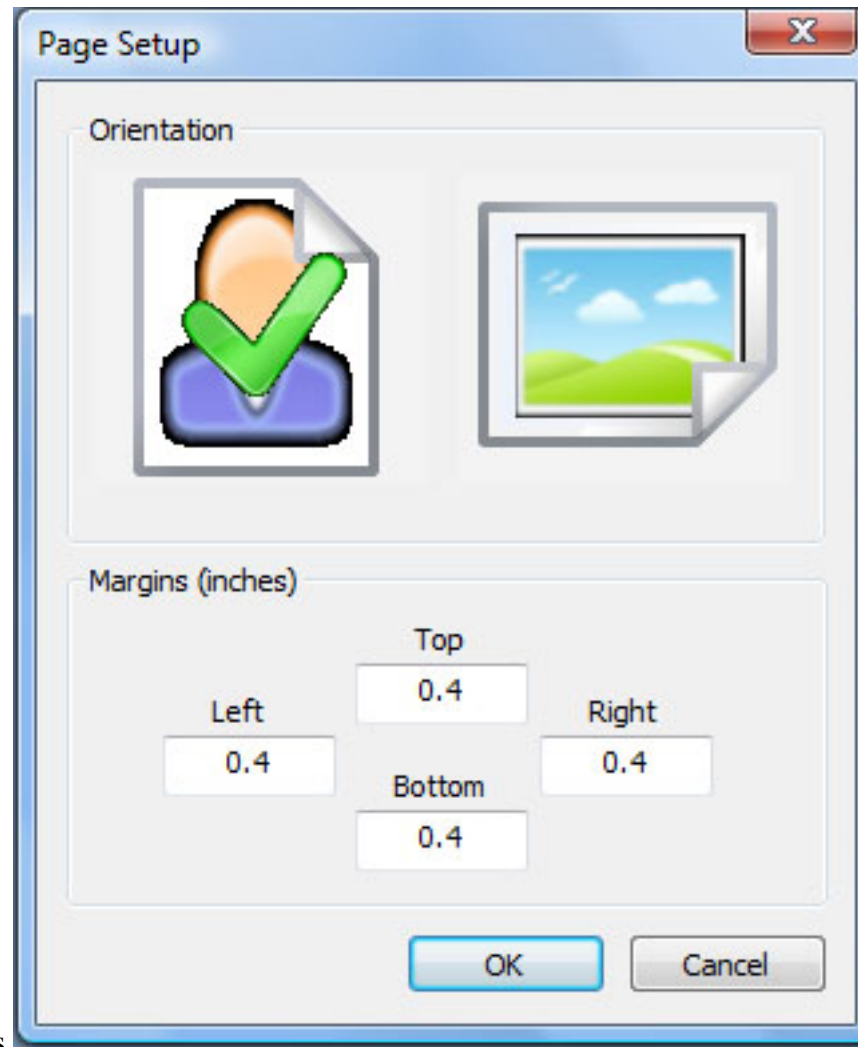
- Click on the "Ceolmor"  button.



- Click on "Page Setup"

menu item.



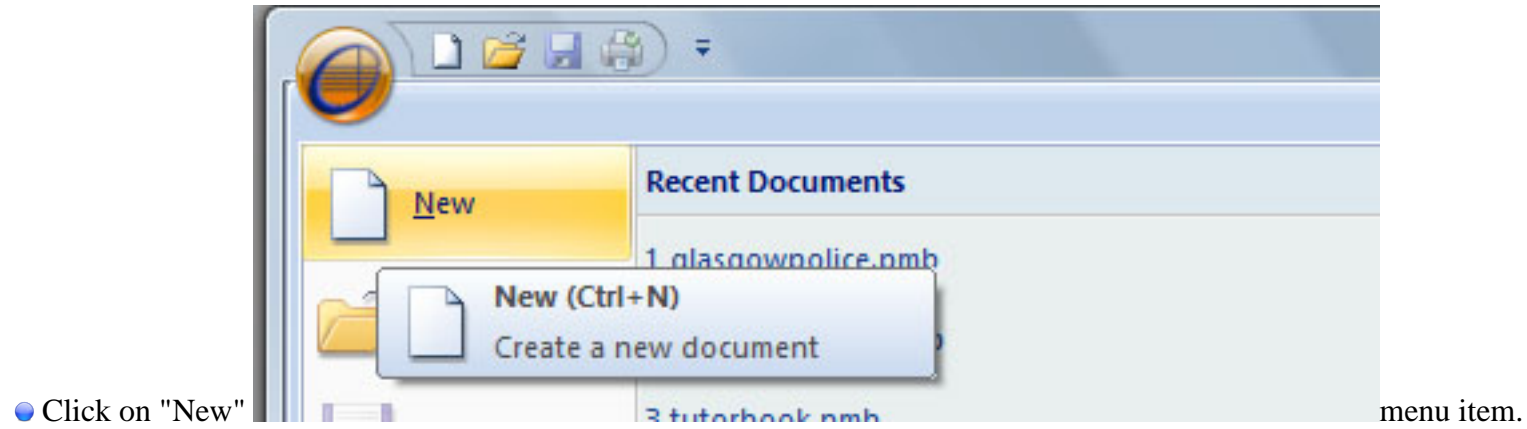


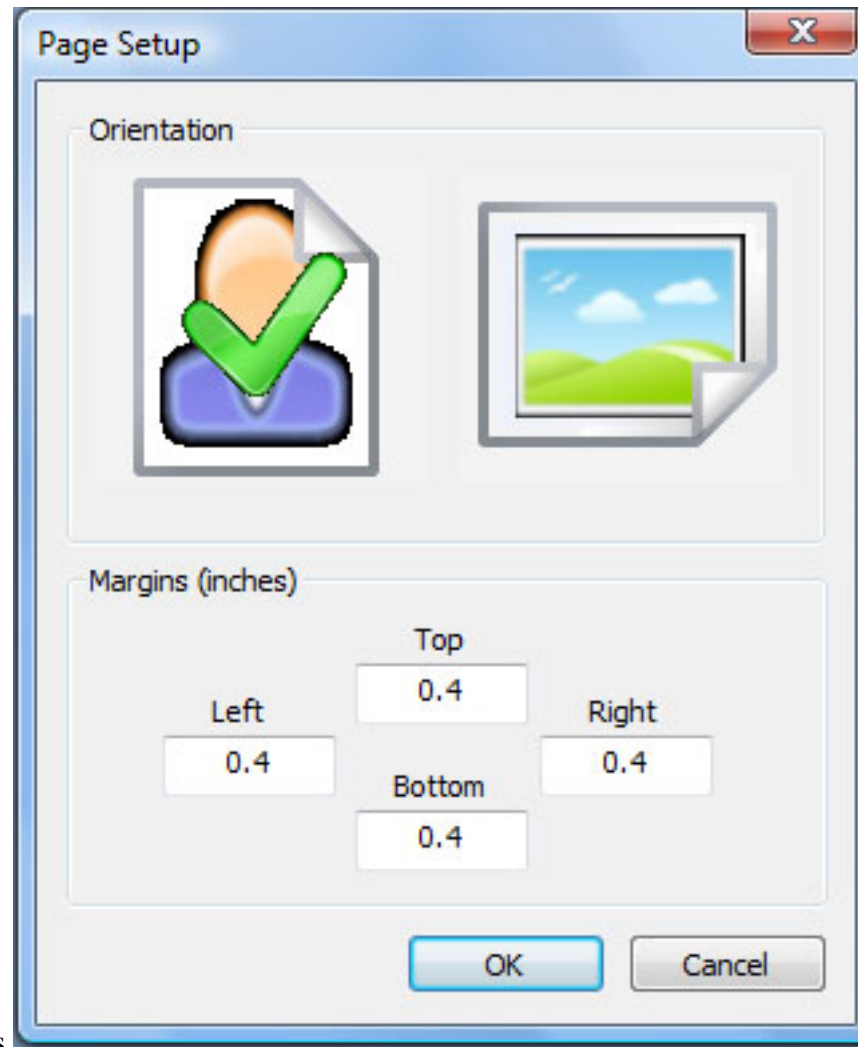
- The Page Setup window appears
- Change either "Portrait"(default) or Landscape" for the page orientation

# document: margins

To select the initial orientation of the new PiobMasterPro document....

- Click on the "Ceolmor"  button.



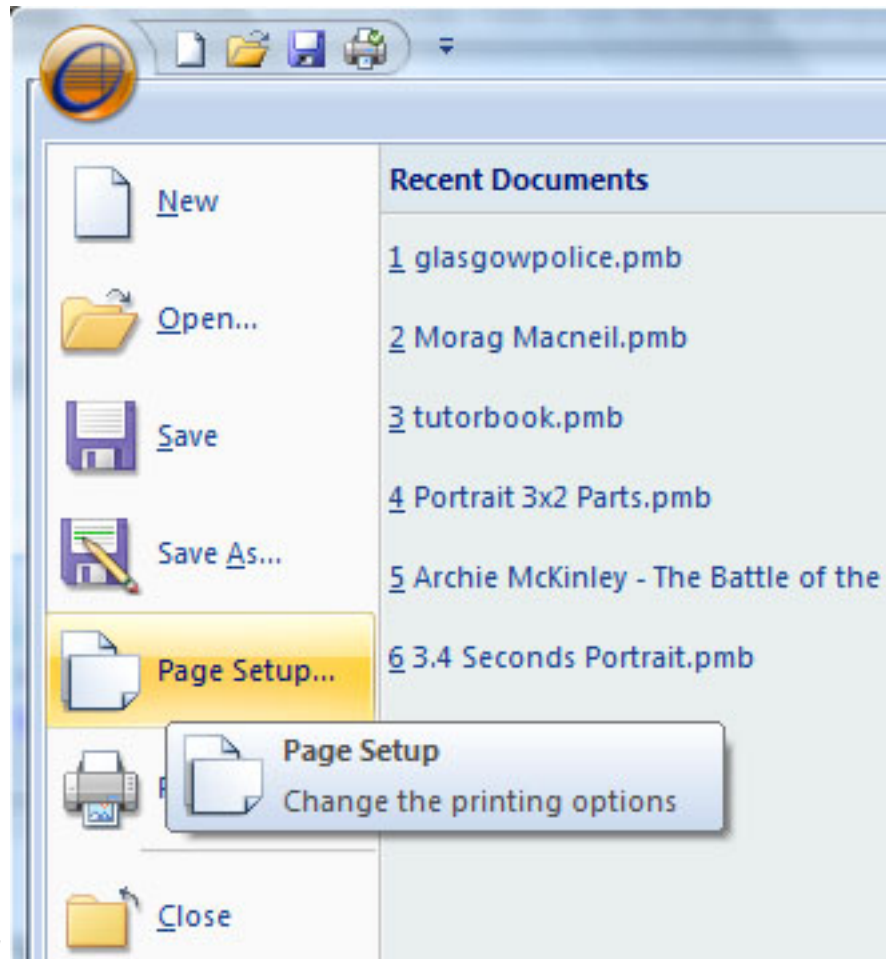


- The Page Setup window appears
- Set the desired values for the "Left", "Top", "Right" and "Bottom" margins.

## document: margins (changing)

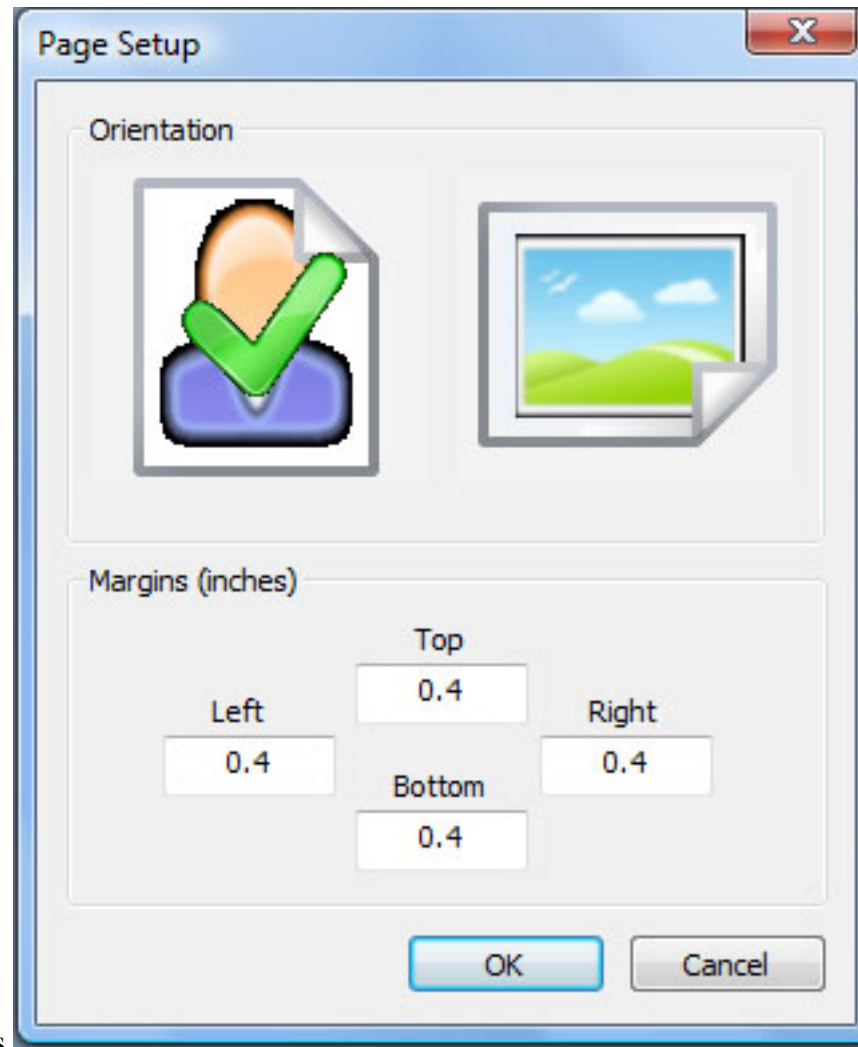
PiobMaterPro allows the user to change the margins of the PiobMasterPro document at anytime.

- Click on the "Ceolmor"  button.



● Click on "Page Setup"

menu item.



- The Page Setup window appears
- Set the desired values for the "Left", "Top", "Right" and "Bottom" margins as required
- Margins can be shown/hidden via the Desktop tab

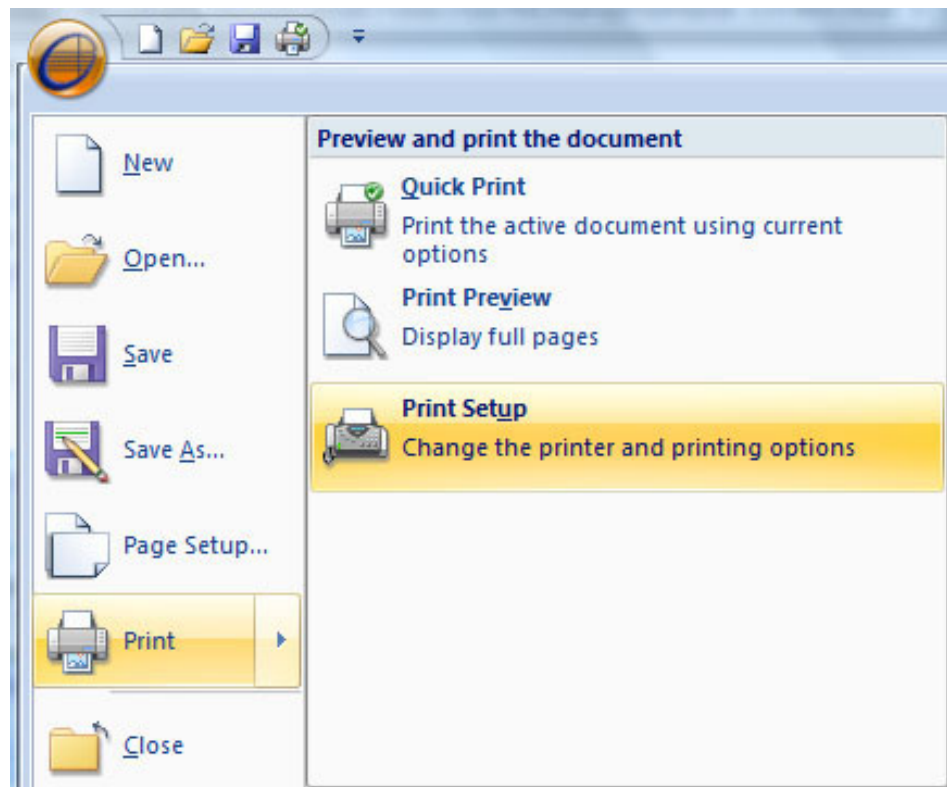
# document: printer

PiobMasterPro allows the user to set the printer that will be used to print the PiobMasterPro document. Choose the desired printer from the list of printers currently installed on your PC or Laptop.

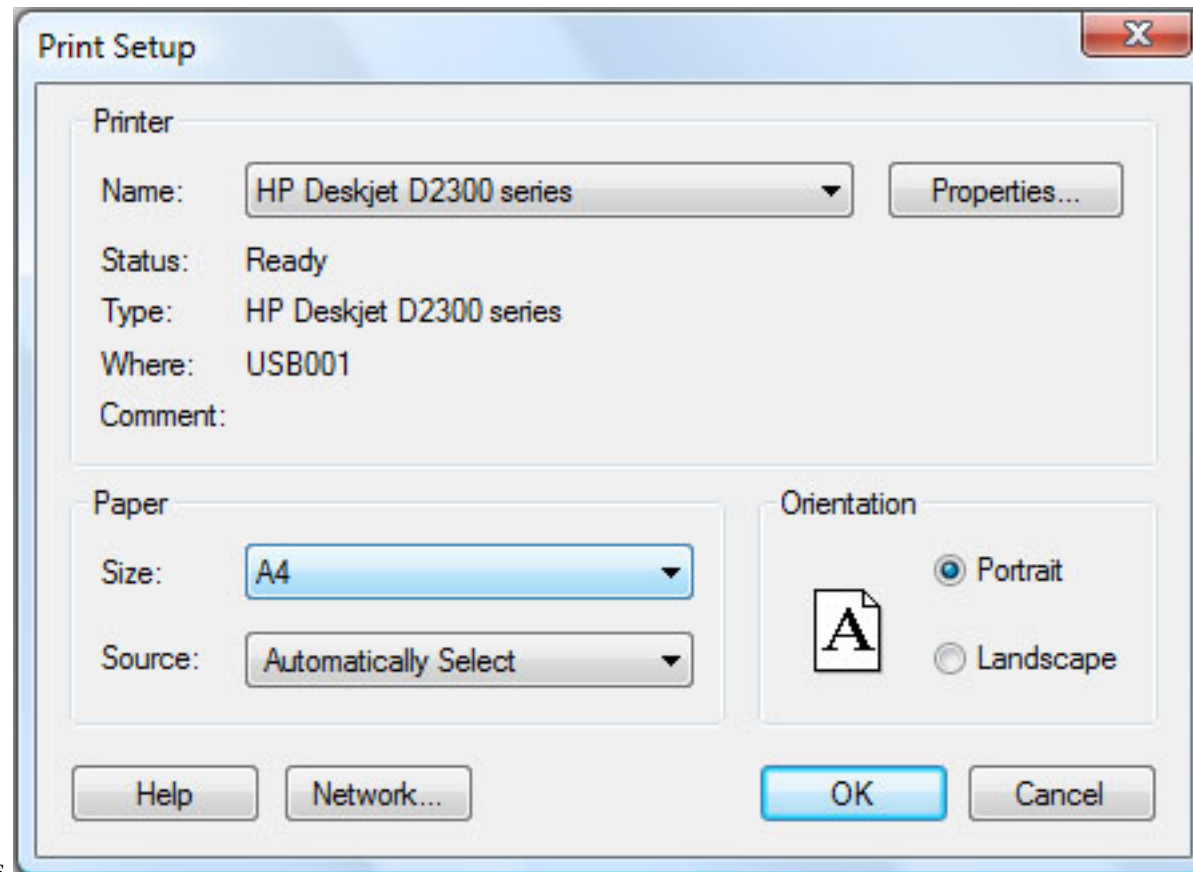


- Click on the "Ceolmor" button.

