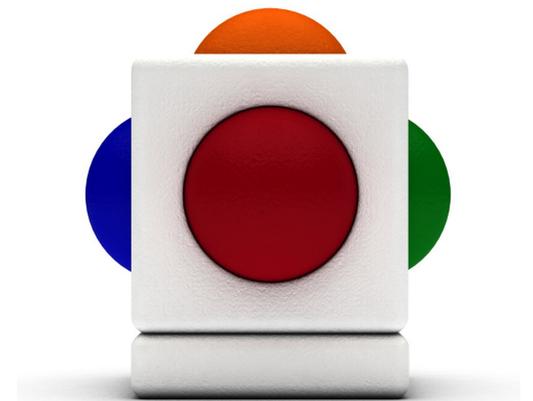


Skooglemusic User Guide

Version 1.6



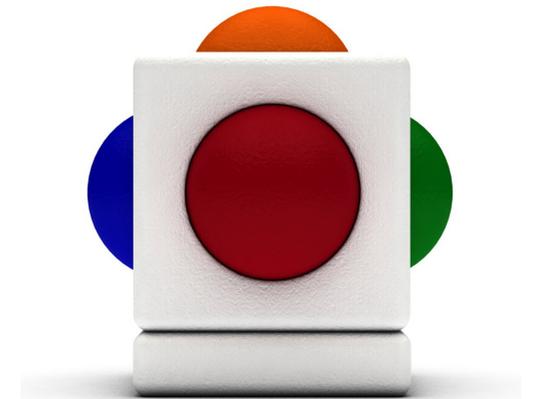
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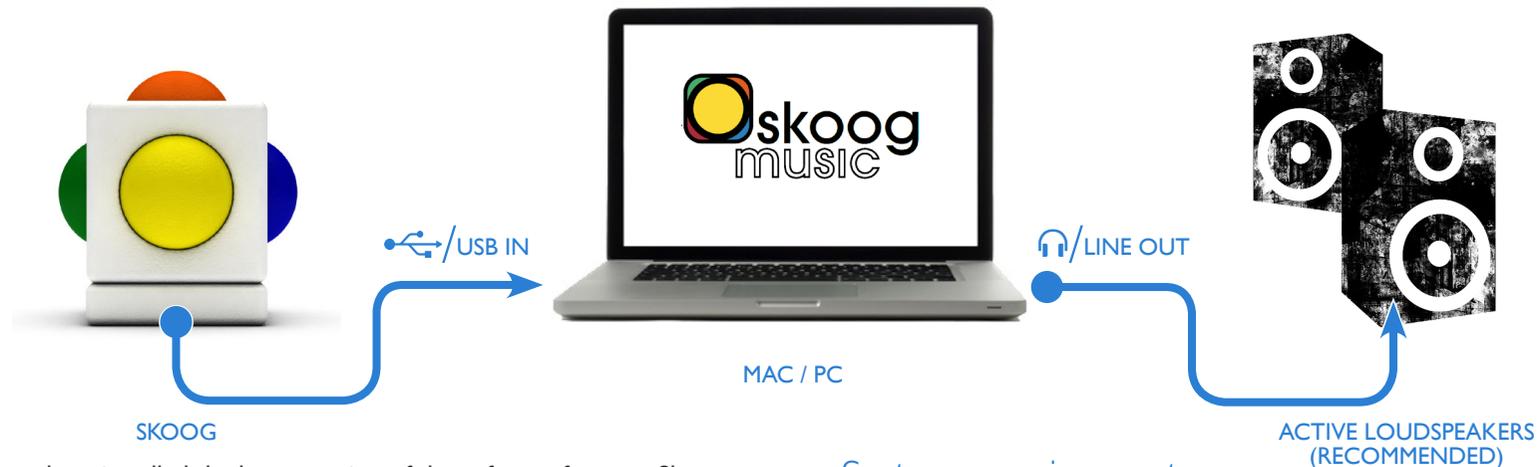


Chapter 1 Introducing the Skoog

Getting to know your Skoog. This chapter covers how to set-up and play your Skoog and provides an overview of the Skoogmusic software.



1.1 Setting up your Skoog



First, make sure you have installed the latest version of the software for your Skoog:

1. Register online www.skoogmusic.com
2. Login to "My Account", click the "Software Download" button then choose the Mac or Windows version as required.
3. Double click on the downloaded file then follow the onscreen instructions to install the software.

Next, launch the Skoogmusic software and connect your Skoog.

Your software is located in the "Applications" folder on Mac OSX or in the "Program Files" directory on Windows. To connect your Skoog, simply plug it into the USB port when prompted.



Important: your Skoog will calibrate every time it is connected via USB. To ensure optimal performance, place your Skoog on a flat, solid surface and do not touch or move it whilst connecting the USB cable.



Congratulations! You are now ready to start making music with your Skoog.

System requirements

Mac OSX

- Mac OS X 10.4.11 or later
- 1 GB RAM
- 250 MB free hard drive space
- Quicktime 7.1 or later
- Java Runtime Environment
- Headphone/line out
- Colour display and USB port

Windows

- Windows XP SP3, Vista, 7 or 8
- Minimum Pentium 4 or equivalent
- An ASIO-compatible sound card recommended for optimum audio performance
- 1 GB RAM
- 250 MB free hard drive space
- Quicktime 7.1 or later
- Java Runtime Environment
- Headphone/line out
- Colour display and USB port



1.2 Getting to know the Skoogmusic software

Overview

The Skoogmusic software is extremely versatile, you can: choose and customise your sounds, notes, sensitivity and how you interact with your Skoog; improvise along with your favourite tunes; record samples and performances; or just rock-out with friends using GarageBand. Skoog lets you find an interaction style to suit your musical mood so that you can focus on what is most important - **your sound**.

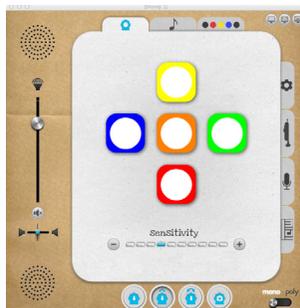
Navigating the software

It is really easy to find your way around. There are two main windows:



1. **The Skoogmusic window:** provides overall control for audio, volume and recording as well as loading and using backing tracks and Skoog Presets. You can also switch the master audio on or off and refresh your Skoog USB connections from this window. Newcomers to Skoog can take a guided tour of the Software using the interactive wizard. A more detailed description of the main features on the Skoogmusic window can be found on page 8.

2. **The Skoog window:** this is the main Skoog control interface where you can setup and control every aspect of your Skoog session. Everything from instrument and note selection to interaction mode, sensitivity, sampling, Skores and MIDI can be quickly and easily adjusted by navigating through the various panels. Almost everything in the software can be customised and saved for use another time, so go ahead and experiment to see what works best for you.



The Skoog window also provides controls for volume, balance and interaction modes. A more detailed description of the main features on the Skoog Window can be found on page 9.

Skoog Panels

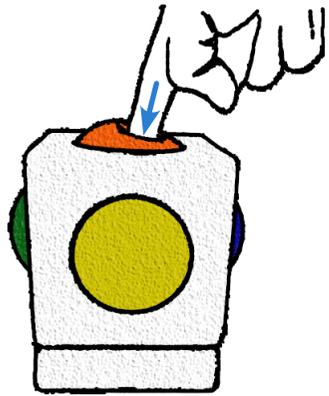
The key features of the Skoog are accessed through the following panels:

-  Skoog: displays Skoog activity and lets you adjust the overall playing sensitivity of your Skoog (see page 10).
-  Notes: select predefined musical scales, customise notes, transpose and fine tune notes for your Skoog (see page 11).
-  Skores: play-along with tunes and melodies by following coloured note sequences (see page 13).
-  Settings: customise sensitivity for each side of your Skoog, turn tilt/twist on or off and adjust instrument settings (see page 15).
-  Instruments: select from a range of dynamic musical instruments (see page 16).
-  Sampling: load, record and edit your own sounds and select sample mode to create your own instruments (see page 19).
-  MIDI: connect to external devices or applications (e.g. GarageBand, Logic) and use MIDI instruments (see page 21).



1.3 Handling your Skoog

You play the Skoog by physically interacting with it. Dynamic sensors within your Skoog are cleverly arranged to respond to your every move, no matter how gentle or forceful you are feeling. By pressing, squeezing, rubbing, stroking, tilting or shaking your Skoog in different ways you control how the different instruments sound.



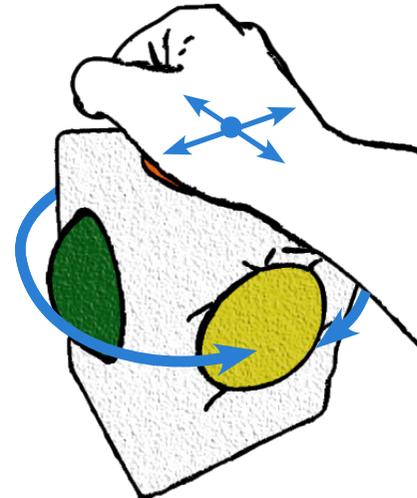
PRESS THE BUTTONS

Your Skoog has five touch sensitive, colour-coded buttons that let you play and control five different notes. Press gently to play gently, press hard to play hard.



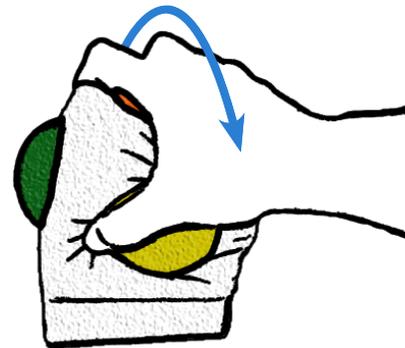
PRESS ANYWHERE ON THE SURFACE

It's not just the coloured buttons that are sensitive but the whole surface surrounding them. Press directly into any surface to play a single note, or press up to three adjacent surfaces, or into edges and corners to play chords.



PUSH, PULL, OR CIRCLE YOUR SKOOG

You can play all notes on your Skoog from a single contact point. To use this technique, place your hand (or any other part of your body) on top of your Skoog, then push and pull forwards, backwards, side to side, or round and round in circles.



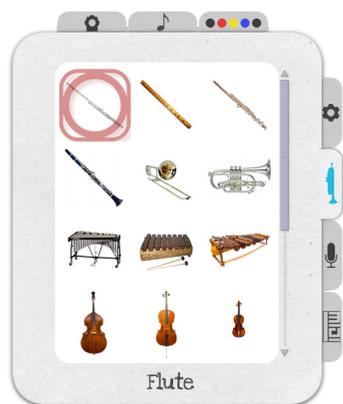
SQUEEZE AND TWIST

You can be as gentle or as energetic as you like when handling your Skoog. You can even tilt or twist your Skoog whilst squeezing for an additional layer of musical expression. When using dynamic instruments, this gives you control over something called "Advanced Expression" that allows you to modify how you are playing the instrument, as you play.



1.4 Playing considerations

Your Skoog has been designed to invite and encourage musical play and interaction. There are infinite combinations of ways to play and set up your software. Experiment to find the instruments, modes and sensitivity settings that work best for your playing style.



CHOOSING THE RIGHT INSTRUMENT

The dynamic nature of the Skoogmusic instruments and sampling modes means that each instrument responds differently to activation. Percussive or plucked instruments (such as Marimba or Classical Guitar) are designed to respond to “impulsive” movements and work best with tapping, striking or shaking interactions. They are also highly effective when using the push/pull/circle technique described on page 4.

Continuous instruments (such as Clarinet or Cello) respond best to continuous interaction. So, just as when playing a “real” flute you need to keep blowing

to keep playing, when working with these instruments you need to apply sustained pressure to your Skoog to keep the sound going. See page 16 for more information on the different types of dynamic instruments.

HIGH OR LOW SENSITIVITY

Depending on your own physical playing strength and dexterity there are many options for how to set up the sensitivity of your Skoog to work for you. You can choose to make all sides of your Skoog more or less sensitive, for example. Or you might want to make some sides less responsive to prevent accidental activation, some into hair-trigger switches for light touch, and others you might want to turn off completely. It's up to you.

Instrument choice, interaction mode and how you choose to mount your Skoog are all important factors in optimising the sensitivity. From a practical point of view, when making adjustments, you need to balance high touch sensitivity against the amount of expressive control you want. For example, if you set the sensitivity of the orange side to its highest level, the instrument playing strength will go from zero to full activation with very light pressure, behaving much like a traditional switch and giving reduced expressive control of the sound. Alternatively, by setting the sensitivity to zero (neutral) it will require more physical effort to play a sound, but you will have the finest degree of expressive control over the sound. When you find the settings that are right for you, remember to save them for next time. See page 15 for more on saving your User Profile.



