

Debian Edu / Skolelinux Rosegarden manual

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1 Rosegarden manual

This is a manual for rosegarden, based on the 1:1.4.0-1 version from the Debian Edu Etch 3.0 release.

This document was put into the `debian-edu-doc` package on 2008-07-15.

The version at <http://wiki.debian.org/DebianEdu/Documentation/Manuals/Rosegarden> is a wiki and updated frequently.

[Translations](#) are part of the `debian-edu-doc` package, which can be [installed on a webserver](#).

2 Before you start

Before you start with this rosegarden, be sure you have gone through the documentations how to get jackd running smoothly. That is the technical part that has to be in place so rosegarden can work as it should.

I recommend that you get installed a Real Time kernel, this way you get better latency on jack, and you will not experience too much lag on the softsynth when you playing.

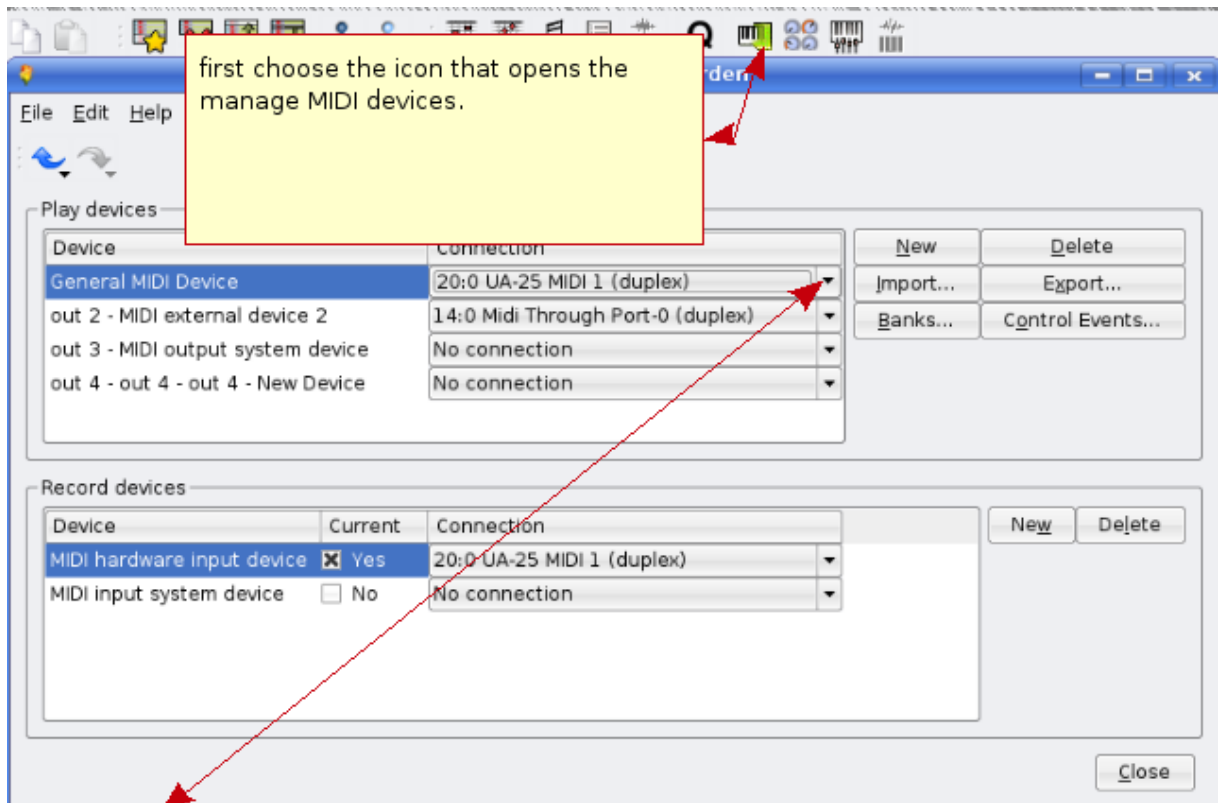
3 How to make the midi and audio record to work

To make only the midi to work in Linux, I recommend you to buy a USB midi interface from the Roland Edirol series.

If you only want midi, you can buy Roland UM-1EX, you can also only search for "um-1ex" on your favorite search engine, or just buy it on your favorite music store. This USB supports only midi, there is nothing to think about, you just plug it in, and it will automatically be detected by your system. Click on the link to see how the device looks like:



Under Rosegarden you probably have to choose this device.



And then with the drop down menu you choose to use your midi device, UA-1EX or UA-25, and if you have a sound card, that is suportet, and have midi connections, you will probably get that devices as a choise to.

if you want to use rosegarden fully, with sound record, can i also recommend Rolands Edirol UA-25, that device can record hight quality sound through the usb port, and again, you don't have to think about drivers, you just plug in in, and Linux system will automatical detect it-. click on the link to see how the device looks like

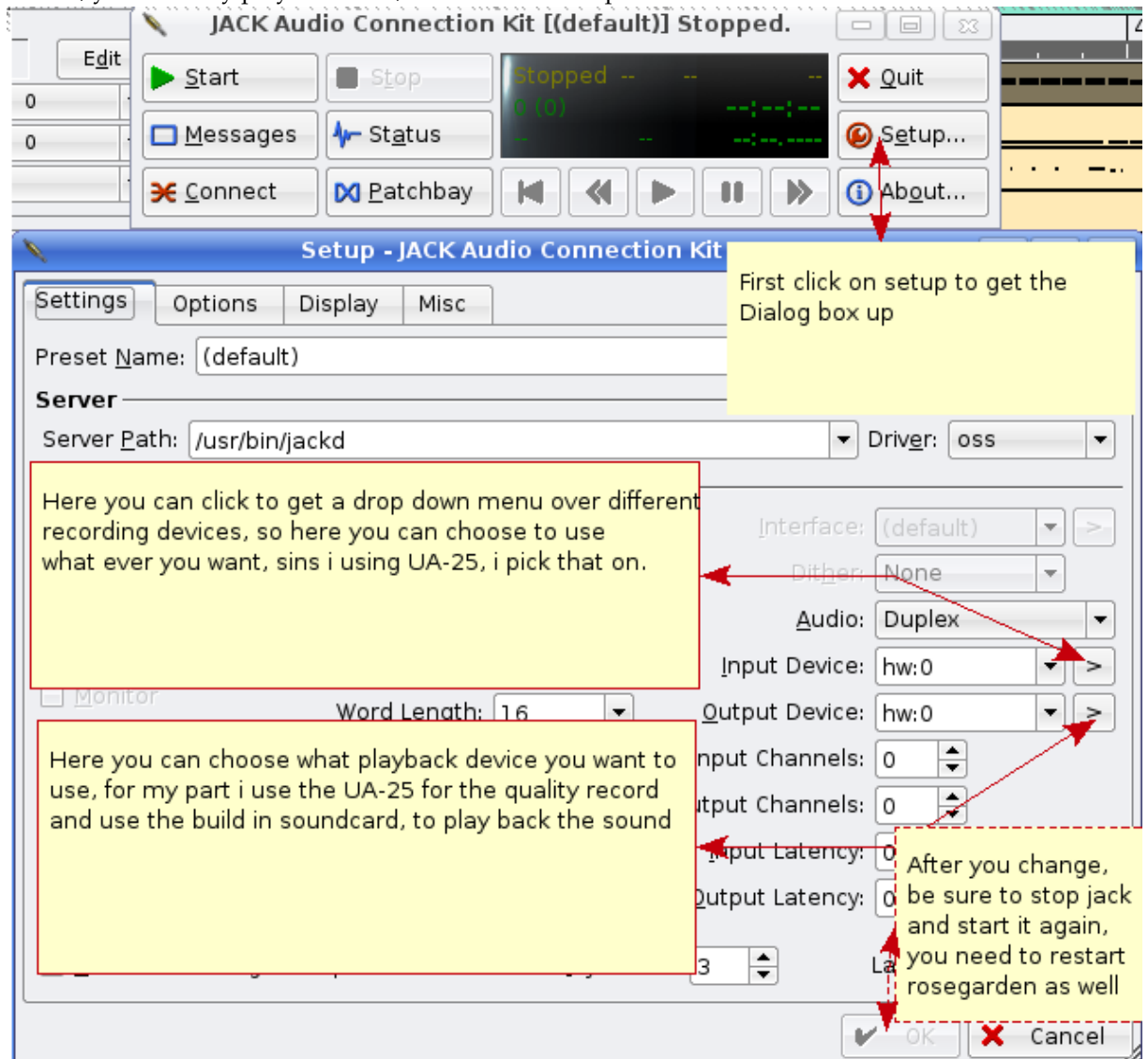


This device also have midi interface, so you get full packages on the same device, but of course this device are more expensive then um-1ex.

options number 1: here is there some configure to do before you can record trough this device, when you have plug in the usb port, the device is added as one sound-card, so you have to chose that you want to use UA-25 as your record device, and if you have a sound-card build inn, you presumably want to use that as a playback device. to fix this can you use jackd, that you find under -> Multimedia --> jack

control. if you not find jackd on you menu you have to install the package "Qjackctl"

options number 2: you can just use UA-25 as a record and playback device (less problem to) But on the 96Khz, you can only play or record, and it's here the options number 1 comes in.



if you want to hear what you play while you record you simply plug some of the line out on the ua-25 to line in on your integrated sound-card. example, you take record of your midi recorded segments, you have to remember to shut down the metronome click, you don't want that on your recorded wav file.

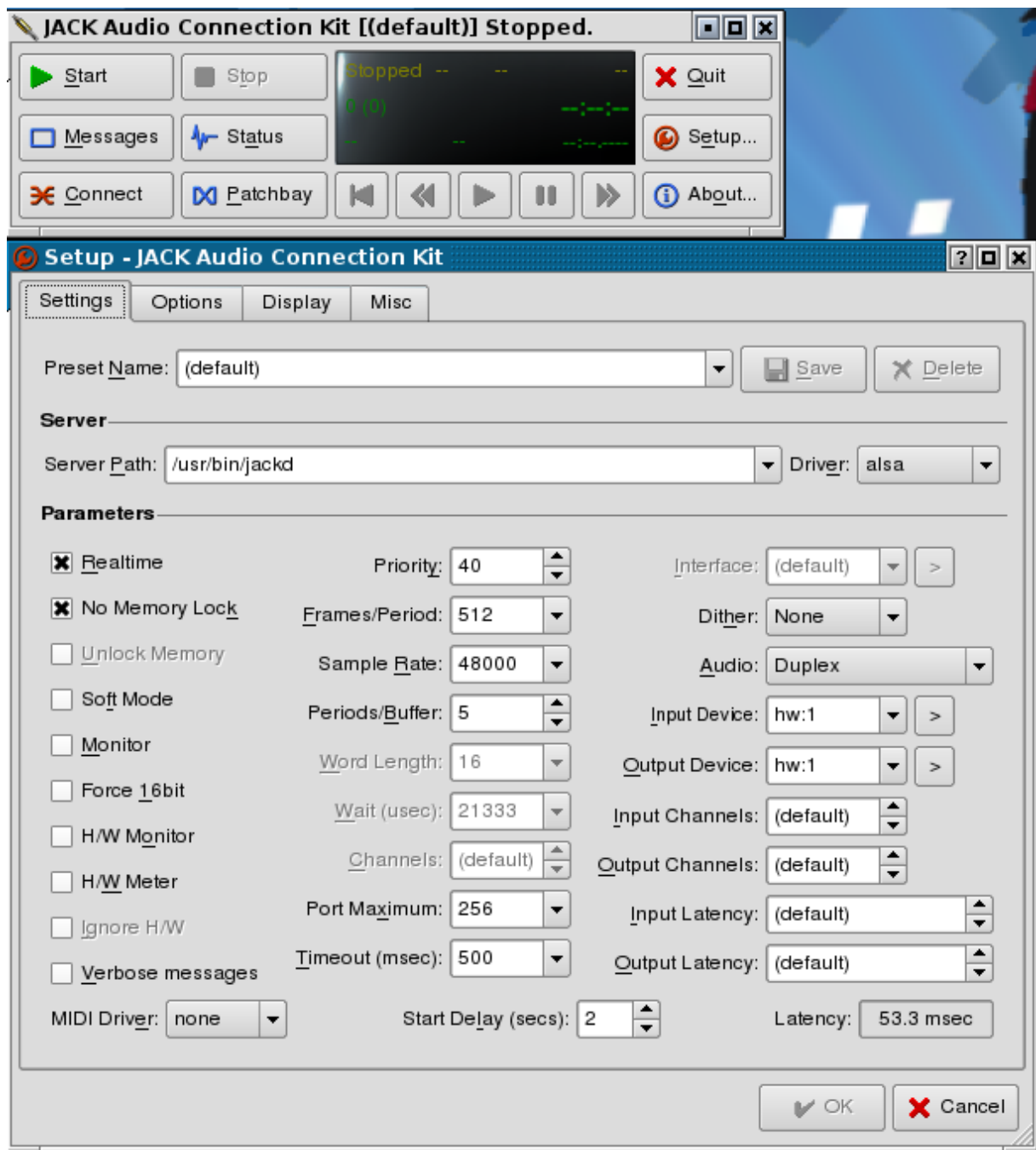
if you getting alsa_pcm: xrun problem, take a look at the messages in the start how the device been start up. If your integrated card don't handle 24 bit, you will get into some problem, and you have to turn on the advance mode OFF the UA-25 device, so it goes down to 16Bit with the integrated sound-card. If ALSA gives you problem still, try to run the OSS instead. If your integrated sound-card don't support 48.000, you have to turn UA-25 down to 44.100. Remember that you have to unplug usb, and do the change on device, and then plug in the usb again before the changes take effect.

if you not can activate the RT (real time) in jack you have to add this followings line in /etc/security/limits.conf file

```
@audio - rtprio 99
@audio - memlock 500000
@audio - nice -10
```

This options can be dangerous because it can cause the kernel to dead lock, due to priority problems.