- Click on "Print", followed by the "Print Setup"



menu item.

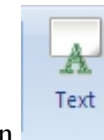
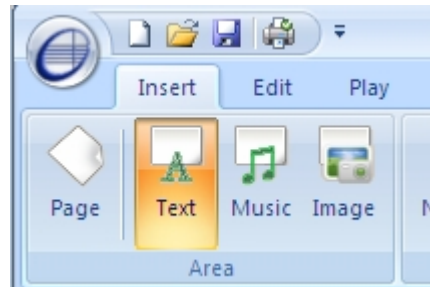


- The Print Setup window appears
- Select the desired printer from the printer dropdown list

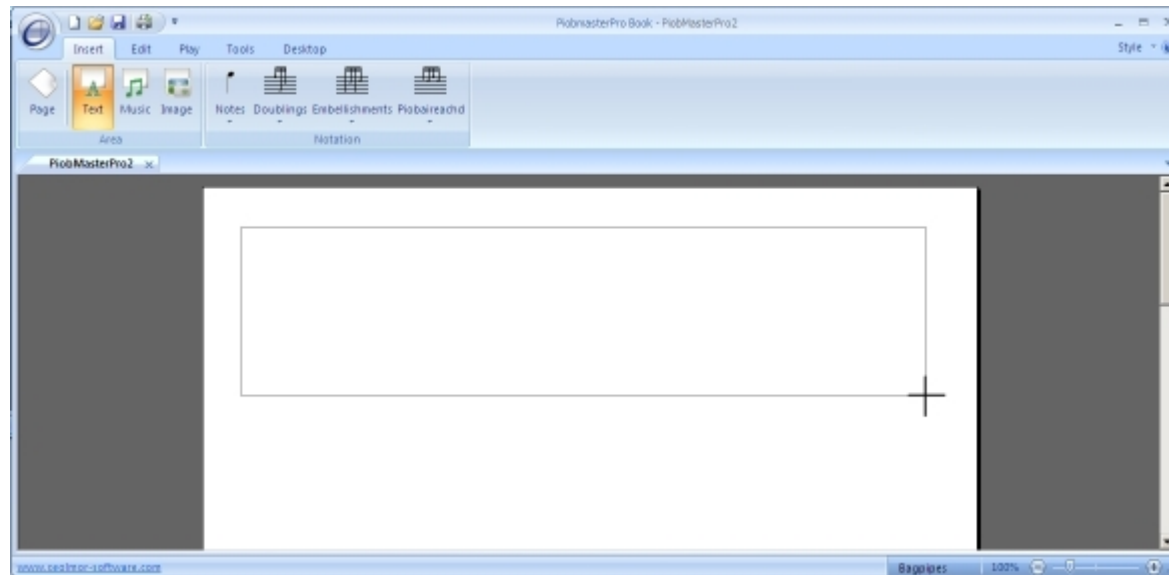


## insert: text

PiobMasterPro offers the user the ability to insert blocks of text anywhere within a PiobMasterPro document. The text can be accessed from the Area ribbon under the Insert tab.




- To *INSERT* a new text object in the PiobMasterPro document, simply click on the insert text button
- The cursor changes to a set of cross-hairs. Click, hold then drag the text box to the required size.

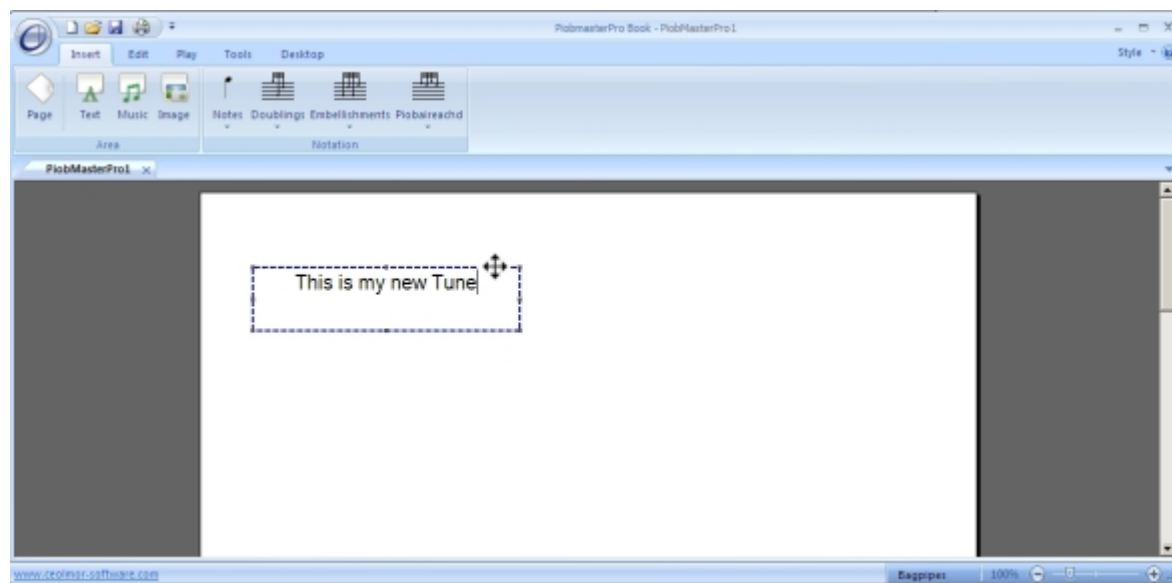



- To *DELETE* a text block, click on the desired text object to be deleted, the perimeter turns blue, then click on the delete button under

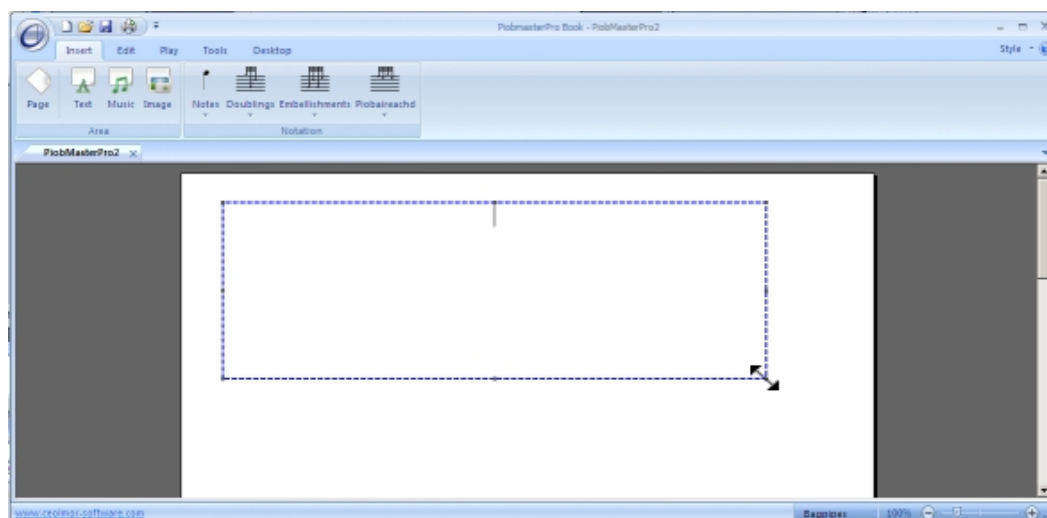


Edit:Actions

- To *MOVE* a text block, move the cursor towards the perimeter. The cursor changes to . Then click and drag the text box to the desired location on the PiobMasterPro document.



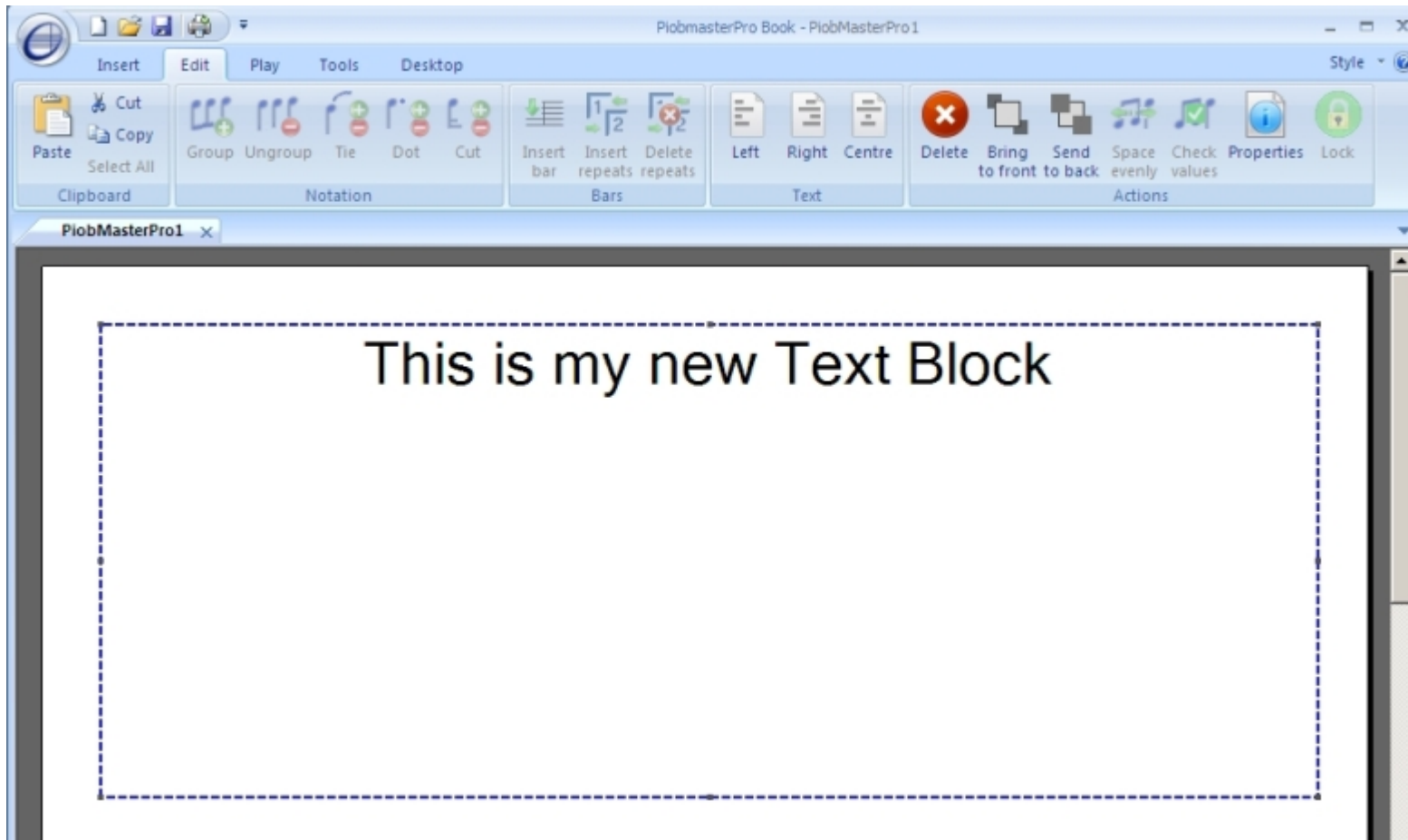
- To *RESIZE* a text block, move the cursor to any one of the corners of the object. The cursor changes to . Then click and drag the text object to the desired size on the PiobMasterPro document.

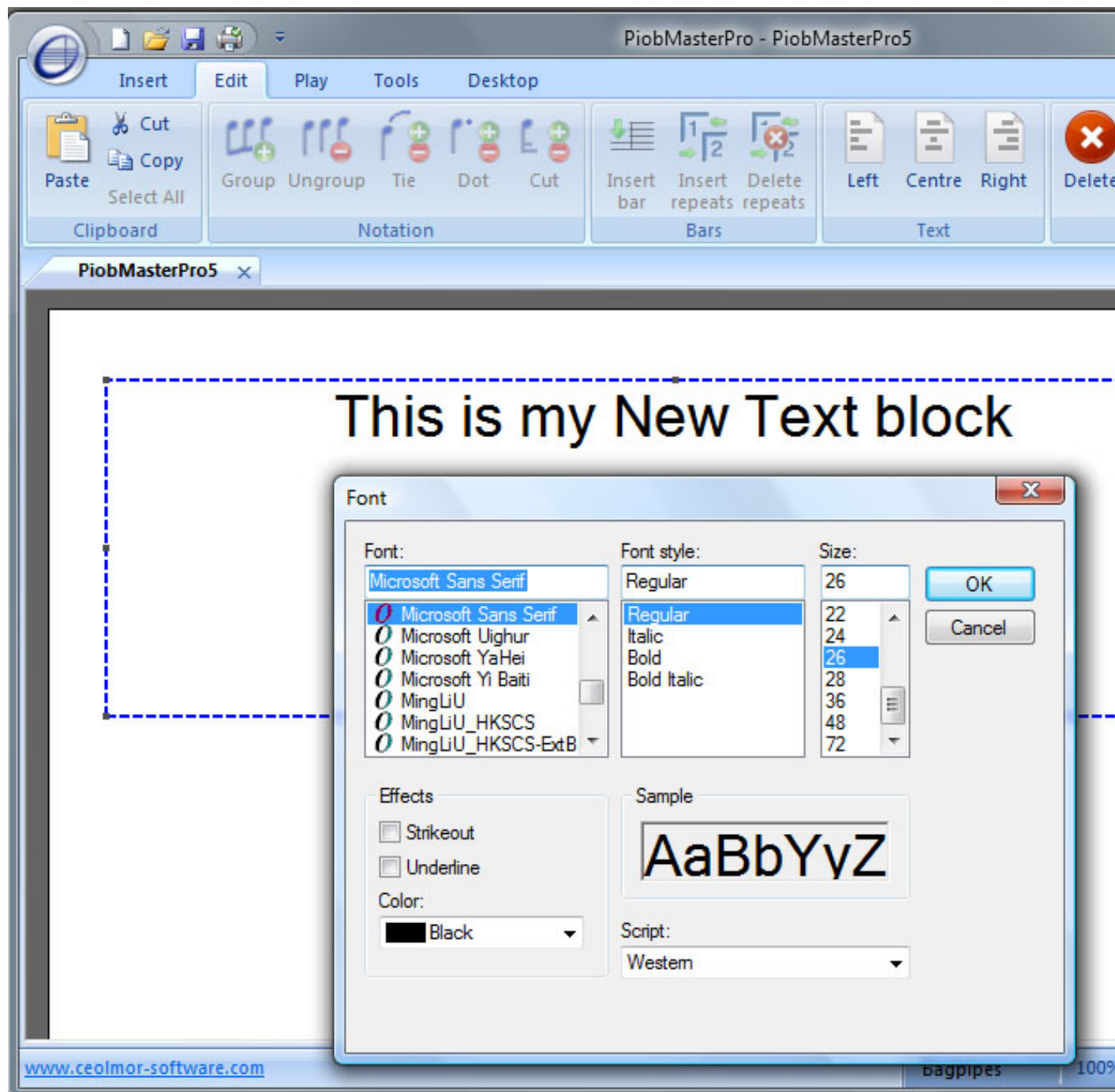


## text: properties

PiobMasterPro offers the user the ability to edit properties of the text blocks that have been positioned within a PiobMasterPro document.

- *SELECT* a text block by clicking anywhere within the text block. The perimeter is highlighted in Blue.



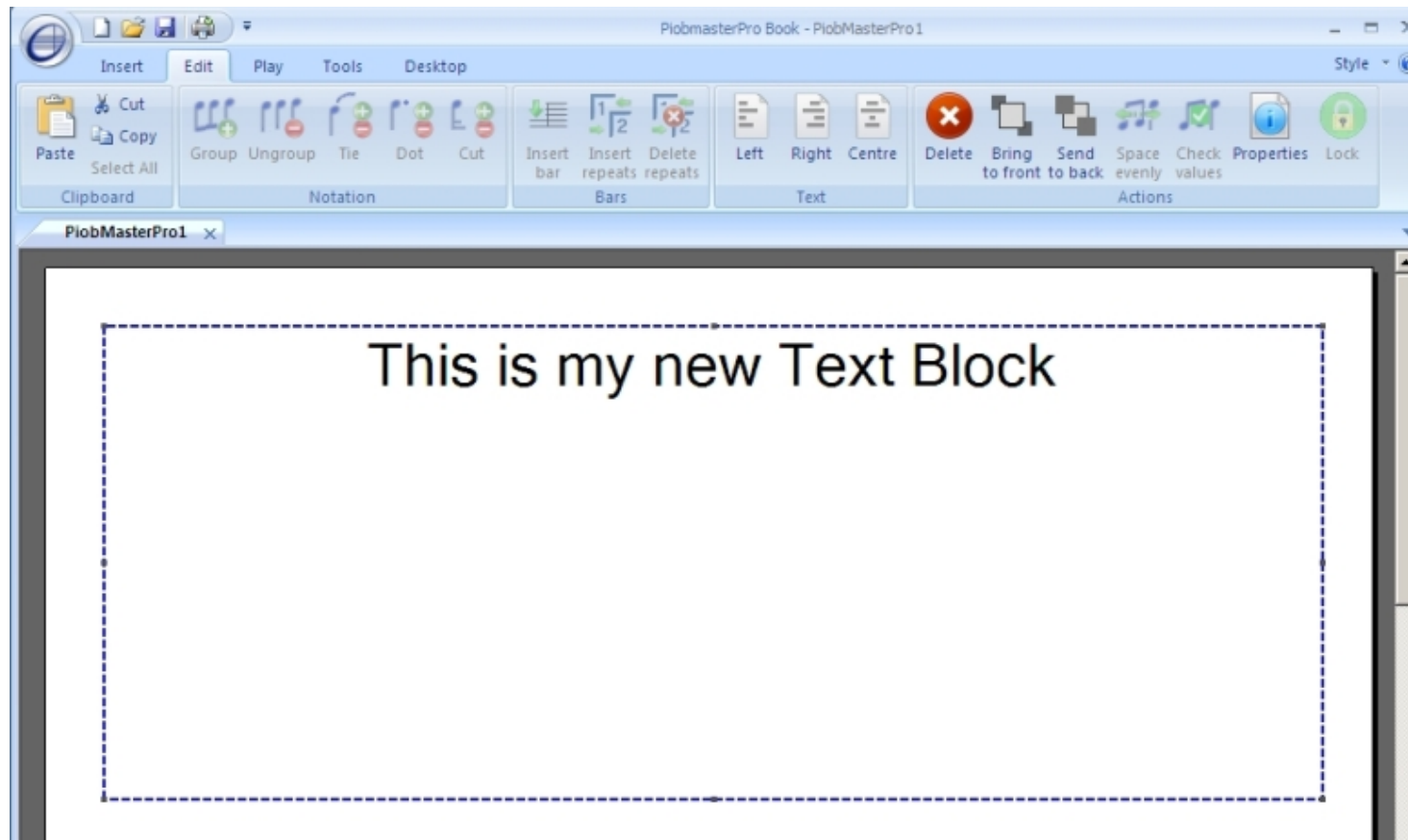


- Set the desired text properties, including font type, colour etc..