CHOOSING THE RIGHT INTERACTION MODE: TILT OR NO TILT?

When using dynamic instruments, if your preference is to hit the right note every time, turn Tilt/Twist off. This will make sure that the Advanced Expression feature of each instrument is optimised so that you can focus on communicating your musical expression through the strength of your touch alone.

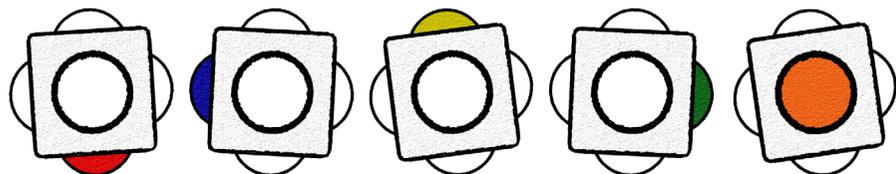
If you want to experiment with different expressive playing techniques and sounds then turn Tilt/Twist on. This will give you control over the Advanced Expression feature of the Dynamic instruments, allowing you to sculpt your sound by squeezing and tilting your Skoog.

To turn Tilt/Twist on or off you choose from one of the preset Interaction Modes (see page 9) or go to the Settings panel (see page 15) to customise your setup.

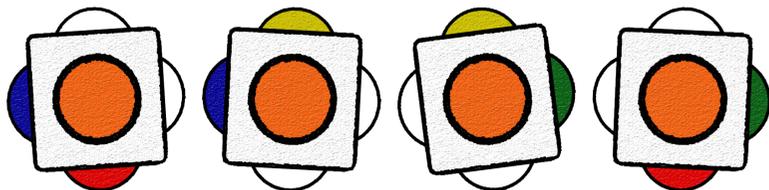


ONE NOTE AT A TIME OR (UP TO) THREE?

In Mono mode (below), only the side of your Skoog with the highest playing strength will sound and as a result you can only play one note at a time. This is useful for focusing on intended actions, and is great for playing melodies.



In Poly mode (below) you can play up to three (adjacent) sides at a time, either by pressing up to three sides at once, or pressing into edges and corners. This is useful for playing chords and when using dynamic instruments with Advanced Expression enabled, and when using the push/pull/circle technique described on page 5.



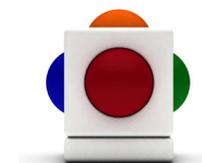
STANDARD SKORES OR MUSIC BOX MODE?

Skoogmusic Skores provide you with an easy way to start playing along with a number of tunes and melodies by following coloured sequences onscreen. These Skores are specially prepared for your Skoog and make reading music really simple.



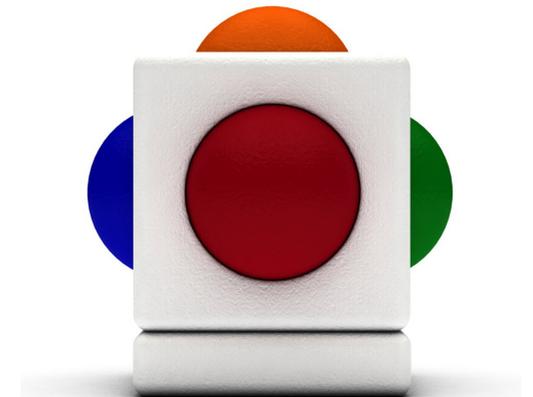
In the standard Skores mode, you are presented with a sequence of coloured blocks onscreen. The colour of each block corresponds to one of the five different notes assigned to your Skoog. When you start the Skore, By pressing the side of your Skoog with the matching colour; the sequence advances. If you press the wrong colour; the sequence waits until you get it right.

In Music Box mode your Skoog doesn't mind which coloured side you press; it plays the right note no matter what side of your Skoog you press. This makes playing melodies even easier as you can play a whole tune using contact with any side of your Skoog, or even by using the same side every time. In this mode, you are presented with only purple and white blocks, with the colour switching between the two only when the note changes. For more information on using Skores see page 13.



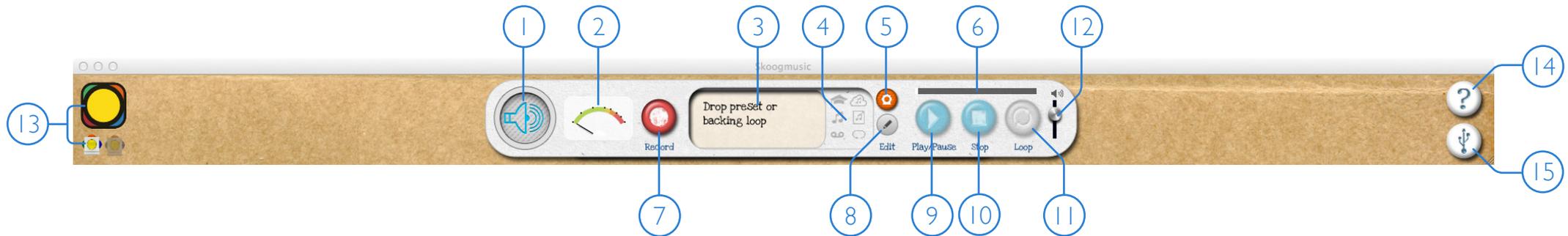
Chapter 2 Software Guide

This chapter provides an introduction to your Skoogmusic software. Read on to familiarise yourself with the main features and functions of your software.



2.1 Skoogmusic Window

The Skoogmusic window provides overall control for audio, volume and recording as well as loading and using backing tracks and Skoog Presets.



1 MASTER AUDIO ON/OFF



When highlighted (blue), audio is on. Click to toggle on/off.

2 AUDIO OUTPUT/RECORDING LEVEL METER

Displays the overall audio output level and can be used to monitor the recording level.

3 PRESET/AUDIO DRAG AND DROP ZONE

Drag and drop Skoog Presets or audio files to this area to access additional features or load backing tracks.

4 SKOOG PRESET FEATURES

Solid black icons indicate which Skoog Preset features are available within the currently loaded Preset. Click the icons to access their features.

5 SKOOG PRESET BUTTON



Open the default Skoog Preset folder to display available files. If no Skoog Presets are found, you will be directed to the Skoogmusic website.

6 PLAYBACK POSITION INDICATOR

Indicates the playback position of the currently playing track. Drag the white indicator bar left or right to change the playback position.

7 RECORD BUTTON



Click to start/stop recording your Skoog performance. Unmuted Skoogs and backing tracks will be recorded. Flashes green while recording.

8 RECORDING EDITOR



Opens the Recording Editor window. See page 22.

9 PLAY / PAUSE



Play/pause the current backing track.

10 STOP



Stop the backing track and return the playback position to the beginning of the track.

11 LOOP MODE ON/OFF



When selected, during playback, the backing track will automatically loop (repeat) when it reaches the end. Click to toggle loop mode on/off.

12 BACKING TRACK VOLUME CONTROL

Adjust the volume of the backing track.

13 SKOOG BUTTONS



Click  to bring all or  to bring individual Skoog windows to the foreground. You can connect a maximum of two Skoogs to your software.

14 WIZARD



Opens an interactive step-by-step tutorial. The Wizard is only available when one Skoog is connected.

15 REFRESH USB CONNECTION



Refresh/recalibrate your USB connection. Only available when one Skoog is connected.



2.2 Skoog Window

The Skoog window provides access to your Skoog's basic controls and advanced functionality. If you have two Skoogs connected, a separate window will be launched for each.

1 SKOOG PANELS

Use the tabs along the top and right to navigate the software panels and access all Skoog features.

2 ZOOM

-  Fit Skoog window to screen height.
-  Increase Skoog window size.
-  Decrease Skoog window size.

3 VOLUME SLIDER

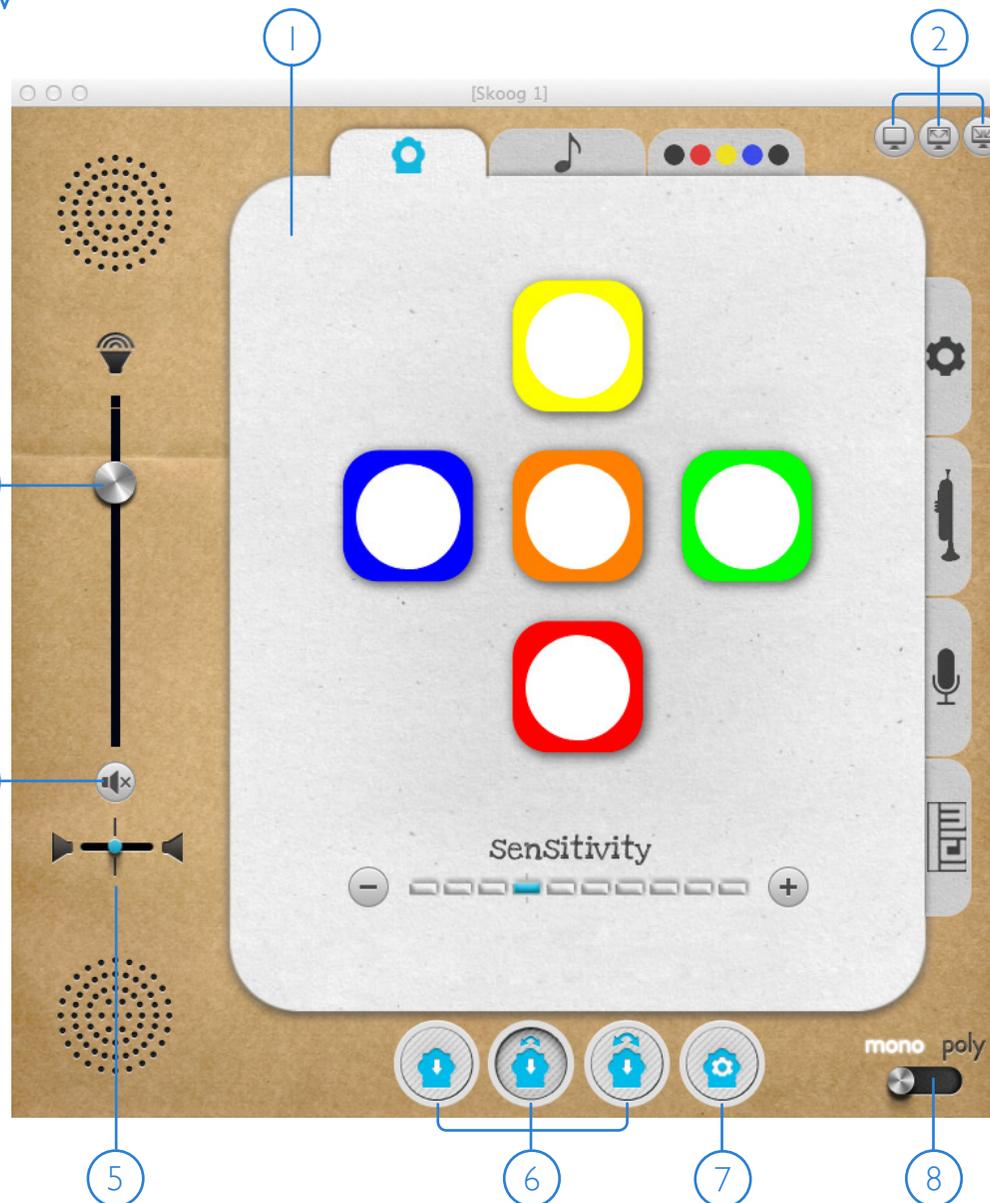
Control the volume of your Skoog.

4 MUTE AUDIO

-  Silence your Skoog.

5 AUDIO BALANCE

Send sound from your Skoog through the left, right or stereo (default) audio channels.



6 INTERACTION MODES

-  **Tilt/Twist inactive:** Skoog ignores tilt/twist gestures and detects playing strength only.
-  **Tilt/Twist (Low):** Skoog detects playing strength and has a low response to tilt/twist gestures.
-  **Tilt/Twist (High):** Skoog detects playing strength and is highly responsive to tilt/twist gestures.

7 CUSTOM SETTINGS MODE

-  Use personalised interaction preferences (as defined on the Settings Panel). See page 15 for more details..

8 MONO / POLY MODE

Mono: Play one note at a time. The side of your Skoog with the highest playing strength will sound.

Poly: Play up to three (adjacent) notes at a time.

IMPORTANT: You cannot play opposite sides of your Skoog at the same time.