3.1 JackSetup Example

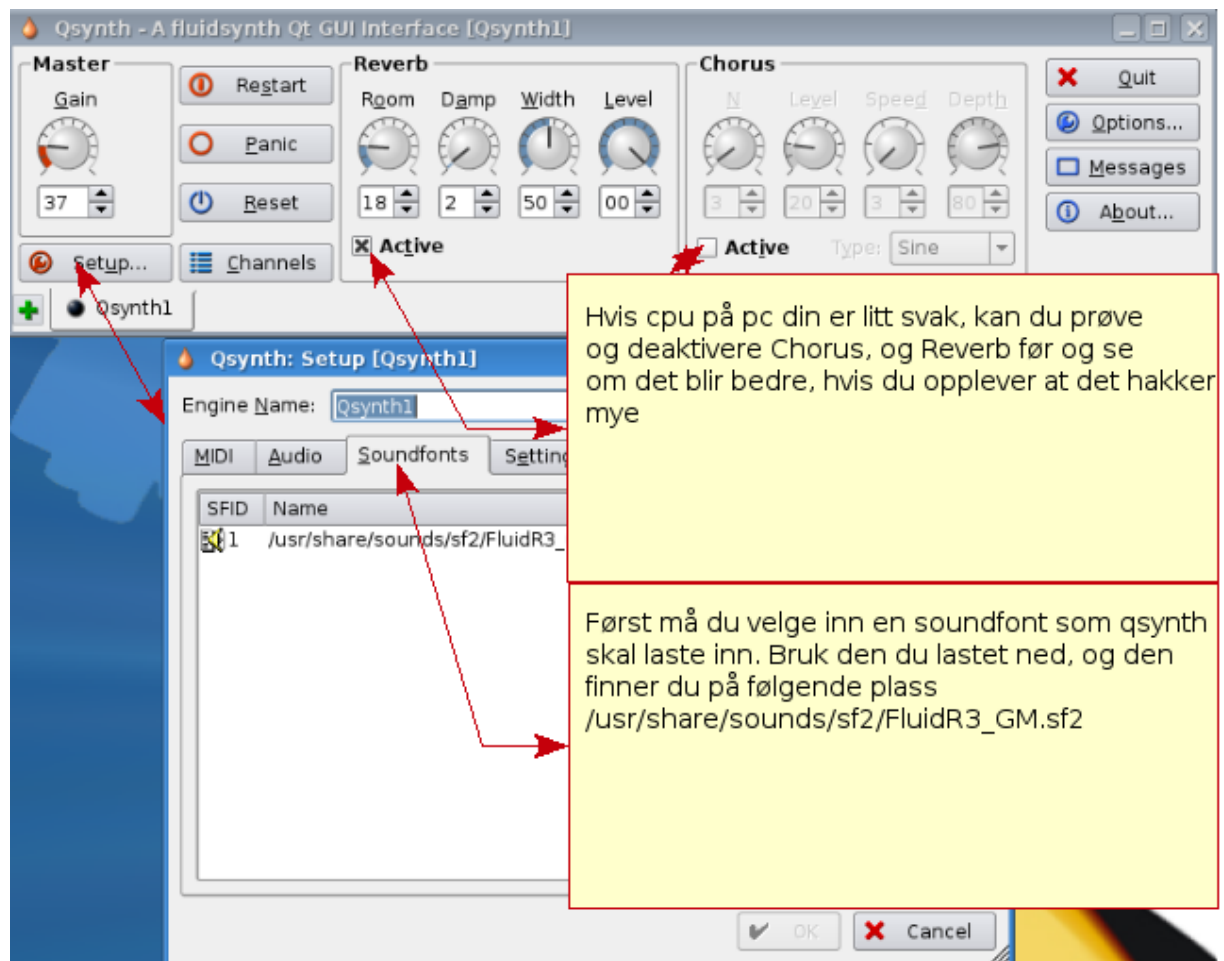


You see the latency is about 53.3 msec, that is the lowest i can get on my laptop without jackd starting to complain about Xrun problem. You have several way to change the latency for the best optical way for your computer, and that is

Frames/periodes (16-4096)
Periodes/buffer (1-xxx)

3.2 how to set up Qsynth for emulated midi sound

for those who don't have a keyboard/synth can use qsynth to get midi sound on rosegarden. you can download soundfont from here: ftp://ftp.no.debian.org/debian/pool/main/f/fluid-soundfont/fluid-soundfont-gm_3.1-1_all.deb and use <gdebi> to install it.



Don't forget to choose that you want to use the qsynth in the device manager on rosegarden if not rosegarden automatical have chosen this.

3.3 other plugins you problebly want

there is a list of plugins you want in rosegarden when you dont have a gm keybard/synth, but only a keyboard that send midi, use the aptitude command to get it.

** synth plugins **
wsynth-dssi
xsynth-dssi
nekobee
ll-scope
cmt
hexter
fluidsynth-dssi
sineshaper

fixme: set inn synth plugins you have good experience with

** audio Plugins **
swh-plugins
mcp-plugins
terminatorx

fixme: put on some audio plugin you have experience with

3.4 Other devices that are compatible with Linux

This have been testet with skolelinux 3, kubuntu 7.10, kubuntu 8.04 and with kernel 2.6.22.16, and 2.6.24.18

Device	extra install, needs depends
Roland edirol UA-25	Works without any problem
Roland edirol um-1	Same as Ediro UA-25
Roland edirol Um-3ex	Usb To Midi
Roland edirol Studio Canvas, SD-20	Gm/xg lite Midi soundmodule
M-Audio Midisport 4	Midi-USB 2x IN 4x OUT
M-Audio Keystations 49e	usb-midi keyboard
M-Audio Axiom 25	Usb Midi Keyboard
M-Audio Trigger Finger	Usb Drum pathern
Samson Gtrack (GM1U)	Usb Mic
Zoom, ZFX, plug-in	Audio Record, no Midi
Edirol Midi Keyboard Controller PCR-300, 500, 800	Usb Midi Keyboard
Roland FP-5 (digital piano)	Usb Works, and the piano also have midi inn/out

Thanks to Mario Music for allowed me to be in there store testing this equipment.

Fixme: add devices you have experienced to work with out any problem

Devices that have been found not working for now

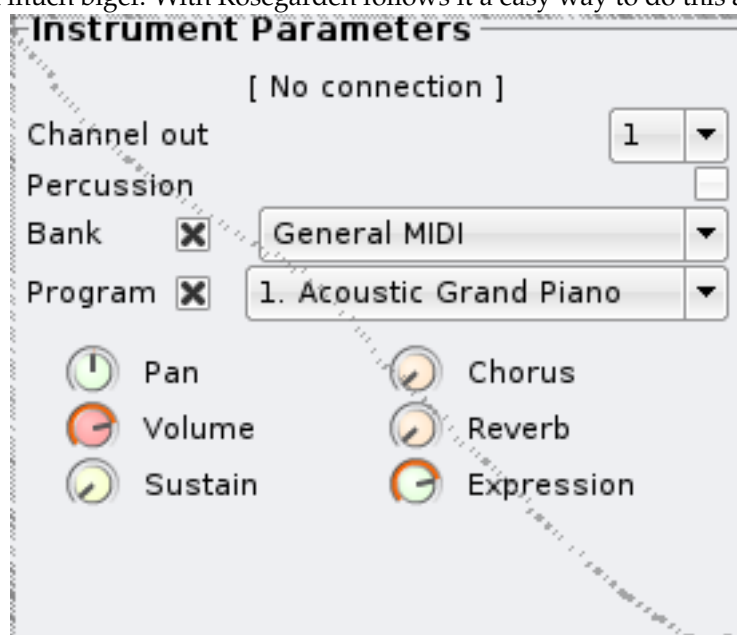
If everything works, it's time to take a look at the rosegarden dokumentations here: <http://wiki.debian.org/-DebianEdu/Documentation/Manuals/Rosegarden>

4 Rosegarden Audio/Midi Sequencer introductions

url:<http://rosegardenmusic.com/>

Devices	Problem
Echo Audiofire 2, 4, 8, and 12	fireware card, they where detected but they where not cooprative, jackd where not abel to start them
Tone Port Ux2 (line6)	Did not work
Audio Kontrol 1	Jackd find out about the card, but the card will not work as is should
Roland UA-4FX	Jackd finding this also, but are makeing trouble
Mbox2	jcakd find it, and it runs, but producing allot of Xrun
yamaha KX	usb midi keyboard do not work trought usb, but there are midi in and out on this

Rosegarden Audio/Midi Sequencer. Music creations without limit. Midi (Musical Instrument Digital Interface), Is a perfect way to build up music instrumet by instrument. The Importans of building up the midi song with structure are important becouse when you try to export the midi file to other then rosegarden, will make the chance for the midi file to work on others computer, synth/keyboards and so on much biger. With Rosegarden follows it a easy way to do this as you can se below:



That is okay to use, IF you held your project to Rosegarden, My experience with this is when you try to export your midi to other aplications, something will not work as you attend to.

This can sound difficult and time consumed, but if you are bit structured, and made the setup file at hand, you have everything ready for your next project without any delay. I have made ready one file like this for you, just download it(you find it below) i have also made a guide how to use this. with structure on your midi i mean the following thing: you set the standard on every midi file you made where you put your instruments. the example that follows on my file is:

- Track 1 = piano
- Track 2 = Bass
- Track 3 = Guitar (muted, clean and so on)
- Track 4 = Melody
- Track 5 = second voice

Track 6-9 = here you can set up, strings, clarinet, obo, sax, and so on.

Track 10 = Drum, this is always drums, this is standard in GM setup.

Track 11-16 = same as 6-9.

If you follows this setup on your every midi sound, there will not be any problem to made new melody.

4.1 Placing your audio file for your new project

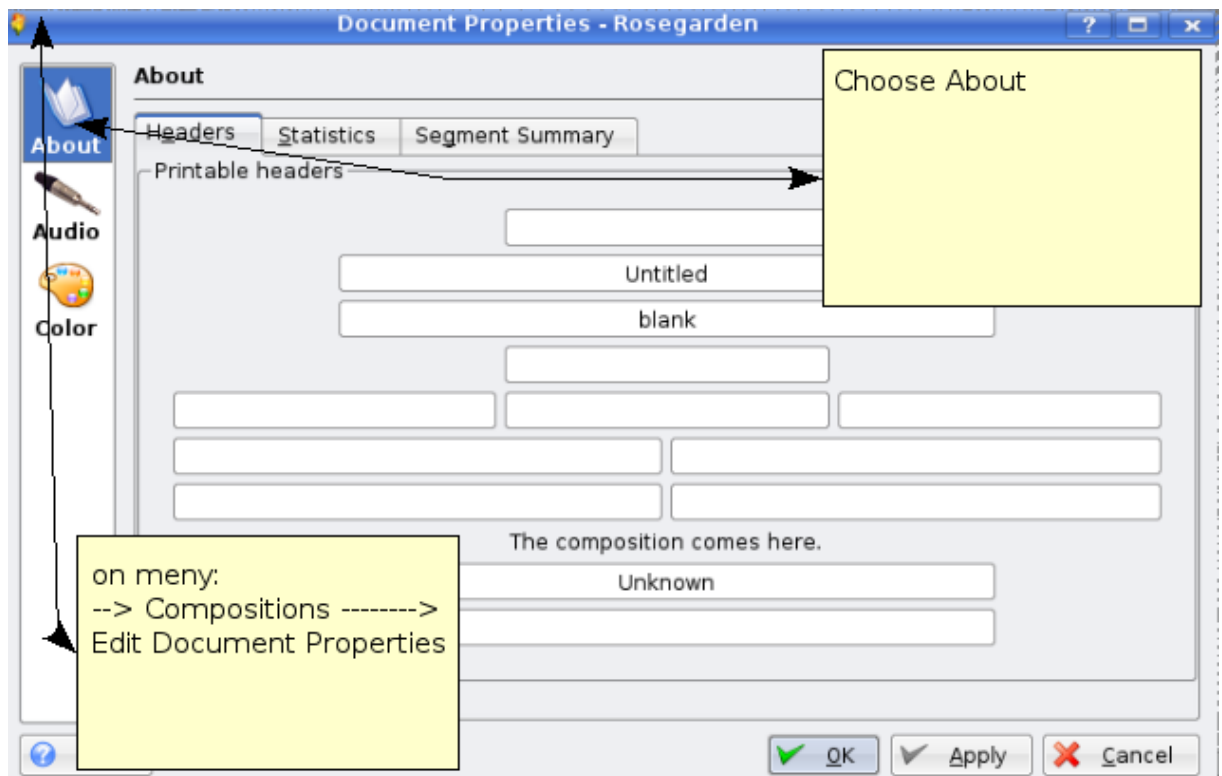
It is very important to be strict when it's comes to where you placing your recording live instruments, and vocals, because without that, you will after a wile get problem to find what files you are working with, it's not impossible but without any structure on it, you will use allot of time find it. So lets say you have made you self a new midi melody "shallala", and you want to record your vocal on it, then you just remember to make a director that has the same name as your melody, and place your recorded audio in there.



