Tutorial

Busker Version 4

Score editor and player

Busker is a complete set of tools to create musical arrangements from sheet music (chords + melody staff). It uses Yamaha compatible styles (thousands can be downloaded for free) for auto-accompaniment. Once you entered the song you can easily play it with many different styles and try different multivoices with auto-harmonies.

Copy a song from a songbook by dragging notes, chords and other symbols to staff lines until you have the same picture as in the songbook. Choose a style and a melody instrument and play. Computer aided music arranging was never so simple!

Plays 30 included styles or any other Yamaha compatible style. But can also be connected to any arranger keyboard and play the internal styles and melody voices of that keyboard. Prints sheet music. Live display with Karaoke, score with highlighting notes and instrument fingering for keyboard, recorder or guitar. Plays ABC music files (hundreds of songs included, ready to play). Creates MIDI and Karaoke files.

This tutorial is not the complete documentation, there is a built in help system available in the menu. Most dialog windows have a help button with context sensitive information. For a free demo and more info visit the website: www.1manband.nl/busker.

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Copy the notes from a songbook

You will need a songbook where only the melody is represented by staff notes, and where chord symbols (C, Am, F etc) are given for the accompaniment. This type of songbook is usually called a fakebook.

This tutorial does not include a complete course in note reading and in fact you don't really need to be able to read notes to work with Busker. Just copy what you see in the songbook to the staff lines on screen. This is done by dragging the tile with the corresponding symbol from the upper half on the screen to the correct place on the staff lines on the lower half of the screen.

Busker - overlander

File   Window   Edit   Settings   Help

Play [   ] [   ] □   Style   Set | Main A | Fill In AA | Intro A | Ending A | Main B | Fill In BB | Intro B | Ending B | Main C |
| Fill In CC | Intro C | Ending C | Main D | Fill In DD |

ElectroFunk

C	C#	D	Eb	E	F	F#	G	G#	A	Bb	B	/C	/C#	/D	/Eb	/E	/F	/F#	/G	/G#	/A	/Bb	/B
Maj	6	Maj7	Maj7(#11)	add(9)	Maj7(9)	6(9)	aug	m	m6	m7	m7b5	madd(9)	m7(9)	m7(11)	mMaj7	mMaj7(9)
dim	dim7	7	7sus4	7b5	7(9)	7(#11)	7(13)	7(b9)	7(b13)	7(#9)	Maj7aug	7aug	1+8	1+5	sus4	1+2+5	X

Voices   Voices 2h   V
Lyrics   Rep.   Tempo 125   T
Transpose 0   Note len. 95   N
Pad vol. 100   Mel. vol. 100   M
S P Silence   Acc. vol. 100   A

MIDI

C ¢ 2/4 3/4 4/4 6/8 ?/?

|: :| 1. 2. % ⊕ Coda Fine DS DSAC DSAF DC DCAC DCAF

Trash box

Intro B   Main A   Fill In AA
    C   C   F   C   G7
1   2   3   4   5   6

4/4

1. There's a   trade you all   know   well, it's   bring - ing cat - tle   o -   ver, on
2. I   come from North - ern   plains, where the   girls   are grass   and   scan - ty, where the
3. There are   men from ev -   'ry   land, from   Spain and France and   Flan - ders. they're a

<< < > >>

1   2

When you have selected menu file/new then you will see one empty measure between the barlines 1 and 2. If you enter a symbol before barline 2 then barline 2 will move to the right to make place. If you enter a symbol after barline 2 then a new barline 3 will be added. So you don't need to add barlines they will be added automatically.

The first symbol on each set of staff lines should be the clef symbol as pictured here. If your songbook has clef symbols that look different from this then you might have the wrong type of songbook. You don't need to place this symbol, it is added automatically when you print the song.

C ¢ 2/4 3/4 4/4 6/8 ?/?   The song starts with the metrum symbol. This indicates how many beats there are in each measure (space between the vertical barlines). If it has numbers different from the ones pictured here then select the one with question marks and enter the numbers after you dragged it to it's place.