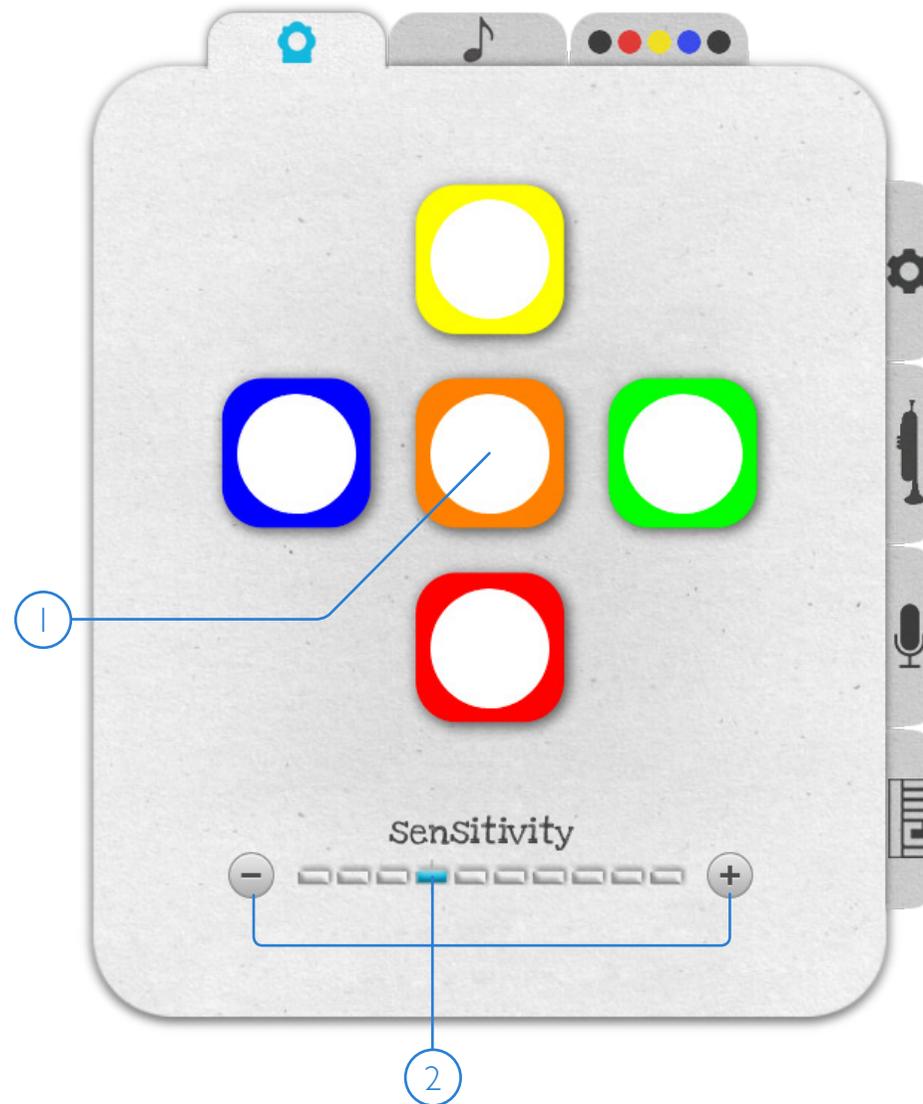
2.3 Skoog Panel

The Skoog Panel provides a basic visual accompaniment to your Skoog playing activities, and allows you to manage the overall playing sensitivity of your Skoog.

1 SKOOG ACTIVITY DISPLAY

Shows which sides of your Skoog are being activated. The colour intensity of the central circle gives an indication of the playing strength. For example, when the blue side of your Skoog is played gently, the blue indicator will turn a soft blue. When pressed hard it will illuminate to a solid blue.

In Poly mode you can activate up to three (adjacent) sides at once. In Mono mode you can activate only one side at a time. See page 9 for more detail on Mono and Poly modes.



2 SENSITIVITY ADJUSTMENT (ALL SIDES)

Increase or decrease the playing sensitivity for all sides of your Skoog simultaneously.

 The blue marker indicates the current sensitivity level. The higher the sensitivity, the lighter the touch required to create a sound.

 Decrease the sensitivity of all sides simultaneously

 Increase the sensitivity of all sides simultaneously

SKOOG TIP: You can also adjust the sensitivity of each side of your Skoog independently. See page 15 for more information.



2.4 Notes Panel

(Part 1 of 2)

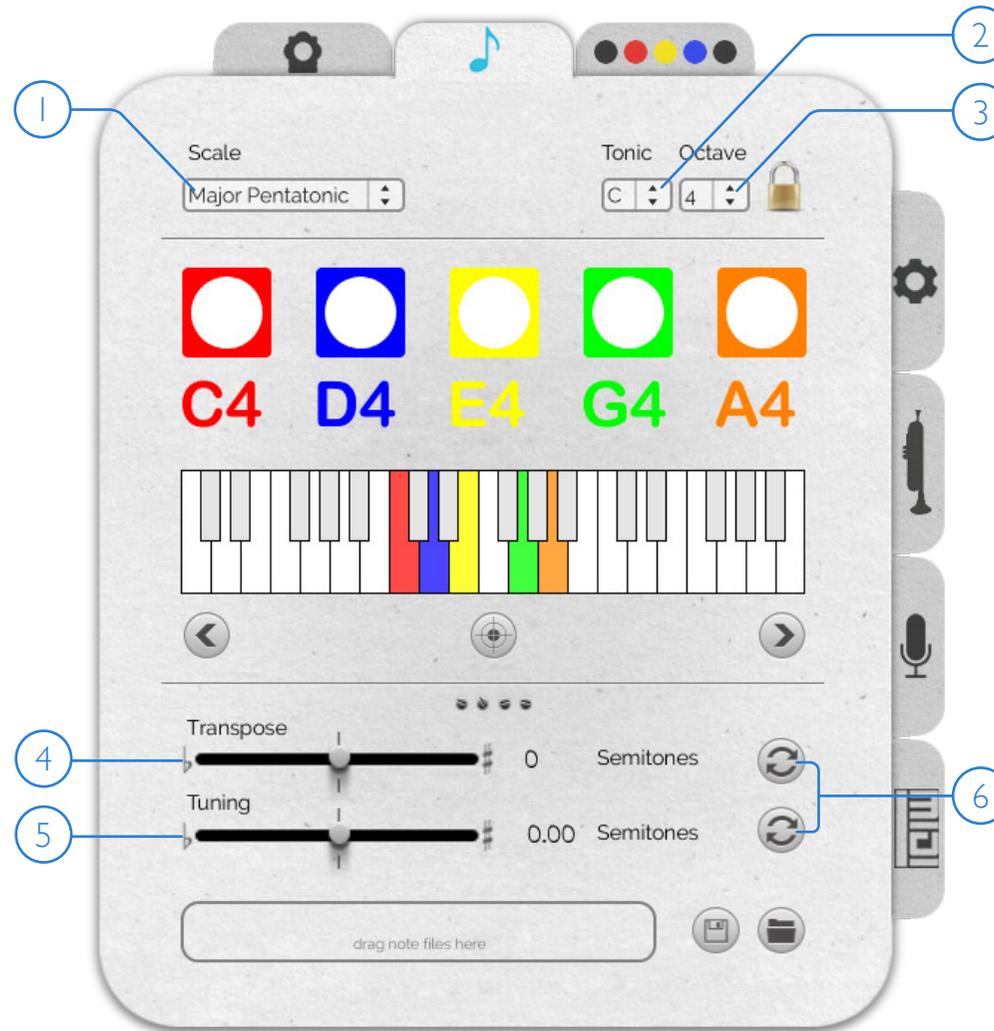
There are several ways to change the notes on your Skoog. The simplest is to select a predefined scale, then choose your preferred key or octave. Alternatively you can use the transpose slider or make fine adjustments with the tuning slider. See page 12 to learn how to create and save your own scales.

1 SCALE SELECTION

Choose from a range of predefined major and minor pentatonics, or select "User Defined" mode or unlock the keyboard to customise the notes on your Skoog.

2 TONIC

The base note (key) of the chosen scale. This feature is not available in "User Defined" mode.



3 OCTAVE

The octave of the chosen scale. Increasing or decreasing the octave by 1 will sharpen or flatten every note in the scale by 12 semitones. This feature is not available in "User Defined" mode.

4 TRANSPOSE

Sharpen (#) or flatten (b) every note on your Skoog by up to 24 semitones, in semitone intervals. Click  to reset transpose to zero.

5 TUNING

Sharpen (#) or flatten (b) every note on your Skoog by up to half a semitone. Click  to reset tuning to zero.

Great for tuning your Skoog to acoustic instruments.

6 RESET TRANSPOSE/TUNING

 Click to reset the transpose or tuning to zero.



(Part 2 of 2)

You can choose any 5 notes for your Skoog. Unlock and use the keyboard to assign notes to each side of your Skoog and save your scales for use another time.

1 KEYBOARD

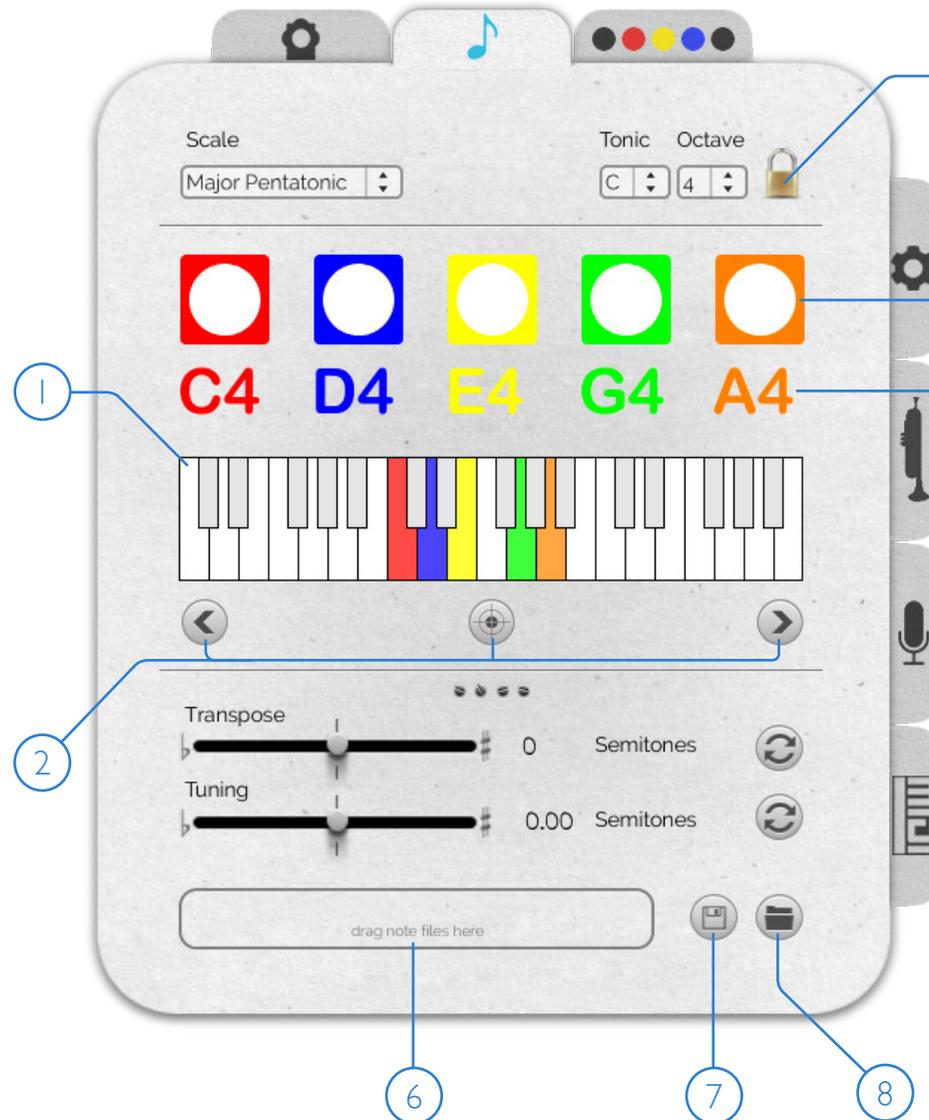
Display the currently selected notes. Use the keyboard to assign notes to each side of your Skoog (see 4 NOTE EDITING PANELS).

2 KEYBOARD NAVIGATION

-  Nudge the keyboard to the right to show more low notes.
-  Nudge the keyboard to the left to show higher notes.
-  Centre the keyboard on current note selection.

3 KEYBOARD LOCK / UNLOCK

-  Unlock the keyboard to allow note changes on your Skoog.