Choose --> "composition" ---> and then "edit document properties"

4.2 How to sign your melody

You want to tell everybody the you have made this tune, so belove you se how you can add what the song name is, who has composed it



4.3 Instrumental index.

And that was the index of the instrument, below you have the index overt the Percussive instruments (drums)

No. : representing the Programchange

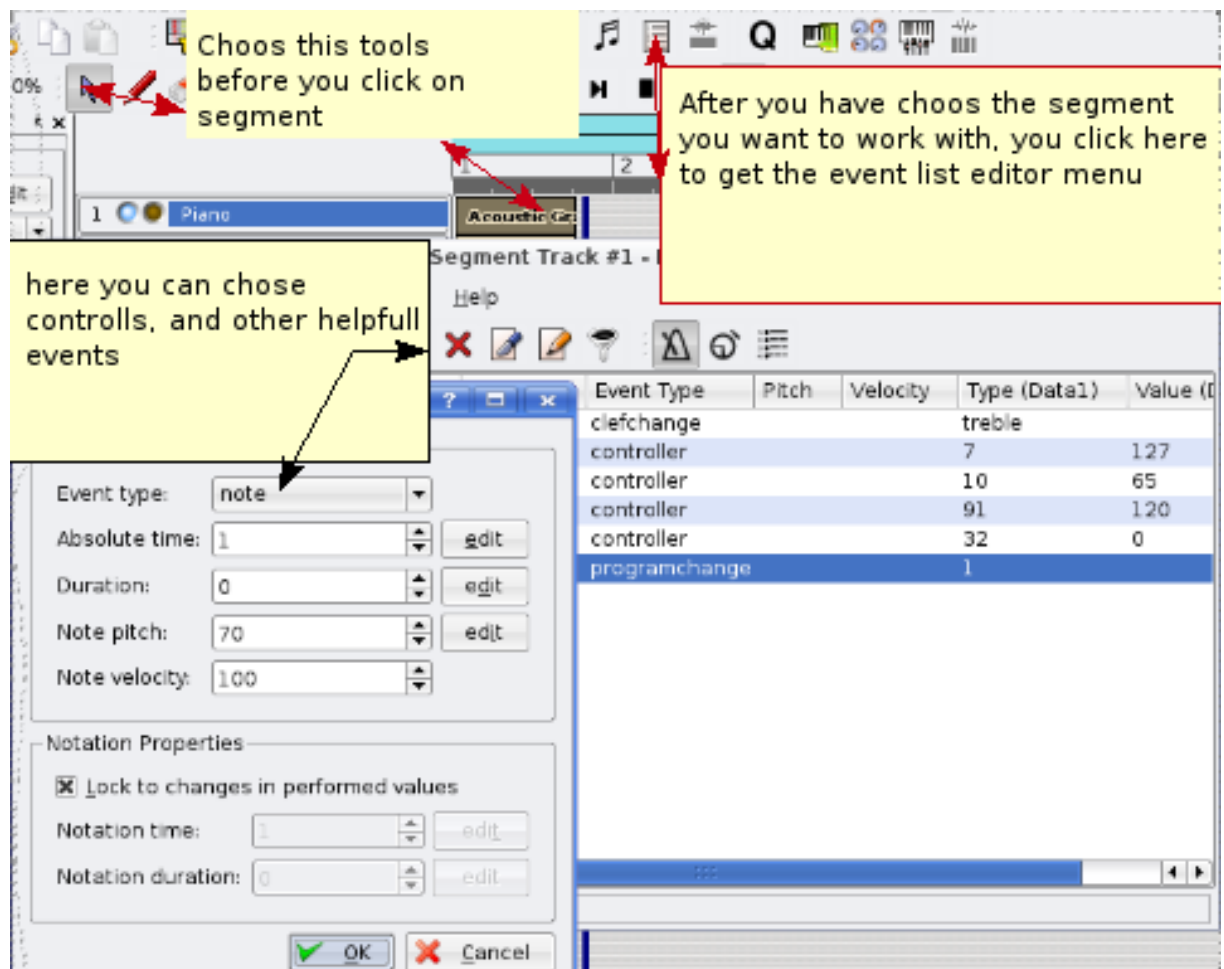
4.4 Midi setup

Midi setup, in this case midisetup.rg file will i show you how to change settings. I will introduce you to some controllers that you will find usefully to your midi setup

No.	Instruments	No.	Instruments	No.	Instruments	No.	Instruments
1	Ac. Grand Piano	34	El. Bass finger	67	Tenor Sax	100	FX 4 (atmosphere)
2	Bright Ac. Piano	35	El. Bass pick	68	Baritone Sax	101	FX 5 (brightness)
3	El. Grand Piano	36	Fretless Bass	69	Oboe	102	FX 6 (goblins)
4	Honky-tonk Piano	37	Slap Bass 1	70	English Horn	103	FX 7 (echoes)
5	El. Piano 1	38	Slap Bass 2	71	Bossoon	104	FX 8 (sci-fi)
6	El. Piano 2	39	Synth Bass 1	72	Clarinet	105	Sitar
7	Harpsichord	40	Synth Bass 2	73	Piccolo	106	Banjo
8	Clavi	41	Violin	74	Flute	107	Shamisen
9	Celesta	42	Viola	75	Recorder	108	Koto
10	Glockenspiel	43	Cello	76	Pan Flute	109	Kalimba
11	Music Box	44	Contrabass	77	Blow Bottle	110	Bag Pipe
12	Vibraphone	45	Tremolo Strings	78	Shakuhachi	111	Fiddle
13	Marimba	46	Pizz. Strings	79	Whistle	112	Shanai
14	Xylophone	47	Orch Harp	80	Ocarina	113	Tinkle Bell
15	Tubular Bells	48	Timpani	81	Lead 1 (square)	114	Agogo
16	Dulcimer	49	String Ens 1	82	Lead 2 (saw-tooth)	115	Steel Drums
17	Drawbar Organ	50	String Ens 2	83	Lead 3 (calliope)	116	Woodblock
18	Perc. Organ	51	Synthstrings 1	84	Lead 4 (chiff)	117	Taiko Drum
19	Rock Organ	52	Synthstrings 2	85	Lead 5 (charang)	118	Melodic Tom
20	Church Organ	53	Choir Aahs	86	Lead 6 (voice)	119	Synth Drum

No.	DrumKit	Uses
1	Standar GM kit 1	Everything
2	Standar GM kit 2	Same as 1
10	Rom Kit	Pop Ballads
17	Power Set	Rock, hard rock
25	Electronic kit	Ballads
26	Analog kit	Also used in ballads
27	Dance Kit	Uses in Dance, Teckno
28	Dance Kit 2	Same As 27
33	Standar GM kit 3	Same as 1,2 and 74,75
41	Brush/jazz kit	Uses in jazz, or ballads
49	Orchestral Kit	Uses in classical music
57	Effects Kit	Uses to make effects arround your melodi
65	Percussion kit 1	
66	Percussion kit 2	
74	Standar Gm Kit 4	
75	Standar Gm Kit 5	

No.	Controller	What does the controller do
7	Volume	This sets the volume on the midi track 0 if lowest setting, 127 is the loudest setting
10	Ballange	This controls sett the balance on the midi track, 0 is for the left side, and 127 is right, 65 is center
32	Bank Select	This controller select the different sound banks on your synth/keyboard "LSB" (fine) bank select
0	Bank Select	This controller is the MSB (coarse) bank change
91	reverb	This sets the room size on the midi track, 0 is for no acoustics, and 127 for max acoustics



with this out of the way, you have setup a structured setup of the midi segment that tells your

synth/keyboard what it should do. And then you simply can export the midi to any devices you want, even mobile phone.(if the mobile supports polyfonisk midi)

here you can download the finish setup file

midisetup.rg

4.5 how to change bank select.

Sometime you wish to use different sounds on your Synth/keyboard that not in the GM standard, then you have to use controller that take care of this. Controller 32.

This functions are taken in use if you also want drums on other tracks then 10. Example percussion effects on tracks 16, that my favorite tracks to use for this functions. Then with controller 32 on data1, and number 4 on data2, changes what track 16 should do, in this case drums. And then with program change 57, will that track change to effect kit.

Controller 0 and 32, with number 0, is gm standard, use it on tracks 1-9, 11-16

Controller 0 and 32, with number 1-127 are those different banks, used on track 1-9, 11-16

Controller 32, with number 4, are for mine synth drums, that is use for standard on track 10, and on special need on any track you to your liking.

Yamaha keyboard with Gm2/Xg have some more options, i recommend you to read the manual that gives you the complete overview of the instrument on your keyboard, and there also says what banks the instrument exist on.

Let me take an example:

my keyboard have a instrument on controller 0(MSB) on value 8, and in controller 32(LSB) on value 1, and last on program change 3.

so the following is,

controller 0 with value 8

controller 32 with value 1

and last the program change with value 3

Chose the segment you want to change, and then press the open event editor

Time	Duration	Event Type		
001-01-00-01		clefchange		
001-01-00-02		controller		
001-01-00-03		controller		
001-01-00-04		controller	91	120
001-01-00-05		controller	32	0
001-01-00-06		programchange	1	

The number 32 is the controller the take care of the bank select options. It's under type(data 1) and the number 0 is the selections of the bank. under the Value (Data2)

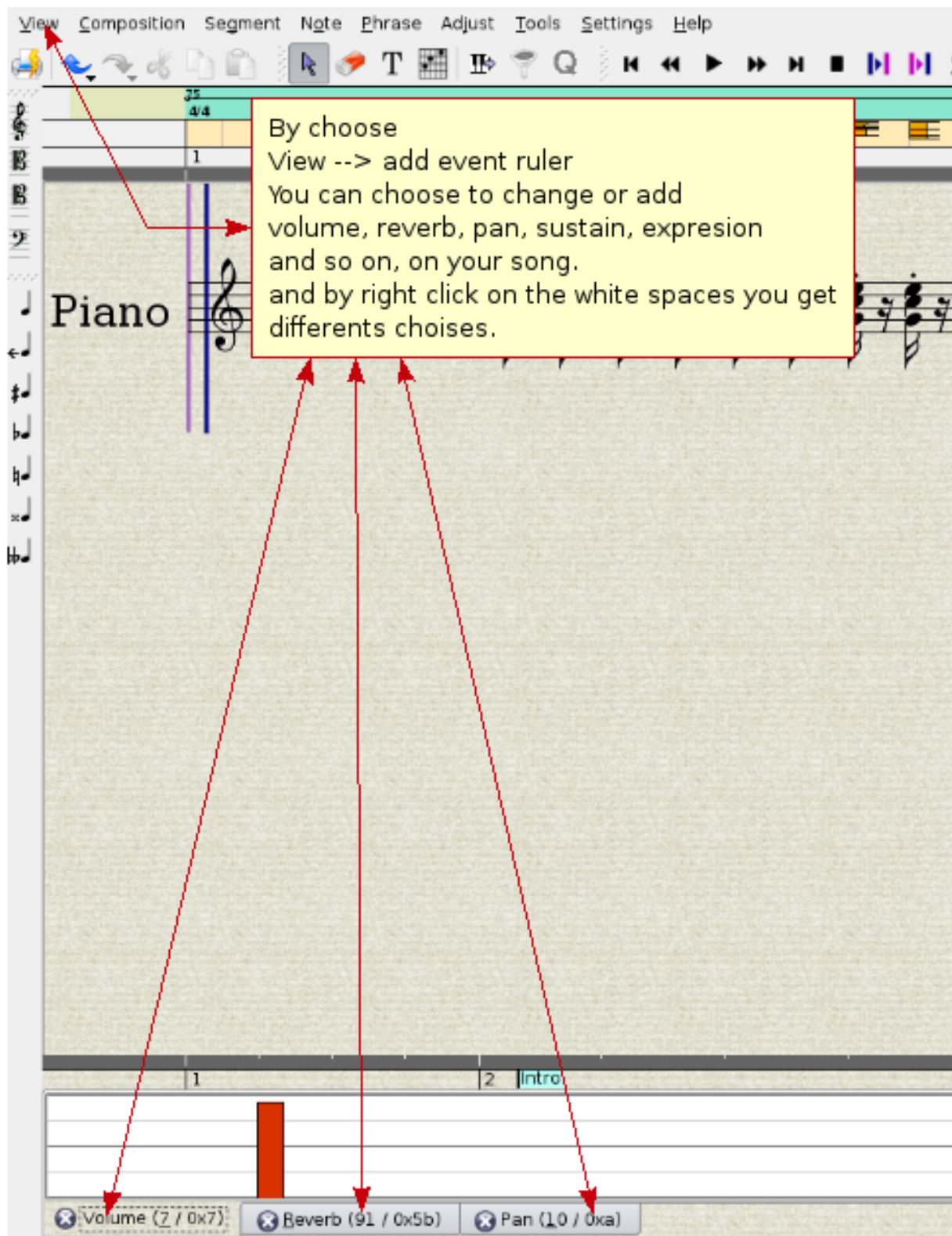
Value 0, is the GM standard, for my synth, bank 4 is the drum bank.

the order on when controller 0 and 32 and program change comes are important
remeber that controller 0 and 32, have to come BEFORE program change.
 i have included this in the standardupsetfile.