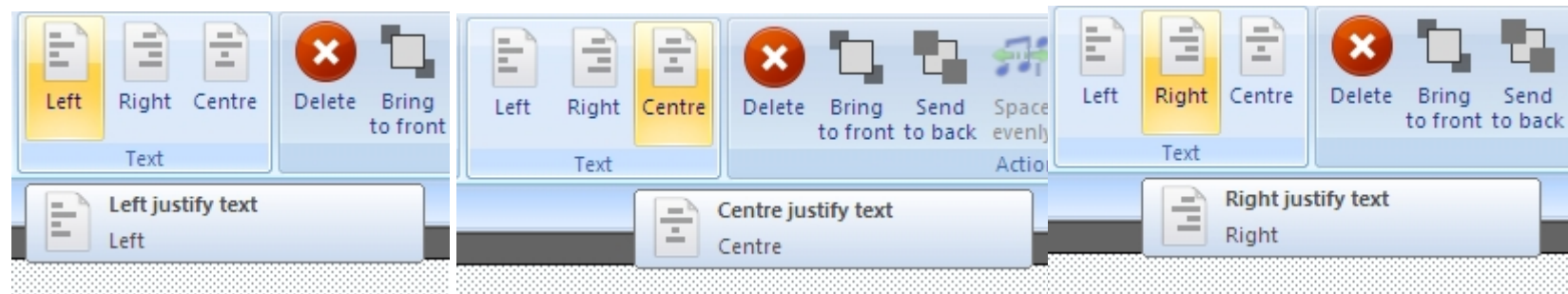
## text: justification

PiobMasterPro offers the user the ability to edit the justification of the text within text blocks that have been positioned within a PiobMsterPro document.

- *SELECT* a text block by clicking anywhere within the text block. The perimeter is highlighted in Blue.

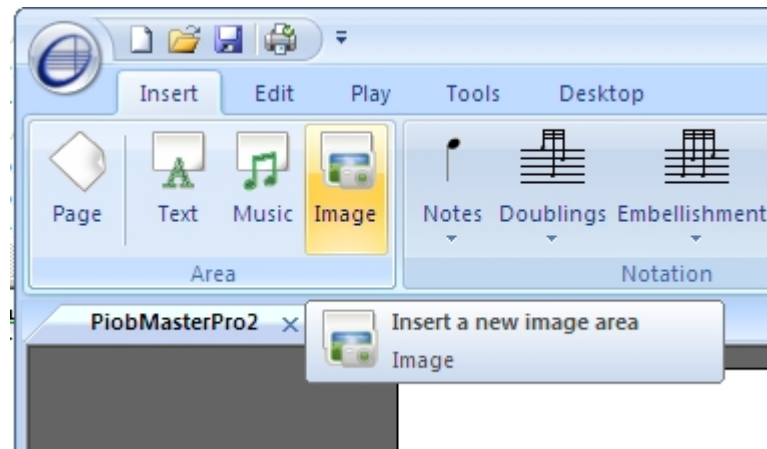


- Select one desired justification option for the text.



## insert: image

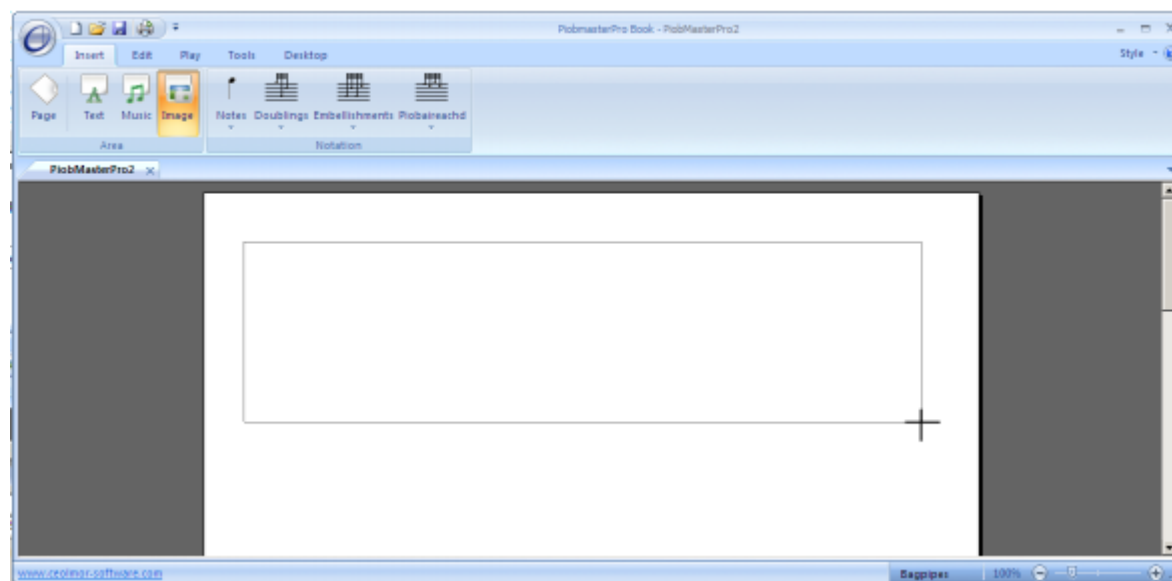
PiobMasterPro offers the user the ability to insert images anywhere within a PiobMasterPro document. The image object tool can be accessed from the Area ribbon under the Insert tab.



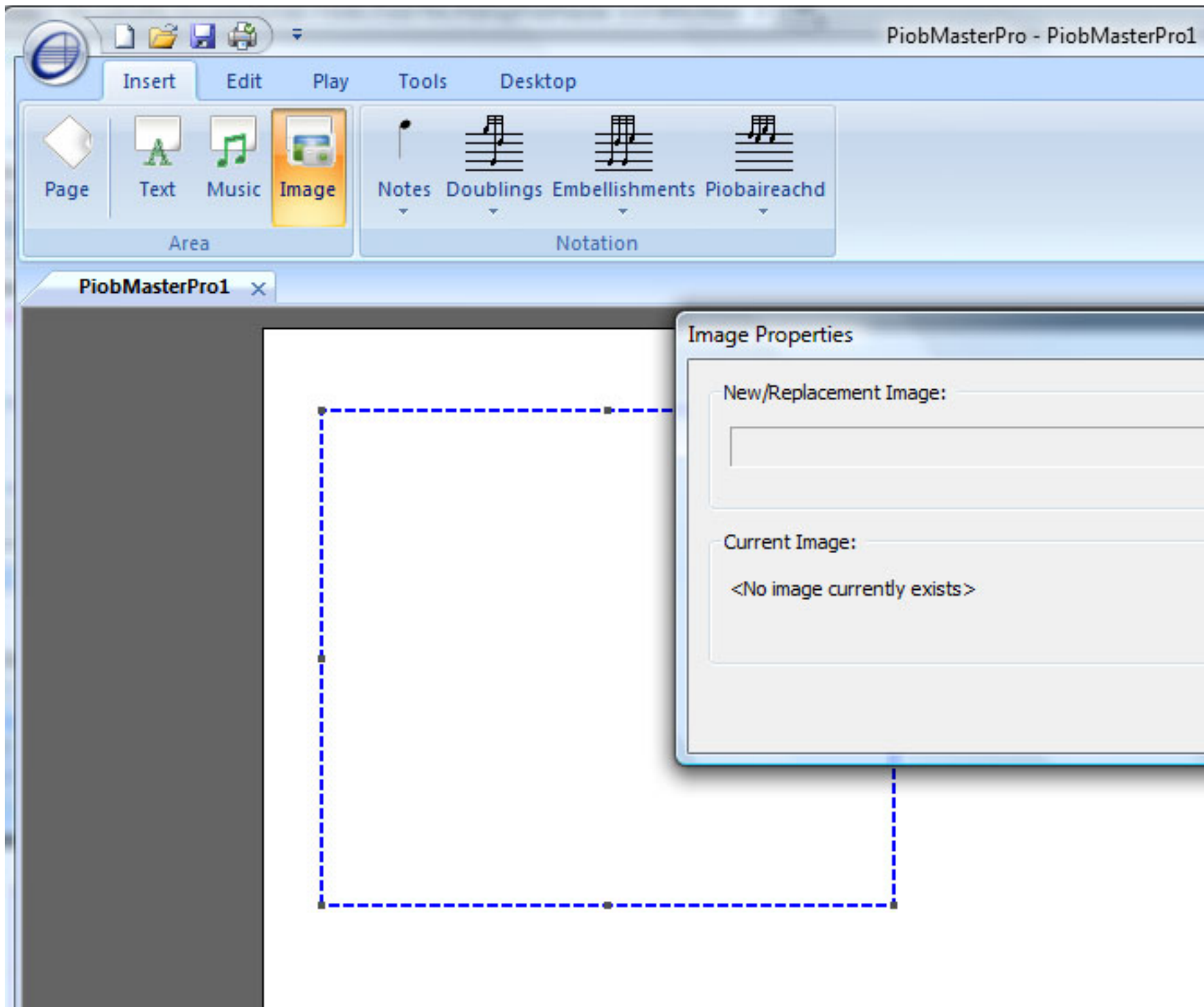
- To *INSERT* a new image in the PiobMasterPro document, simply click on the insert image button
- The cursor changes to a set of cross-hairs. Click, hold then drag the image box to the required size.








The image dialog box appears



- To *DELETE* an image, click on the desired image to be deleted, the perimeter turns blue, then click on the delete button under



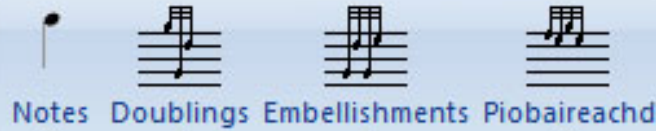
Edit:Actions

- To *MOVE* an image, move the cursor towards the perimeter. The cursor changes to . Then click and drag the image to the desired location on the PiobMasterPro document.

Insert Edit Play Tools Desktop




Area



Notation

PiobMasterPro1 x



● To *RESIZE* an image, move the cursor to any one of the corners of the image. The cursor changes to . Then click and drag the image to the desired size on the PiobMasterPro document.

PiobMasterPro - PiobMasterPro1

Insert Edit Play Tools Desktop

Page Text Music Image

Notes Doublings Embellishments Piobaireachd

Area Notation

PiobMasterPro1 x



## image: properties

PiobMasterPro offers the user the ability to edit any image that has been positioned within a PiobMsterPro document.

- *SELECT* an image by clicking anywhere within the image The perimeter is highlighted in Blue.

PiobMasterPro - PiobMasterPro1

Insert Edit Play Tools Desktop

Area: Page, Text, Music, Image

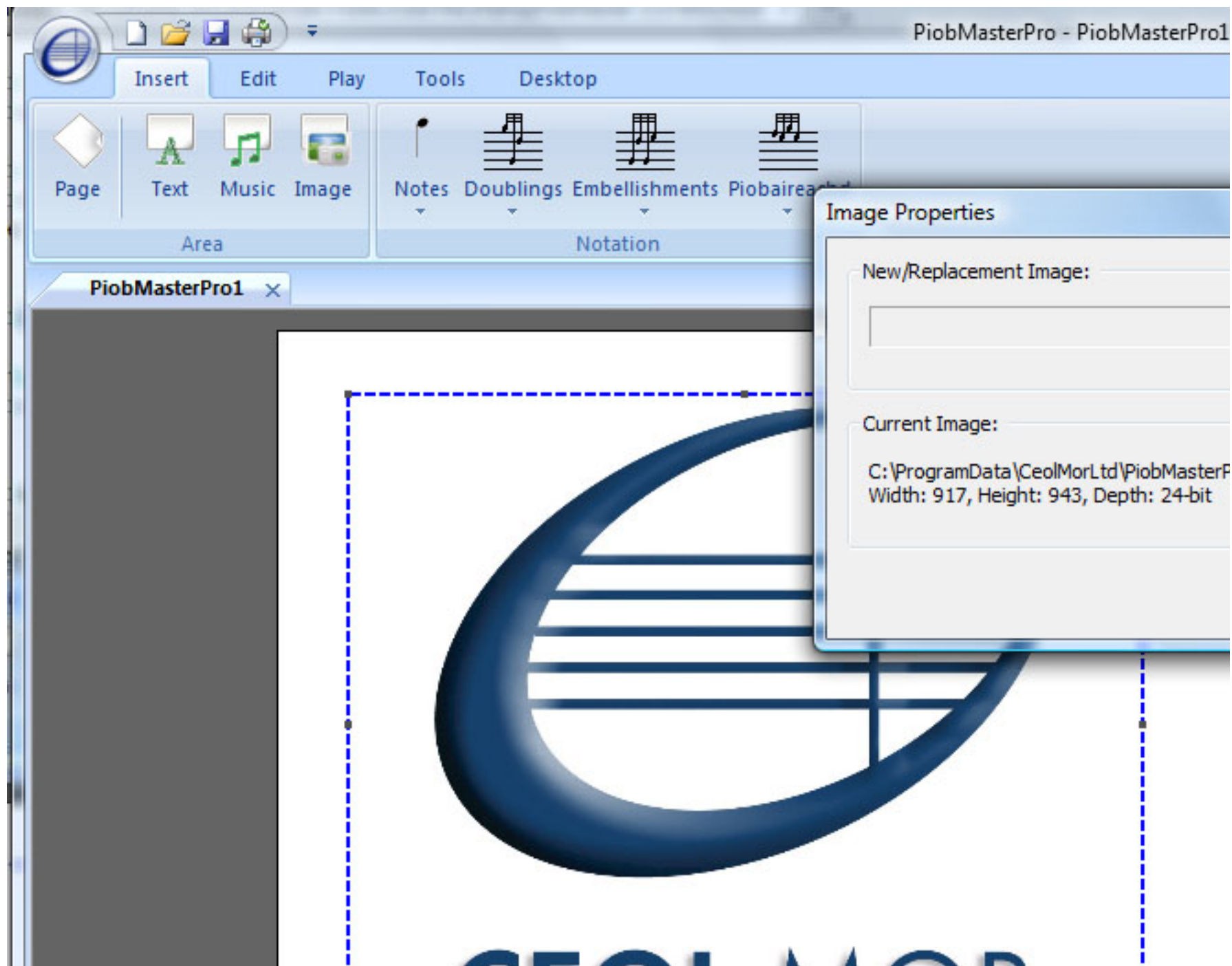
Notation: Notes, Doublings, Embellishments, Piobaireachd

PiobMasterPro1 x





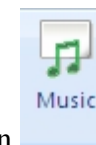
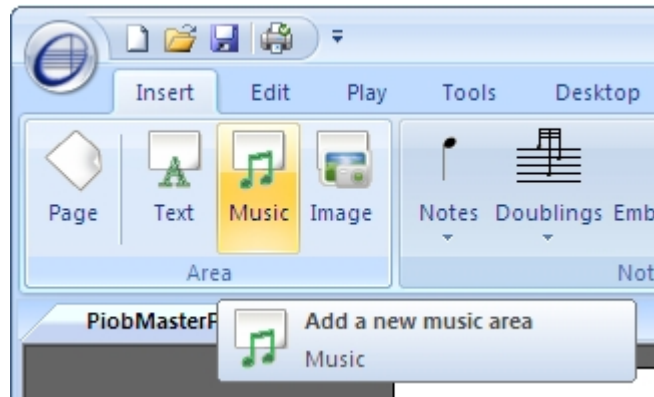
- Either click on the Properties button under the Edit tab or right-click and select properties from the menu.



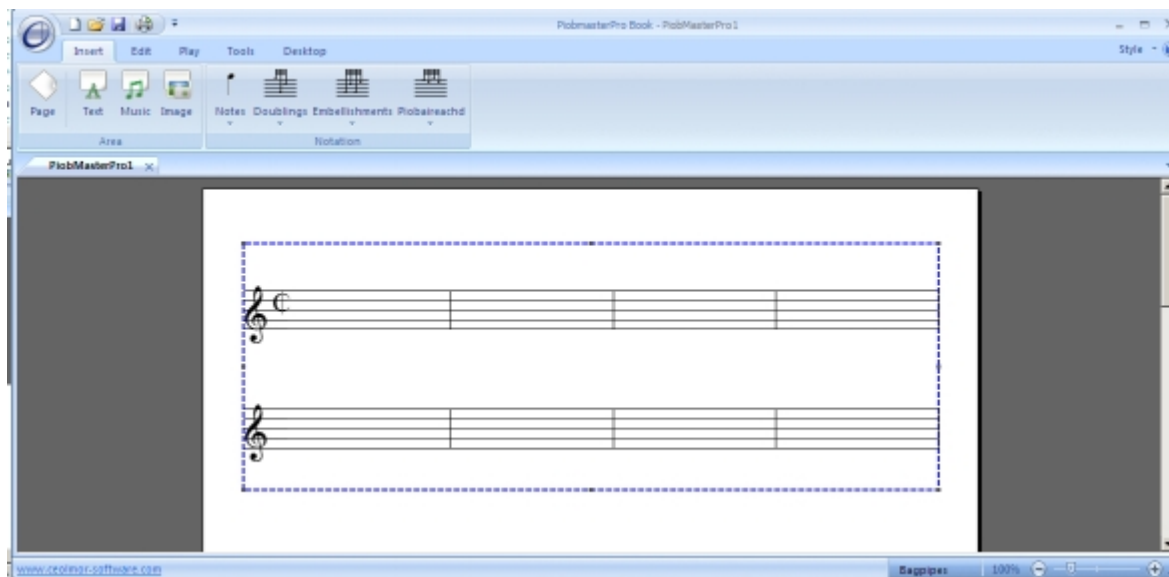
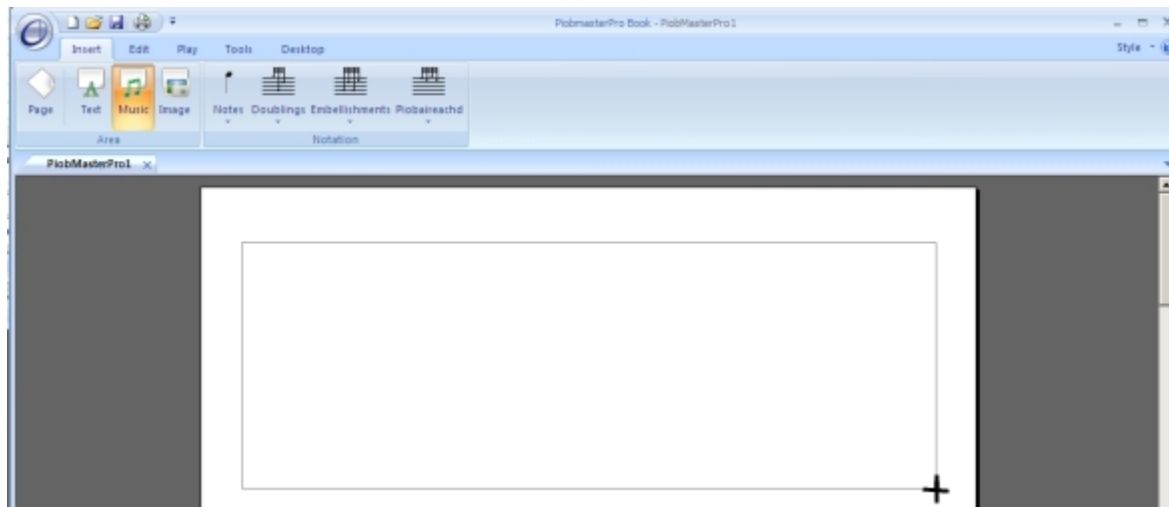
- Browse to the new image location to replace the existing image

## insert: music

PiobMasterPro offers the user the ability to insert blocks of music anywhere within a PiobMasterPro document. The music object tool can be accessed from the Area ribbon under the Insert tab.




- To *INSERT* a new music object in the PiobMasterPro document, simply click on the insert music button
- The cursor changes to a set of cross-hairs. Click, hold then drag the music box to the required size.