4 NOTE EDITING PANELS

With the keyboard unlocked, you can change the musical note on any side of your Skoog by clicking one of the colour matched panels. When the matching key on the keyboard starts to flash, click anywhere on the keyboard to select a note.

5 NOTE NAMES

Indicates the name of the musical note assigned to each side of your Skoog.

6 DRAG AND DROP ZONE

Drag and drop "Note files" here to load previously saved notes onto your Skoog.

7 SAVE NOTE FILE

 Save the current set of notes for future use.

8 OPEN NOTE FILE

 Open a Skoog "Note file" to re-use a previously saved set of notes.



2.5 Skores Panel

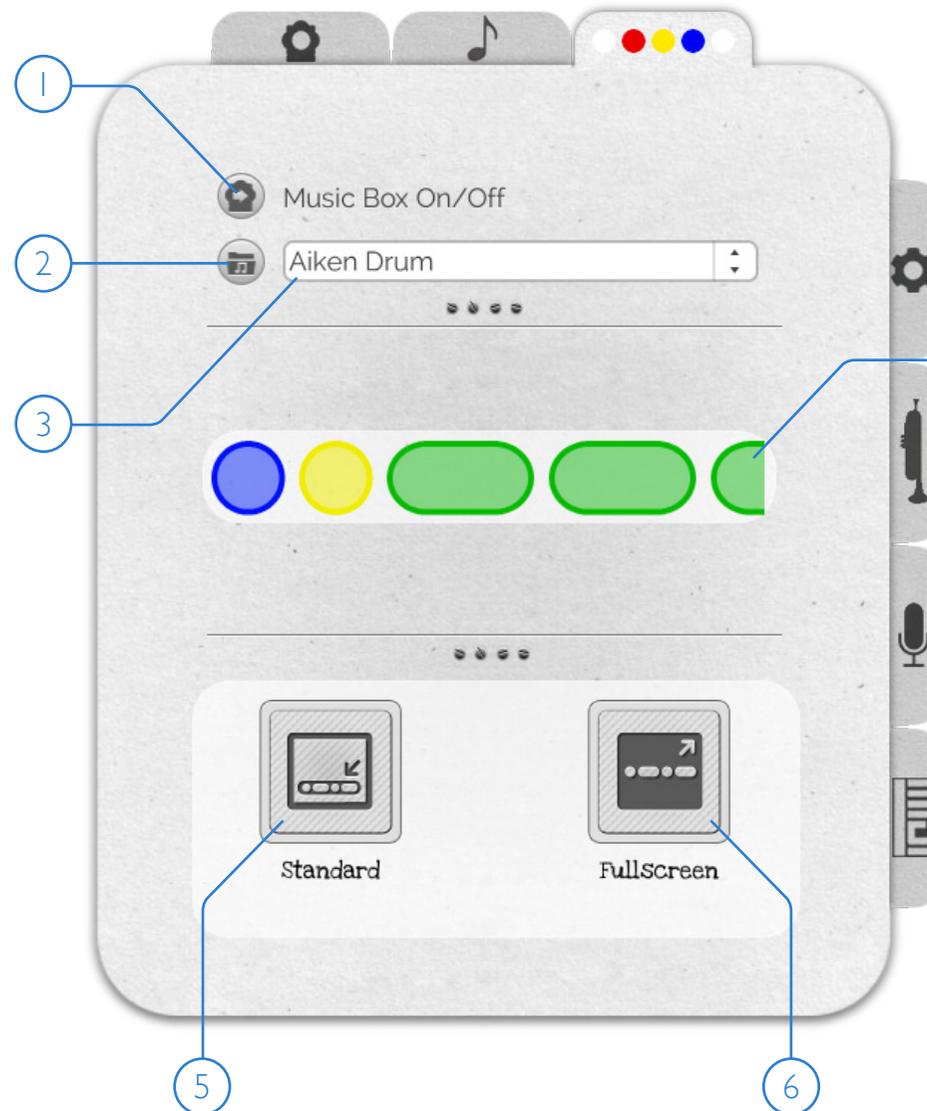
Play-along with popular tunes and melodies by following coloured sequences specially prepared for your Skoog. These *Skores* make reading music really simple. Music Box mode makes it even easier to start making music.

1 MUSIC BOX MODE

 In Music Box mode, you play the right note no matter what side of your Skoog you press. This makes playing Skores even easier and you can even play a whole tune with just a single side of your Skoog. Click to toggle Music Box Mode on and off.

2 LOAD A SKORE

 Load a Skores file from your disk.



3 CHOOSE A SKORE

Select from the pre-installed list of standard and music-box enabled Skores.

4 SKORE DISPLAY

Displays a miniature interactive Skore for the selected song.

5 SHOW SKORE (STANDARD)

 Launch the interactive Skore in a separate window. See page 14 for more information.

6 SHOW SKORE (FULLSCREEN)

 Launch the interactive Skore in a fullscreen window. See page 14 for more information.



To view your Skore in a separate window click Show Skore (Standard)  or Show Skore (Fullscreen)  on the Skores Panel.

1 STANDARD / FULLSCREEN

Toggle between standard and fullscreen views of the Skores window.

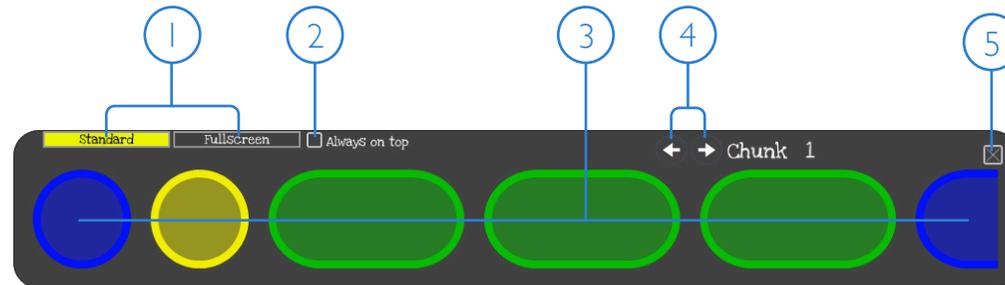
2 ALWAYS ON TOP (STANDARD ONLY)

Check this box to keep the standard Skores window visible at all times.

3 SKORES DISPLAY

Shows the next sequence (*Chunk*) of notes to be played as a series of coloured blocks. The colour of each block represents a note to be played, and the length of the block represents the duration of the note.

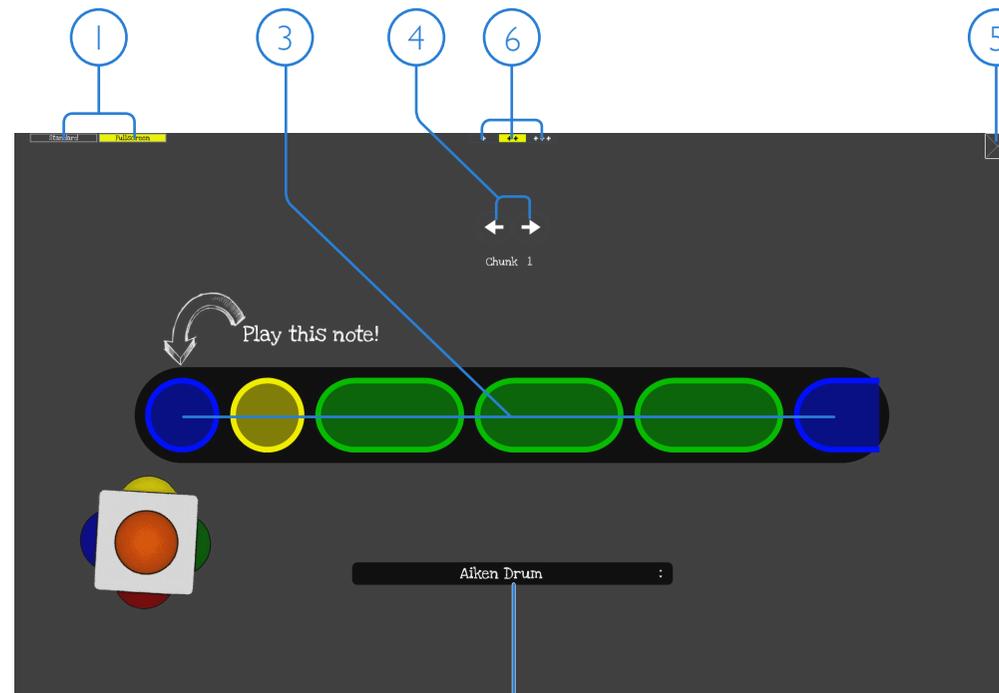
To play, start with the leftmost block and press the side of your Skoog with the matching colour. As you play correct notes, the sequence advances.



Standard View

4 CHUNK NAVIGATION

Click the right arrow to go to the next chunk of notes. Click the left arrow once to return to the start of the current chunk, and again to go to the previous chunk.



Fullscreen View

5 CLOSE

Close the Skores window.

6 ZOOM (FULLSCREEN ONLY)

Increase/decrease the size of the Skores Display. Choose from three zoom levels: + for standard, ++ for large and +++ for extra-large.

7 CHOOSE A SKORE (FULLSCREEN ONLY)

Select from the pre-installed list of standard and music-box enabled Skores.



2.6 Settings Panel

The advanced setting panel provides greater customisation of the playing sensitivity and style for your Skoog. For more information about advanced settings, see page 41.

1 ON / OFF SWITCH

 Turn all activity on/off from each side of your Skoog.

2 ACTIVITY DISPLAY

Shows the current playing strength for each side of your Skoog.

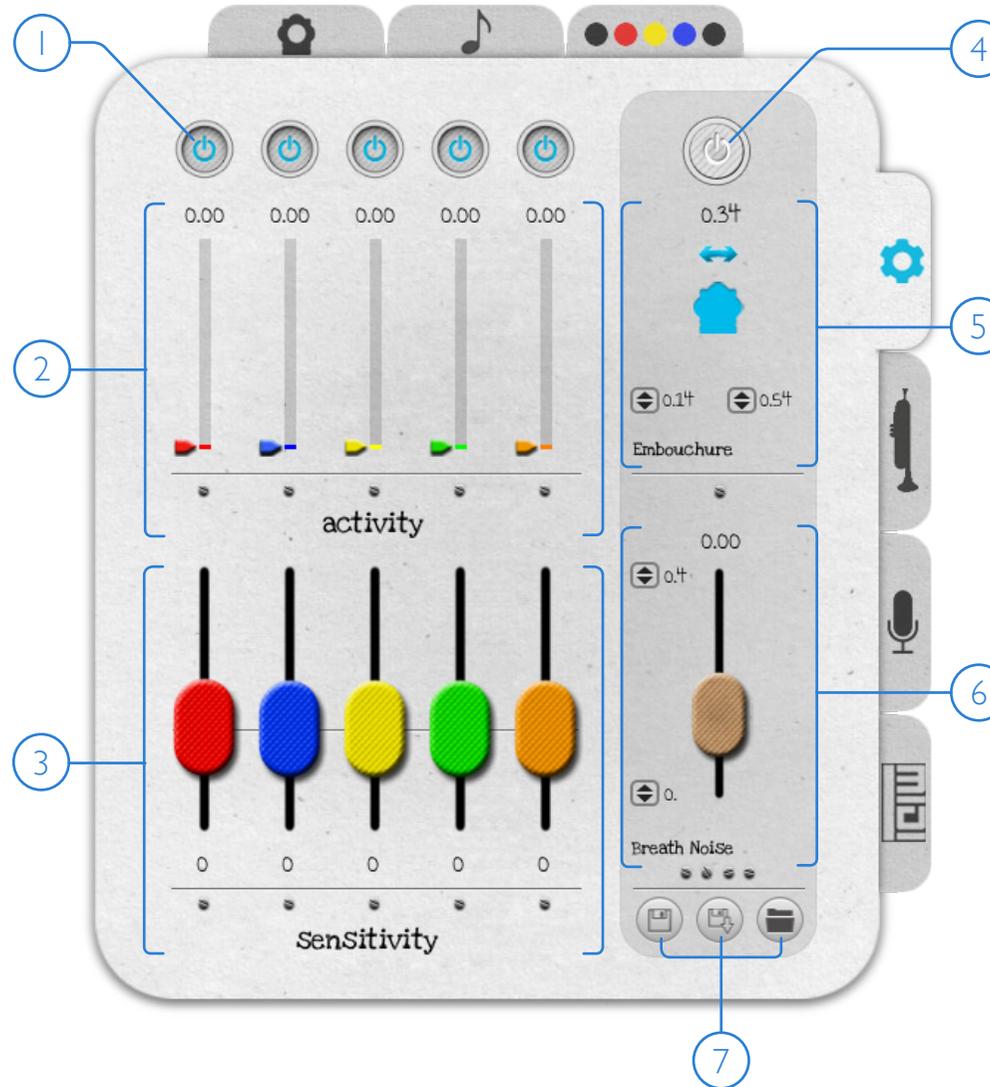
Here you can also adjust the auto-play level or fine tune the triggering threshold  to suit your playing style. 