4.6 How to make rosegarden to automatical put controller and program change in the start of your segment, for exported midi

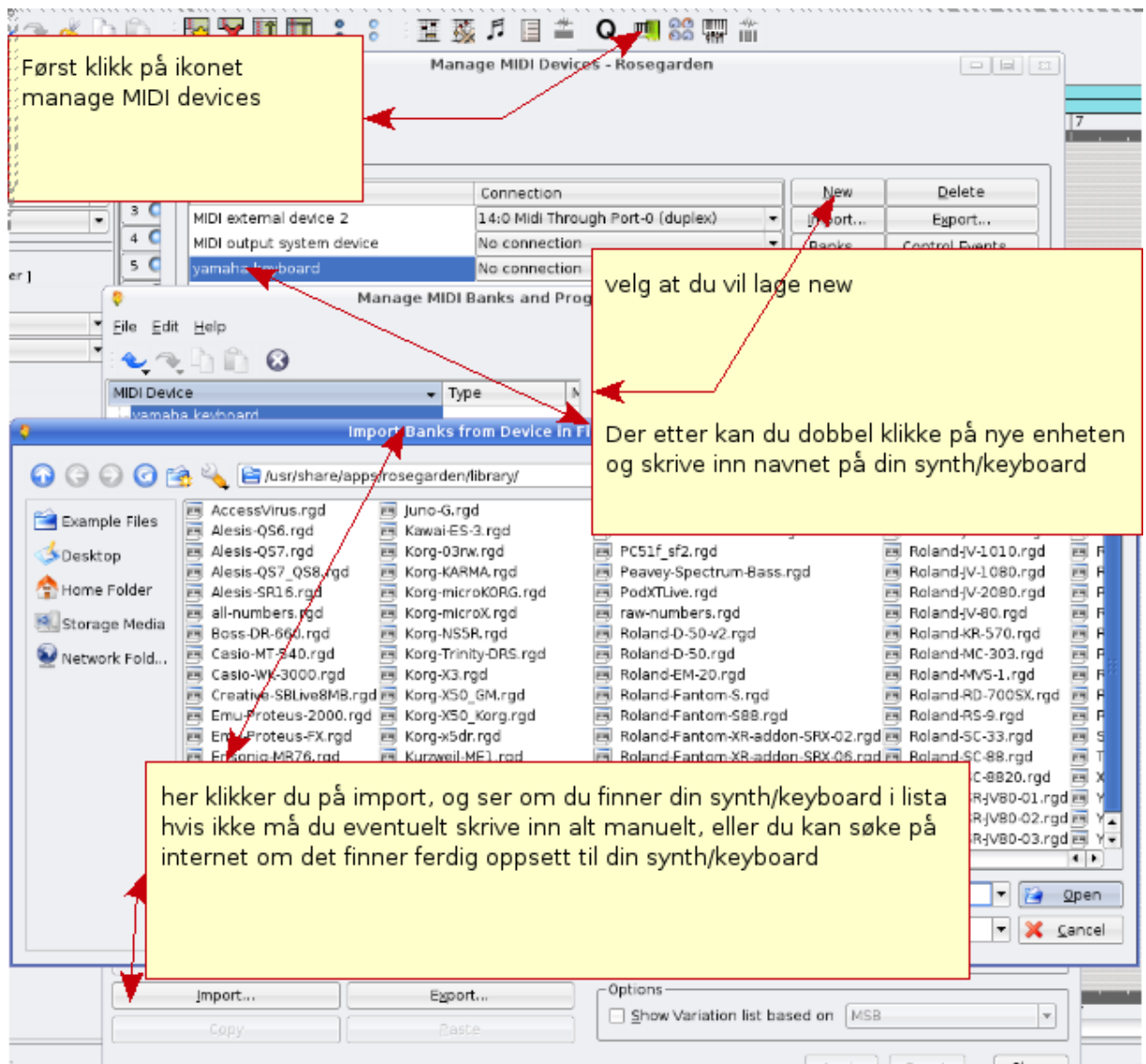
This is actually something i just found out. You use the intrumentparameter to have the reverb, volume you want, and then the trick is to press a key on your keyboard when rosegarden count up for you, so you actually get a note in the counting in before record. This you can do on every segment. And then when you export the song to midi, the info will automatical been put inn there, the only thing is that you must load the new midi file, and remove the note you dont need.

4.7 How to use Score editor to set controllers



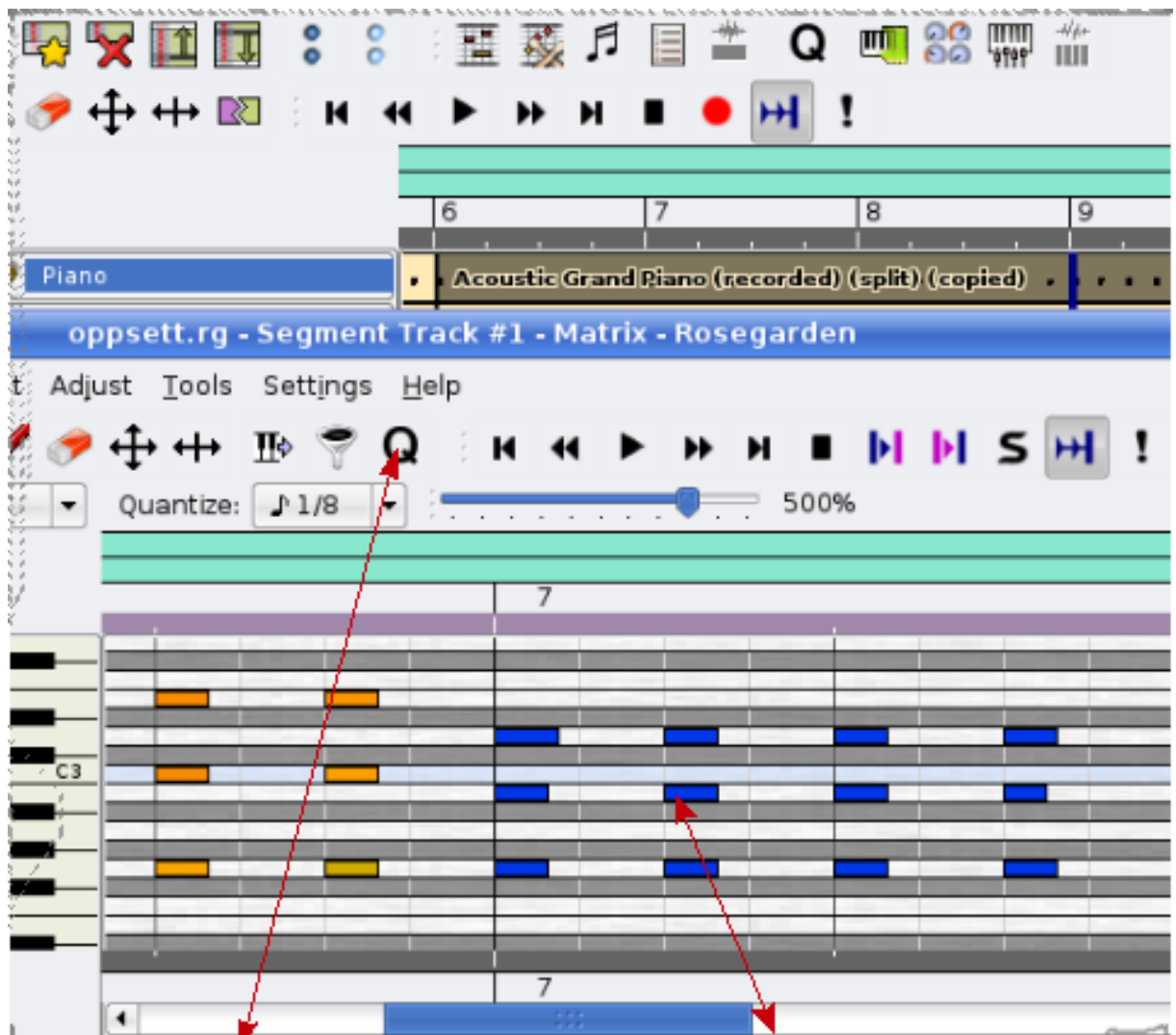
4.8 how to add a new midi device

you can also create a new midi device that is for your synth/keyboard, to make the easy pick on the instrument parameters as shown on the picture below



5 how to change, edit, improve a recorded midi segment

When you have play what you want in the segment will there always be something you want to correct up on, instead of play everything from start again, you have many possibility to change, edit everything to the better. First I am introduce you to the use of the matrix Editor.

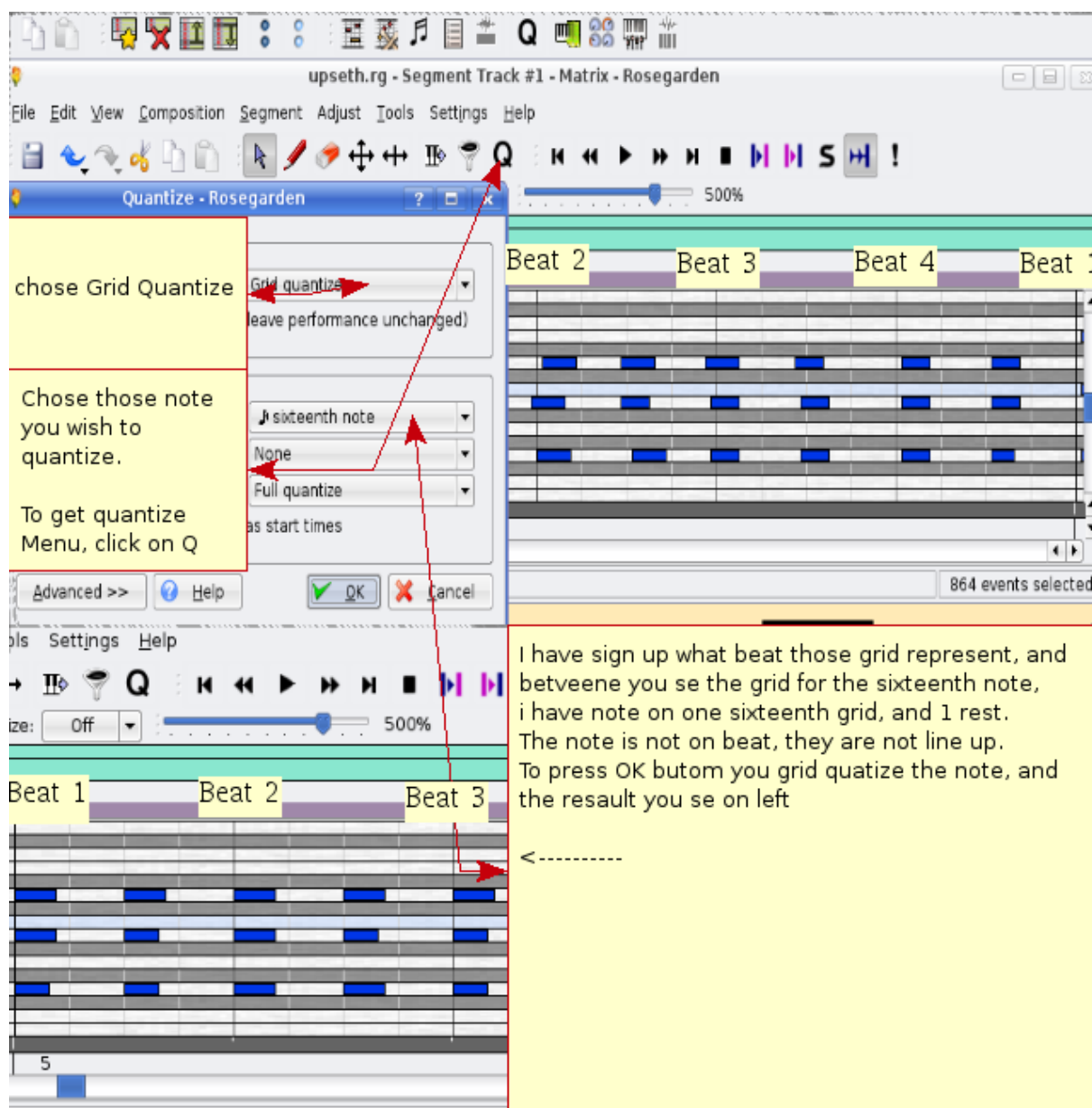


As you can see, those 12 blue marked segments can be changed by holding down your left mouse button and dragging it over the note you wish to change. And with the help of the <--|--> button, you can change the length of the note manually. But with the Q button (quantize) function, you can save yourself a lot of work, I will show you some of the functions below.

6 Quantize

6.1 Grid Quantize

These functions have several possibilities; after a played segment you sometimes miss the beat, here is where the [GridQuantize](#) comes in the picture. It's useful to get notes right on the beat automatically.



