



# Touch Notation

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# Please read before using

Please refer to the [Quick Start Guide](#) when using for the first time.

A Help button located in the top right corner of the display is also provided. Tap this button to find how to use the app and detailed information on its features. 



Tap the  button in the upper left corner of the Help page for the latest support information. (This launches Safari and opens the support page.)

Please note the following when using Touch Notation:

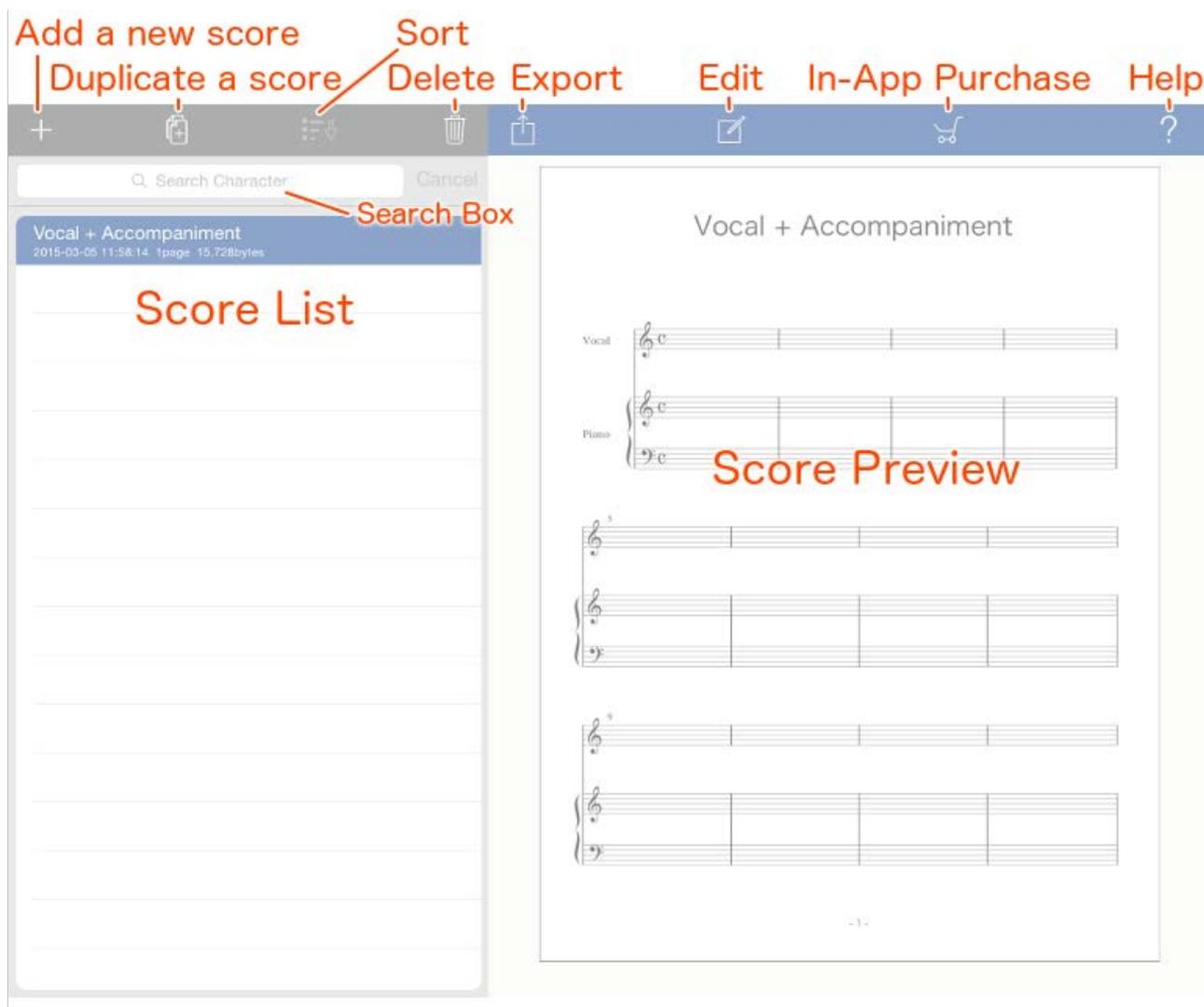
- Before using the app, check the ["List of Items That Can Be Input Using Handwriting Recognition"](#) for information and animations about how to enter items into the score.
- All data created with the "Touch Notation" app will be lost when the app is deleted from the device.