3 SENSITIVITY CONTROLS

Use these colour matched sliders to boost or suppress the sensitivity of each side of your Skoog, independently. The horizontal line (behind the sliders) marks a neutral position.

4 TILT/TWIST ON/OFF

 Activate/deactivate Tilt/Twist mode.



5 TILT/TWIST CONTROLS



When active (⊙) this display shows how much tilt/twist your Skoog is currently detecting. Tilt/twist controls the amount of *Advanced Expression* when using *Dynamic* instruments or *Pitch Bend/Modulation* when using *MIDI* instruments.

(Advanced users only) Use the up/down buttons to change the range of *Advanced Expression* for the selected instrument.

6 INSTRUMENT CHARACTER

Adjust the character of the sound of a dynamic instrument.

(Advanced users only) Use the up/down buttons to change the range of character for the selected instrument.

7 SAVE / LOAD USER PROFILE

-  Save and overwrite the current user profile with the current settings.
-  Save the current settings as a new user profile.
-  Load a previously saved user profile.

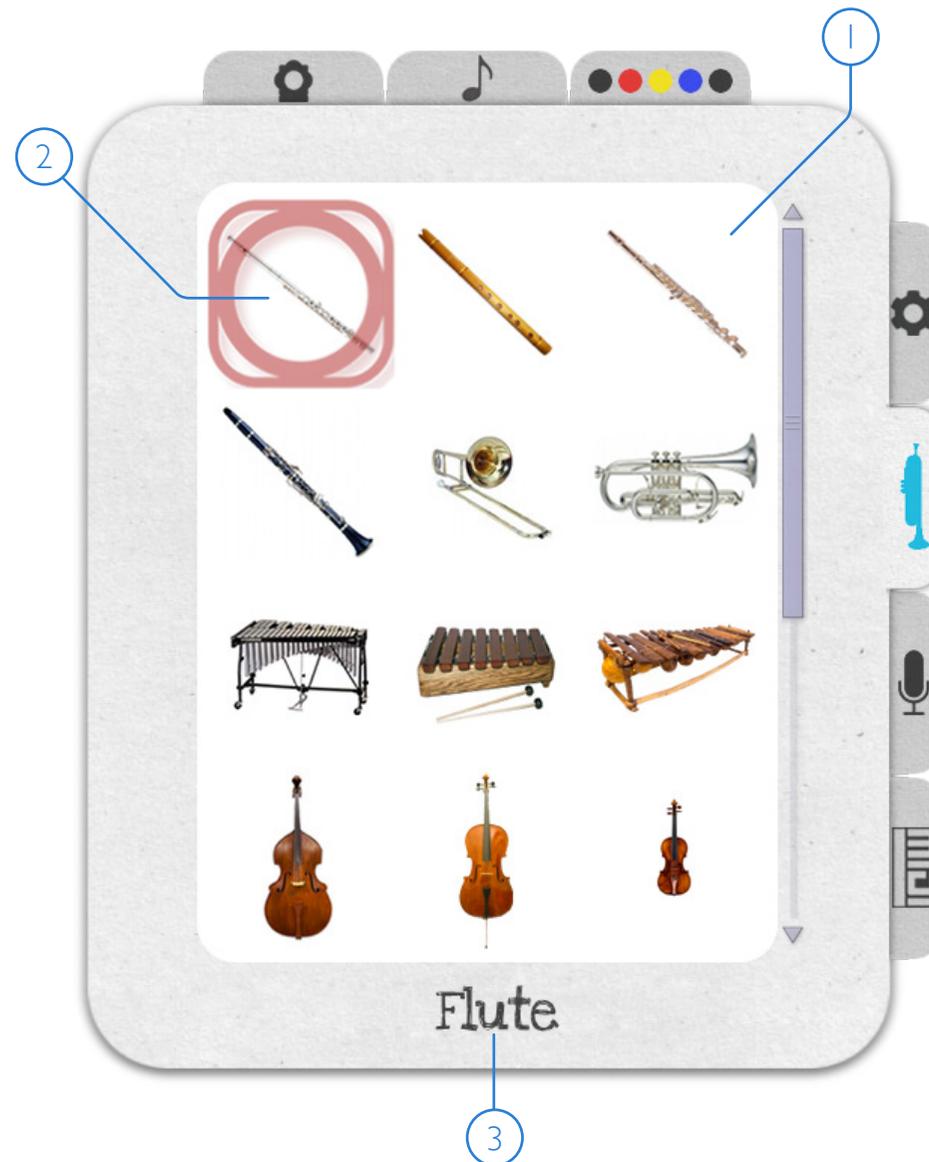


2.7 Instrument Panel

The Instrument panel lists all the “dynamic” and sampling instruments available for your Skoog. When using dynamic instruments, every subtle interaction with your Skoog affects the sound you produce.

The majority of these instruments are created using a technique called “physical modelling synthesis”, allowing you to be as expressive with your Skoog as you would be with any “traditional” acoustic instrument.

Each instrument has an “Primary Expression” feature that puts you in charge of how and when the instrument sounds. Instruments with an “Advanced Expression” feature also allow you to modify how you are playing the instrument, as you are playing it, for some great expressive effects.



1 DYNAMIC INSTRUMENTS

Your Skoog comes with a range of specially designed “virtual” instruments that mimic the behaviour of acoustic musical instruments and respond dynamically to your touch.

Choose from woodwind, brass, string and hybrid instruments. A full listing of available instruments and their main interactive features can be found on the next page.

2 INSTRUMENT INDICATOR



Highlights the currently selected instrument.

3 INSTRUMENT NAME

The name of the currently selected instrument.



	NAME	PRIMARY EXPRESSION	ADVANCED EXPRESSION	INSTRUMENT CHARACTER	TYPE
	Flute	Breath Pressure	Embouchure	Breath Noise	Continuous
	Peruvian Flute	Breath Pressure	Embouchure	Breath Noise	Continuous
	Jethro Flute	Breath Pressure	Embouchure	Flutter Tongue	Continuous
	Clarinet	Breath Pressure	Vibrato	Reed Stiffness	Continuous
	Trombone	Mouth Pressure	Lip Tension	Slide Position	Continuous
	Horn	Mouth Pressure	Lip Tension	Vibrato	Continuous
	Vibes	Strike Strength	Strike Position	Beater Hardness	Percussive
	Marimba 1	Strike Strength	Strike Position	Beater Hardness	Percussive
	Marimba 2	Strike Strength	Strike Position	Beater Hardness	Percussive
	Bowed Double Bass	Bow Strength	N/A	N/A	Continuous
	Cello	Bow Strength	Pitch Bend	Sustain	Continuous
	Violin	Bow Strength	Pitch Bend	Sustain	Continuous
	Oriental String	Pluck Strength	Pluck Position	Damping / Sustain	Plucked



	NAME	PRIMARY EXPRESSION	ADVANCED EXPRESSION	INSTRUMENT CHARACTER	TYPE
	Classical Guitar	Pluck Strength	Vibrato	Sustain Threshold	Plucked
	Acoustic Guitar	Pluck Strength	Damping	Pluck Position	Plucked
	Bass Guitar	Pluck Strength	Pluck Position	Pluck Softness	Plucked
	Space Bass	Pluck Strength	Warp	Sustain Threshold	Plucked
	Rock Guitar	Pluck Strength	Pitch Bend	Sustain Threshold	Plucked
	Flute/Guitar Hybrid	Breath Pressure	Whacko Factor	Vibrato	Continuous
	Drum Kit	Playback Strength	N/A	NA	Triggered Sample
	Congas	Playback Strength	N/A	N/A	Triggered Sample



2.8 Sampling Panel

(Part 1 of 2)

Use samples with your Skoog for a fun and easy way to extend your sonic possibilities. You can use pre-recorded samples or record and save your own.

1 SAMPLING ON / OFF



Click to toggle sample playback on/off.

2 SAMPLING MODE

Move the slider to choose from three sampling modes:



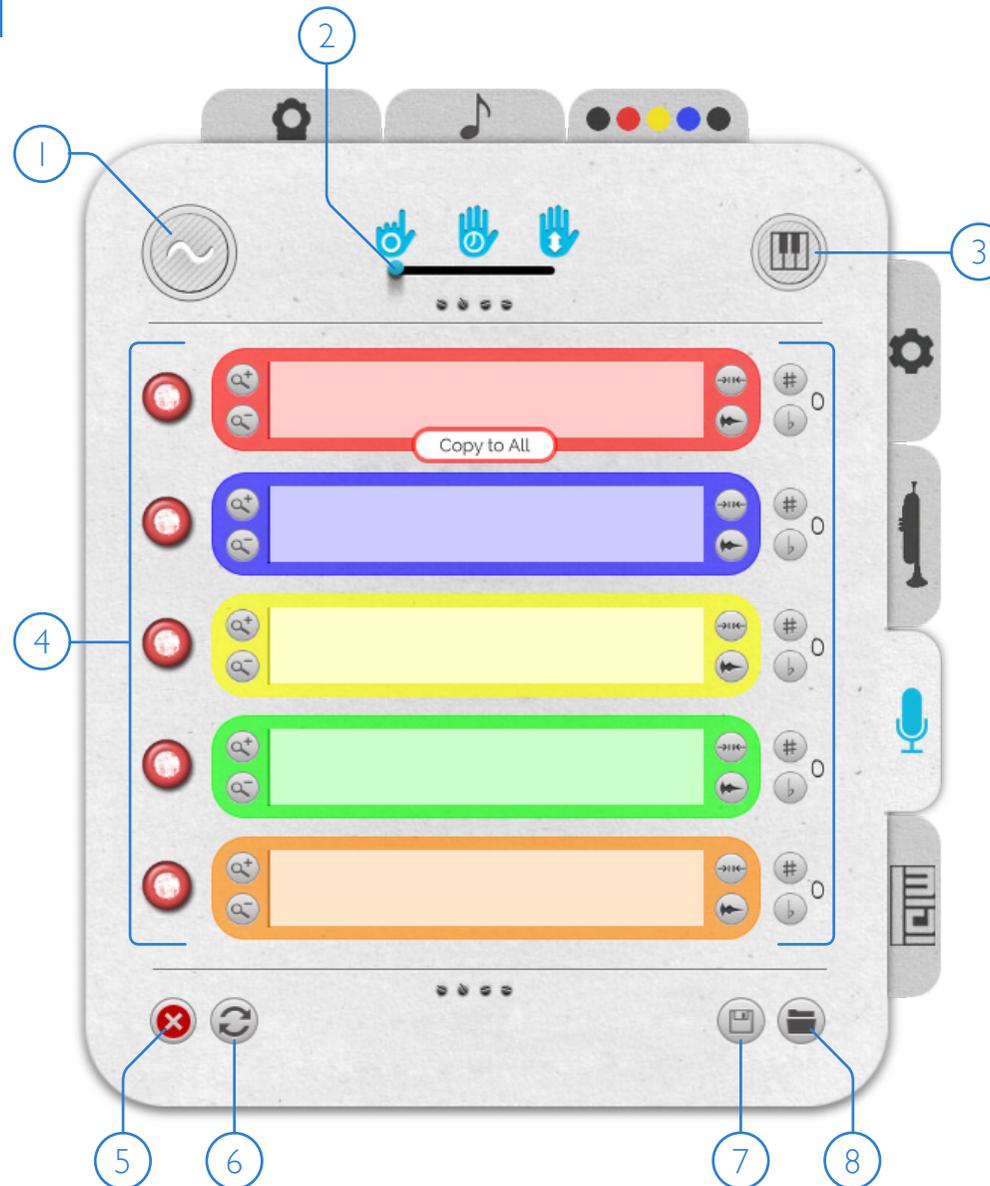
Tap: tap/strike your Skoog to trigger sample playback. The sample will play from start to finish.



Press: press and hold your Skoog to start sample playback. The sample will play forward for as long as your Skoog is held, or until the end of the sample.



Squeeze: gradually squeeze your Skoog to move the playhead back and forth through the sample. The part of sample under the playhead will sound continuously until Skoog is released.



3 FOLLOW KEYBOARD



Links the musical pitch of samples to the keyboard note selection on the Notes Panel.

4 SKOOG SAMPLE PANELS

Each side of your Skoog has a matching coloured sample control panel. Drag and drop to load samples or use these control panels to record, edit, reverse and pitch shift your own sounds. See page 20 for further information.