The next symbol in the song is the key. It indicates that some notes should be played a semitone higher or lower (the black keys on a piano). Like the metrum this symbol is usually placed only once at the start of the song but it can change in the middle of some songs.

Then there are the notes. If you place a note to low or to high then drag it up or

down. If you have selected the wrong note then drag it to the trash box to remove it. Alternatively you can press the right mouse button somewhere on the staff lines to hear a note (keep the Ctrl-, Shift- or Alt-key down to make it a flat, sharp or natural) and then (while the note still sounds) type 1 (full note) thru 6 (1/32 note) to insert a note. You can also right click on an existing note to hear it.

The sharp, flat and natural symbol must be placed directly before a note, changing it's pitch.

The dots should be placed directly after a note changing it's length.

The triplet symbol should be placed above the first of three notes, indicating that the three notes should be played in the same time as two notes. The left side of the triplet symbol must be above the first note (like it's giving it a little shelter from the rain).

The connection symbol must be placed between two notes, indicating that the the notes are played as one. If there is a dot after the first note then the connection symbol must be placed AFTER the dot. If there is a sharp before the second note then the connection symbol must be placed BEFORE the sharp.

These symbols mean that the previous key is no longer valid. It is usually followed by a new key.

The rests fill in the idle time between the notes.

These symbols indicate the start and the end of a repeated sequence. It is usually repeated two times but you can change the number of repeats after you dropped the repeat-end symbol on a barline.

The first and second symbol indicate that in a repeated sequence, the end of the sequence is played in alternate ways. Place the first and second sign above the same measures as in the songbook.

Segno, Coda-begin, Coda-end and Fine symbol. These are markers for complex repeat and jump actions. Place them above the staff in the same way as in your songbook.

Repeat and jump actions. Place them in the same way as in your songbook.
DS (Dal Segno) Repeat starting at the Segno symbol.
DSAC (Dal Segno Al Coda) Repeat starting at the Segno symbol, but skip the part between the Coda-begin and Coda-end.
DSAF (Dal Segno Al Fine) Repeat starting at the Segno symbol and stop at the Fine symbol.
DC (Da Capo) Repeat starting from the beginning.
DCAC (Da Capo Al Coda) Repeat starting from the beginning, but skip the part between the Coda-begin and Coda-end.
DCAF (Da Capo Al Fine) Repeat starting from the beginning and stop at the Fine symbol.

These double barlines indicate the boundaries between different song parts and have no function in Busker.

| C | C# | D | Eb | E | F | F# | G | G# | A | Bb | B | Chord must be attached to notes and rests. In rare occasions it can be that the chord should change halfway a note or rest. In that case you should split the note in two (shorter) notes, put a connection symbol between them and drag a chord to each note. You can make accompaniment without melody in Busker but that means that you will have to add rest symbols of the right lenght and connect the chords to them. By the way if you're looking for Ab, it's the same as G#.

| Maj | 6 | Maj7 | Maj7(#11) | add(9) | Maj7(9) | 6(9) | aug | m | m6 | m7 | m7b5 | madd(9) | m7(9) | m7(11) | mMaj7 | mMaj7(9) |
| dim | dim7 | 7 | 7sus4 | 7b5 | 7(9) | 7(#11) | 7(13) | 7(b9) | 7(b13) | 7(#9) | Maj7aug | 7aug | 1+8 | 1+5 | sus4 | 1+2+5 | X |

The chords that are placed in the previous step without a chordtype are basic major chords. In most cases you will have to specify a different chordtype. The chordtypes must be dragged to the chords after the chords have been placed. If the chordtype that you are looking for is not among these then use a basic major chord (don't add a chordtype) unless there is a lowercase m in the chordtype then add a m (basic minor) chordtype. The Maj is used to remove the chordtype and make it a basic major chord again. The X indicates that the previous chord is no longer valid.

| /C | /C# | /D | /Eb | /E | /F | /F# | /G | /G# | /A | /Bb | /B | Sometimes a bass note is specified with a slash after the chord. It should be dragged after the chord and chordtype.