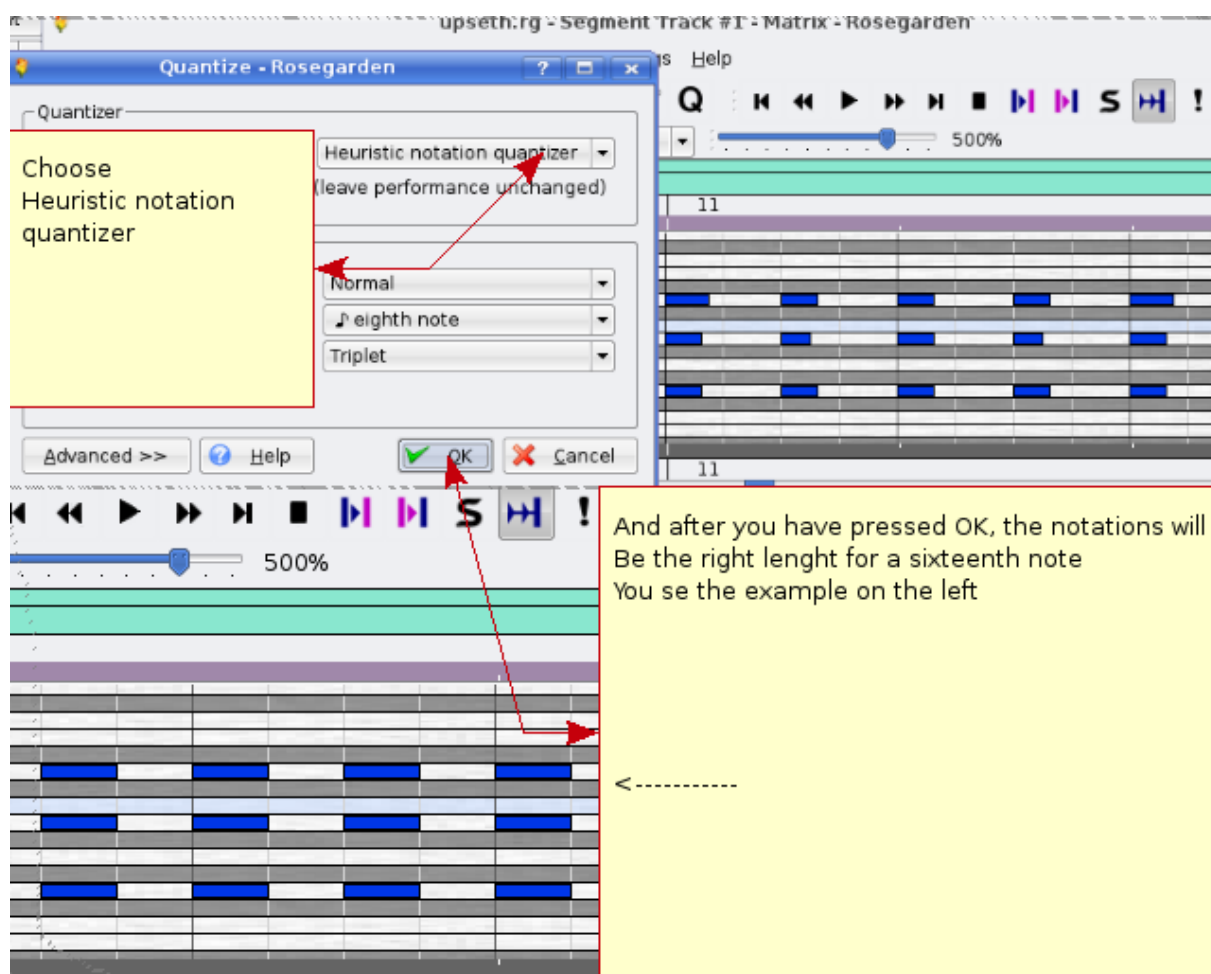
To use this the right way, can save your from a lot of work. You have to try out different ways, there are always the possibility to undo the quantize if it not goes as intended. So there is only just to try again with a different setting on the base grid unit, you have to try your self out different setting, and you will find one that fits you need best. There are many possibility.

6.2 Legato Quantizer

with this you with one keystroke change a staccato played part to legato.

6.3 Heuristic notation quantizer

and other Quantizer that you will find usefully are heuristic notation quantizer. This help you to make your played note to the right length, this uses mostly to fixing up on the notations preview. And make the not more easy to read for the musician.

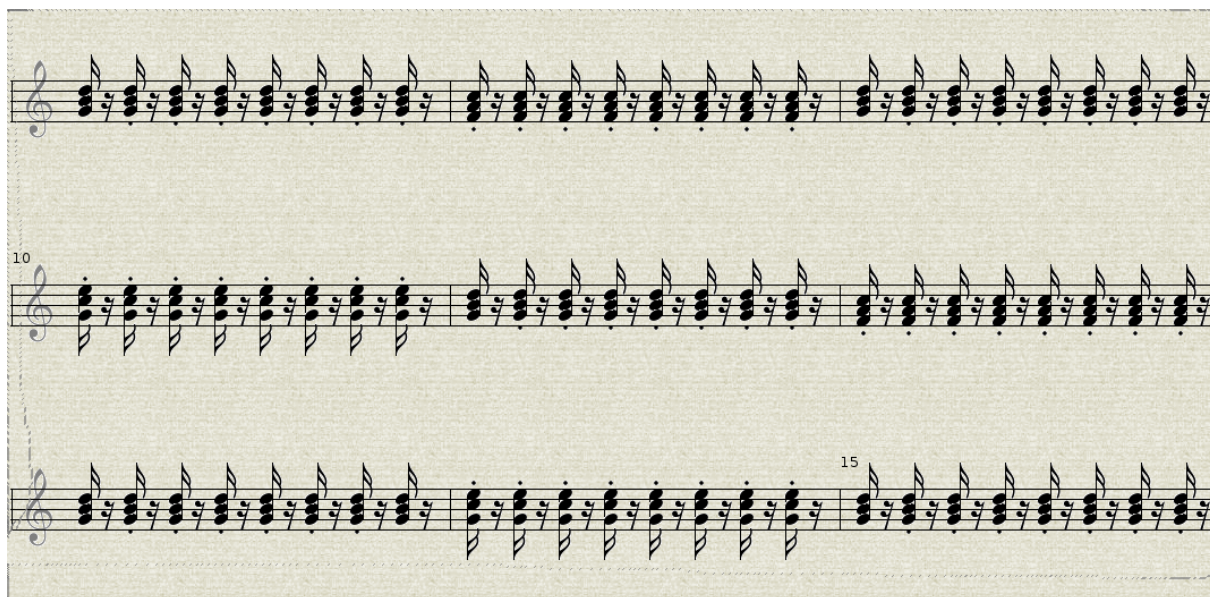


As you can see, with this method, I changed the length of the notes to the right length for a 16th note, and that should be played staccato. It has changed the notations to be better.

Number 1 shows you how the notations were before Quantize, and number 2 is how it shows up after. Number 2 is more easy for the musician to read than number 1, and number 1 is more confusing, with 32 quantized notes, and some different rest notes. Number 2 is more clean, and will mostly be played the way I intended it to be played. There is one thing that it sounds great on MIDI, but if you want to publish your notations to orchestra, band, you have to take your time and clean up your notes. That was a short introduction to the use of Matrix edit.

7 Note edit

Note edit is a powerful edit tool to make your notations ready for pianist, orchestra, band, you have the tool to make different marks that tell the musician what he should do, how fast, how hard, how soft, tempo changes and more. I'll introduce you to some of the features with the note edit. The first picture is before:



you see a clean notations, there is nothing that tells what you want how the notes should be played. After i have worked with the notations, here is the result:

you see here that we have got what speed, what hardness the notations should be played with. At the same time i have change the note to bind together, i also change the note lenght in the matrix editor to eight-note, so it would be easier for the pianist to read, but the piece will actually be played as i want it to, and the notations take less space. Let us se closer how i got this marks in the notations.

7.1 howto get specifications in the notations editor

The screenshot shows the Rosegarden notation editor interface. At the top is a menu bar with options: Position, Segment, Note, Phrase, Adjust, Tools, Settings, Help. Below the menu bar is a toolbar with various icons. A red arrow points from the 'T' icon in the toolbar to a yellow text box on the left. Another red arrow points from the 'T' icon to the 'Text - Rosegarden' dialog box. A third red arrow points from the 'Dynamic' dropdown menu in the dialog box to a yellow text box on the right. A fourth red arrow points from the 'Style' dropdown menu in the dialog box to a yellow text box at the bottom. A fifth red arrow points from the 'Dynamic' dropdown menu in the dialog box to a yellow text box at the bottom. A sixth red arrow points from the 'Style' dropdown menu in the dialog box to a yellow text box at the bottom. A seventh red arrow points from the 'Dynamic' dropdown menu in the dialog box to a yellow text box at the bottom. A eighth red arrow points from the 'Style' dropdown menu in the dialog box to a yellow text box at the bottom. A ninth red arrow points from the 'Dynamic' dropdown menu in the dialog box to a yellow text box at the bottom. A tenth red arrow points from the 'Style' dropdown menu in the dialog box to a yellow text box at the bottom.

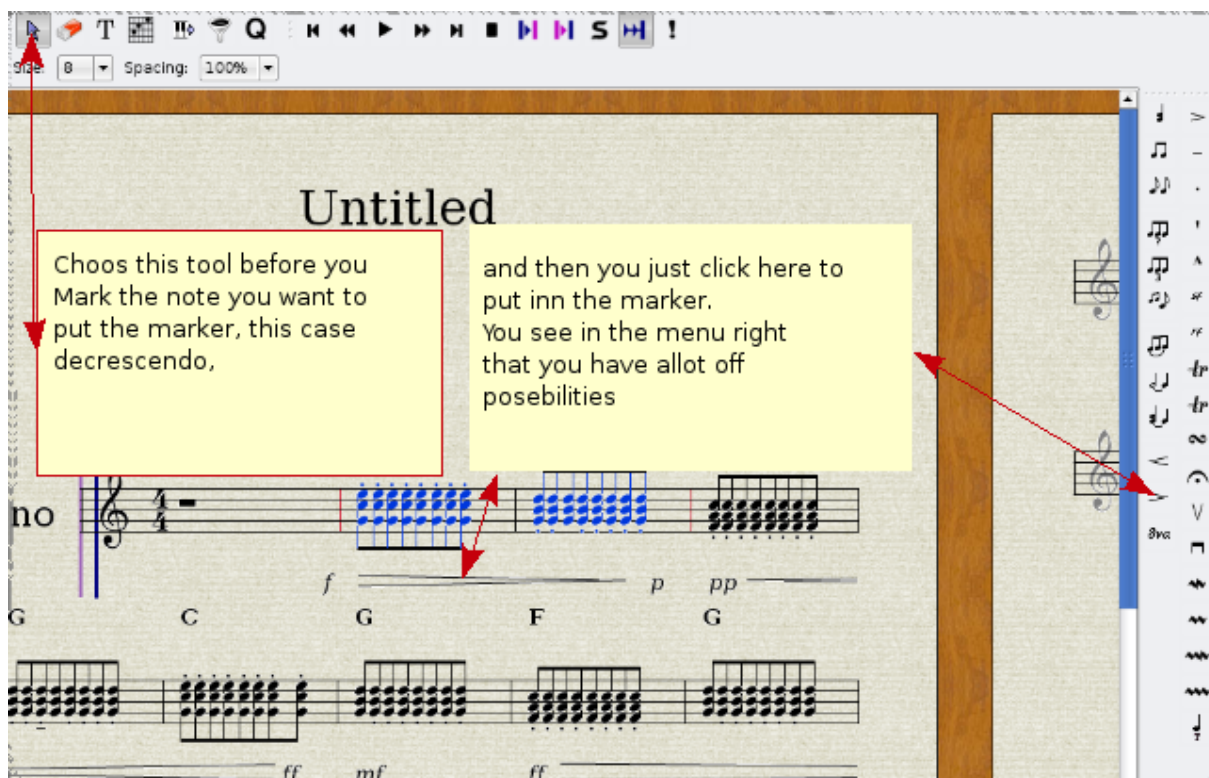
By Clicking on the T, you get The Text Editor menu up that you see on the right. Here you can set in some info on the notations.

You can also choose like I have, dynamic and choose from the drop down menu what strength you want the melody be played in.

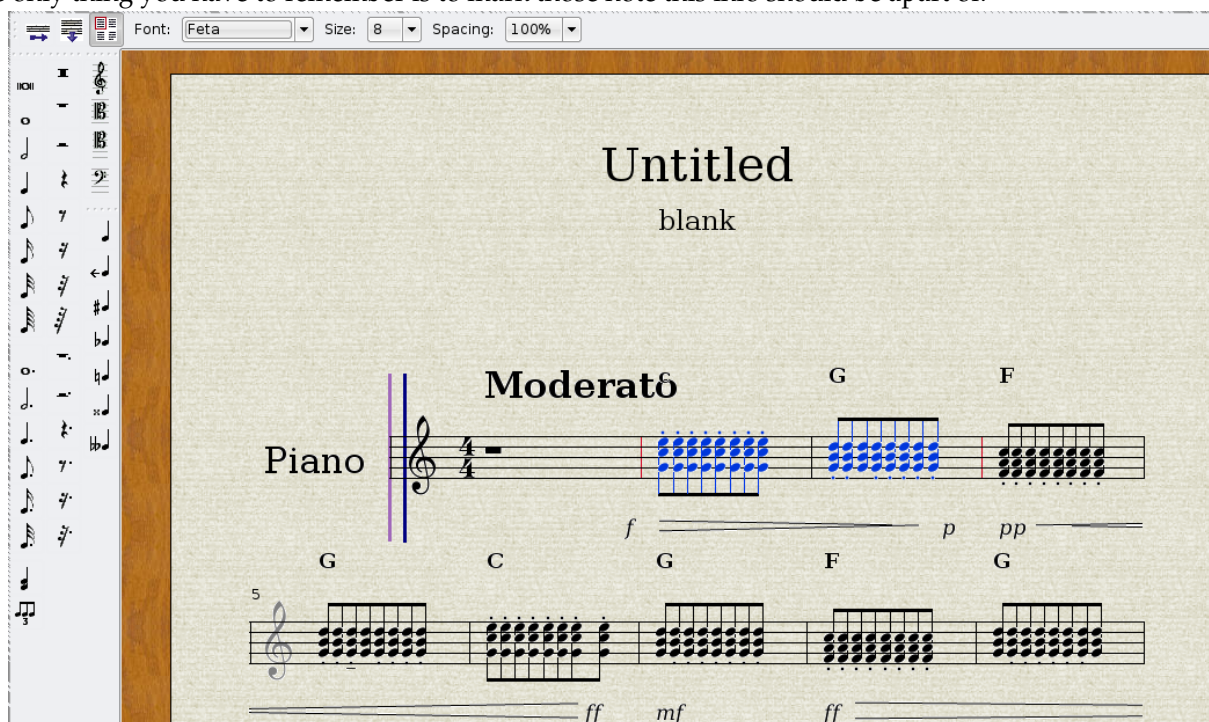
You can choose from the drop down menu that you want to set in Tempo.

There are also possible to set in cord. I advise you to take a look of all the possibility on the Style Drop down menu and after take a look on the Drop down menu under.