# Names and Basic Functions

## Library Screen

The Library screen is used to manage scores, create new scores, or open existing scores.

You can also print and [export scores](#) from this screen.



The Score List on the left side of the screen contains a list of existing scores, while the score displayed on the right side of the screen is a preview of the currently selected score.

Swipe left or right to preview other pages from the selected score.

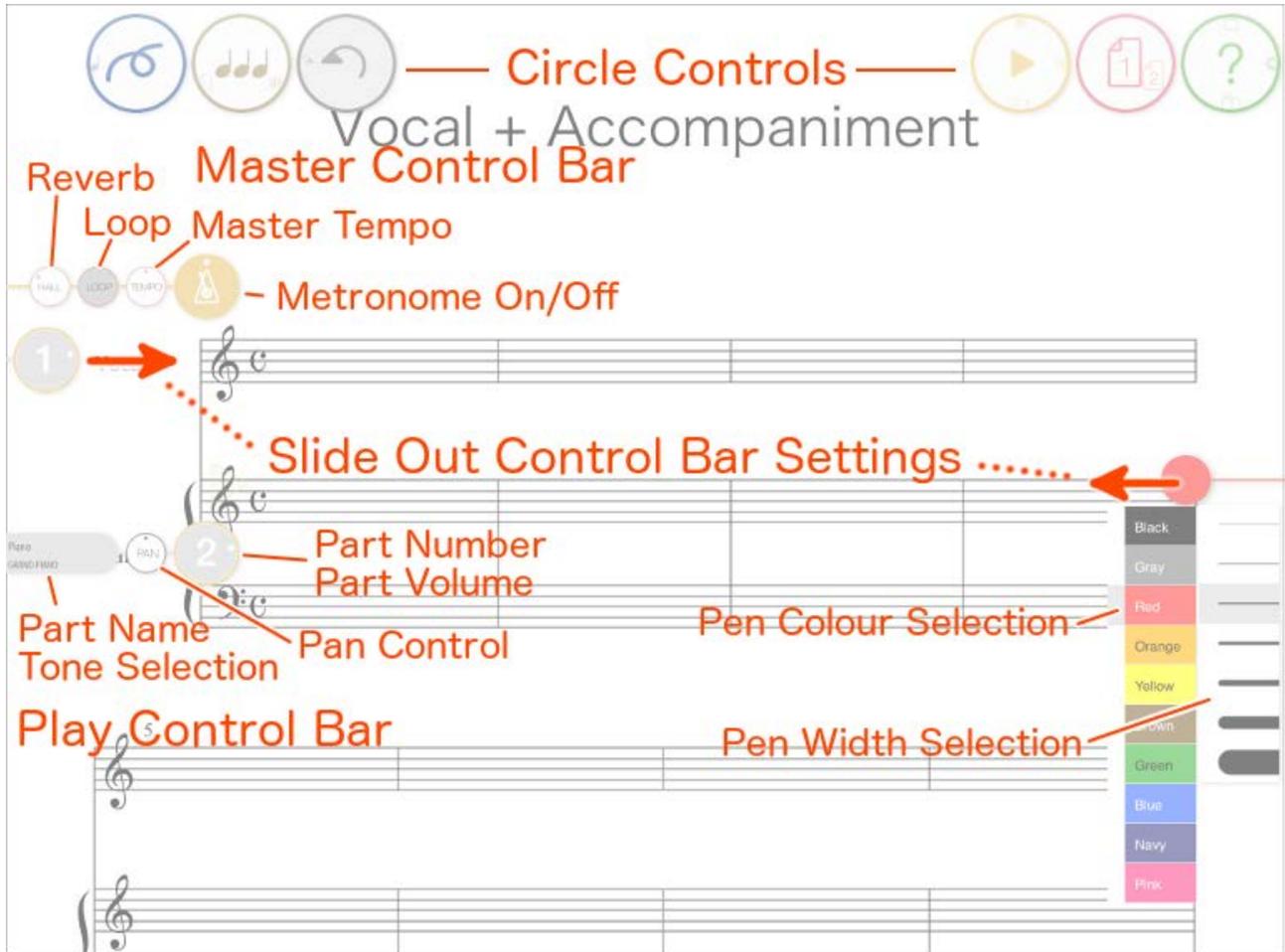
Tap the  button to edit the selected score.