Lyrics After clicking on the lyrics button an empty text field will appear beneath the first note.

You can enter the first syllable of the song that corresponds to the first note. And then press enter. Now there will appear an empty text field under the second note and so on.

Put a space and a hyphen at the end of each syllable unless it is at the end of the word. Like this:
syl -
la -
bles
This will look better in the song and Busker will highlight the syllables correctly (without hyphens) in the karaoke text.

To navigate inside the textfields use the right and left arrow. To navigate between the textfields use the Home (previous note), End (next note), PageUp (previous line) and PageDown (next line) keys. Although there are only 3 lines of lyrics visible at a time you can scroll to line 9 with PageDown.

When you accidently skipped a note and the words no longer match the notes the you can shift all the lyrics (starting from the currently active text field) one note to the right with Ctrl-End. Shift the line one note to the left with Ctrl-Home. Remember you must be editing a text field to be able to this.

Use menu edit/duplicate-lyrics to copy a line of lyrics.

When playing the song the karaoke text will display text from the linenumber corresponding with the current repeat number. Therefor after a repeated sequence the text on line 2 (played the second time) should continue on line 1 (played for the first time).

Look at the next page to find out how the song looks when you print it.

Drunken sailor

Dm

What shall we do with the drun - ken sai - lor,
Put him in the scruppers with a hose - pipe on him,
Put him in the long - bout until he's so - ber,
Tie him by the legs in a run - ning bow - line,

C

what shall we do with the drun - ken sai - lor,
put him in the scruppers with a hose - pipe on him,
put him in the long - boat until he's so - ber,
tie him by the legs in a run - ning bow - line,

Dm   **C**   **Dm**

what shall we do with the drun - ken sai - lor, ear - ly in the mor - ning.
put him in the scruppers with a hose - pipe on him, ear - ly in the mor - ning.
put him in the long - boat until he's so - ber, ear - ly in the mor - ning.
tie him by the legs in a run - ning bow - line, ear - ly in the mor - ning.

C

Hoo - ray and up she ri - ses, hoo - ray and up she ri - ses,
Hoo - ray and up she ri - ses, hoo - ray and up she ri - ses,
Hoo - ray and up she ri - ses, hoo - ray and up she ri - ses,
Hoo - ray and up she ri - ses, hoo - ray and up she ri - ses,

Dm   **C**   **Dm**

hoo - ray and up she ri - ses, ear - ly in the mor - ning.
hoo - ray and up she ri - ses, ear - ly in the mor - ning.
hoo - ray and up she ri - ses, ear - ly in the mor - ning.
hoo - ray and up she ri - ses, ear - ly in the mor - ning.

Pick a style and play

Style After you have entered notes and chords press the styles button. Select a style from the list and press the play button.

The song starts playing. The note that is playing is highlighted. The text will scroll along the screen in big font and the words to be sung are highlighted in a Karaoke manner. If you save the song to a midi- or karaoke-file then you will be able yo play it in other midi based karaoke players like VanBasco.

On the top of the screen you see the fingersettings for the current selected instrument, in this case the PC keyboard.. In menu settings>live-display you can select another instrument. This gives you the chance to learn to play your piano, organ, recorder or guitar. Beside the stop button you can specify start measure, end measure and loop on/off.

The values beneath the stop button are the tempo and the volumes for melody, accompaniment and pad. You can adjust these by dragging them up and down with the mouse.

You can try other styles easily, just load a style and play.

 When you load a style the available parts (variations) in a style are listed on screen. Click on a part to "tweak" the instrument volumes if needed.

The audition style part window pops up and the style part is played repeatedly. Drag the volumes (here all at hundred) up and

down to adjust the loudness of each instrument. Right click on any of the listed volume levels and keep the mouse button down to hear the instrument play solo. The volume adjustments will be valid for all parts.