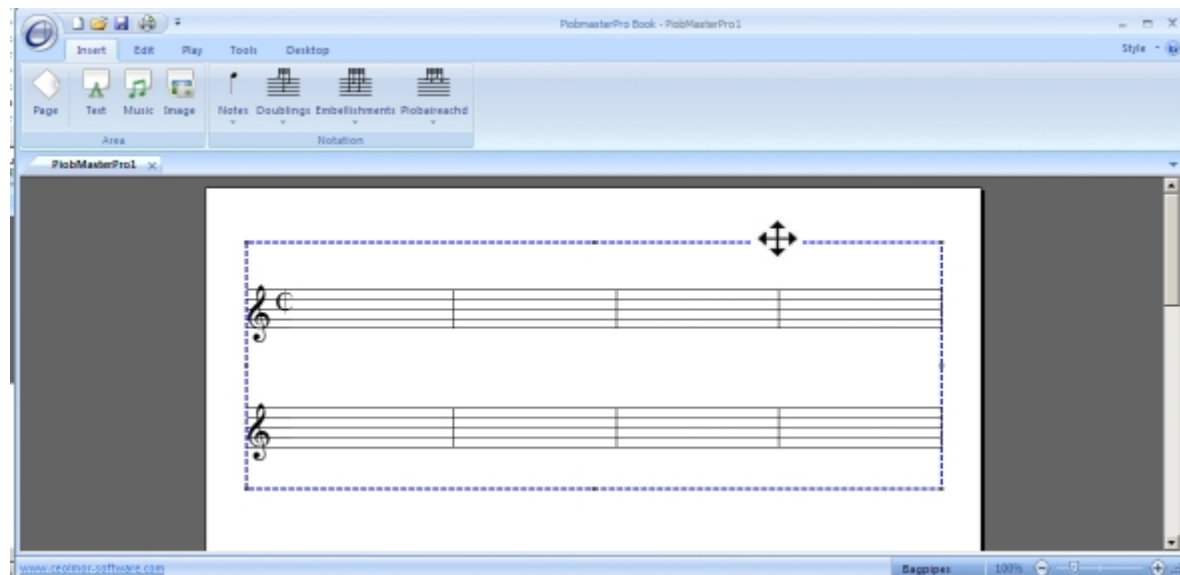



- To *DELETE* a music object, click on the desired music object to be deleted, the perimeter turns blue, then click on the delete button

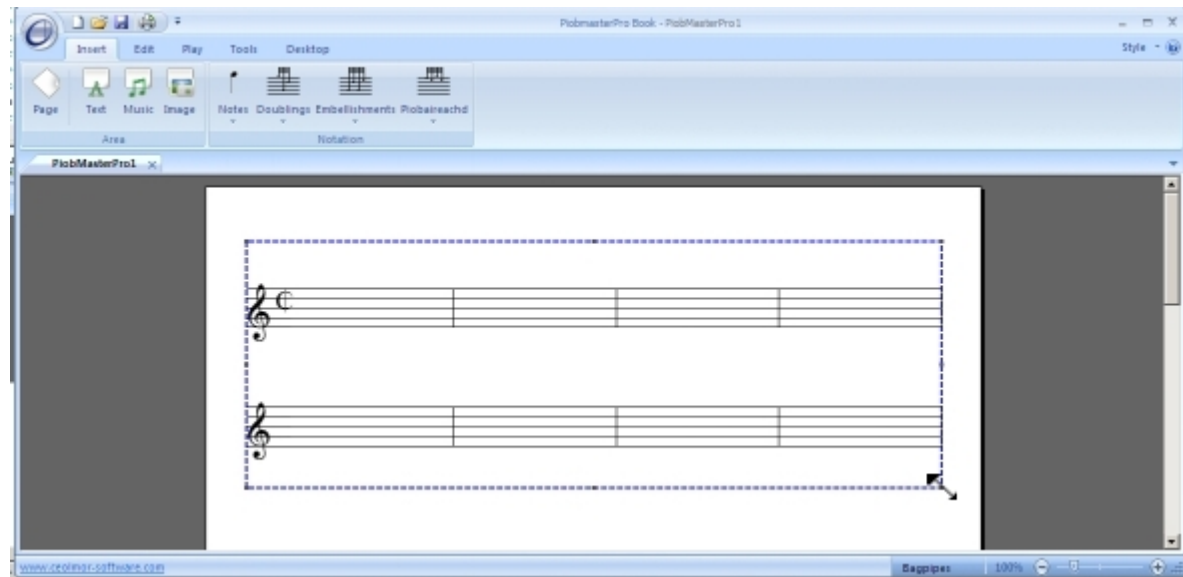


under Edit:Actions

- To *MOVE* a music object, move the cursor towards the perimeter. The cursor changes to . Then click and drag the music object to the desired location on the PiobMasterPro document.

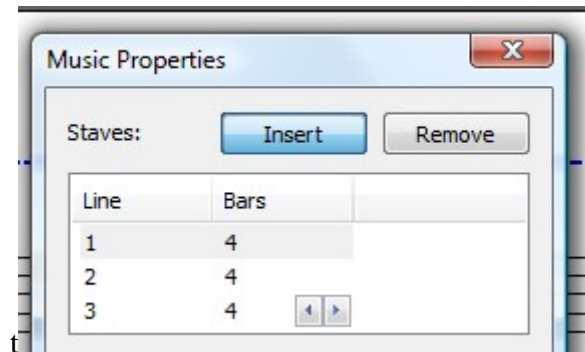


- To *RESIZE* a music object, move the cursor to any one of the corners of the object. The cursor changes to . Then click and drag the music object to the desired size on the PiobMasterPro document.



## properties: insert stave

- Click on the music object to select it. Use EDIT: PROPERTIES or right-click properties to display the music properties window.
- To insert an additional stave line into the music object, Click on the INSERT button on the "Insert Staves" section of the music properties window.

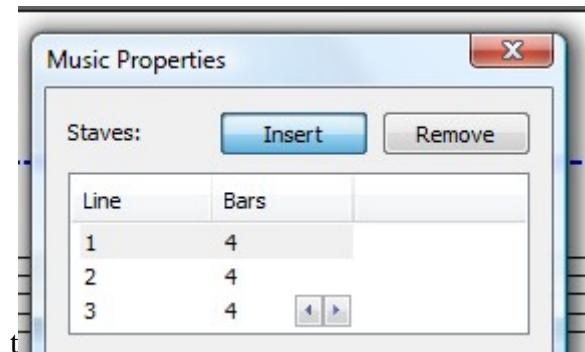


- To remove a stave line from the music object, click on the REMOVE button.

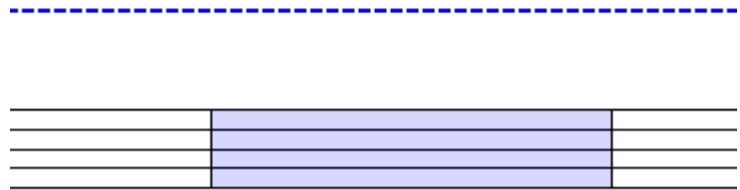
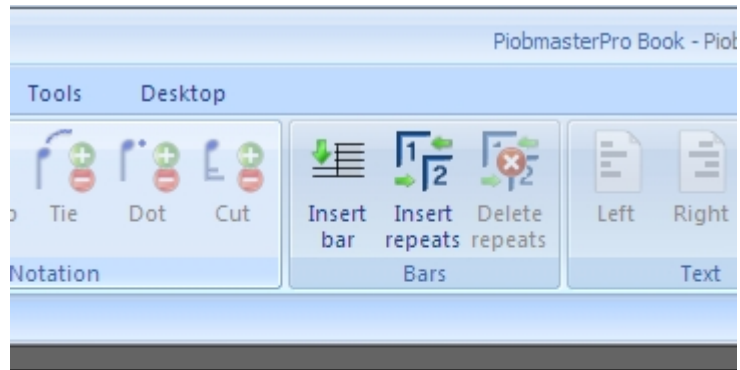


## properties: insert bars to stave line

- Click on the music object to select it. Use EDIT: PROPERTIES or right-click properties to display the music properties window.
- To insert additional bars to the stave line in the music object, Click on the bar number of the bars column under the "Insert Staves" section of the music properties window. Then use the right arrow button to increase the number of bars in that stave line.



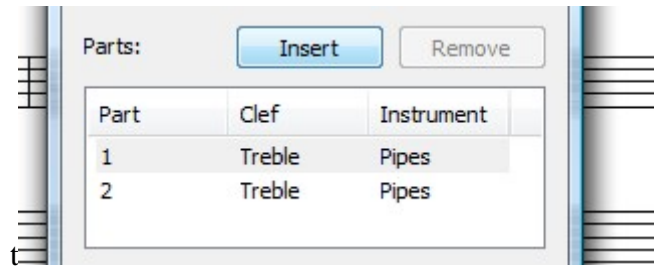
- To remove bars from the stave line in the music object, Click on the bar number of the bars column under the "Insert Staves" section of the music properties window. Then use the left arrow button to decrease the number of bars in that stave line.
- Similarly, a user can insert a bar from the EDIT tab.
- Click on a particular bar, on the selected stave line where you want the bar to be inserted. Click on the Insert Bar button



- The inserted bar appears to the left of the selected bar

# properties: insert parts

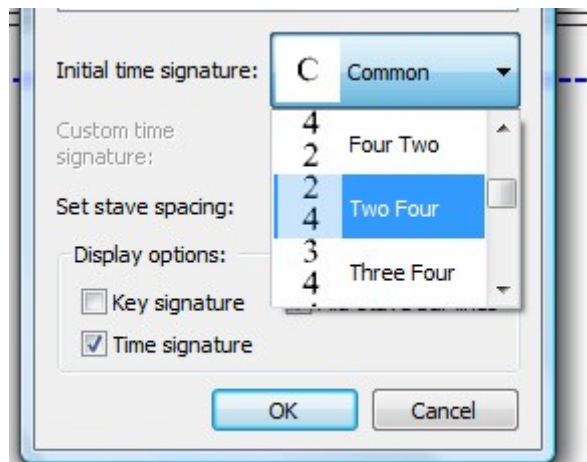
- Click on the music object to select it. Use EDIT: PROPERTIES or right-click properties to display the music properties window.
- To insert an additional part into the music object, Click on the INSERT button on the "Insert Parts " section of the music properties window.



- To remove a part from the music object, click on the REMOVE button.

# properties: insert time signature

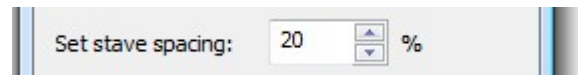
- Click on the music object to select it. Use EDIT: PROPERTIES or right-click properties to display the music properties window.
- To insert the time signature of the music object, Click on the Initial Time Signature dropdown menu and select the required time signature from the music properties window.




t

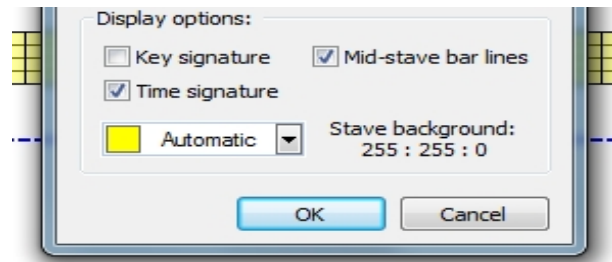
## properties: set stave spacing

- Click on the music object to select it. Use EDIT: PROPERTIES or right-click properties to display the music properties window.
- To set the stave spacing of the music object, Click on the up or down arrows to increase or decrease the spacing between staves



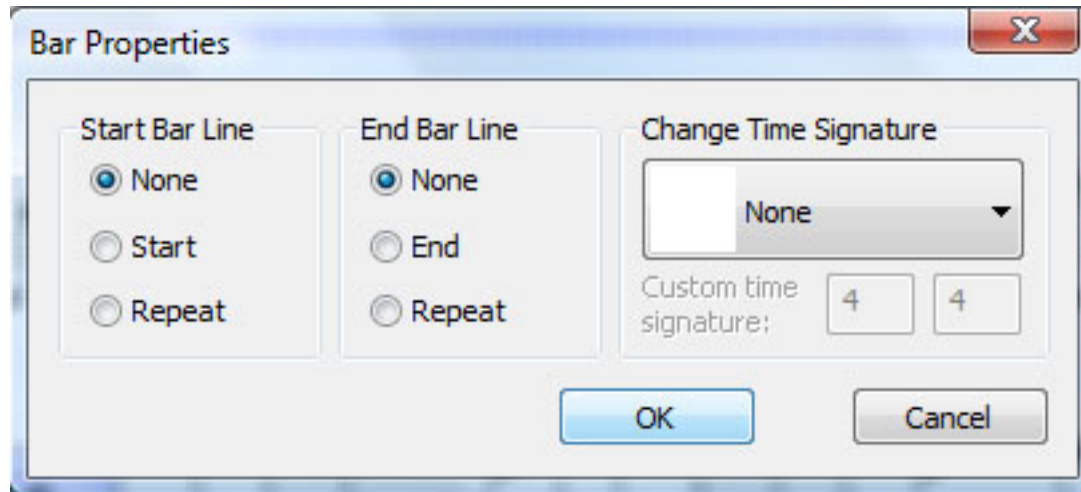
# properties: set display options

- Click on the music object to select it. Use EDIT: PROPERTIES or right-click properties to display the music properties window.
- To set the display settings for the music object, select the desired options as required. Options available are:-
  - Show/Hide Highland Bagpipe Key Signature on stave
  - Show/Hide the Time Signature on stave
  - Show/Hide Mid-Stave bar Lines
  -  Change Stave background colour via colour picker



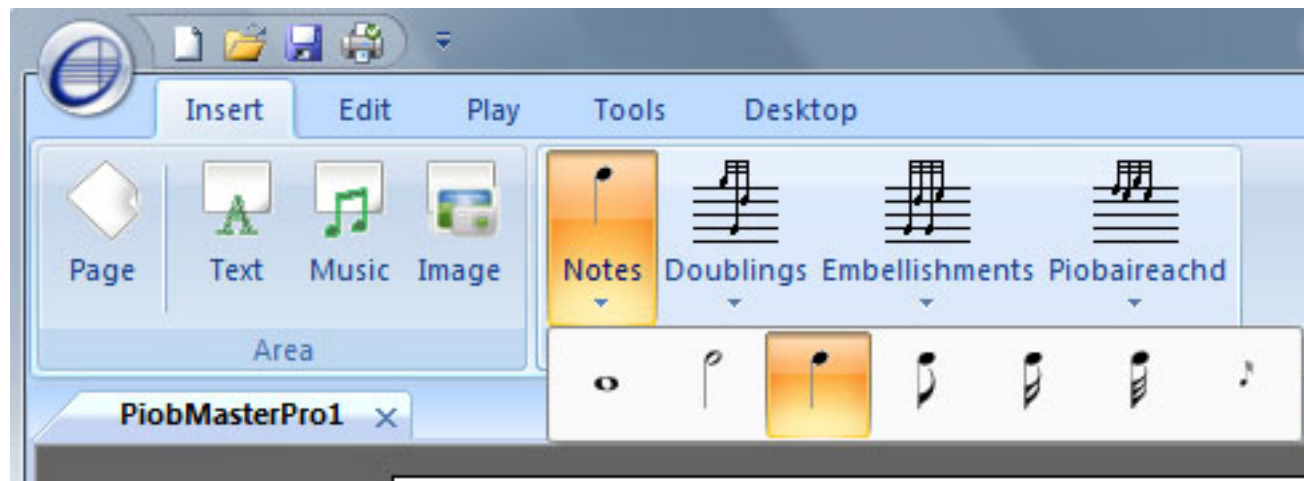
# properties: bar properties

- To add or remove start bar, end bar lines or change the time signature between bars, click on a bar and use EDIT: PROPERTIES to display the Bar Properties window. You can also use the mouse right click menu: properties option



# insert: Notes, Doublings, Embellishments & Piobaireachd Movements Overview

PiobMasterPro offers the user the ability to insert a variety of notes, doublings, embellishments and movements onto a music object stage. They can be accessed from the Notation ribbon under the Insert tab.

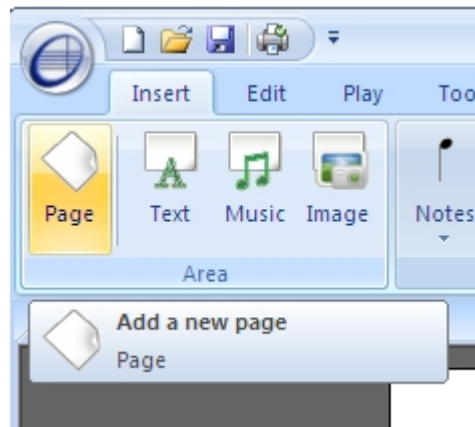


Doublings, embellishments and piobaireachd movements "Snap" exactly onto the correct position within the staff

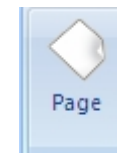


## insert: page

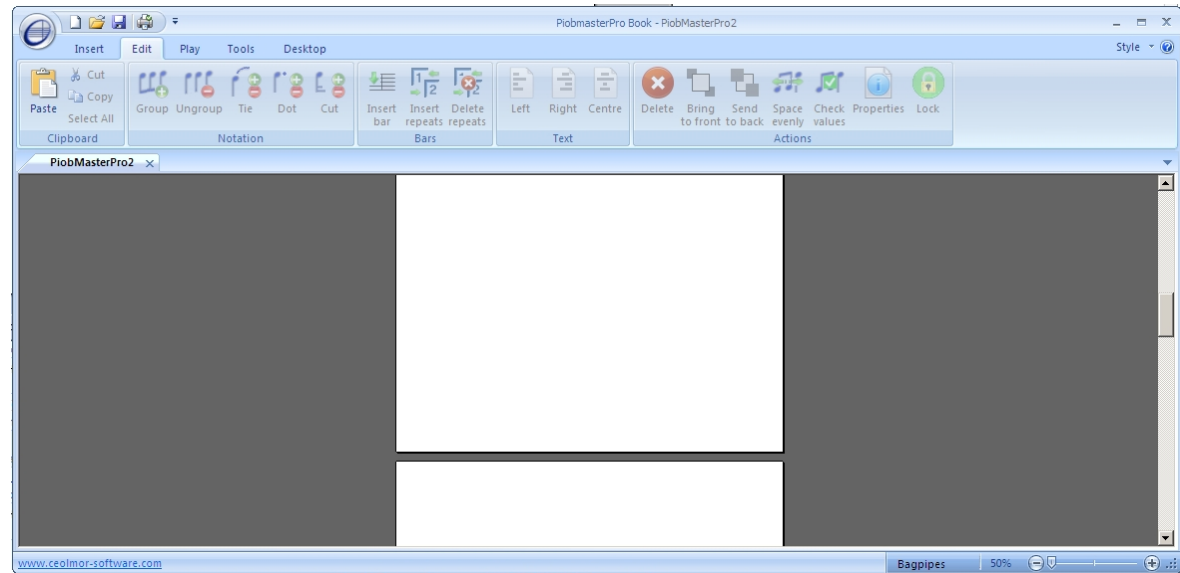
PiobMasterPro offers the user the ability to insert a new page as part of the PiobMasterPro document. The page layout is determined by the options set in the "Page Setup" dialogue.