5 CLEAR ALL



Clear all sample buffers.

6 REFRESH



Refresh all sample buffers.

7 SAVE SAMPLE SET



Save all current samples as a "Sample Set" folder to reuse or share.

8 LOAD SAMPLE SET



Load a previously saved "Sample Set" folder. You can also load a sample set by dragging and dropping a folder onto one of the Skoog sample panels.



(Part 2 of 2)

You can load or record your own sounds straight onto any side of your Skoog. The colour matched sample control panels make it easy for you to record, edit, flip and have fun with samples.

1 RECORD BUTTON

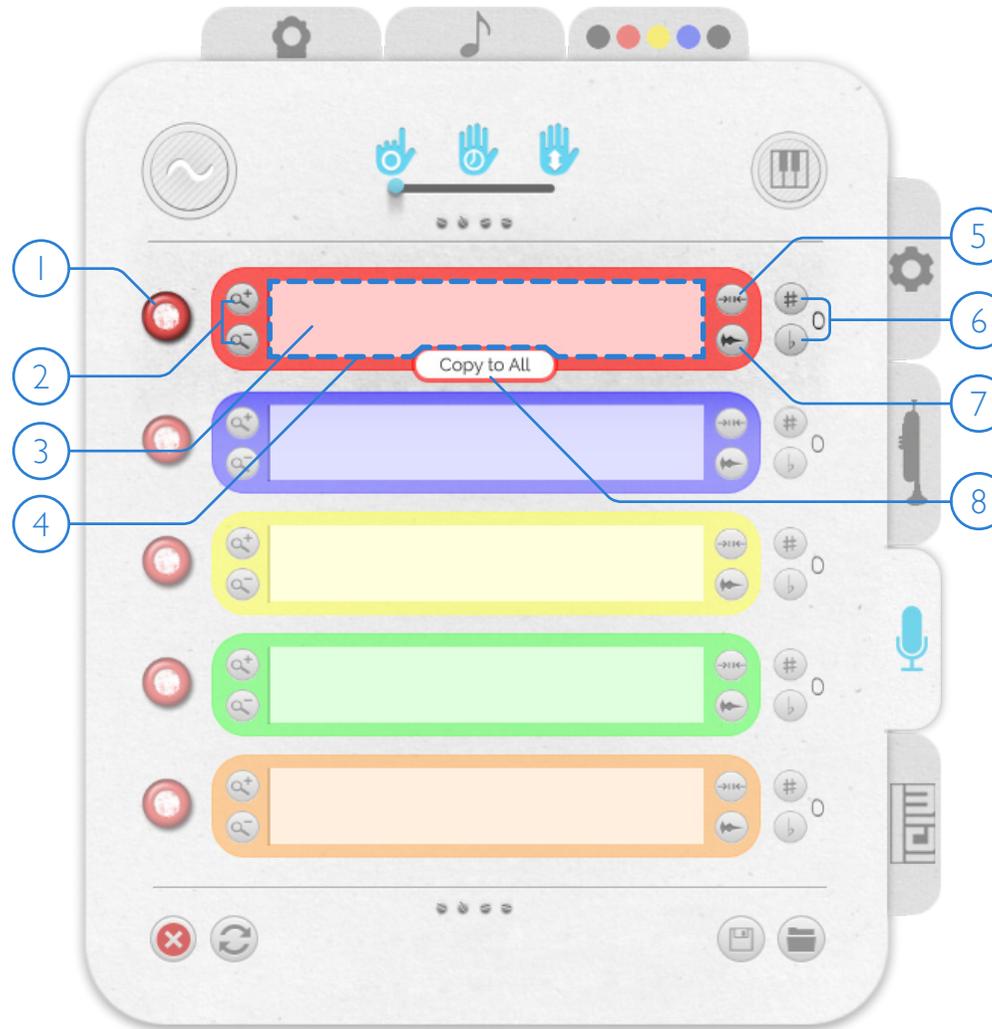
 Record sounds for each side of your Skoog using a microphone or other audio input device. Click once to start recording, and again to stop.

2 ZOOM TOOLS

 Zoom in to the current selection.
 Zoom out to view the full sample waveform.

3 WAVEFORM DISPLAY

Each colour matched sample control panel features a waveform representation of the sound attached to that side of your Skoog. Click and drag your cursor to highlight the portion of waveform you want to use. Your entire waveform is selected by default.



4 DRAG & DROP ZONE

Drag and drop individual samples (AIFF, WAV) anywhere within the waveform display area to load onto the colour matched side of your Skoog. Drag pre-prepared "Sample Set" folders to load samples onto all 5 sides.

5 TRIM

 Trims the waveform to the current selection. Use this if you wish to retain the selected portion of the waveform. Trimming cannot be undone.

6 PITCH SHIFT

 Increase (sharpen) the pitch of the sample.
 Decrease (flatten) the pitch of the sample.

7 DIRECTION OF PLAY

 Switch between playing your sample forwards and backwards.

8 COPY TO ALL

Copies the sample attached to the red side of your Skoog to all sides.



2.9 MIDI Panel

Here you can set up your Skoog to use General MIDI instruments, and to speak to and control other MIDI compatible applications and devices.

1 MIDI ON / OFF



Click to toggle MIDI on or off.

2 MIDI OUTPUT

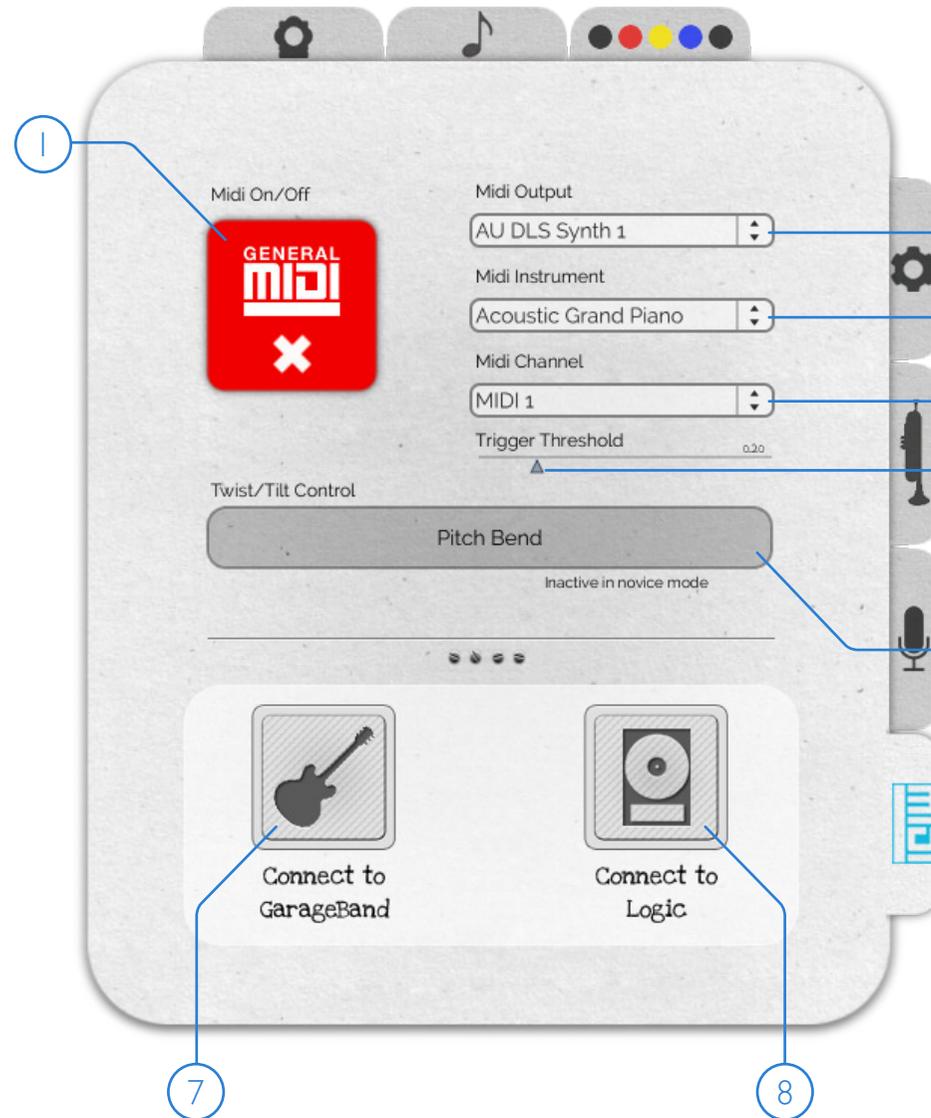
Select a destination for the MIDI output from your Skoogmusic software.

(Mac only) Choose "from Skoogmusic" to use Skoog to control other applications and devices.

3 MIDI INSTRUMENT

Select one of 128 standard MIDI instruments for your Skoog.

Your MIDI instrument choice may be overridden by external applications such as GarageBand or Logic.



4 MIDI CHANNEL

Select MIDI channel (1 - 8 or Percussion).

5 TRIGGER THRESHOLD

Click and drag to adjust Skoog triggering threshold for MIDI control.

6 TILT/TWIST CONTROL

Control pitch bend or modulation by tilting your Skoog. Tilt/twist must be switched on to enable this feature. See page 15.

7 CONNECT TO GARAGEBAND (MAC)



Automatically connect your Skoog to GarageBand to extend your instrument and recording options.

8 CONNECT TO LOGIC (MAC)



Automatically connect your Skoog to Logic for pro-audio instrument and recording options.



2.10 Recording Editor

Click the  button in the Skoogmusic Window to open the Recording Editor. Here you can view and record your Skoog performances and edit them for use as backing tracks, loops, or simply to share with friends.

1 TRIM

 Discard everything except the highlighted portion of your recording. You can undo this action by clicking Revert .

2 SELECT ALL

 Select your entire recording. This will highlight the whole waveform.

3 CLEAR

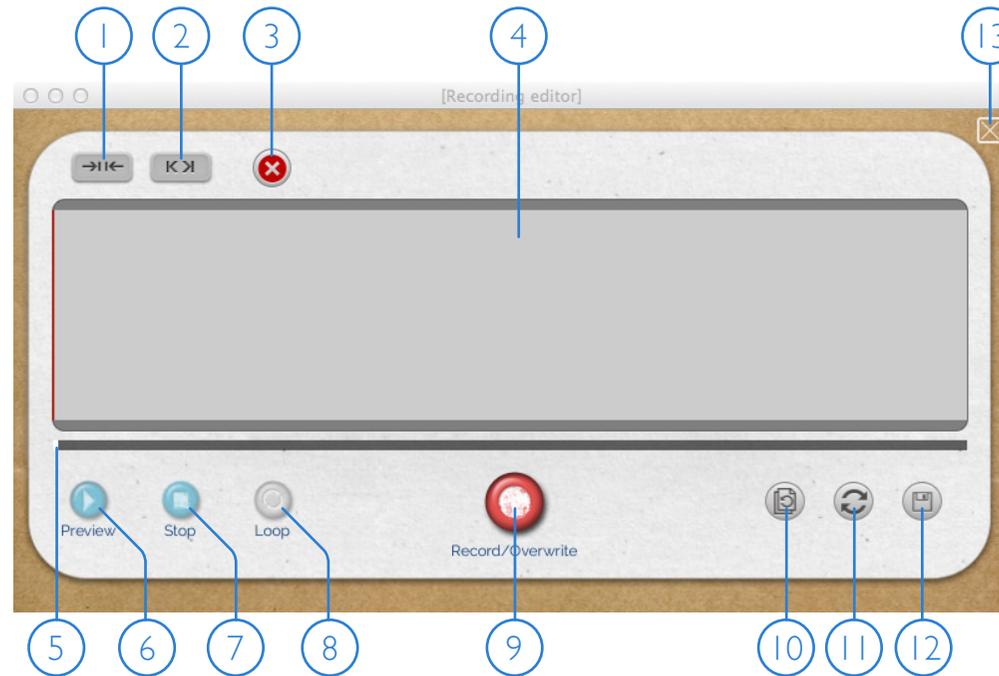
 Clear the current recording.

4 WAVEFORM DISPLAY

Displays a waveform representation of your recording. Click and drag to highlight the portion of waveform you want to use. The entire recording is selected by default.

5 PREVIEW POSITION

Indicates the preview playback position of the current recording. Drag the white indicator bar left or right to change the current position.



6 PREVIEW

 Preview/pause playback of the current recording.

7 STOP

 Stop preview playback and return the preview position to the beginning of your recording.

8 LOOP ON/OFF

 Loop the highlighted portion of the current recording during playback preview. Click to toggle on/off.