Voices Press the voices button to try different melody voices and harmonies.
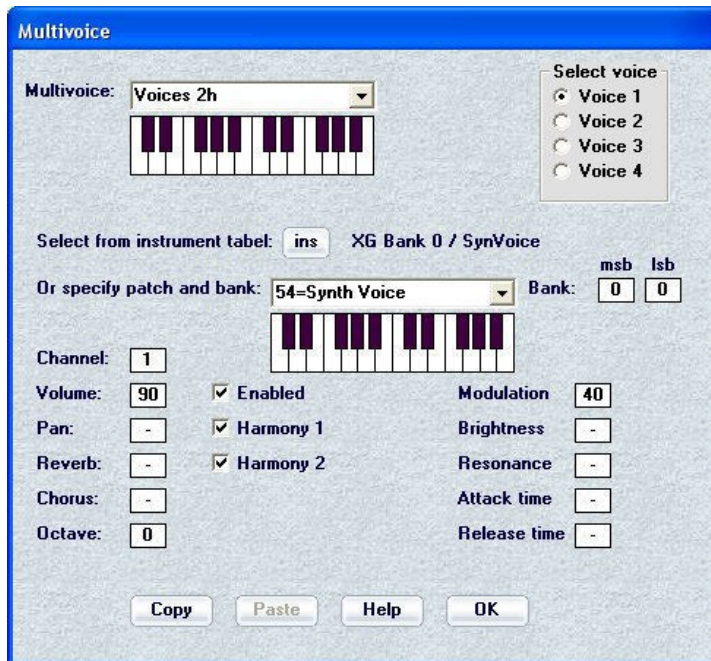
Click on the Multivoice listfield at the top of the window to select a multivoice. Press the mouse button on the keyboard image below it to hear the complete multivoice. A multivoice can contain up to 4 voices. You can reach and edit each single voice with the select voice option at the top of the window. The definitions on the lower half of the window are for the currently selected single voice. It depends on your synthesizer wether it will respond to all of these parameters. Just select from the patch list and adjust volumes if you have a simple synthesizer (e.g. the one that was standard built in your PC). You can play the single voice sound with your mouse on the lower keyboard image.

Harmony 1 and harmony 2 will add extra notes matching the chords and is available only in voice 1.

Live display
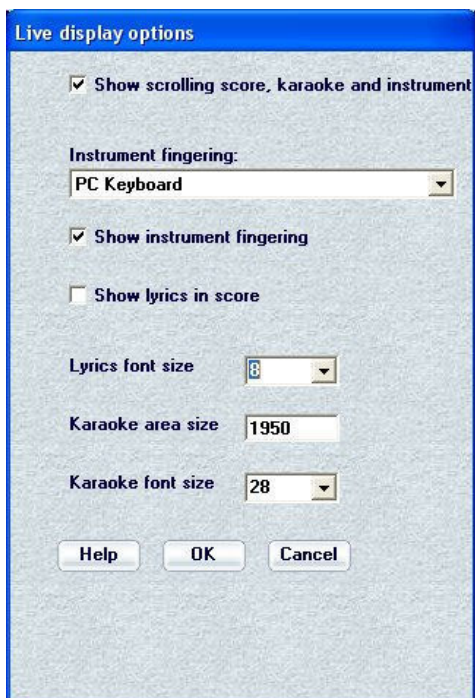
The format of the window while playing, can be customized with menu settings/live-display.

If the option at the top is not checked then you will stay in the score editor window while playing. If you find the instrument fingering disturbing then uncheck that option. The option "show lyrics in score" will show the text beneath each set of staff lines like it is in a songbook. The lyrics font size applies to the small lyrics in the score while the karaoke font size applies to the large lyrics in the karaoke window.

With the karaoke area size you can set the size of the karaoke window. A size of zero will show now karaoke and a large score window. A size of 6000 will show no score and a large karaoke window.

You can choose which instrument fingering should be displayed. There are different types of chord fingering for keyboard. Recorder will show the melody fingering for that instrument and guitar the chord fingering. The default is to use the PC keyboard as a music instrument.