To insert a new page in the PiobMasterPro document, simply click on the insert page button



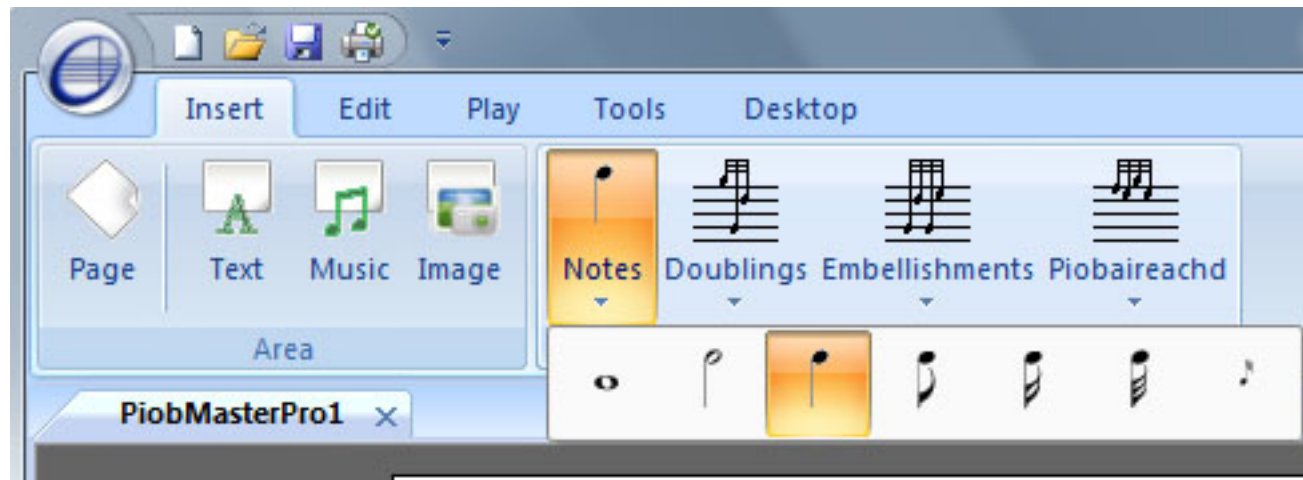
A new page is added to the PiobMasterPro document



To delete a page, click on the desired page to be deleted, then click on the delete button  under Edit:Actions

## insert: notes

PiobMasterPro offers the user the ability to insert a variety of notes onto a music object stave. These notes are semi-brieve, minim, crotchet, quaver, semi-quaver, demi-semi-quaver, gracenote. The notes tool can be accessed from the Notation ribbon under the Insert tab.



- To *INSERT* a new note onto the stave, simply click on the desired note, say the crotchet, and click it onto the desired location on the music stave. This process can be repeated as many times as is required, with any of the notes available.

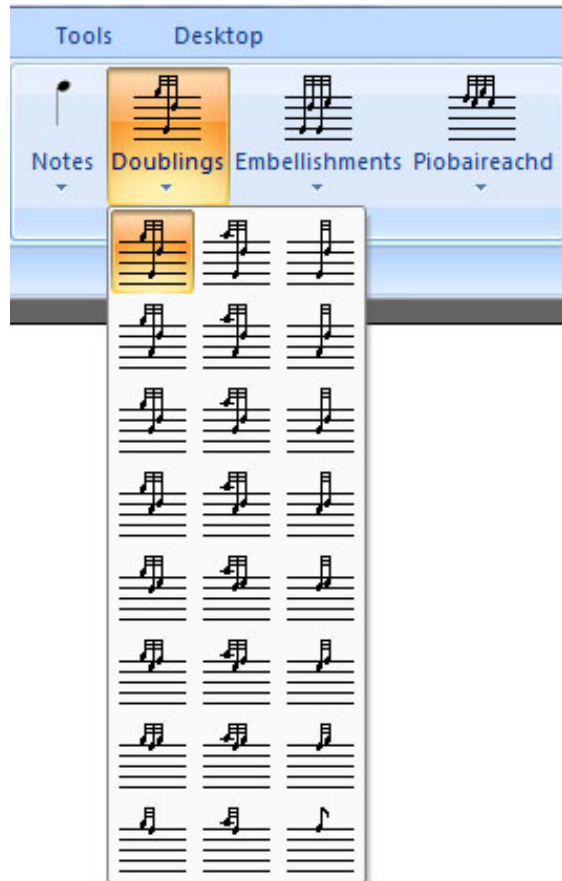
- The cursor changes to a set of cross-hairs. Click, hold then drag the image box to the required size.
- To *SELECT* a note, either click on the note head or click and drag the cursor around the note. The note colour changes to blue to signify that it selected.
- To *SELECT* a group of notes, click on any note head within the group or click and drag the cursor around the group of notes.
- To *MOVE* a single note, select it and drag it to its new position within the staff. You can move notes between music objects.
- To *MOVE* a group of notes, select the note group and drag it to it's new position within the staff. You can move notes between music objects.
- To *ALTER* a note with a group of notes, holding down the **ALT** key, select the note to be moved and drag it to it's new position within the note group. The pitch of the note can be altered within the note group
- To *DELETE* a note or group of notes, select the desired note or group of notes to be deleted, then click on the delete button under



Edit:Actions

# insert: doublings

PiobMasterPro offers the user the ability to insert doublings, half doublings and doublings with back gracedoublings within music object stage. All doublings are included and "snap" exactly to the correct position within the music stage. The doublings tool can be accessed from the Notation ribbon under the Insert tab.

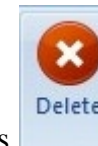


● To *INSERT* a new doubling onto the stave, simply click on the desired doubling and click it onto the desired location on the music stave. The doubling snaps exactly to the correct position within the stave. This process can be repeated as many times as is required, with any of the doublings available.

● To *SELECT* a doubling, either click on note within the doubling or click and drag the cursor around the doubling. The doubling colour changes to blue to signify that it selected.

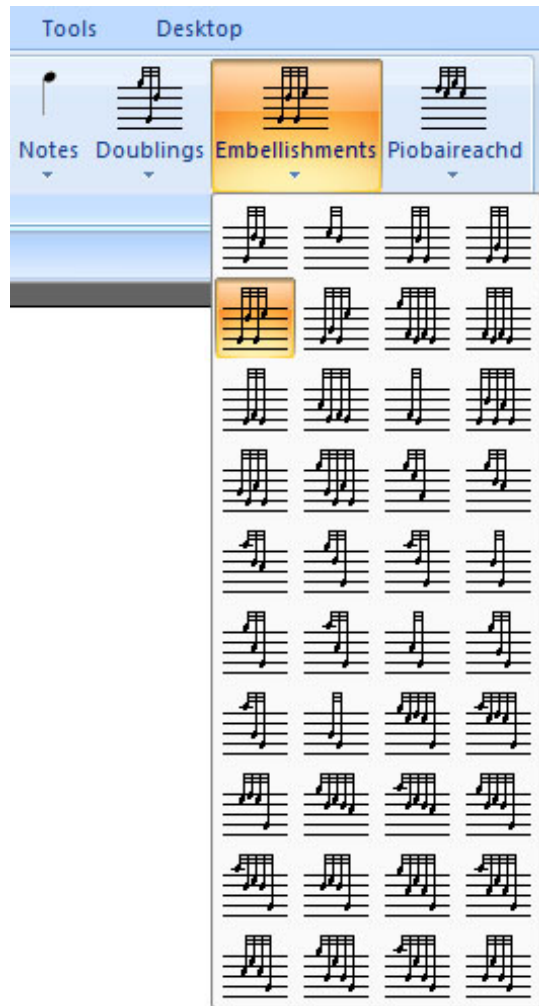
● To *MOVE* a doubling, select it and drag it to its new position within the stave. You can move doublings between music objects.

● To *DELETE* a doubling select the desired doubling to be deleted, then click on the delete button under Edit:Actions



# insert: embellishments

PiobMasterPro offers the user the ability to insert an embellishment within music object stave. All embellishments are included and "snap" exactly to the correct position within the music stave. The embellishments tool can be accessed from the Notation ribbon under the Insert tab.



● To *INSERT* a new embellishment onto the stave, simply click on the desired embellishment and click it onto the desired location on the music stave. The embellishment snaps exactly to the correct position within the stave. This process can be repeated as many times as is required, with any of the embellishments available.

● To *SELECT* a embellishment, either click on note within the embellishment or click and drag the cursor around the embellishment. The embellishment colour changes to blue to signify that it selected.

● To *MOVE* a embellishment, select it and drag it to its new position within the stave. You can move embellishments between music objects.

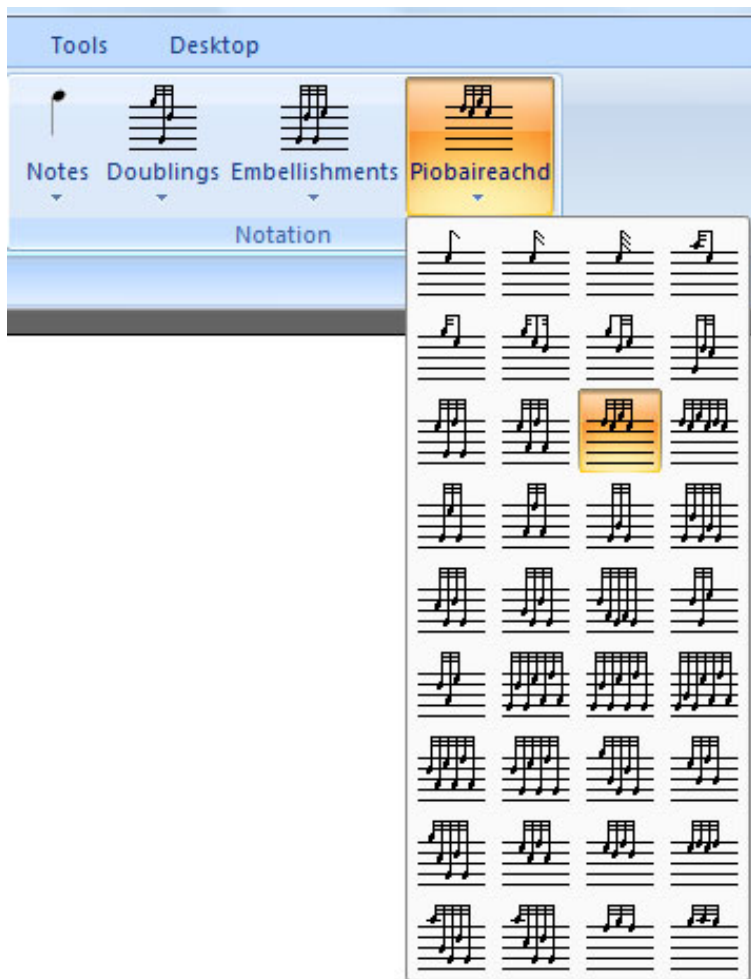
● To *DELETE* a embellishment select the desired embellishment to be deleted, then click on the delete button under Edit:Actions





# insert: piobaireachd movement

PiobMasterPro offers the user the ability to insert piobaireachd movements within the music object stave. All piobaireachd movements will "snap" exactly to the correct position within the music stave. The piobaireachd tool can be accessed from the Notation ribbon under the Insert tab.

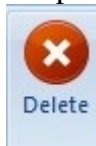


● To *INSERT* a new piobaireach movement onto the stave, simply click on the desired piobaireach movement and click it onto the desired location on the music stave. The piobaireach movement snaps exactly to the correct position within the stave. This process can be repeated as many times as is required, with any of the piobaireach movements available.

● To *SELECT* a piobaireach movement, either click on note within the piobaireach movement or click and drag the cursor around the piobaireach movement. The piobaireach movement colour changes to blue to signify that it selected.

● To *MOVE* a piobaireach movement, select it and drag it to its new position within the stave. You can move piobaireach movements between music objects.

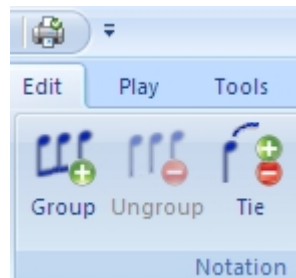
● To *DELETE* a piobaireach movement select the desired piobaireach movement to be deleted, then click on the delete button under



Edit:Actions

# grouping: overview

PiobMaster offers the user the facility to group notes together. To do this the user "Rubber Bands" around the group of notes, turning their colour blue, and then selects the "Group Notes" button



This action joins each stem of the grouped notes together.

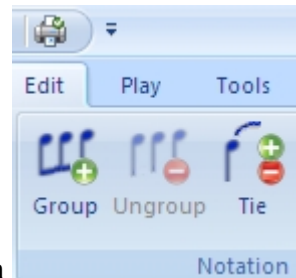
The user can also tie two notes together with the tie symbol. Again the two notes are selected as stated above, but this time the "Tie" button is pressed

Also the user can place the "Triplet" symbol over a group of three notes. The procedure is the same, apart from three notes must be selected

## edit: grouping notes

To group a number of notes together :-

- Click and hold down the left mouse button beside the group of notes to be grouped
- Drag the mouse, placing the "Rubber Band" around the group of notes.
- The group of note's colours change to blue



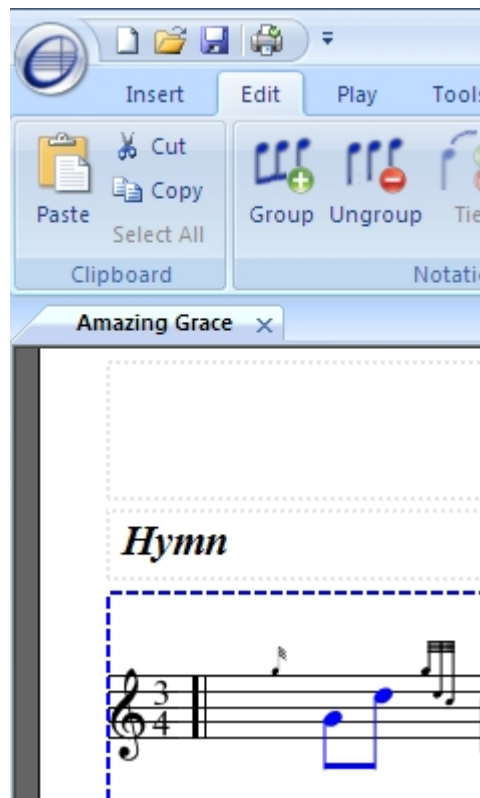
- Press the "Group Notes" button on the main window, or use the keyboard shortcut by pressing on the G key
- The notes are now grouped together
- To group a number of notes again, simply follow the above procedure again
- Note!! The user cannot select notes if the "Rubber Band" is not within the a single bar



## edit: ungrouping Notes

To ungroup a number of notes:

- Click and hold down the left mouse button beside the group of notes to be ungrouped
- Drag the mouse, placing the "Rubber Band" around the group of notes
- The group of note's colours change to blue
- Press the "Ungroup Notes" button on the main window, , or use the keyboard shortcut by pressing on the U key



- The notes are now ungrouped

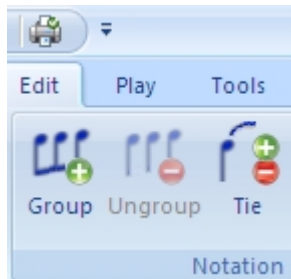
Note!!

The user cannot select notes if the "Rubber Band" is not within the a single bar

# edit: Tying Notes

To tie two notes together:

- Click and hold down the left mouse button beside the two notes to be tied
- Drag the mouse, placing the "Rubber Band" around the two notes
- The two notes change their colour to blue



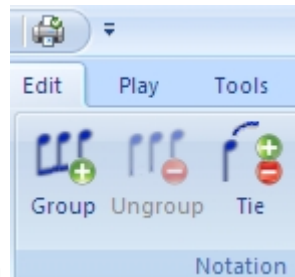
- Press the **Tie** button in the Edit:Notation area.
- The two notes are now tied together



## edit: Tying Notes as Triplets

To tie three notes together as triplets:

- Click and hold down the left mouse button beside the three notes to be tied as triplets
- Drag the mouse, placing the "Rubber Band" around the three notes
- The three notes change their colour to blue

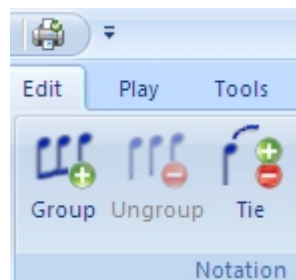


- Press the "Tie" button in the Edit:Notation area.
- The three notes are now tied together as triplets

# edit: untying Notes

To untie two notes:

- Click and hold down the left mouse button beside the two notes to be untied
- Drag the mouse, placing the "Rubber Band" around the two notes
- The two notes change their colour to blue
- Press the "Tie" button or use the keyboard shortcut by pressing on the T key



- The two notes are now untied

- The above procedure is the same for untying triplets

## edit: "dot" & "cut" overview

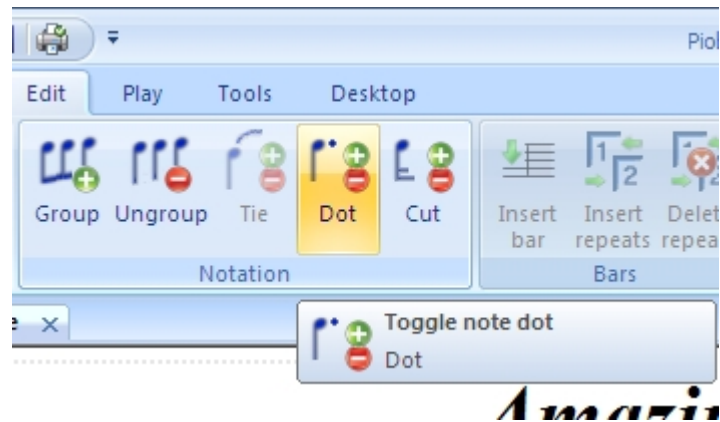
PiobMasterPro offers the facility facility to dot or cut notes. To do this the user selects a note, turning its colour blue, and then selects the "Dot" button or the "Cut" button This action places a dot or cut on the selected note.

The user can "Undot" or "Uncut" a note by selecting the note and then clicking on the "Dot" button or the "Cut" button again.