In portrait orientation on an iPhone or iPod touch, the Score List and Score

Preview are arranged one above the other.

# Score Editing Screen

The Score Editing Screen is used for editing scores.



## Circle Control List

	Notation Input Mode	Switches to the mode for entering music symbols such as notation, etc., by hand. <a href="#">Expression</a> and <a href="#">chords</a> can also be entered using this mode.
	Memo Input Mode	Switches to the mode for <a href="#">entering memos</a> .
	Spacing	Balances the spacing between notes, rests, etc.
	Properties	Property settings for <a href="#">scores</a> , <a href="#">symbols</a> , and <a href="#">parts</a> .
	Transpose	Transposes the score to another key.

		
	Undo	Cancels the last edit made to the score.
	Redo	Cancels the undo, returning to the state after the last edit.
	Start	Starts song <a href="#">playback</a> from the song pointer location. 
	Stop	<a href="#">Stops</a> song playback.
	Rewind	Returns the song pointer to the <a href="#">beginning of the song</a> .
	Play Control Bar	Shows/hides the <a href="#">Master Control Bar</a> and <a href="#">Part Control Bar</a> .
	Page	Switches the page by swiping left or right. Also displays the <a href="#">navigation view</a> by tapping.
	Help	Switches to the Help screen.
	Library	Switches to the <a href="#">Library screen</a> .
	App Settings	Opens the <a href="#">App Settings</a> .
	Wrist Guard	Displays the <a href="#">Wrist Guard</a> .

## Using the Circle Controls

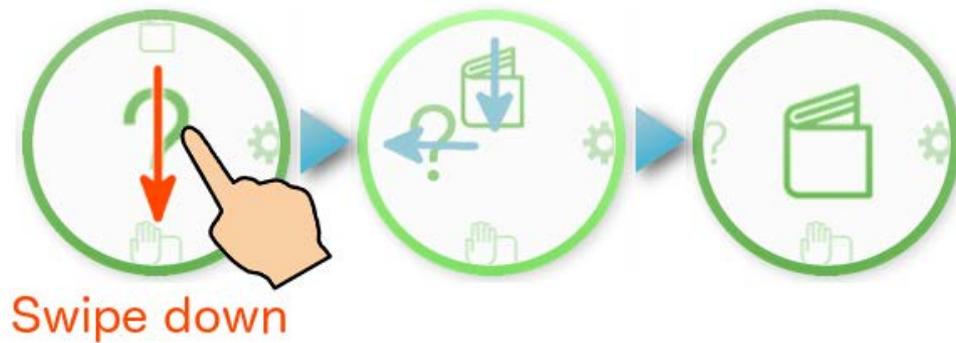
Circle Controls let you switch between different button functions by swiping on the buttons.

For example, swiping down on the Help button switches the button function to the Library button.

The small icons close to the button edges are other functions that can be activated by swiping from that direction.

Function icons are always in the same location. Switching between functions

becomes quicker once you know their positions.