Below is the default display with PC keyboard instrument, karaoke window and score with no lyrics.

The display below is with recorder fingering, no karaoke and score with lyrics.

The live display below is with guitar fingering, a large karaoke window and no score.

Embellishment

If there are repeats in the song then you may decide to eliminate them now. This is done with menu option Edit/Flatten. Make a copy of the song first because this process can not be reversed. The main reason to eliminate repeats is that you want the song to sound a little differently in each repeat. To add different directives at each repeat you will have to make it one long sequence. But you may also want to print compact copies of the song that's why you should make a copy before you flatten (stretch) it.

| Main A | Fill In AA | Intro A | Ending A | Main B | Fill In BB | Intro B | Ending B | Main C |
| Fill In CC | Intro C | Ending C | Main D | Fill In |

An easy way to make a song more interesting and exciting is to place different part markers in the song. You can place an intro part in the first measure and an ending part in the last. This is done in the same drag and drop manner as in step 1. Always place a main part at the start of the song or after the intro. Fill ins and intro's are played only once while the main's are repeated continuously. You can put a different main (A, B, C, D) at the start of each verse and a fill in at the end of each verse.
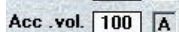
Voices | Flute duet | **V** When you drag the tile on the right of the voice name to a measure in the staff, then this voice will be selected in that measured. By dragging different voices to different measures you can have the melody in each verse be played with a different instrument.
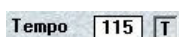
Tempo | 115 | **T** In a similar manner you can place different tempo's in the song.

Note len. | 95 | **N** Short note lengths will give a staccato effect.

Mel. vol. | 100 | **M**
Acc .vol. | 100 | **A** Changes in melody and accompaniment volume may also add some variety.

Switch instruments on and off

☑ Drums
☑ Bass
☑ Other instruments

Help   OK

When you drag the tile with the S (switch) to a staff measure, then a window will popup where you can specify which accompaniment instrument to switch off or on from this measure.

Select pad

Brass
Brightness
Celesta
Distortion guitar
Electric guitar
Fiddle
Flute
Guitar1
Guitar2
Guitar3
Guitar4
Harp

Volume: 100

Help   OK
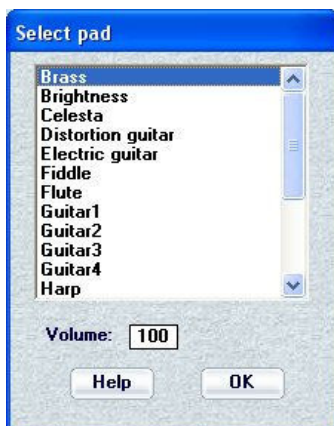
Drag the tile with the P (pad) to a measure and a window will popup where you can select a pad (short melody) to add to this measure.

Rep. Press the Rep. button to specify different variations and melody voices for a repeated sequence in the song. That is the area between the ||: and :|| signs. The chosen style part and melody voice will be activated at the start of each repeat but can be overruled by styleparts and voices that are placed somewhere in the middle of the repeated area

Repeat variations

Repeat	Variation	Voice
2	Main B	Guitar + vibes
3	Main C	Flute duet
4	Main D	Choir 2h + halo
5	Main C	Strings and horns
6	<Unchanged>	<Unchanged>
7	<Unchanged>	<Unchanged>
8	<Unchanged>	<Unchanged>
9	<Unchanged>	<Unchanged>
10	<Unchanged>	<Unchanged>

Help   OK   Cancel

Advanced topics

Controlling an arranger keyboard

When you select menu option "Settings>Auto-accompaniment-method>Use-the-styles-in-a-connected-arranger-keyboard" and press the play button, then Busker will start sending MIDI start, stop and clock messages and midi chord and melody notes to synchronise a connected arranger keyboard. This is different from using the arranger keyboard as a synthesizer module. The style that you will hear is the style that is currently active in your arranger keyboard. In other words the arranger keyboard is played from remote. This will work on almost any arranger keyboard that has a MIDI connection. However you must be able to switch the arranger keyboard to the correct mode that is:

1. It should start the accompaniment after a start message is received (and stop after the stop message).

2. It should not follow the tempo that is set up in the arranger keyboard but follow the MIDI clock messages that it receives.