11 REVERT

 Revert to the most recently recorded performance from the current session. Any unsaved edits will be lost.

12 SAVE

 Save the current contents of the waveform display for future use.

13 EXIT

Close the Recording Editor.

9 RECORD / OVERWRITE

 Start/stop recording your Skoog performance. All unmuted Skoogs and active backing tracks will be recorded, and will overwrite any previous unsaved recording.

10 COPY TO LOOPER

 Trim and copy the highlighted portion of your recording to the backing track player in the Skoogmusic window. Great for layering/overdubbing performances for real time composition.



2.1 | Audio Settings (Mac)

Accessed through the “Settings” menu, the Audio Settings Window allows you to choose and configure your audio driver, and adjust reverb settings.

1 AUDIO ON / OFF



When highlighted (blue), audio is on. Click to toggle on/off.

2 AUDIO DRIVER

Choose an audio driver. Depending on your audio driver, a number of configurable options will be available.

3 INPUT DEVICE

Select an input device for recording sounds.

4 INPUT SOURCE

Select the input source for your device. Options available will depend on your audio hardware and choice of input device.

5 OUTPUT DESTINATION

Select the output destination for your audio. Options available will depend on your audio hardware and choice of audio driver.



6 SIGNAL VECTOR & I/O VECTOR SIZE

(Advanced users only) Adjust the size of the audio signals processed by your computer.

I/O Vector Size: affects latency and overall CPU performance. Lower values reduce latency but may overload your CPU, introducing audio glitches.

Signal Vector Size: affects signal processing within the software.

7 REVERB SETTINGS

Turn Reverb on/off

Damping: reverb brightness.

Room Size: affects the perceived size of the room.

Decay Time: control the time it takes for the reverb to fade away to silence

Wet: the amount of reverb in the audio mix.

Dry: the amount of clean audio in the mix.

8 SAVE / RESTORE

Save your audio/reverb settings. Your saved settings will be recalled every time you start the software.

Restore your software to the factory default audio settings.



2.12 Audio Settings (Windows)

In addition to the controls described on the previous page, Windows users will be presented with a number of alternate options. Available options will depend on your audio hardware and choice of audio driver.

1 AUDIO SETUP WIZARD

Quickly find the optimal audio settings for your system with a series of simple listening tests.

2 OUTPUT DEVICE

Select the output device for your audio. Options available will depend on your audio hardware and choice of audio driver.



3 THREAD PRIORITY

(Advanced users only) Sets the timing accuracy of your system by varying the priority that your software gives to audio processing. A high thread priority will help to ensure that audio from your Skoog is processed in preference to other system tasks, but may also make other aspects of your system (screen redraw, for example) seem slow.

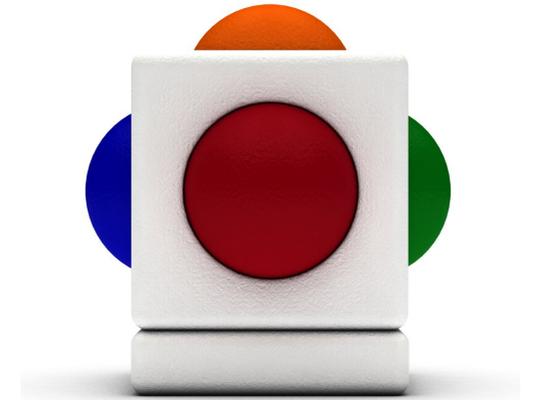
4 LATENCY

(Advanced users only) A lower latency value will make your Skoog more responsive but may overload your CPU, introducing audio crackles or glitches. If this occurs, try increasing the latency value. The most appropriate value for your system depends on your hardware and audio driver and some trial and error may be required to find the optimal value.



Chapter 3 Support

In this chapter you will learn how to care for your Skoog and find tips to help you troubleshoot the most common software and hardware problems.



3.1 Keeping your Skoog happy

Storage and Cleaning

HOW TO STORE

- To avoid premature yellowing of the the surface of your Skoog due to exposure to UV light and certain types of heating, store in a cool, dry place out of direct sunlight.
- If using in a sensory room do not use in conjunction with UV lights.
- When storing your Skoog, store in the upright position on a flat surface and ensure it is clear of pressure from other objects.

HOW TO CLEAN

- Your Skoog is wipe clean but not waterproof. Do not immerse.
- To clean your Skoog, we recommend a damp cloth with mild soapy water.
- Antibacterial wipes/sprays may damage or discolour the surface of your Skoog. Test on a small area before using.
- Do not use bleach or solvent based products.

Accessories for your Skoog

EXTERNAL SPEAKERS

To achieve the highest sound quality we recommend that you use external loudspeakers. Vibro-acoustic speakers such as the WOWee ONE are also recommended to help you feel as well as hear the sound that you are making.

USB EXTENSION CABLE

For freedom of movement or use in a group, Skoog is compatible with standard male to female USB extensions of up to 2m. For longer distances, an active extension or a USB hub is recommended.

SKOOG MOUNT KIT

The Skoog Mount has been designed specifically to secure a Skoog to any flat surface or frame. This allows the Skoog to be played from and at any angle. Note: Ensure you secure the Skoog on the Mount and perform all adjustments before connecting the Skoog to your computer to allow it to calibrate effectively.



3.2 Troubleshooting

Occasionally you may have problems while using your Skoog but there is usually a quick and easy solution. Read on for troubleshooting tips to try when you need help.

If you do encounter a problem, first make sure you have the latest available update for your software: visit www.skoogmusic.com/user to log in and download updates. If your problem persists, please visit the “My Account” section of our website www.skoogmusic.com for additional support and tutorials, or search our forum www.skoogmusic.com/forum for solutions. If your problem persists, email Skoogmusic at support@skoogmusic.com.

If the software repeatedly displays the message “Awaiting connection...” and doesn’t find your Skoog:

- Ensure your Skoog is plugged in correctly. Unplug your Skoog, wait a few seconds, then plug it back in. If you are using a USB hub or active extension cable, make sure that it is connected properly too. Wait several seconds until a message displays with “Connection established...”.
- Restart the Skoogmusic software then try again.
- Restart your computer then try again.

If your Skoog seems stuck and keeps playing when you are not touching it:

- Recalibrate your Skoog. Unplug your Skoog and place it on a flat, solid surface (or secure it in position using a mount kit), plug it back into your computer then click the Refresh USB Connection button () in the Skoogmusic window and wait a few seconds for a flash onscreen. Your Skoog should no longer be stuck.
- Unplug your Skoog and restart the Skoogmusic software.

If you need to make your Skoog more responsive:

- Increase the sensitivity of your Skoog. If you want to increase the sensitivity of all sides of your Skoog at once use the  button on the Skoog panel. To increase the sensitivity of each side separately, use the coloured sliders on the Settings panel. See page 15 for more information on the Settings panel.

- Place your Skoog on a flat surface and recalibrate. If it is not sitting flat, it can sometimes cause some sides to be less sensitive than others.
- Ensure your Skoog is placed or mounted on a solid surface. If on a soft surface your Skoog will sink every time you press, appearing less sensitive.
- If you are using a continuous dynamic instrument, try adjusting the Auto-play () on the Settings panel to a level just below where the instrument starts to sound.
- If you are using a plucked or percussive dynamic instrument, try reducing the triggering threshold () on the Settings panel.
- If you are using samples, trim out any silence (the flat bits) at the start of the waveform so the sound begins to play as soon as you trigger your Skoog. To do this, click and drag to select the portion of the waveform you want to use, then click Trim ().

If the orange button of your Skoog gets activated too easily:

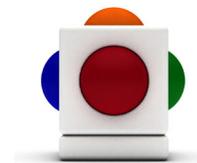
- Decrease the sensitivity of the orange side of your Skoog using the orange sensitivity slider on the Settings panel.
- Switch to Mono mode. Only the side of your Skoog with the highest playing strength will sound, eliminating all cross activation.

If you are a Windows user and your Skoog sounds crackly or makes no sound:

- Go to the Skoogmusic Window menu bar and select **Settings > Audio...** then click on the “Fix my Sound” button (). This will take you through a series of simple listening tests to find the optimal audio settings for your system.

If your Skoog is not making any sound:

1. Check your Skoog is working. When you press a surface, is the appropriate visual indicator active on the Skoog panel in the Skoog Window? If not, quit the Skoogmusic software and disconnect your Skoog and then reconnect and start the software.



2. Make sure that the sound is turned on, unmuted and has the volume turned up. If there is still no sound:
3. Is there a level displayed in the Audio Output Level Meter in the Skoogmusic Window when you press your Skoog? If not, check that the Volume Slider in the Skoog Window is not set at zero.
4. If you can see a level in the Audio Output Level Meter, check your computer's volume settings to ensure these are turned up.
5. If using external speakers, check all connections and that they are switched on and turned up.
6. Try playing an audio file on your computer to confirm that your computer's audio system is working (i.e. with iTunes or Windows Media Player). If you can hear sound from your system but not when playing your Skoog, check that the correct Output Destination/Device has been selected in the Audio Settings Window (see page 23).
7. If you are using MIDI, but you are getting no sound, make sure that MIDI is switched on, then check the MIDI output on the MIDI panel: the default output should be the standard software synthesiser built into your computer soundcard, for example on Mac it should be "AU DLS Synth" or "GS Wavetable Synth" on Windows.
8. If you are working in one of the Sampling modes, make sure you have imported samples correctly and that they are not corrupted.

If the problem remains, try shutting down, disconnecting all peripherals, and restarting your computer and the Skoogmusic software.

If nothing happens when you load a .wav file

- Check to see if the .wav file is still zipped/compressed. If the file was downloaded from a website (from skoogmusic.com for example), it may have been zipped for a faster download. Make sure you unzip or uncompress this file fully before dragging

it into the software.

- Try downloading, recording or extracting the file again. The file may not have downloaded fully, or may have become corrupted or otherwise damaged.

If the Skoog Wizard is not working:

- Make sure you only have one Skoog connected. The wizard will not work when two Skoogs are connected.

If none of the troubleshooting tips above solve your problem, why not try taking a look online at our user forum or email support@skoogmusic.com for further assistance.



3.3 Warranty & Usage Guidelines

Your Skoog is covered by a 12 month limited warranty and is certified as CE and REACH compliant.

- The Skoog is not suitable for children under the age of 36 months due to a risk of small parts.
- Do not bite or chew your Skoog. With concerted effort it may be possible to bite small chunks of non-toxic foam from its body. Please be aware that this may present a choking hazard and we recommend that users with a biting tendency should be supervised by a responsible adult at all times.
- The cable attached to your Skoog may present a strangulation hazard and should never be wrapped around the neck or head.
- Other than to clean your product as described in this manual, do not expose your Skoog to liquid, excessive humidity or moisture and do not immerse in water.
- Do not expose your Skoog to bleach or solvent based products.
- There are no user serviceable parts inside your Skoog. Any attempt to disassemble your Skoog will invalidate your warranty. Do not disassemble your Skoog unless it is for end-of-life disposal.
- Do not operate your Skoog when the temperature is outside the specified operation range of 0-40 degrees Centigrade (32-104 degrees Fahrenheit).
- Your Skoog can only be connected to an interface with limited power specified by EN60950-1.

3.4 Customer Support

If you run into any problems while using either your Skoog or the Skoogmusic software, please refer to this User Guide first to see if it lists quick answers to your questions. If the User Guide does not solve your problem, or you wish to submit comments or feature requests, you are encouraged to visit our online forum or contact customer support.

[Online Forum](http://www.skoogmusic.com/forum)

www.skoogmusic.com/forum

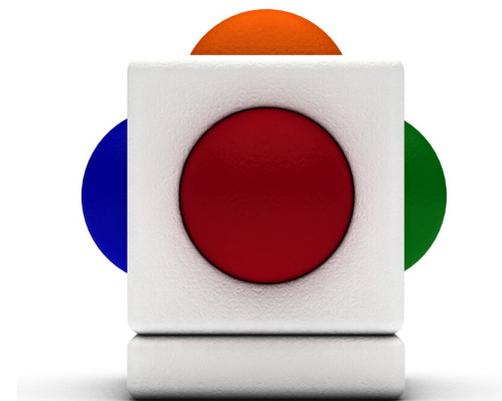
[Customer Support Contact](http://www.skoogmusic.com/contact)

www.skoogmusic.com/contact



Glossary

Not sure what something means? Look up technical terms in the glossary of Skoog.



Acoustic Instrument

A musical instrument that produces sound entirely through the vibration of physical structures, strings and/or air columns and does not rely on electric, electronic, or digital means of sound production. Examples include the flute, piano, trumpet and classical guitar.

Active USB Cable

A special type of USB extension cable that has been designed to provide consistent data transfer over a greater length of cable.