This guide shows you how to set in useful informations to the musician how your compositions should be played, Tempo, what volume, what accord, that only a part of this tool. The picture shows you how to make the notes bind together, how to put a crescendo, decrescendo on your notations.



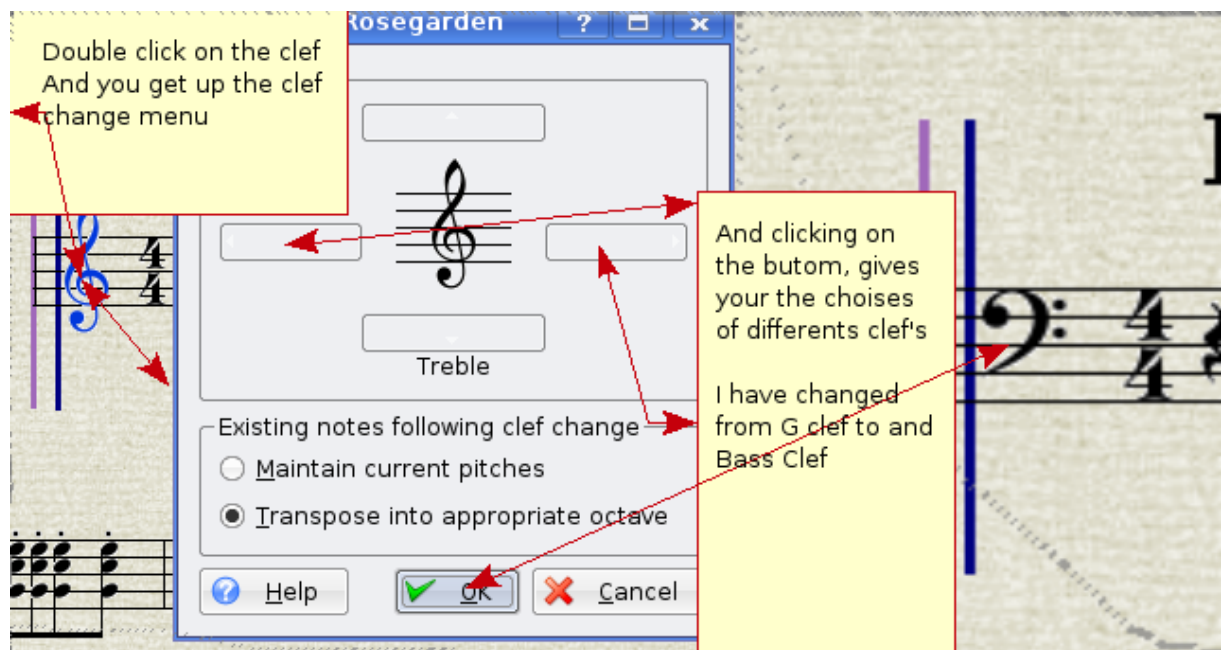
If you look at the right menu, there are many possibility to improve the informations on the notations, the only thing you have to remember is to mark those note this info should be apart of.



If you look on the left menu, you can put manually note, rest on you notations, you can also cange the clef on the notations, below you se how.

7.2 how to change clef

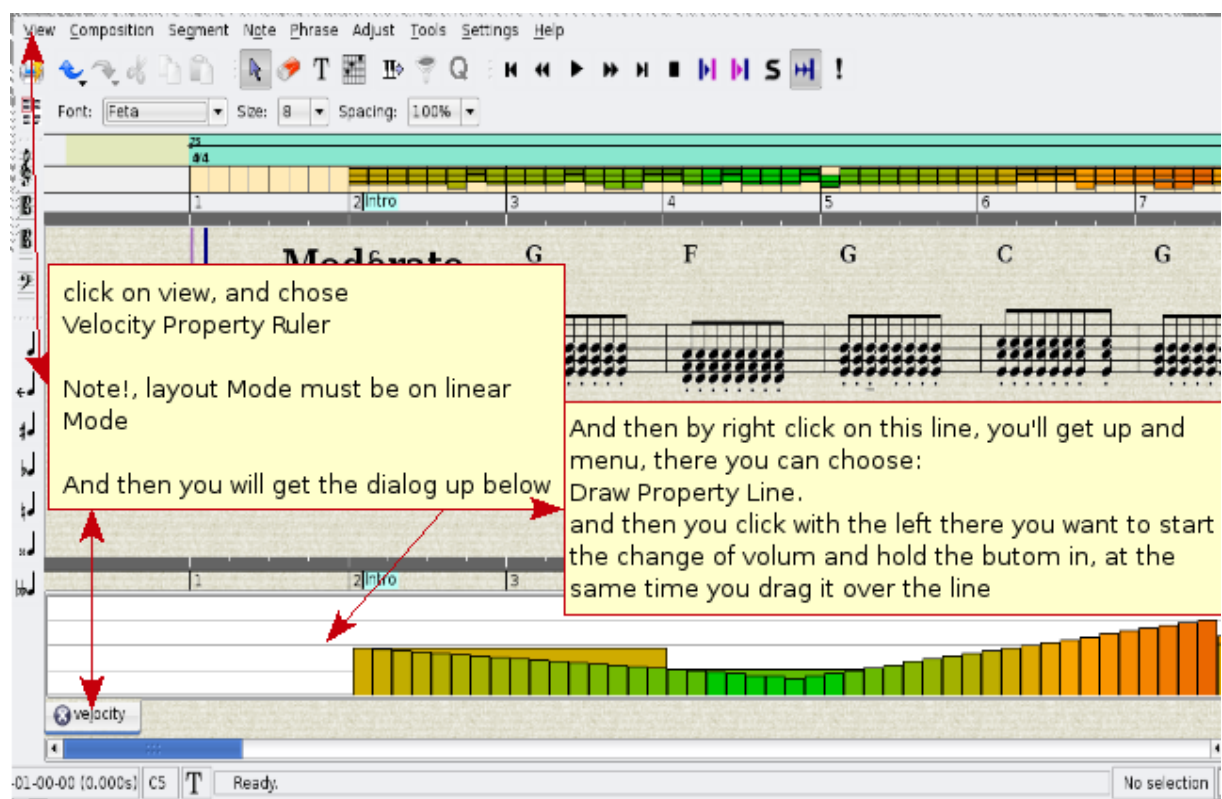
- Double click on the G clef, and a menu will pop up.



7.3 How to change key

[attachment:changekey.png]

7.4 how to change note volume on a recorded segment.



7.5 How to make the note play after your inserted marks in score editor

Take in use the Interpret functions

7.5.1 Interpret functions in the score editor

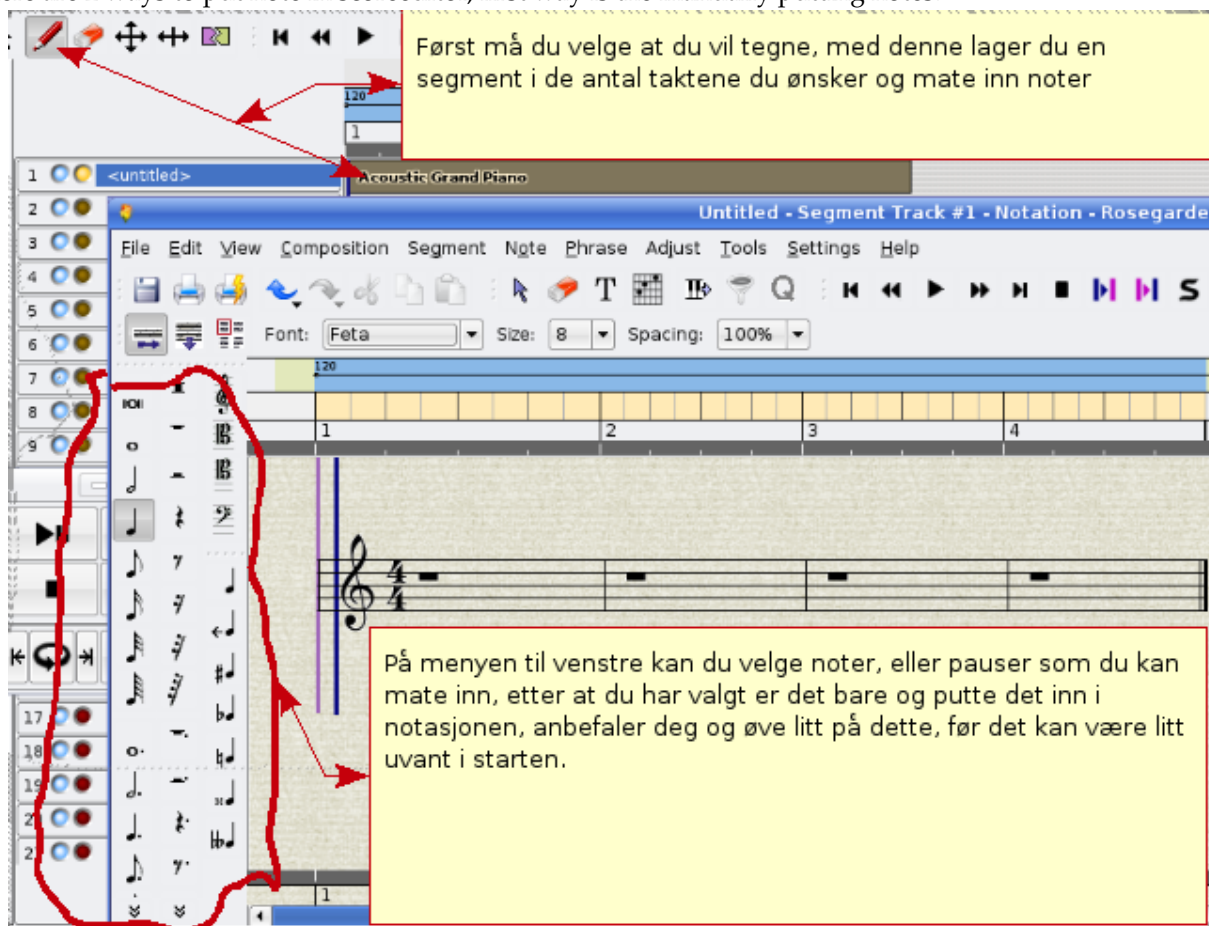
when you play on the synth/keyboard, specially when you want to play in a low volume (piano) this are not always easy, have the same note hardness on your accord, or you just want the music to play piano where it is piano, and forte where there is forte. You can put in those mark on the notations, and when you are finish with put in all the marks on your notations, and buy right click in the score editor, and choose the "interpret" rosegarden will change the velocties, and notations play after the marks you have put on your notations.

7.6 How to split segment for grand staff

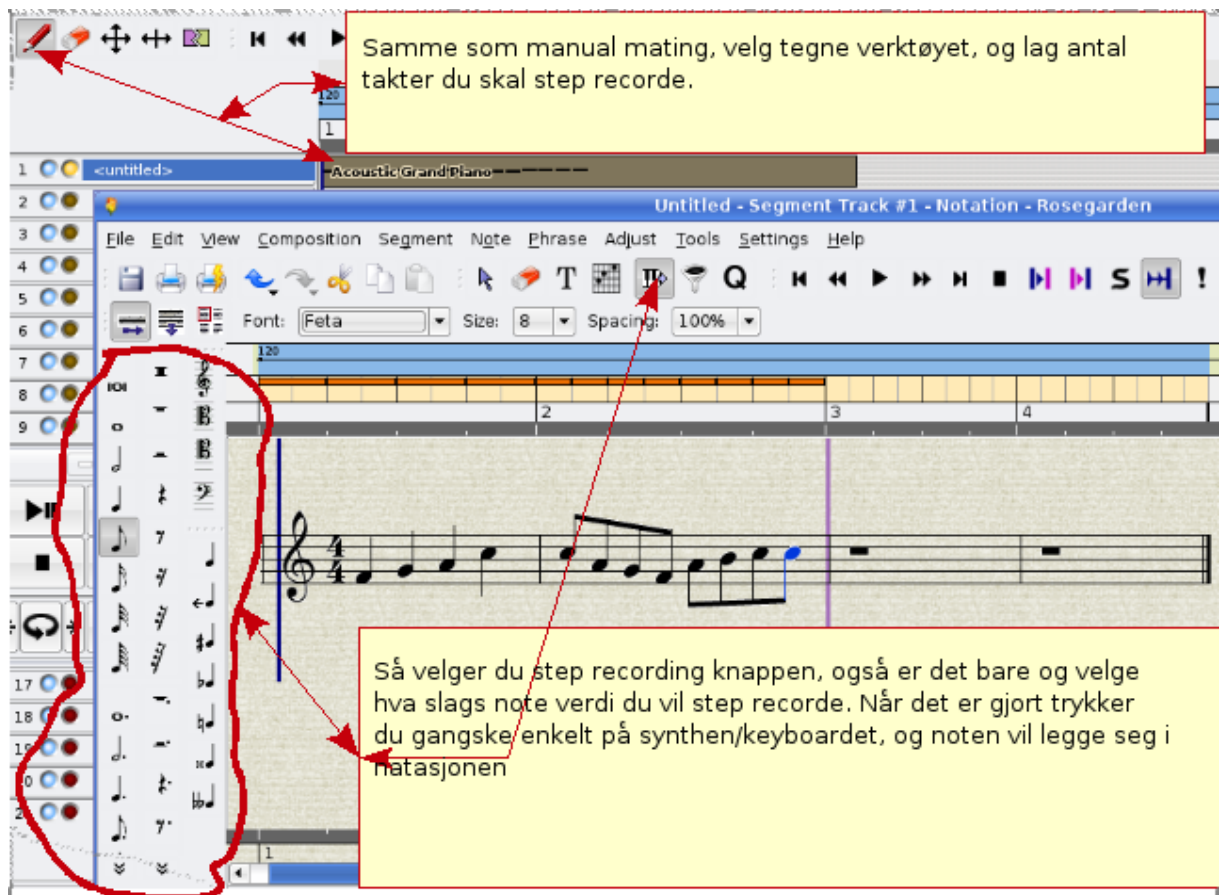
It is not possible yet, to display a piano segment in a dual system (grand staff). However [here is a detailed manual](#) on rendering such scores with [LilyPond](#) . First step is to split a segment by pitch (This feature refers to [feature request 4932](#)).