The note now has a dot placed after it  
**Tip: "dotting" a note**

To "Dot" a note :-

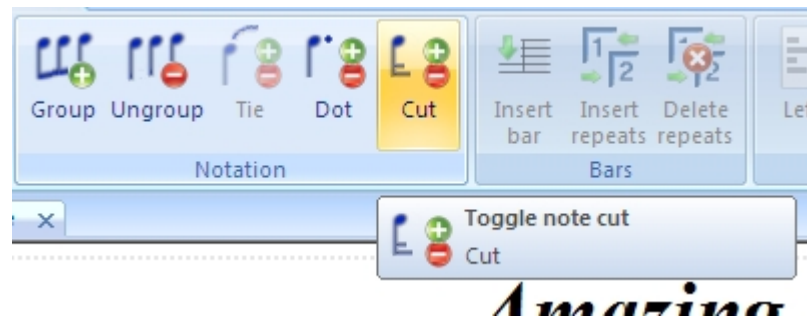
- Positioning the mouse pointer over the note head
- Click on the left mouse button
- The note colour turns blue signifying that the note has been selected
- Click on the "Dot" button or use the keyboard shortcut by pressing on the D key



- The note now has a dot placed after it

## edit: "cutting" a note

- Positioning the mouse pointer over the note head
- Click the left mouse button
- The note colour turns blue signifying that the note has been selected
- Click on the "Cut" button or use the keyboard shortcut by pressing on the C key

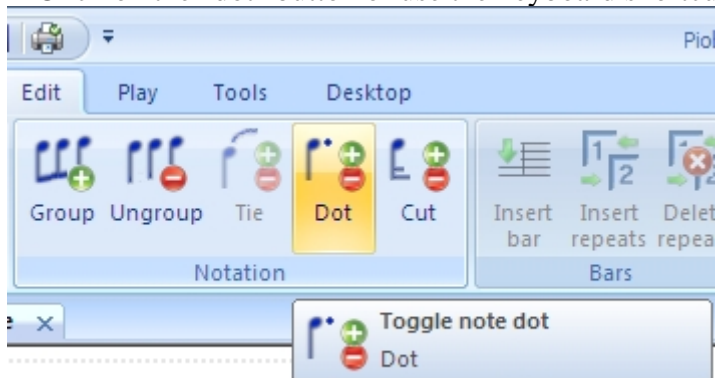


- The note is now cut

## edit: "undotting" a Note

To "undot" a note:

- Positioning the mouse pointer over the note head
- Click the left mouse button
- The note colour turns blue signifying that the note has been selected
- Click on the "dot" button or use the keyboard shortcut by pressing on the D key

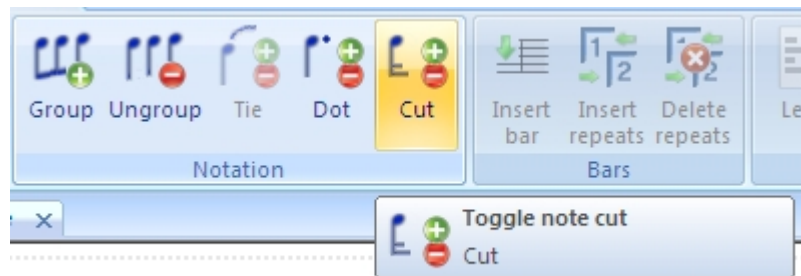


- The dot has now been removed from the note

## edit: "uncutting" a Note

To "uncut" a note:

- Positioning the mouse pointer over the note head
- Click the left mouse button
- The note colour turns blue signifying that the note has been selected
- Click on the "Cut" button , or use the keyboard shortcut by pressing on the C key



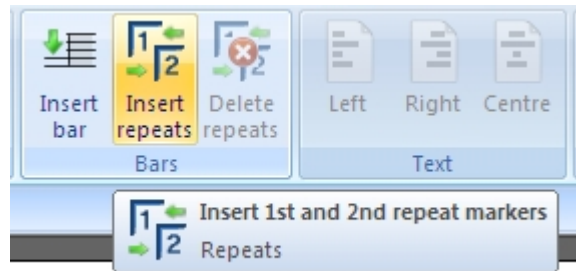
*Amazing*

- The cut has now been removed from the note



## edit: adding 1st and 2nd Timings

- Click on the bar that the 1<sup>st</sup> timing is to start from
- Click on the "Insert Repeats" button



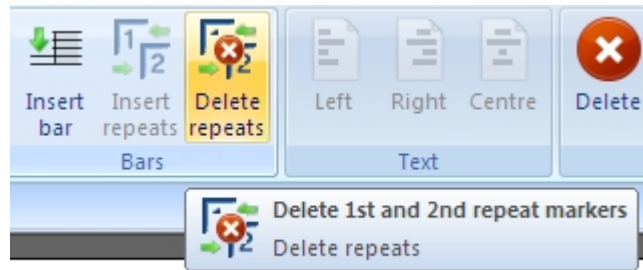
- 1<sup>st</sup> and 2nd repeats are inserted above the selected bar and its adjacent bar

## **edit: adjusting 1st and 2nd repeat Timings**

- Click on the the "1" of the 1st timing repeat marker
- Click and drag the mouse down onto the stave line. Continue to hold down the mouse button and slide the 1st timing repeat marker to its desired position
- Repeat process to adjust the 2nd timing repeat marker

## edit: deleting 1st and 2nd Timings

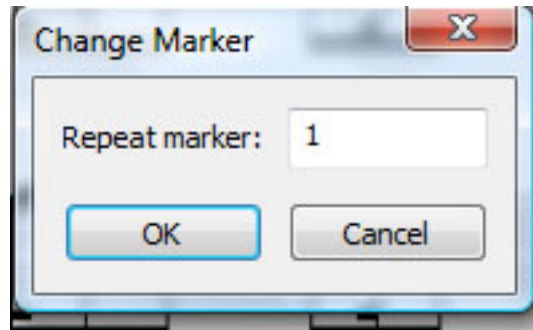
- Click on the bar that the 1<sup>st</sup> timing is above
- Click on the "Delete Repeats" button



- 1<sup>st</sup> and 2nd repeats are deleted above the selected bar and its adjacent bar

## edit: annotating 1st and 2nd Timings markers

- Click on the bar that the "1" of the 1st timing. The Change Marker windows appears



- Enter the desired letter or number
- Repeat for the "2" of the 2nd timing

## **edit: copy & paste overview**

PiobMasterPro offers the user the facility to copy & paste notes, doublings, embellishments & movements from within bars of a single music object, bars of separate music objects and between music objects on multiple opened documents.

PiobMasterPro also allows complete Text, Music and Image objects to be copy & pasted within the same document and also between multiple opened documents

# edit: copying & pasting

- Click on any note, doubling, embellishment, movement, text object, music object or image object
- Click on the Copy Button or press "Ctrl C"



- Click on the desired location where the item is to be Pasted
- Click on the "Paste" button or press "Ctrl V "



- The new item has been pasted into its new position

## properties: note groups

- To alter note group properties, select a group of notes and click on the EDIT: Properties button. The Note, its Type, Dot & Cut can all be adjusted

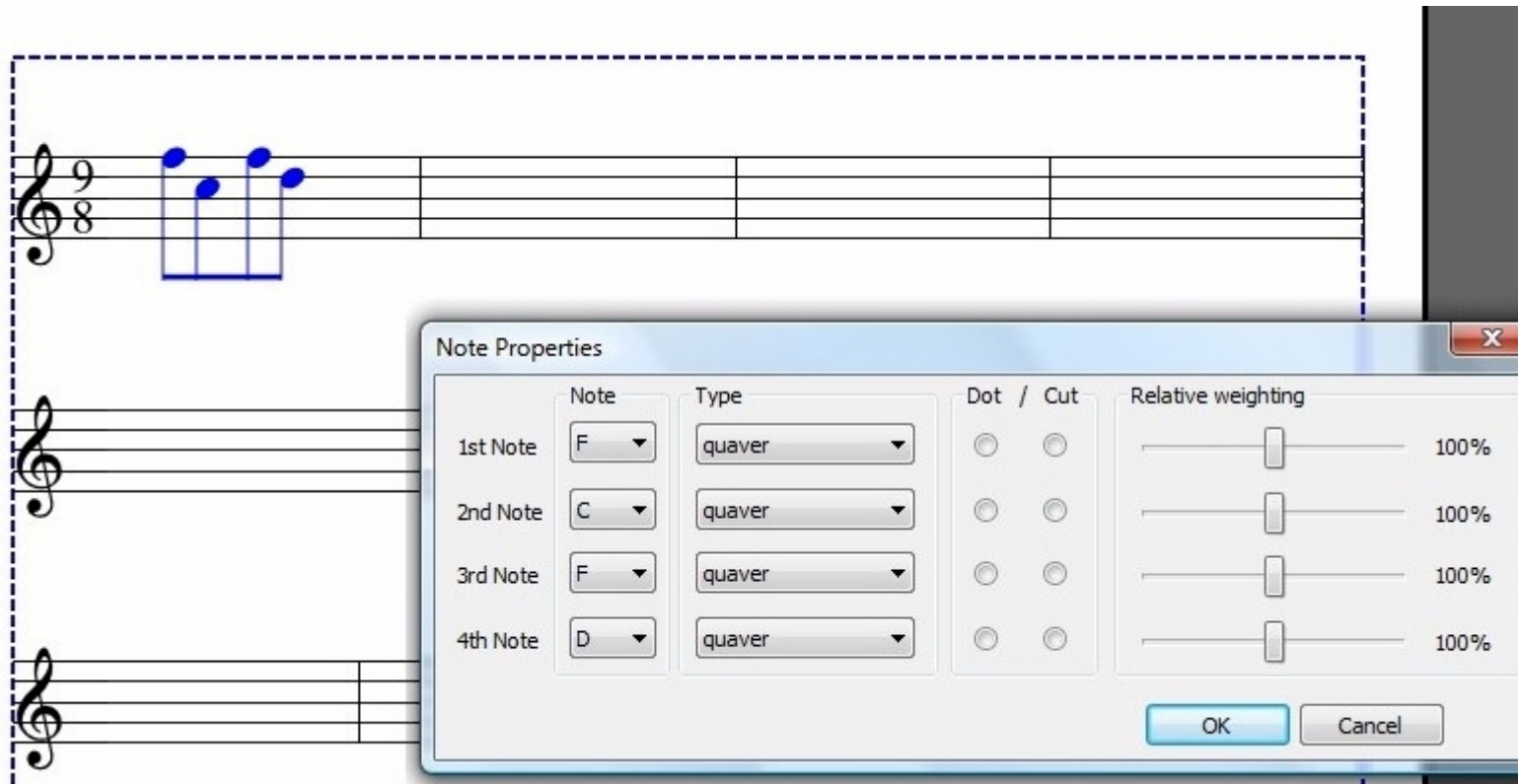
The image shows a music software interface with a staff containing four notes. A dashed blue box highlights the first four notes. A dialog box titled 'Note Properties' is open, showing settings for each note in the group. The dialog box has columns for Note, Type, Dot / Cut, and Relative weighting. The notes are F, C, F, and D, all set to 'quaver' type and 100% relative weighting. The 'Dot' and 'Cut' options are currently unselected for all notes.

	Note	Type	Dot	Cut	Relative weighting
1st Note	F	quaver	<input type="radio"/>	<input type="radio"/>	100%
2nd Note	C	quaver	<input type="radio"/>	<input type="radio"/>	100%
3rd Note	F	quaver	<input type="radio"/>	<input type="radio"/>	100%
4th Note	D	quaver	<input type="radio"/>	<input type="radio"/>	100%



## properties: note weightings

- PiobMasterPro allows the user to adjust the relative weighting of each note within a group. The relative weighting is adjusted with its individual slider.



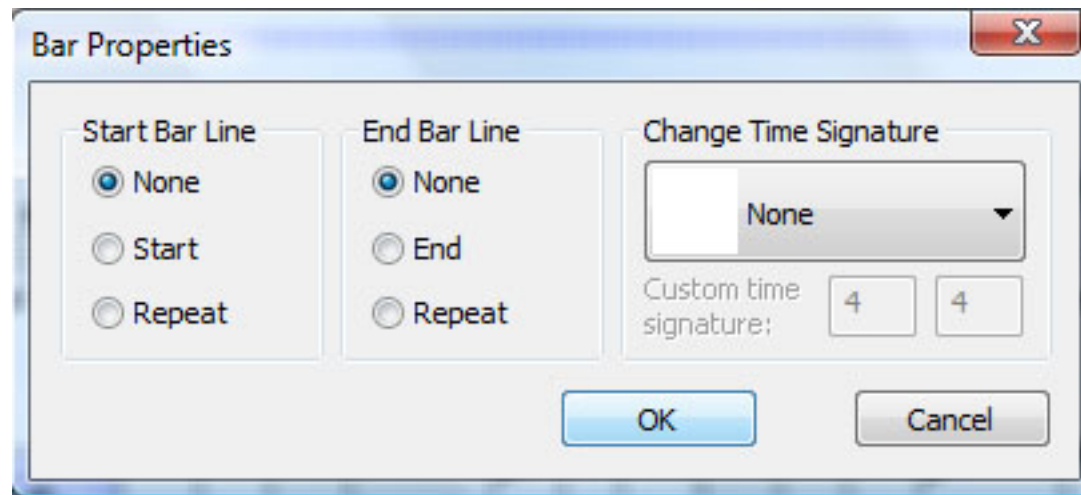
The screenshot shows a musical staff with a group of four notes highlighted by a dashed blue box. A 'Note Properties' dialog box is open, displaying settings for each note in the group. The dialog box has a title bar 'Note Properties' and a close button (X) in the top right corner. It contains a table with columns for Note, Type, Dot / Cut, and Relative weighting. The notes are F, C, F, and D, all set to 'quaver' type. Each note has a 'Relative weighting' slider set to 100%.

	Note	Type	Dot	Cut	Relative weighting
1st Note	F	quaver	<input type="radio"/>	<input type="radio"/>	100%
2nd Note	C	quaver	<input type="radio"/>	<input type="radio"/>	100%
3rd Note	F	quaver	<input type="radio"/>	<input type="radio"/>	100%
4th Note	D	quaver	<input type="radio"/>	<input type="radio"/>	100%

Buttons: OK, Cancel

## properties: change time signature

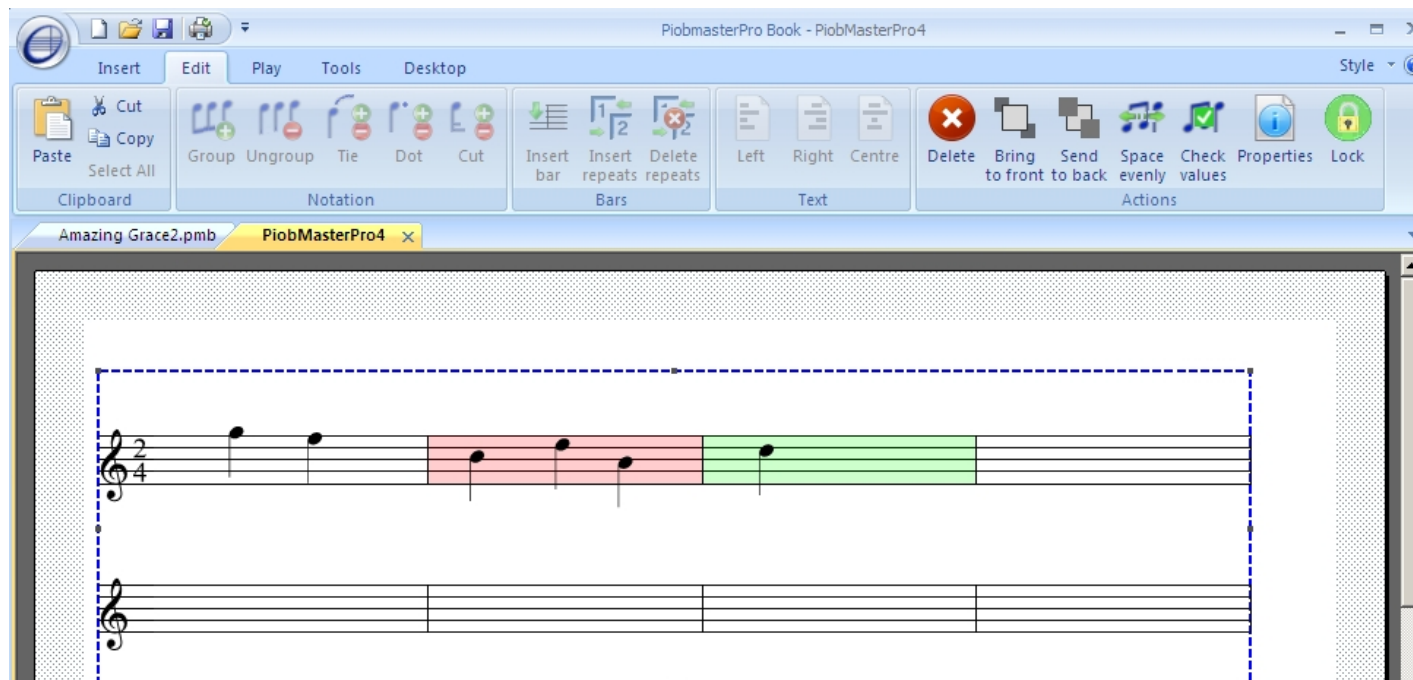
- PiobMasterPro allows the user to change the time signature within parts of a musical composition
- To change the time signature within the music object, Click on a particular bar, on the selected staff line where you want the new time signature to begin from. Click on the EDIT: PROPERTIES or right-click properties. Select the new time signature from "Change Time Signature" drop down list, or enter a custom time signature from the bar properties window



# edit: note value checker

PiobMasterPro offers the user the facility to check that the correct number of notes are entered in a bar for the designated time signature. Depending on the time signature and the sum of the note values in a bar, the bar will be highlighted in Red, Green or None when the Note Checker button is toggled ON or OFF

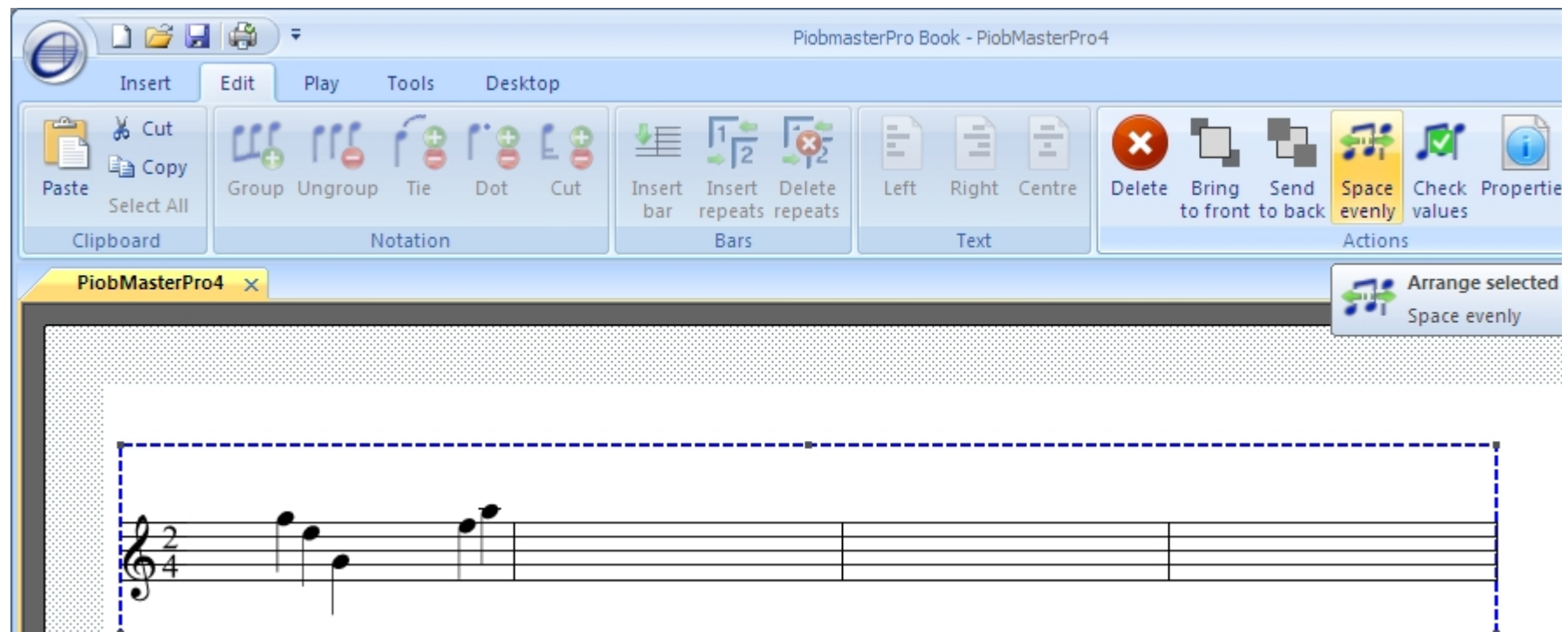
- The colours shown :-
  - Red - Note value sum for bar is too large
  - Orange - Note value sum for bar is too little
  - None - Note value sum for bar is correct