## Customising the Circle Controls

When "[Customisation](#)" is switched ON in the Circle Control settings, enter the Layout Editing mode using a long tap (press and hold).

In the Layout Edit mode, adjust the size of the Circle Control icons using pinch in/out, or change the icon positions by dragging.

Exit the Layout Edit mode using a long tap (press and hold) again.

Layout Edit settings will be saved for each of the device's orientations. You can also return settings to default in the [App Settings](#).

To change colours for the Circle Controls, refer to the [App Settings](#) for more information.

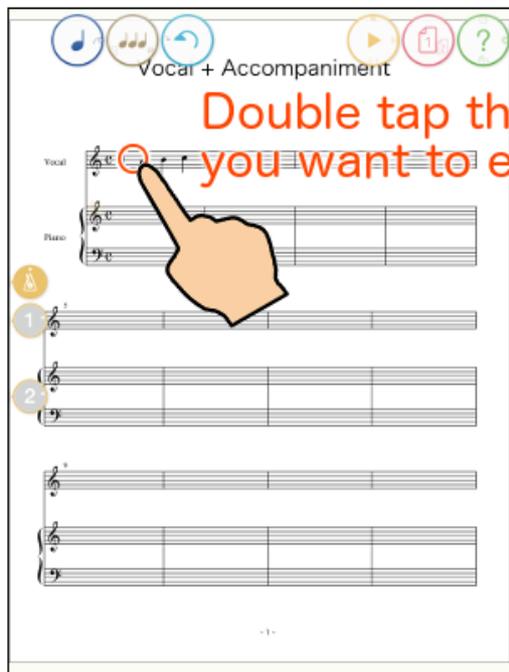


## Double-tap to zoom in/out

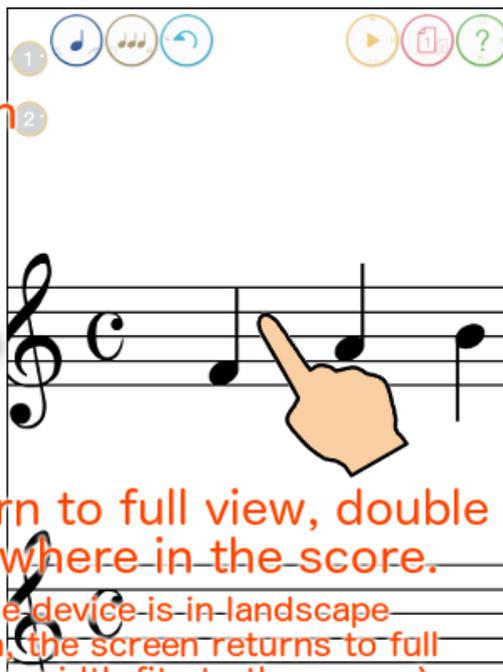
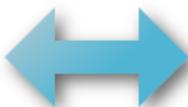
In the score editing screen, use a double tap to zoom in to a magnification suitable for notation input by hand, or zoom out to view the entire page. (Full page when the device is in portrait orientation, full width when in landscape.)

You can also pinch in/out to your desired magnification.

Scroll through the score using a two-finger swipe.



Double tap the location you want to enlarge.