3. It should change chords according to the chord notes that it receives at the chord channel. The chord and melody channel can be specified in the window that pops up when you select Settings/Device-type/External-arranger.

4. It should play the melody (and add autoharmony if switched on) from the notes it receives at the melody channel.

How to do this is different on each arranger keyboard and will require some study of the small printed parts of your keyboard manual. There you may also find the midi messages that will select a particular style(part). You can insert these messages in the song by dragging the MIDI tile to a measure in the staf. Specify the MIDI message in the window that pops up.

If you want Busker to behave as slave (receiving clock messages) instead of master (sending clock messages) then change this in menu settings/synchronisation. When Busker is acting as slave then it will follow the tempo determined by your arranger keyboard and you can change the tempo on your keyboard.

Instrument definition file

If you have a synthesizer with much more then the 128 GM voices then you may find it pleasant to select the instruments by fully specified name in stead of bank msb and lsb numbers. The instrument names are defined in a file in the Busker program folder named busker.ins. This file follows the Cakewalk standard for instrument definitions. If you have a Cakewalk instrument definition file for your synthesizer then you can replace the busker.ins file with a copy of your instruments file. When you start Busker again the names listed in the melodyvoices (when you press the ins button) will correspond with your synthesizer.

Sequencer

For detailed editing and recording of extra instruments there is a complete sequencer included in Busker. Select menu option Window/Sequencer to get there. After saving a MIDI file you can read it in the sequencer and work on it further. The sequencer is similar to that build in One Man Band and you can read the One Man Band tutorial about this.

ABC files

Select menu option Files/Import-ABC and select a file.
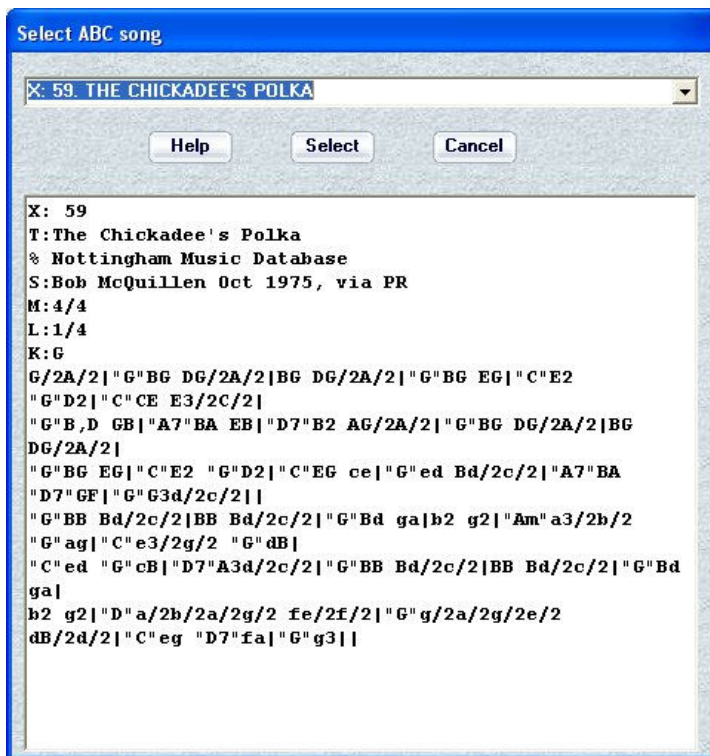
You will see the title and contents of the first song in the file. ABC notation is text based music notation. You can scroll thru the songs in the file with the listfield on top of the window. When you press the select button it will be converted to a Busker song. In ABC often repeat signs are in the middle of a measure instead of on a barline. This is indicated with dotted repeat signs in the staff. You can not place such a dotted repeat yourself, they are only introduced by converting from a ABC file.