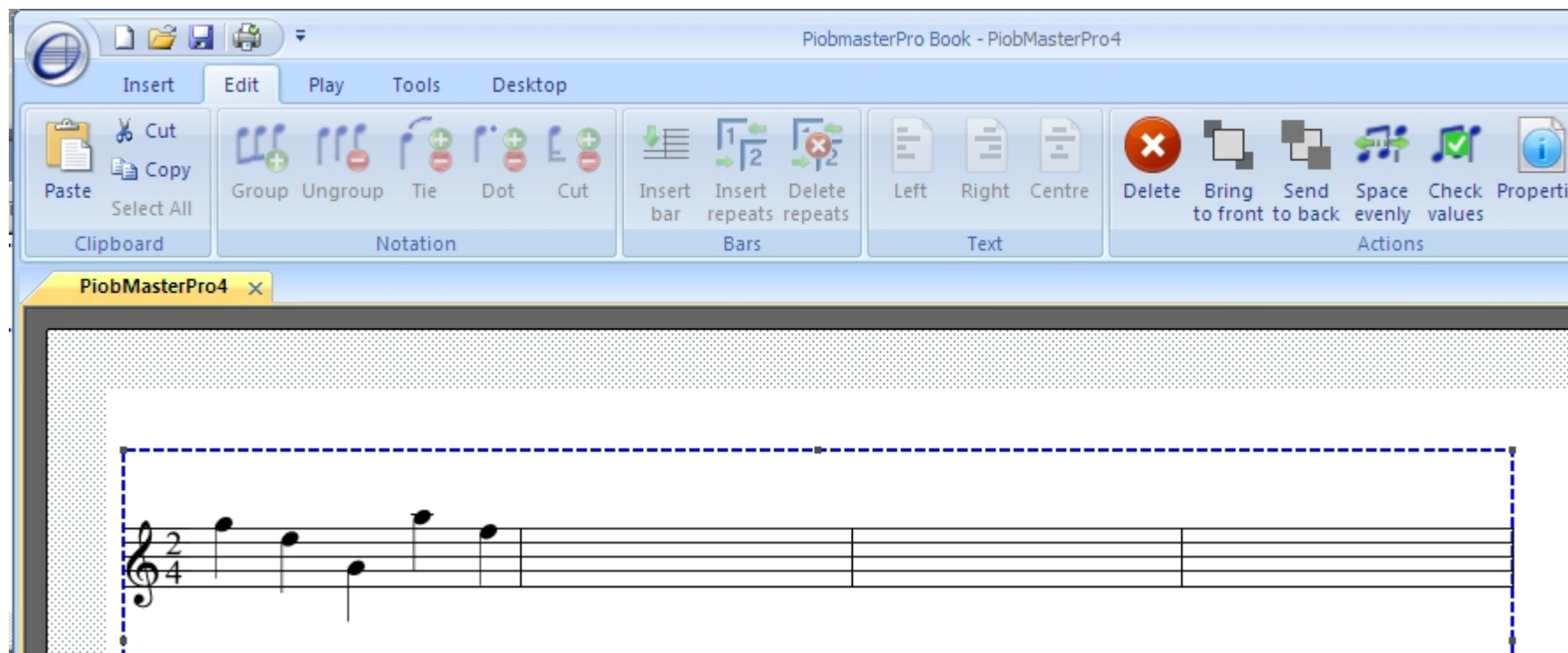
# edit: space evenly overview

PiobMasterPro offers the user the facility to evenly space main notes within the bar. To perform this function, the user selects the music object then clicks on "Space Evenly" button found in the EDIT:ACTIONS area

- Notes randomly inserted in a bar

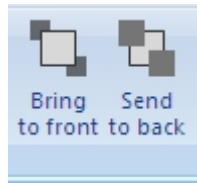


- After clicking on the "Space Evenly" button



## edit: layering

PiobMasterPro offers the user the facility to "Layer" Text, Music or Image Objects. To perform this function, the user selects the object then clicks on found in the EDIT:ACTIONS area



● Click on the "Bring to Front" or "Send to Back" button to layer an Text, Music or Image object

## **play: overview**

PiobMasterPro will play back all or part of a tune if required using the Rewind, Stop, Play or Pause buttons. It can also begin playback from the start of a bar as selected by the user. The playback can be placed on a continuous loop if required.

The tempo of the playback can also be selected as required. This is especially useful when learning a new tune.

PiobMasterPro offers the choice to the user for Highland Bagpipe, Practice Chanter and Small Pipes samples. The small pipes are available in the key of Bb, A, C, D.

If a tune has multiple parts, such as 2nd's or 3rds', the user can select all parts or just the required part to be played.

Playback functionality can be accessed from the Control, Tempo & Instrument Selection ribbons under the Play tab.

## play: select notes

PiobMasterPro will only playback the selected notes if a user so wishes. This is especially useful when learning a new tune. Otherwise, if no notes are selected then the complete tune is played back






The screenshot displays the PiobMasterPro software interface. At the top, the title bar reads "PiobmasterPro Book - Amazing Grace". Below it is a menu bar with "Insert", "Edit", "Play", "Tools", and "Desktop". The "Play" menu is open, showing options: "Play" (with a play button icon), "Play music", and "Tempo". The "Control" panel includes buttons for "Rewind", "Stop", "Play", "Pause", and "Loop". The "Tempo" panel shows "Tempo: 60 bpm" and a slider. The "Instrument Selection" panel shows a dropdown menu set to "C" and a "Select" button. The main area shows the title "Amazing Grace" and the word "Hymn". Below this is a musical score for two staves. The first staff has a 3/4 time signature. A blue dashed box highlights a section of the first staff, indicating that these notes are selected for playback.



# play: Controls

PiobMasterPro contains a number of controls to allow the user to playback the entire tune or the selected group of notes. Details of each of the controls functionality is listed below.



-  This control rewinds the tune back to the beginning.
-  This control stops the playback.
-  This control starts the playback.
-  This control pauses the tune. Play will commence from this point
-  This control will cause the tune playback to loop.

# play: Tempo

PiobMasterPro allows the user to adjust the tempo at which the tune is played back. The tempo is scaled to "Beats Per Minute" (BPM).

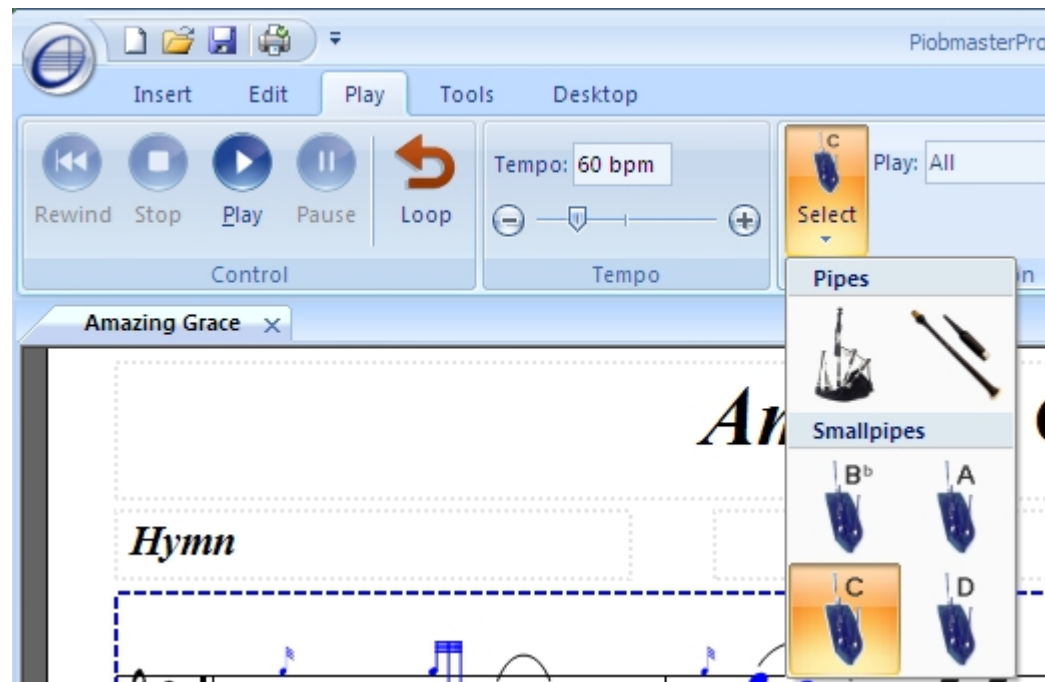


PiobMasterPro - Tempo Slider

- Adjust the tempo by sliding the pointer to **+** (Increases Tempo) or **-** (Decreases Tempo). The actual tempo value is shown in the tempo numeric field.
- Similarly, the tempo can be specified by directly editing the tempo numeric field

# play: Instruments

PiobMasterPro contains a number of instrument samples which can be used to playback the tune. The playback samples are found in the Play:Instruments area.



PiobMasterPro offers the choice to the user for Highland Bagpipe, Practice Chanter and Small Pipes samples. The small pipes are available in the key of Bb, A, C, D.

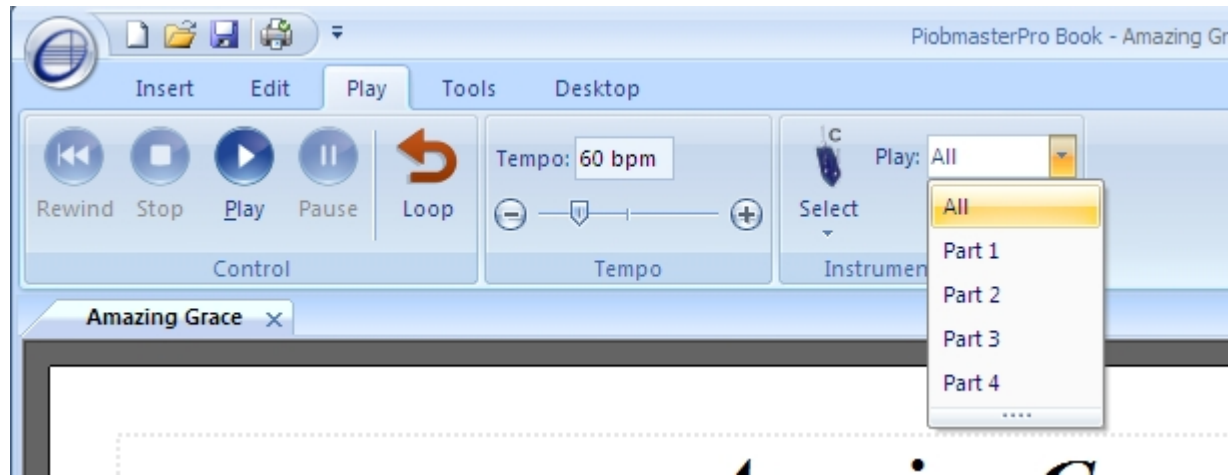
-  This control selects Highland Bagpipe samples to be used for playback.

-  This control selects Practice Chanter samples to be used for playback

-  This control selects Small Pipes samples to be used for playback.

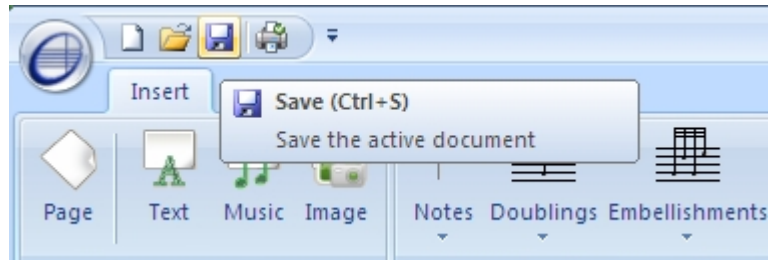
## play: select part

In PiobMasterPro, if a tune has multiple parts, such as 2nd's or 3rds', the user can select all parts or just the required part to be played. This is especially useful when learning in a pipeband environment.

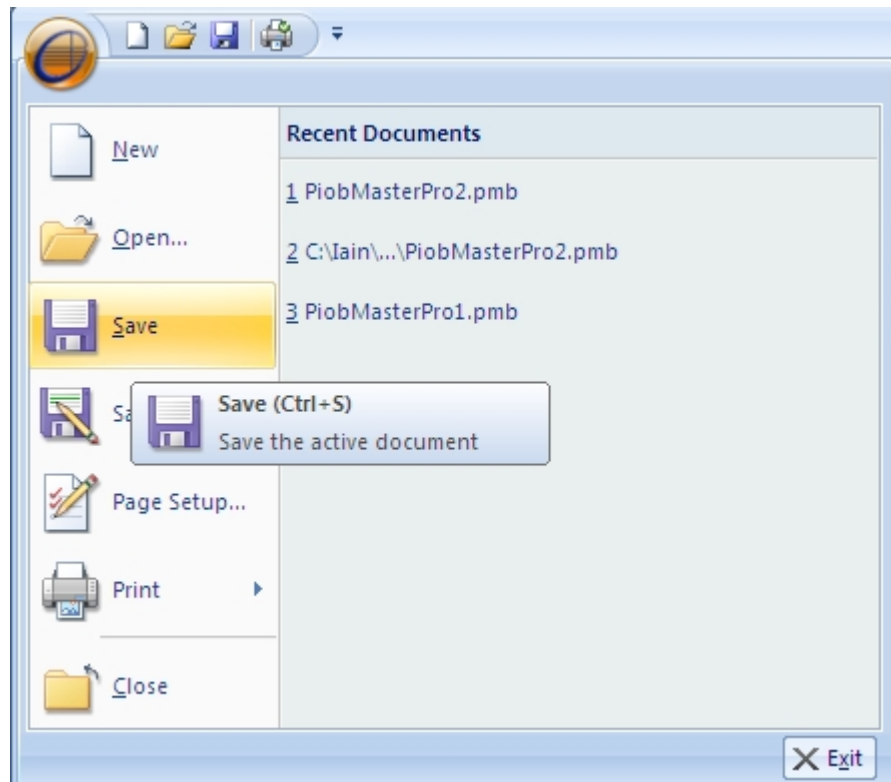


# document: save a Piobmasterpro document

- To SAVE a PiobMasterPro document, either click the save button in the Quick Access toolbar

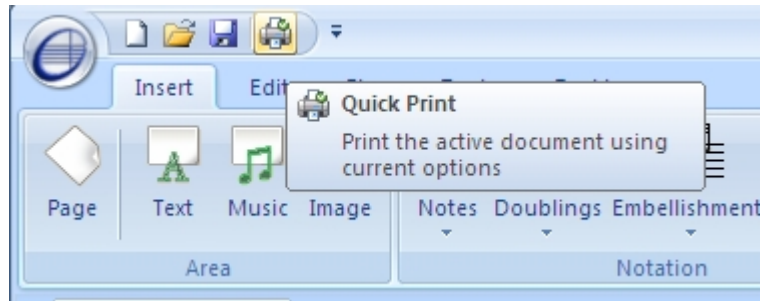


- or click the Ceolmor custom button and select SAVE from the menu



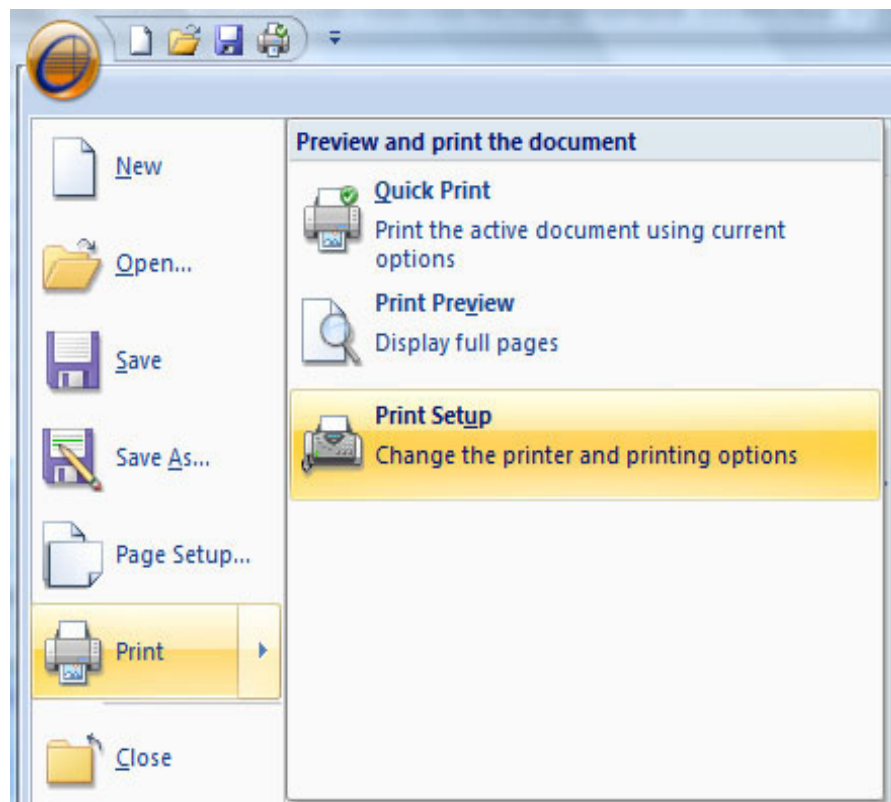
# document: print a Piobmasterpro document

- To *PRINT* a PiobMasterPro document, either click the Print button in the Quick Access toolbar







- or click the Ceolmor custom button and select *PRINT* from the menu





# document: Zoom

PiobMasterPro Player allows the user to zoom into and out of a document. The zoom factor can be adjusted to between 50% and 300% magnification. To adjust the zoom factor, follow the steps below.

-  PiobMasterPo - Zoom Control
-  Load a tune as normal.
-  The zoom control is located in the bottom right hand of the document viewer window.
-  Set the zoom factor by sliding the pointer to the desired value.

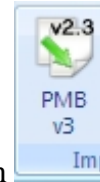
# edit: Keyboard Shortcuts

PiobMasterPro offers the user the facility of using keyboard shortcuts for performing various tasks within PiobMasterPro

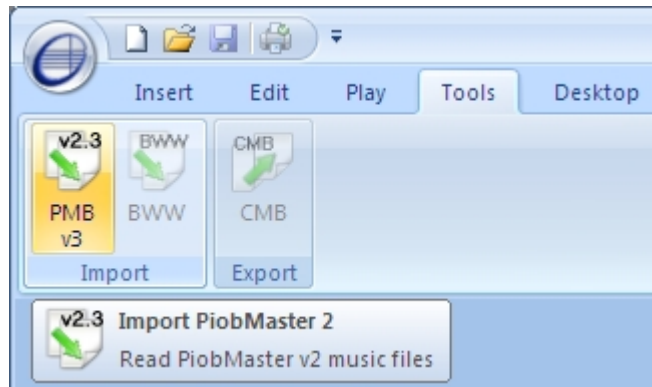
The keyboard key and its corresponding task are as listed below:-

- G - for Grouping Notes
- U - for Ungrouping Notes
- D - for Dotting or Undotting Notes
- C - for Cutting or Uncutting Notes
- T - for tying or Untying Notes
- Ctrl C - for Copying Music, Text & Image Objects or Notes, Doublings, Embellishments & Movements
- Ctrl V - for Pasting Music, Text & Image Objects or Notes, Doublings, Embellishments & Movements
- Del - for deleting Music, Text & Image Objects or Notes, Doublings, Embellishments & Movements