7.7 Setting notes manually, and steprecording

There are 2 ways to put note in scoreeditor, first way is the manually putting notes.

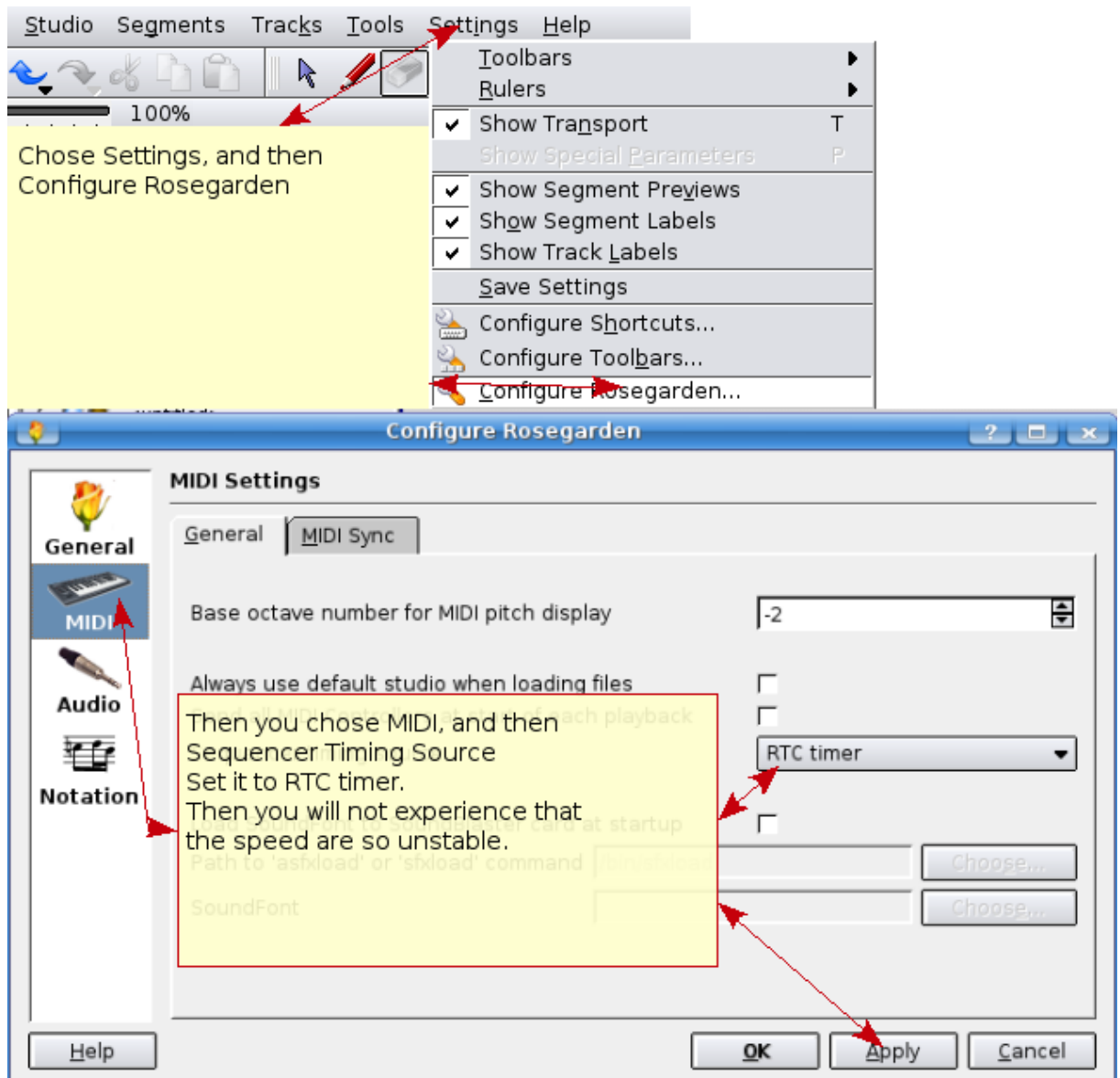


And you have the Step recording, that one is my favorite. And it could be a nice way for the student to learn what note and what key on the synth/keyboard the student have to push to get the note.



8 Rosegarden timer is unstable

If this is happening you could try to change the sequencer timer source.



9 how to change tempo in Rosegarden

That can be done several ways, I'm gonna show you the one i think is the best to use. if you right click on the line you see right under 120, the menu for tempo change will pop up.



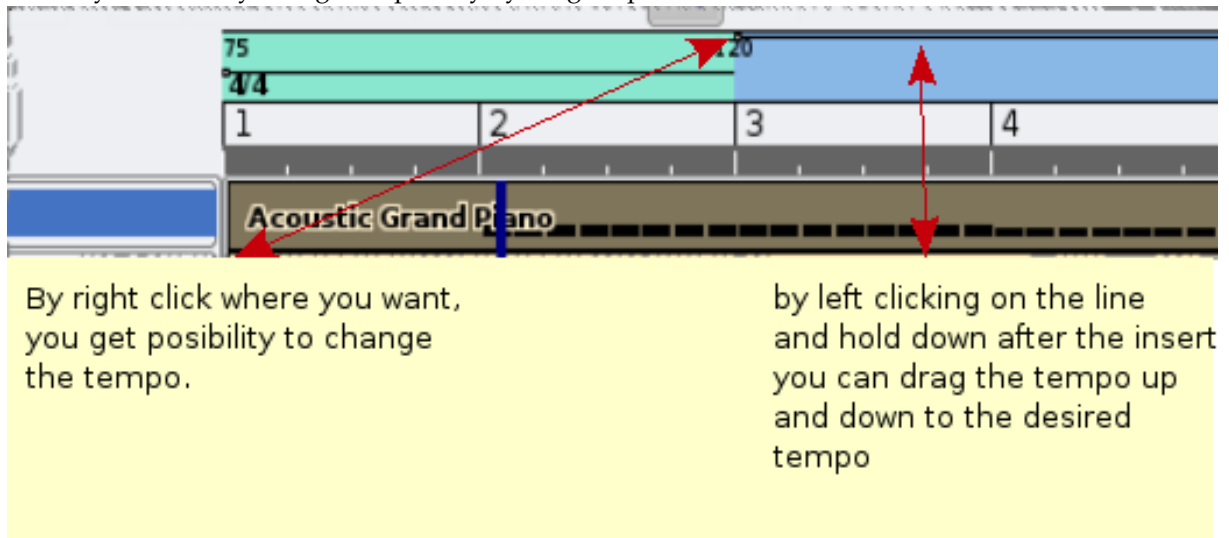
The menu is as following

1. Insert Tempo Change
2. Insert Tempo Change at Playback Position
3. Delete Tempo Change

4. Ramp Tempo to Next Tempo
5. Un-ramp Tempo
6. Edit Tempo
7. Edit Time Signature...
8. Open Tempo And Time Signature Editor

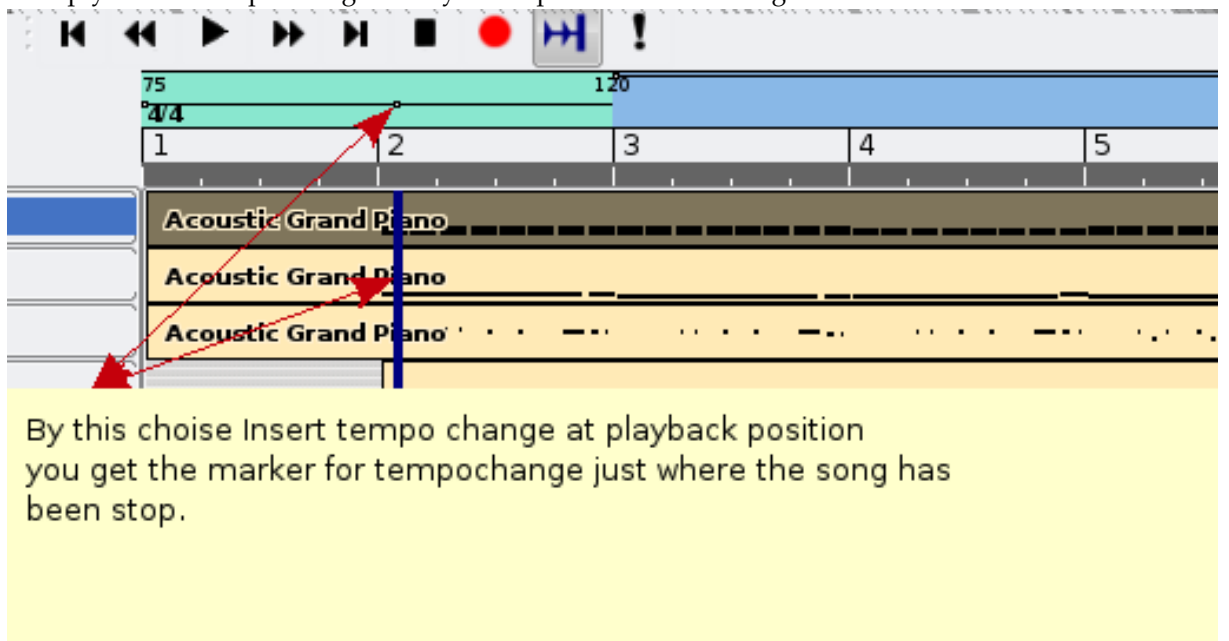
9.1 Insert Tempo Change

If you right click on the line there you want the tempo change, let's say with number 3, and then chose 'Insert Tempo Change' a dot with number 3 will shown up. And then left click and hold down after number 3, you can easily change tempo only by dragin up and down.



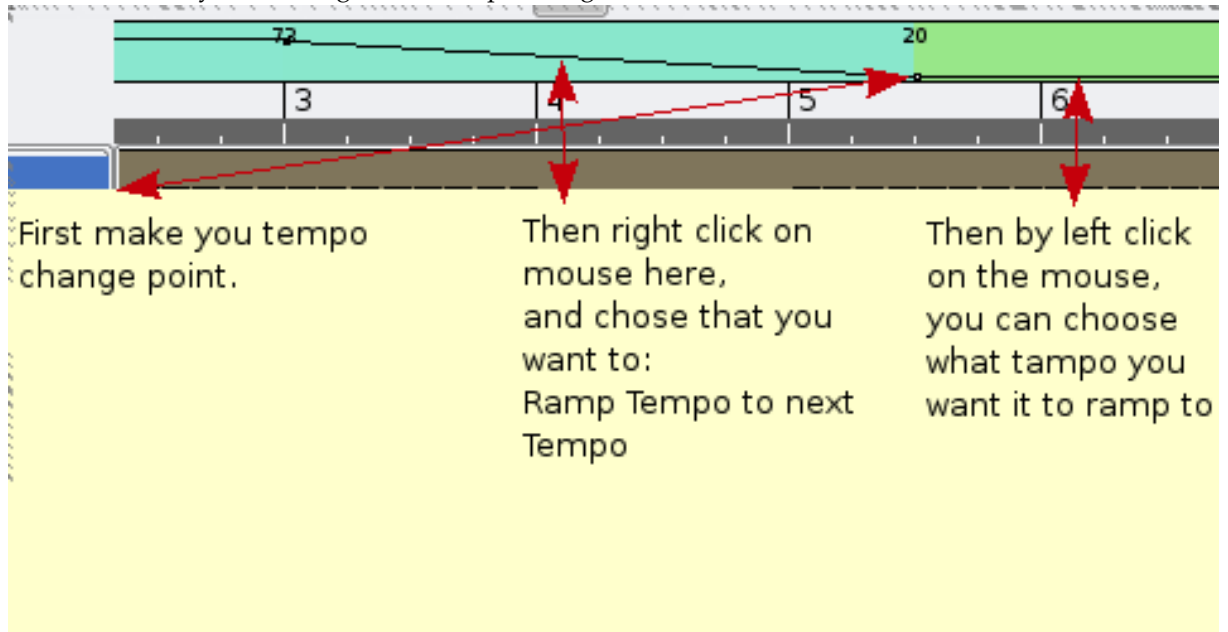
9.2 Insert Tempo Change at Playback Position

This simply make a tempo change there you are positions on the song.