Advanced Expression

Dynamic instruments with this feature enabled allow you to modify how you are playing the instrument by tilting/twisting your Skoog as you play for some great expressive effects.

Amplitude

The magnitude of a sound wave or other periodically varying quantity (i.e. how loud the sound is).

Audio Device

Sound-card or other hardware connected to or built into your computer that is designed to convert signals from audio input devices such as microphones into digital data, or from digital data into sound via audio output devices such as loudspeakers.

Audio Driver

Software that instructs your computer how to recognise and properly communicate with any connected audio device.

Audio Glitches

Unwanted clicks, pops or distortion in your sound that occur when your computer is unable to process audio in real time, typically due to CPU performance issues.

Audio Hardware

See Audio Device

Audio Input Device

An input to your Audio Device that accepts input signals from your microphone (mic-in) or other electronic musical instruments (line-in).

Audio/Reverb Settings

Personalised audio device and reverb settings that are saved to a preferences file on your computer and recalled each time the software starts up.

Auto-play

Adjust auto-play to set the baseline playing strength for Continuous dynamic instruments. By increasing auto-play until the instrument starts to sound, then reducing it slightly so that the sound (just) stops, you can make your Skoog even more sensitive to touch.

Backing Tracks

An audio recording that plays as a background accompaniment for the musician to play along with.

Beater Hardness

A dynamic feature that affects the hardness of the (playing end of the) beater or stick with which a percussive instrument is struck.

Bow Strength

A simulation of the force with which

a player uses a bow on a stringed instrument such as a violin or cello.

Breath Noise

A simulation of the natural noise (hiss) created by air being blown across the mouth piece of a flute or similar wind instrument.

Breath Pressure

A simulation of how hard the air is blown across the mouth piece of a flute or similar wind instrument.

Calibrate

The automatic adjustment of your Skoog instrument when it is connected or re-connected to the computer, so that each side is set to 0 and is not activated when not being touched. This adjustment compensates for the angle that your Skoog is mounted at.

Chunk

A short sequence of notes representing a musical idea or phrase.

Continuous

A type of musical instrument that is



played by a continuous excitation method, for example by blowing or bowing.

CPU Performance

How well your computer is able to carry out tasks over a given time.

Damping

A decrease in the amplitude of a sound as a result of energy loss due to friction or other forces.

Damping / Sustain

See Sustain.

Drag and Drop

A method of loading files into the Skoog-music software. Locate the required file and select by clicking and holding down the mouse button, then 'drag' the object by moving the mouse to the desired location on-screen, and finally 'dropping' the file in the desired location by releasing the mouse button. This provides a quick and intuitive way to load and import samples or Notes files.

Dynamic Instrument

Dynamic instruments are created using a technique called "physical modelling synthesis", allowing you to be as expressive with your Skoog as you would be with any "traditional" acoustic instrument. When using dynamic instruments, every subtle interaction with your Skoog affects the sound you produce.

Embouchure

The shape and position of the player's mouth when applied to the mouth-piece of a brass or wind instrument.

Flatten

Decreases the pitch or tuning of a note, or set of notes. For example, flattening the note middle C (C4) will cause its pitch to fall to B3, and further flattening will make it fall to B♭3.

Flutter Tongue

A wind instrument playing technique in which the musician flutters their tongue to achieve a characteristic vibrato-type sound.

GarageBand

A software application from Apple Computer Inc. that allows you to record, mix, and produce audio and MIDI.

General MIDI

A standardised specification for music synthesisers that respond to MIDI messages (see MIDI).

Key

This describes the tonality of a piece of music. It signals the pitch at which a piece will start and finish, and establishes a set of notes that will be compatible with the piece. It is common to describe a key as a Major, Minor, Pentatonic, etc., based on a specific 'Tonic Note'. For example C Major is based on the note C, and the other notes within C major (namely D, E, F, G, A, B) can be used in a C Major piece without it sounding dissonant.

Latency

A short delay (usually measured in milliseconds) between when an audio signal enters and when it emerges from a system.

Layering

See overdubbing.

Lip Tension

Lip tension along with embouchure and air flow determines the pitch of a note for a brass instrument. A change in lip tension, while the other factors remain constant, causes a change in pitch. See also: Embouchure.

Logic

Professional digital audio workstation and MIDI sequencer software developed by Apple Computer Inc. that allows you to record, mix, and produce audio and MIDI with an advanced level of customisation.

Loop

A piece of music specifically designed to be played repeatedly without silence or gap in between each repetition that gives an impression that the music can go on infinitely.

Major

One of the most commonly used keys (See Key) in western music. Each major key is



based on and begins with a tonic note and contains a series of notes determined by a strict sequence of intervals between notes (tone, tone, semitone, tone, tone, tone, semitone). For example, the key of C Major contains the notes C, D, E, F, G, A, B, C.

Melody

Also described as the tune, a melody is a succession of musical notes which a musical instrument, or a voice, can play.

MIDI

Musical Instrument Digital Interface - a standard for controlling devices, such as synthesisers and sound cards, that emit music.

MIDI Channel

A channel over which devices sending or receiving MIDI data can communicate. See also: MIDI.

MIDI Instruments

MIDI musical instruments, also known as synthesisers, generate sound as well as MIDI data. See also: MIDI.

Minor

One of the most commonly used keys (See Key) in western music. Each minor key is based on and begins with a tonic note and contains a series of notes determined by a strict sequence of intervals between notes (tone, semitone, tone, tone, semitone, tone, tone). For example, the key of C Minor contains the notes C, D, E \flat , F, G, A \flat , B \flat , C.

Modulation (MIDI)

A type of MIDI message known as a Control Change (CC) message. Although Modulation is usually used to control vibrato, it can also be assigned to other parameters such as pitch and volume.

Mouth Pressure

A simulation of the air pressure within the mouth of a brass player when playing a brass instrument.

Music Box Mode

In Music Box mode, you play the correct note no matter what side of your Skoog you press. This makes playing Skores even easier and you can even play a whole tune with just a single side of your Skoog.

Musical Note

A sound of a certain duration, with a single pitch. See also: Musical Pitch.

Musical Pitch

Pitch is an auditory sensation in which a listener assigns musical sounds to relative positions on a musical scale (based primarily on the frequency of vibration). Pitches are often compared as “higher” and “lower”. In the Skoogmusic software, pitches are named according to MIDI Tuning Standard (MTS), with middle C defined as C4.

Musical Scale

Distinct from a key, a scale is an ordered set of notes, often in ascending or descending order according to their pitch, that belong to a certain key. The range of a scale is generally a single octave (see Octave), and represents a division of the octave space into a certain number of scale steps. See also: Key, Octave.

Note

See Musical Note.

Note File

A text file containing 5 notes, used to tune the 5 sides of your Skoog.

Octave

A distance or interval in musical pitch between one musical pitch and another with either half, or double its frequency. For example, the pitch A4 has a frequency of 440Hz. An octave above A4 is the pitch A5, which has exactly double its frequency, ie. 880Hz.

Overdubbing

To add additional layers of sound or music on top of an existing recording.

Pentatonic

A musical scale with five notes per octave, commonly used in folk and traditional music all over the world. See also: Musical Scale, Major, Minor.

Percussive

A type of musical instrument that is typically played by striking part of it with a beater, stick or hand.



Physical Modelling Synthesis

An advanced form of digital sound synthesis where the realistic behaviour (and sound) of an instrument is simulated using mathematical models that describe its physical dimensions, materials, interactions and playing techniques.

Pitch Bend (Dynamic)

Simulates the sound of bending a string to change the pitch of a stringed instrument such as a guitar or violin.

Pitch Bend (MIDI)

Pitch Bend messages tell the receiving device to change the pitch of a sound.

Playback Strength

A feature of Sampling Instruments, the strength of your contact with your Skoog affects the amplitude of sample playback (i.e. how loud it is).

Playhead

Indicates the play or pause position within the selected piece of music.

Playing Strength

How hard or soft you are playing the current instrument. Affected by how hard or soft you are touching your Skoog and the sensitivity settings.

Pluck Position

A feature of plucked instruments that defines where along the length of the string you are plucking it, affecting the timbre of the instrument. At 0.5, it is being plucked at exactly the middle where it can produce a louder sound with warmer tonal characteristic. As the pluck position nears 0.00 or 1.00, it implies the pluck position is getting closer to the two fixed ends of the string where the sound produced is quieter and tinnier.

Pluck Softness

A feature of plucked instruments affecting the hardness of the implement with which you are plucking it. A plectrum would be considered hard and a thumb would be considered soft, for example.

Pluck Strength

A feature of plucked instruments affecting how hard or soft you are plucking it.

Plucked

A type of musical instrument that is typically played by plucking it.

Primary Expression

A feature of each dynamic instrument that puts you in control of how and when the instrument sounds.

Recalibrate

See Calibrate

Reed Stiffness

A simulation of the hardness or stiffness of the reed in a woodwind instrument, which affects the playability and response of the instrument.

Reverb

The persistence of a sound after the original sound is produced. Reverb adds a sense of acoustic space to any audio signal.

Sample Buffers

Computer memory used to temporarily store recorded samples for immediate playback.

Sample Set

A set of five sample buffers (allocated to the five coloured sides of your Skoog) that can be saved to (and recalled from) a named folder on your computer.

Sampling Instrument

An instrument that uses a set of five samples with one sample allocated to each of the five coloured sides of your Skoog. These samples are pre-defined and cannot be edited or altered.

Scale

see musical scale.

Semitone

The smallest musical interval commonly used in Western tonal music, defined as the interval between two adjacent notes in a 12-note scale.



Sensitivity

An adjustable setting that is used to boost or suppress the responsiveness of your Skoog, reducing or increasing the playing strength required to create or trigger a sound.

Sharpen

Increase the pitch/tuning of a note or set of notes. For example, sharpening the note “C4” by one semitone will cause its pitch to rise to “C#4”. Repeating the process will cause the pitch to rise again to “D4”.

Skoog Presets

Predefined settings and resources to help you play or accompany a particular song or tune. A Skoog Preset will include one or a combination of: instrument selection, Skoog Notes assignment, interactive Skoog Skore, printable Skoog Skore, link to an online backing track, samples sets and a Skoog Preset Guide offering usage advice and playing tips.

Slide Position

In brass instruments, the slide is used to

change the length of the tubing, and therefore the pitch of the resonant frequencies.

Sound-card

See Audio Device

Strike Position

A feature of percussive instruments that defines where along the length of its plate or membrane you are striking it, affecting the timbre of the instrument. At 0.50, it is being struck at exactly the middle where it can produce a louder, more sonorous sound. As the strike position nears 0.00 or 1.00, it implies the strike position is getting closer to the two fixed ends of the plate or membrane where the sound produced is quieter and tinnier.

Strike Strength

A feature of percussive instruments affecting how hard or soft you are striking it.

Sustain

The period immediately after the initial attack and decay of a sound, during which the sound remains before it becomes inaudible, or silent. See also: Damping.

Sustain Threshold

The scale of 0 to 1 represents 0 to 1000ms. If you press and release within the time selected the instrument sound is not automatically dampened - e.g. a string sound will ring on. However, if you release after the time selected, normal damping will apply.

Tilt/Twist

How much tilt/twist your Skoog is currently detecting. Tilt/twist controls the amount of Advanced Expression when using Dynamic instruments or Pitch Bend/Modulation when using MIDI instruments.

Timbre

The tonal characteristic of a musical instrument that distinguishes the way it sounds compared to other instruments, even if they are played with the same pitch, loudness, and duration. For example, the violin produces a completely different timbre to a flute. The physical characteristics of a sound that determine its timbre include its spectrum and envelope.

Tonic

The base note (key) of the chosen musical scale.

Transpose

The process of moving a collection of notes/pitches up or down in pitch by a constant amount.

Trigger

Start playback of a recorded sample by pressing or tapping your Skoog.

Trigger Threshold

The input signal from your Skoog needed to cause a note to sound.

Triggered Sample

A recorded sample of an instrument that is played back once straight through when a corresponding side of your Skoog is activated.

Triggering Threshold

See trigger threshold.



User Profile

Stores personal set-up preferences for future Skoog sessions. Ideal when a Skoog is shared among different users to maintain individual playing requirements and styles.

Vibrato

A pulsating effect in an instrumental tone produced by slight and rapid variations in pitch.

Virtual Instrument

See Physical Modelling Synthesis.

Warp

An experimental time domain feature that produces some interesting effects.

Waveform

A graphical representation of a sound wave. The height (amplitude) of the waveform indicates how loud it is.

Wacko Factor

An experimental feature that allows you to morph between flute-like and electric-guitar-like behaviour.

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