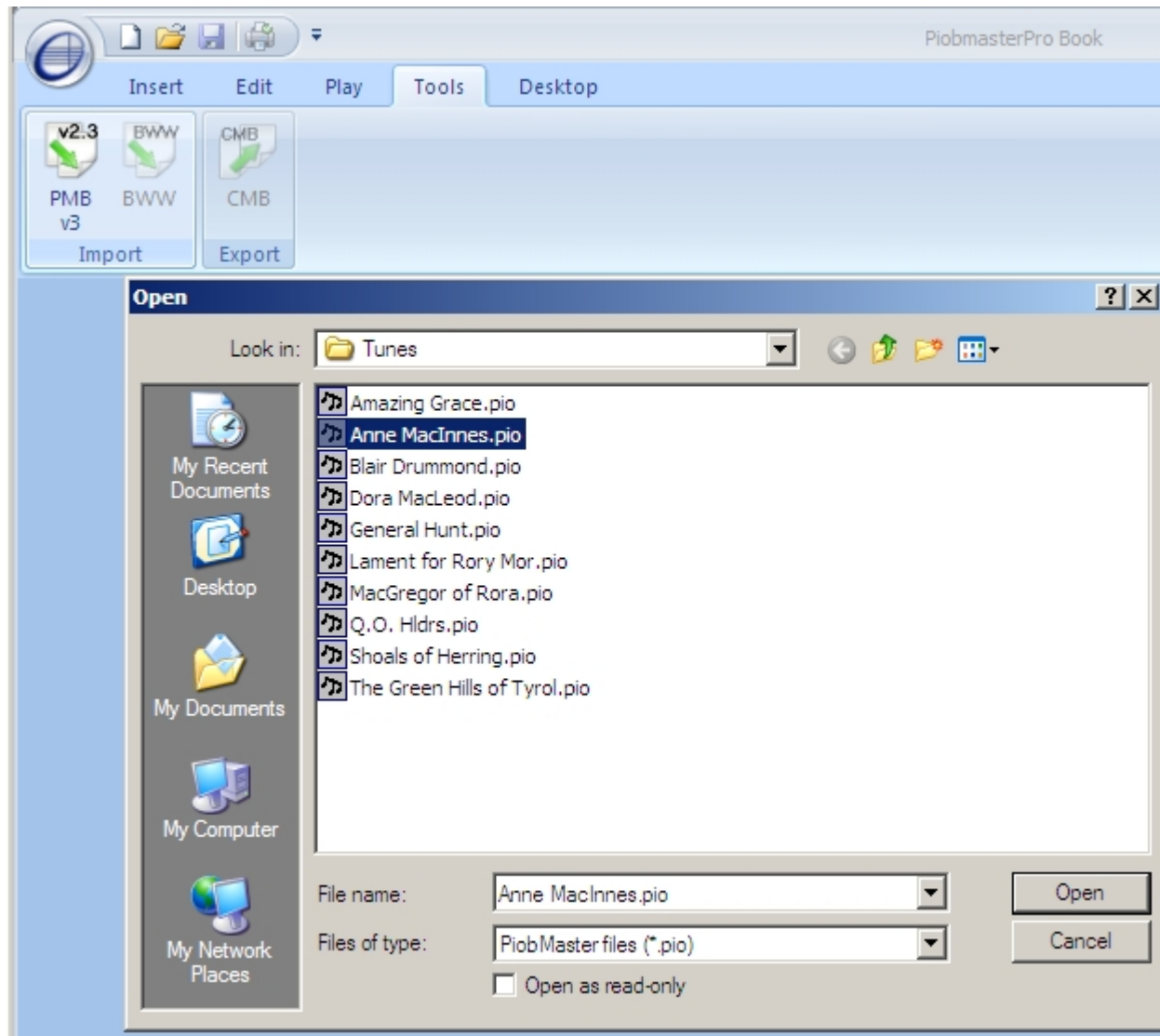
# import: open a Piobmaster 2.3 document



- To *OPEN* a PiobMaster2.3 document, click the Import PiobMaster 2.3 button in the Tools:Import area



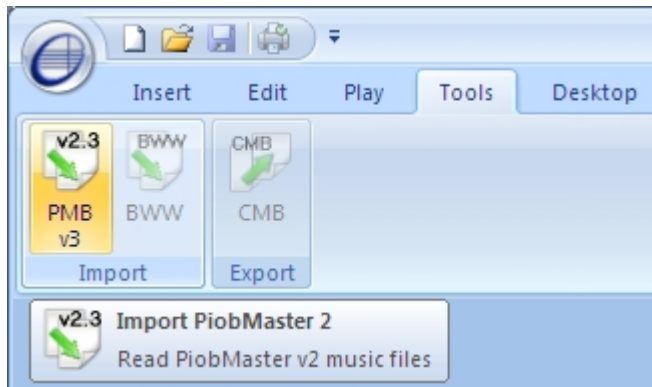
- then select the PiobMaster 2.3 .pio tune to be imported from the Open window



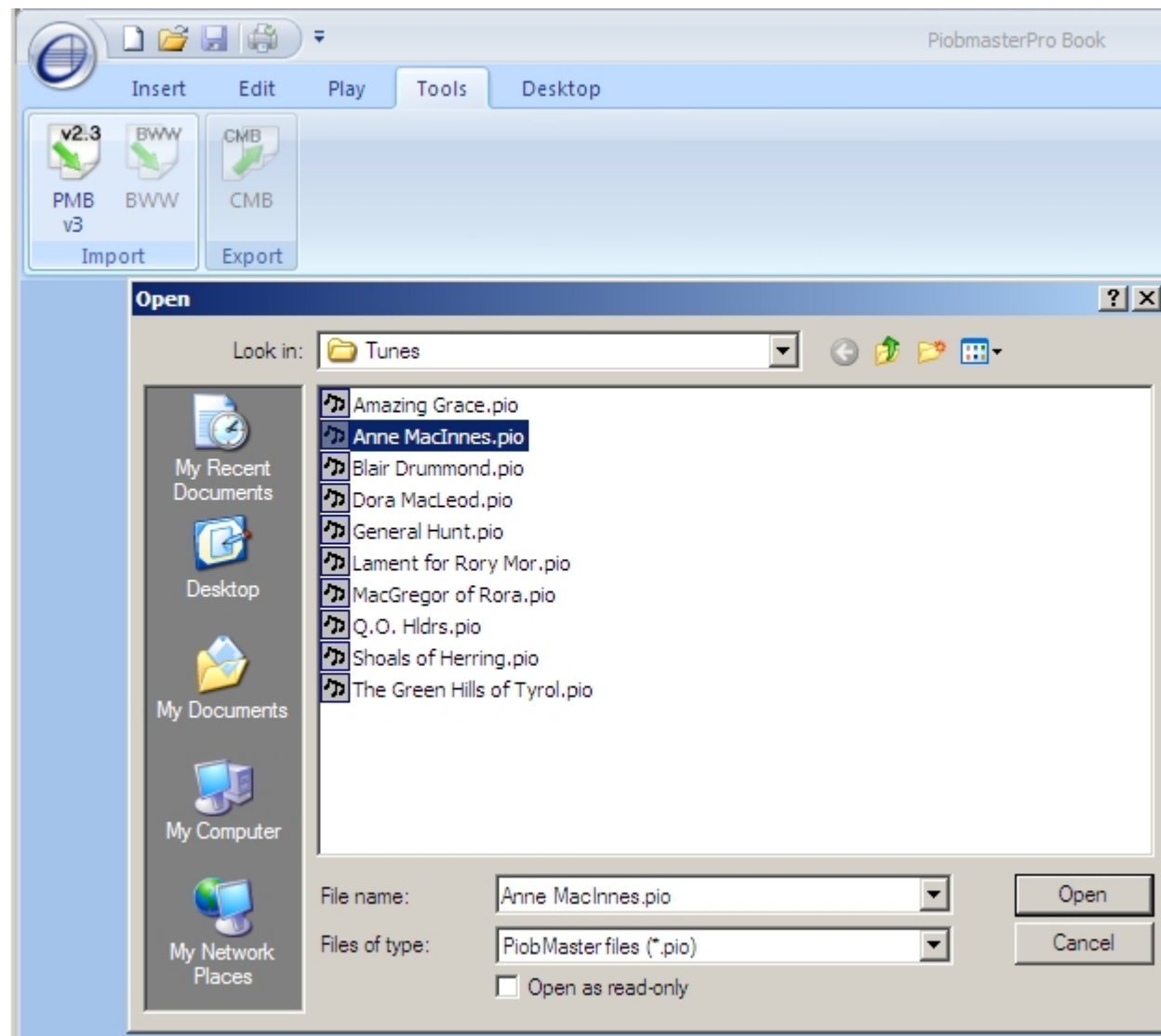
- The PiobMaster 2.3 tune is now successfully loaded into PiobMasterPro

# import: open a Bagpipe music writer document

- To *OPEN* a Bagpipe Music Writer document, click the Import Bagpipe Music Writer button  in the Tools:Import area

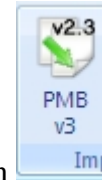


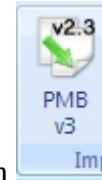
- then select the bagpipe music writer .bmw or .bww tune to be imported from the Open window

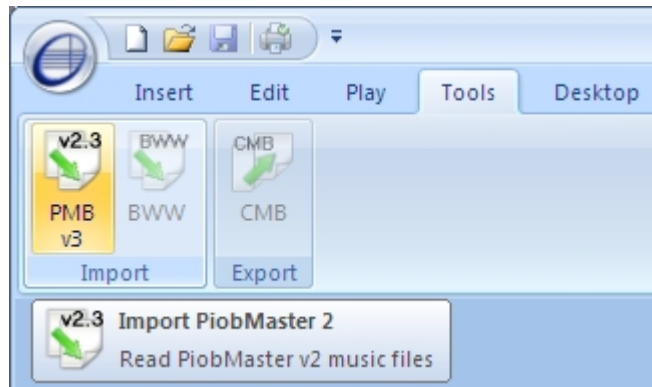


- The bagpipe music writer tune is now successfully loaded into PiobMasterPro

## export: piobmasterpro document to a .wav file

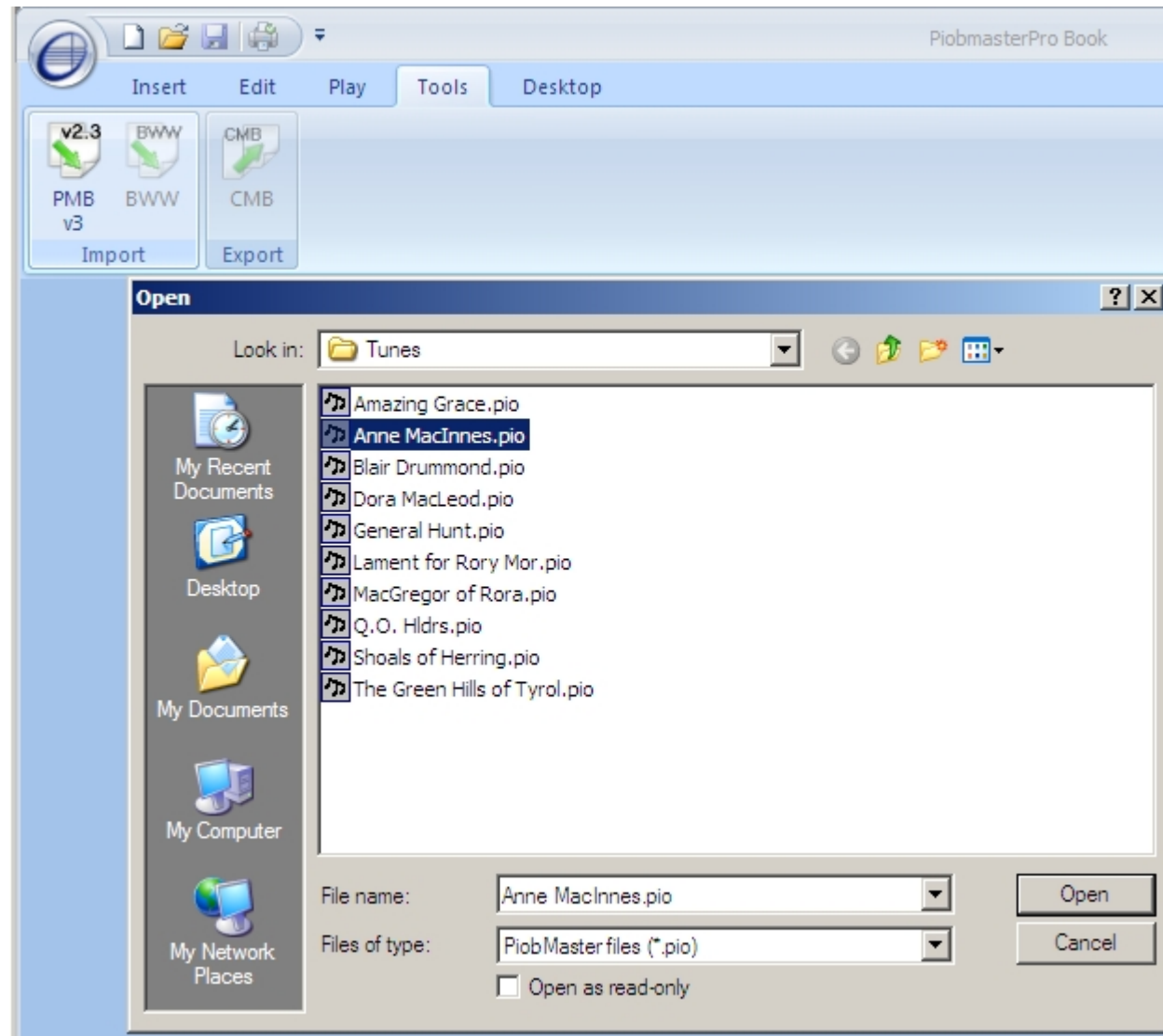


- To *EXPORT* a PiobMasterPro document to a .wav file, click on the button  in the Tools:Import area



- then define the .wav filename in the the Open window





- PiobMasterPro has now created a .wav file of the PiobMasterPro document

# Hints on Office style user interface

The Windows© Office style interface that has become popular over recent years, especially with Vista© and Windows-7© users, can be a little awkward to get used to if you are new to it. In particular for PiobMasterPro users, things like floating toolbars are no longer available, but *Quick-Access Toolbars* are. This means that to keep your working practices as slick and efficient as before, you need to know how to use the new Office style toolbars to maximum effect. This is a short introduction as to how you can go about customising the PiobMasterPro program layout, so as to adapt it "on-the-fly" to your way of working.

PiobMasterPro, in line with all Office style programs, will remember your toolbar layout when you close the program. The next time you load PiobMasterPro, your working scenario will be just as you left it.

## **General Layout**

In an Office style application there is an "application" button in the extreme top left of the screen, which gives access to menu items such as for loading and saving files, printing, selecting recently used files and so on. It normally contains an icon which identifies the application and in the daigram below for PiobMasterPro this is seen to be the Ceolmor Ltd logo.



To the right of this icon there is as standard (it can be changed, see later under "Customising the Quick-Access Toolbar"), a series of small icons spread left to right, and this is known as the Quick-Access Toolbar. If you put your mouse over the first icon, which looks like a small plain sheet of paper, the toolbar *tool-tip* will tell you it is the button to create a new document. The next one along, which looks like a small folder, is for opening a currently existing file. The third one along, which looks like a mini-floppy-disk, is the save button, and so on. Now, all of the above is true "as standard". The beauty, and difficulty when it comes to documentation like this, of the Quick-Access Toolbar is that it can be customised to suit how the user works. So it doesn't "have" to be as described above.

Below the Quick-Access Toolbar there are the application menus, which for PiobMasterPro are things such as "Insert", "Edit", "Play", "Tools" and so on. Each menu has a series of Grouped Options in what is called a Ribbon Bar. For example, the "Edit" menu in the above diagram has Groups called "Clipboard", "Notation", "Bars" etc. The "Bar" group has options for "Insert bar", "Insert repeats" and "Delete repeats". In other words the menu **Groups** within the overall command **Ribbon** are the application's way of putting related commands together, to make the use of the program easier.

## Hard Work?

Users of older style interfaces will often be faced with what seems a more difficult and long-winded way of doing things. For example, suppose we use the example of opening a new document, putting down a music stave, adding some notes, deleting some wrong ones, playing what we have, inserting some more notes, grouping some notes and finally playing the tune once more. How are we going to do that? It would seem that we would have to spend a fair bit of time moving between the Ribbon Groups to achieve what we want. If we spend any amount of time moving between the Insert, Edit and Play menus we are soon going to get very frustrated!

But what if we box clever and set the interface up so that life is much quicker and simpler, and organised for what we want to do, ie. create and edit some music? This is easily achieved.

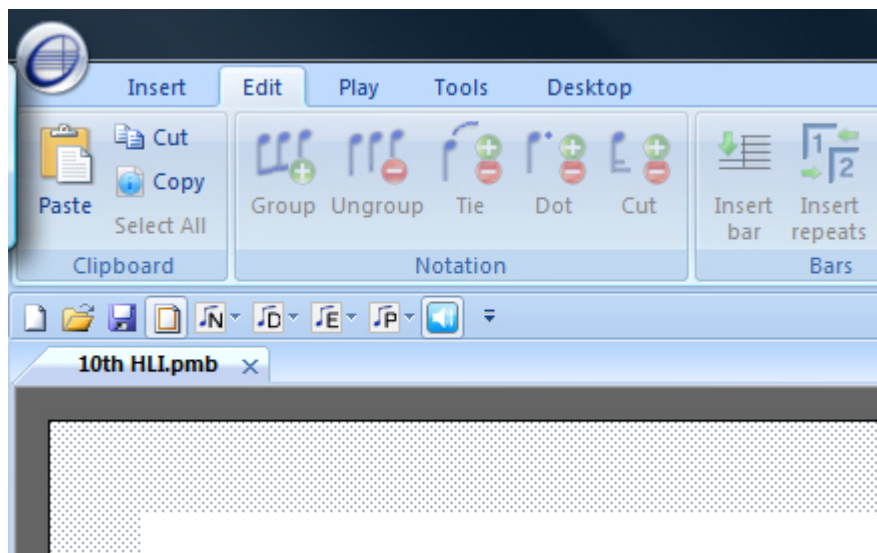
### Customising the Quick-Access Toolbar

There are various ways we can customise the Quick-Access Toolbar:

- Place the mouse over an icon on the Quick-Access Toolbar and right-click. As expected a sub-menu will pop-up and you'll see one of the options there is to customise the toolbar. Try it. You will be able to add, delete, and re-order available commands. One of the other options is to remove the icon you are currently over from the Toolbar altogether.
- Place the mouse over a Group name, such as **Notation** in the **Edit** menu, and right-click. Again a sub-menu pops up and one option will be to add [*the Group*] to the Quick-Access bar. If you do this another small icon gets added to the Quick-Access Toolbar and you can go there to get to any **Notation** command, instead of having to use the main Ribbon menus.
- Place the mouse over a command button/option, such as **Insert bar** in the **Bars** group in the **Edit** menu, and right-click. Again a sub-menu pops up and one option will be to add [*the command/option*] to the Quick-Access bar. If you do this another small icon gets added to the Quick-Access Toolbar and you can go there to immediately insert a bar, instead of having to use the main Ribbon command.
- The sub-menus you have seen above also contain an option to show the Quick-Access Toolbar below the Ribbon. This can be handy if you decide to put a lot of commands or groups into the Quick-Access Toolbar, because they will all appear on a line of their own, instead of being pushed up against the application title and document name.

You're getting the idea, right? Anything you do to customise your layout of commands can be undone, so there is no risk in you playing with various options and finding what works best for you.

For example, if you put the Insert-Area, individual Notation buttons (Notes, Doublings etc.), and the Play-Control group in the Quick-Access Toolbar, leaving the Edit menu ribbon permanently displayed, you can fully and completely edit any new or loaded file, including adding and changing notes, play whatever parts of it you want, and save the result as a PiobMasterPro file, all without ever having to select a different main ribbon:



How easy is that? You'll notice the Quick-Access bar has also been moved to below the main Ribbon bar, so the icons are clearer and closer to the current worksheet. Still, different people work in different ways and it's just a case of trial and error to get the kind of interface you want. Remember, it can always be modified. For example if you added the Tools-Import-v2.3 command to the above scenario, you can do all the above but start by importing an old v2.3 file. Bear in mind that PiobMasterPro also keeps track of different recently used file directories, such as the last import path and the last PiobMasterPro file path. So now you have a working environment for importing, tidying up and/or improving v2.3 files, and saving the results, with the absolute minimum of fuss.

### **Two Important Hints**

- When you are editing some music, clearly the **Edit** ribbon commands are the ones you will use the most, as well as inserting notes of course. When editing music you can right-click at any time and obtain a pop-up sub-menu that contains **ALL** the Edit ribbon commands (except *Lock*). This might help you decide how you want to organise the rest of your working interface.
- Don't under any circumstances try and make the Office style environment have the look and feel of an older Windows© interface - they are completely different! The beauty of the Office style environment is that it is so easily customised to help you work the way you want to work. Experiment, try things out, customise to your heart's desire, and the benefits you receive will be amazing.