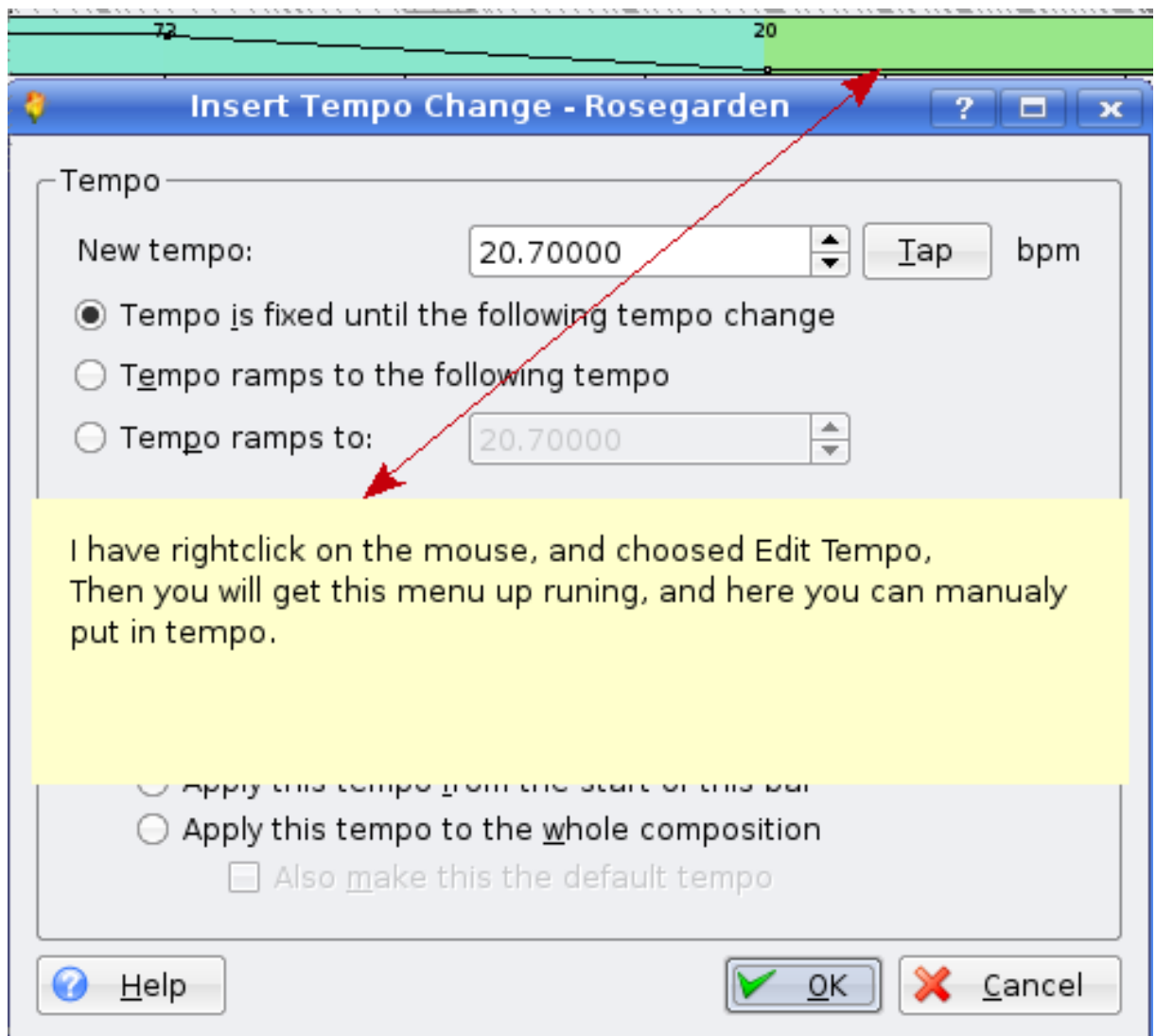
9.3 Ramp Tempo to Next Tempo

this is nice to use if you want a gradient tempo change, or reduce.



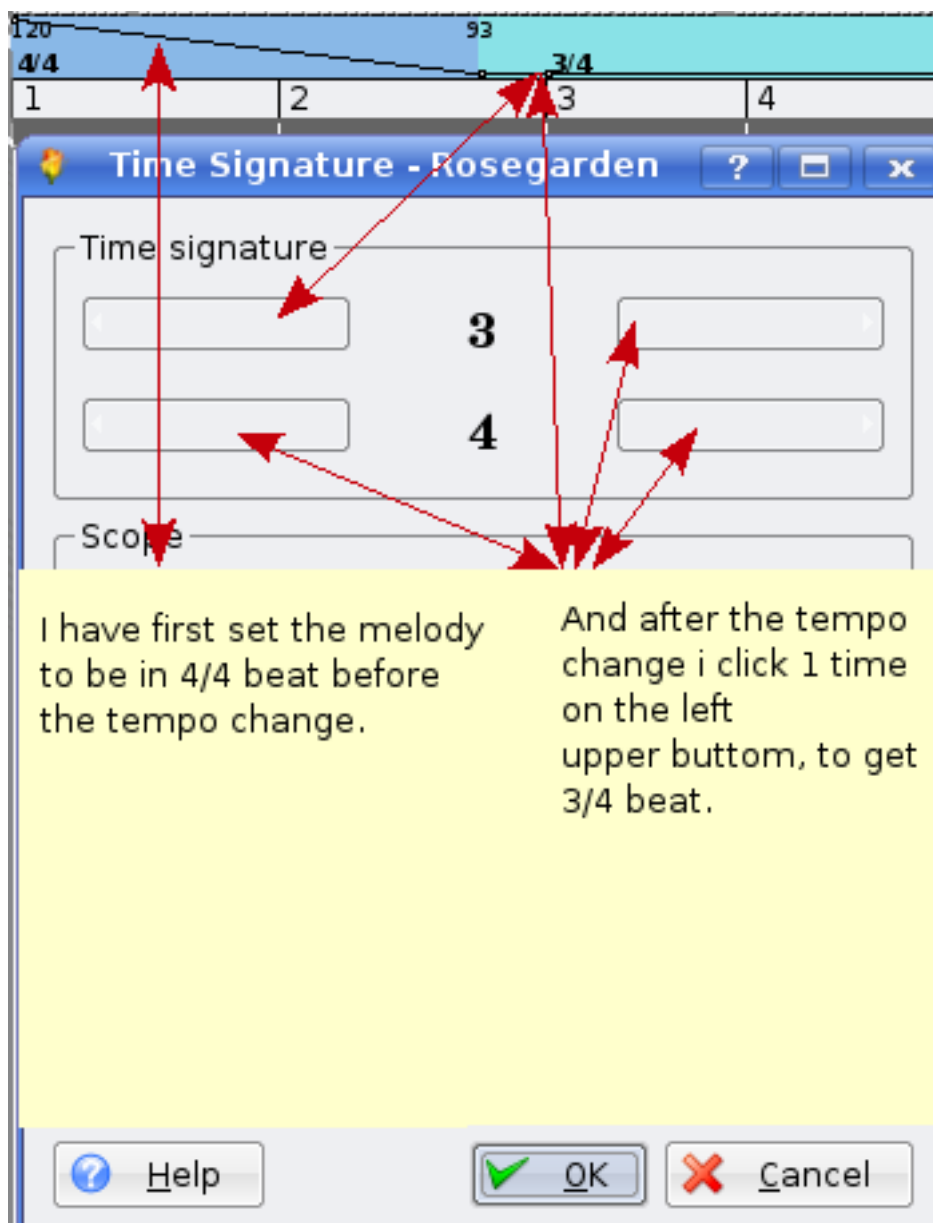
9.4 Edit Tempo

here you simply manually can type in what tempo you want, this is the best to use if you are after a special tempo, the drag functions are good to, but not so precise.

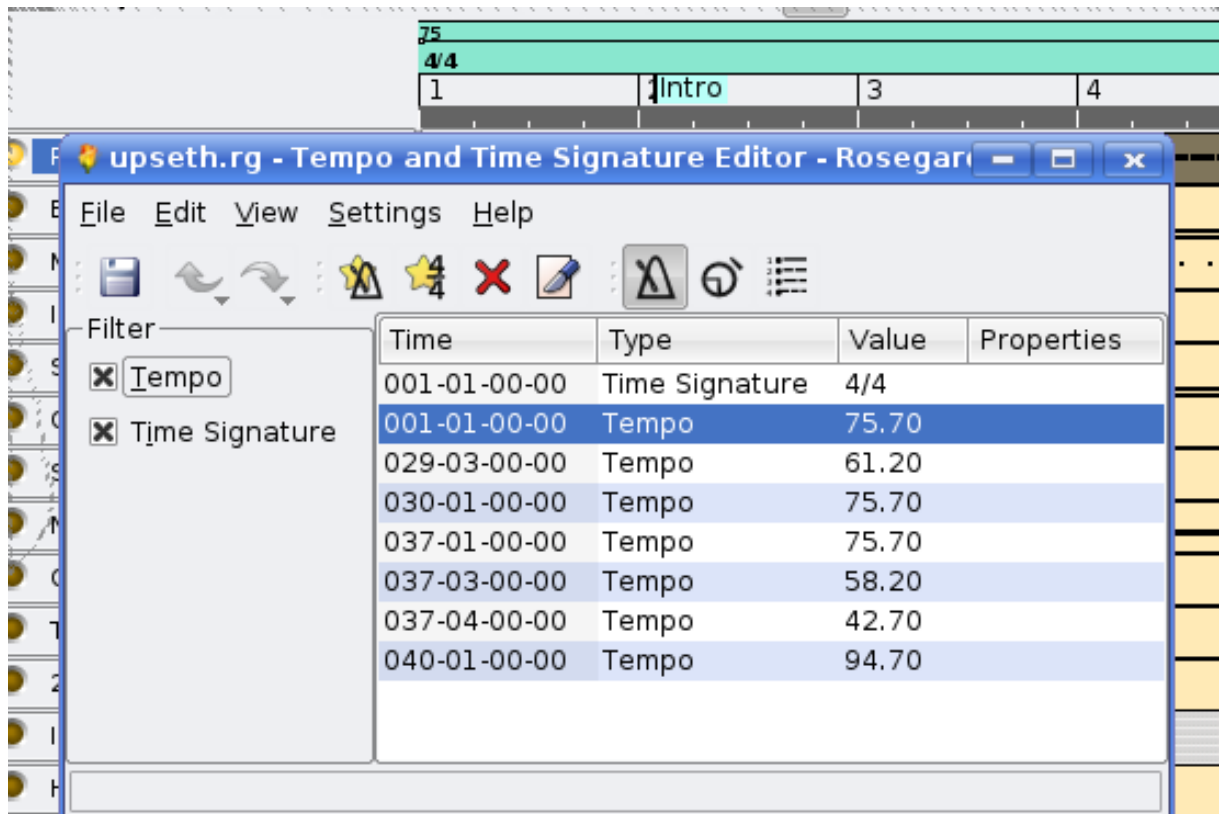


9.5 Edit Time Signature

this give you the possibility to change the beat on you melody, on my example i have started up the song with 4/4 beat, and after the tempo change i have changed the song to 3/4 beat (wals).

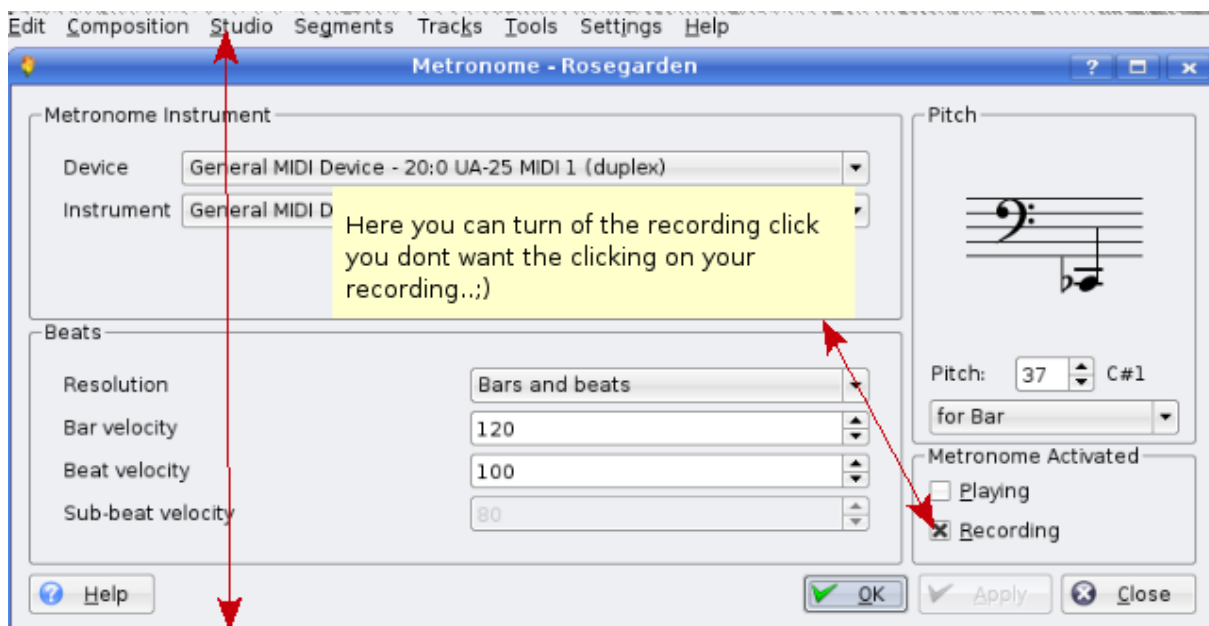


9.6 Open Tempo And Time Signature Editor



With this you manually can go into all you tempo change and beat change, and change to your liking

9.7 how to turn of metronome click



The fifth menu choise under studio, can you click on "Manage Metronome", This is for rosegarden 1.6.1.
 Rosegarden before this have a diferent way.
 First go on menu Composition, and the first choise there you have studio, and then you find the Manage metronome.

and the after you have done a successfully record of you midi song, you can add on some singing, real guitars, and so on, you have to be creative.:)

9.8 Music made with rosegarden

Here you have and example of music piece that have been made on rosegarden, I have got a friend of mine to play guitars.

arr/melody: Alf Tonny Bätz. Guitarist: Bjørn Nygård

Mp3 versionen

<http://alfton.gfxi.no/files/upseth.mp3>

Midi version

<http://alfton.gfxi.no/files/upseth.mid>

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12 Translations of this document

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12.1 HowTo translate this document

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Please report any problems.

13 Appendix A - The GNU Public License

Note to translators: there is no need to translate the GPL license text.

13.1 Rosegarden manual

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