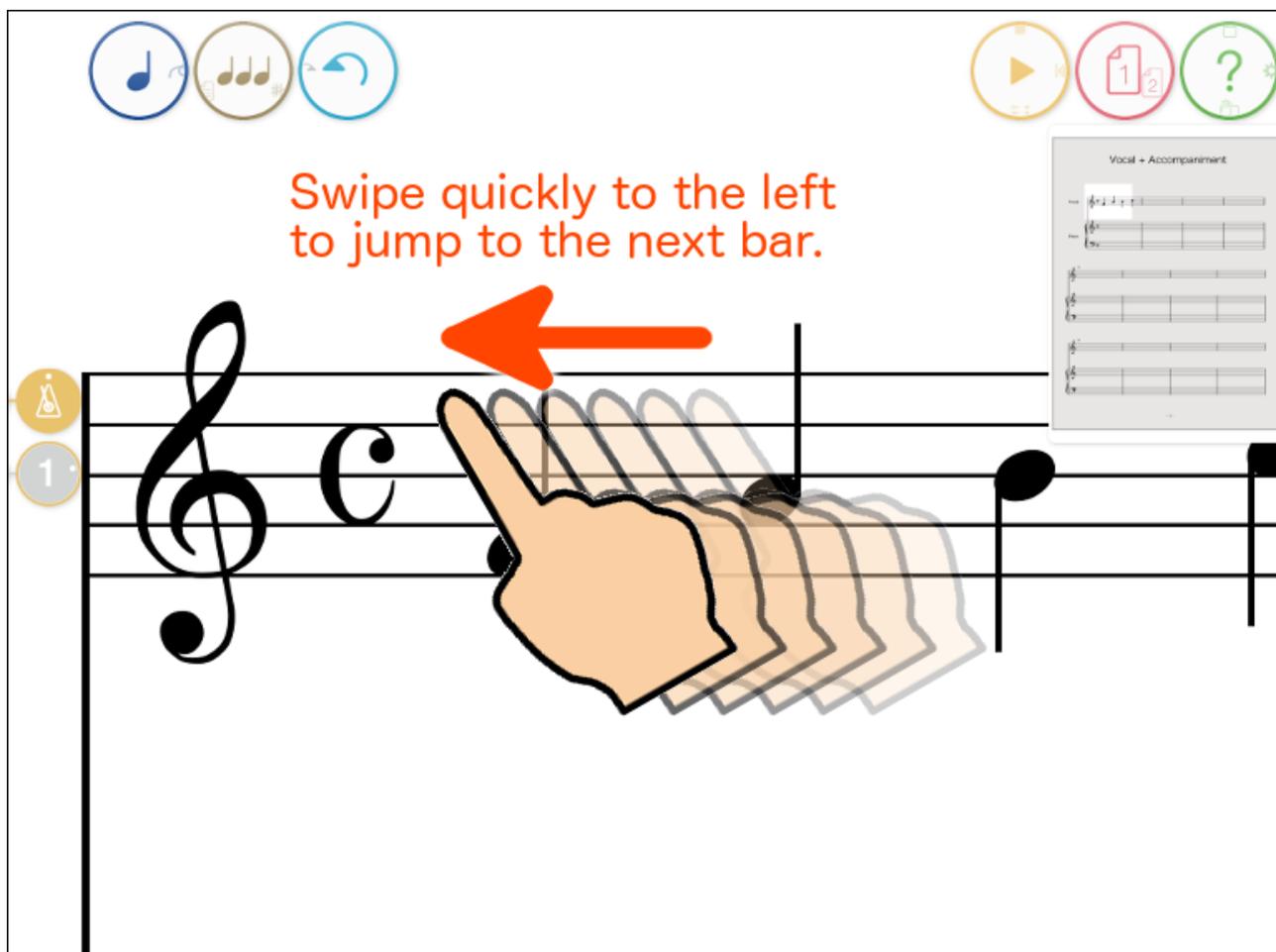


To return to full view, double tap anywhere in the score.

※When the device is in landscape orientation, the screen returns to full width (page width fits to the screen).

## Flick Scroll

When double-tap to enlarge is used to view a single measure, you may want to jump to the next or previous measure. Quickly swiping left or right with one finger is an easy way to scroll through the score.



Swipe quickly to the left to jump to the next bar.

If the score is fit to width, swiping left or right will switch pages.

## Navigation View and Page Switching

Tap the  button to show the Navigation display.



The Navigation View shows a full view of the current score page. The area displayed in the edit screen is highlighted. Dragging in the Navigation View can be used to scroll the edit screen. You can also double-tap in the Navigation view to scale the score in the edit screen. Pinch in/out can also be used to scale the view. The Navigation View window can be repositioned by dragging its frame.

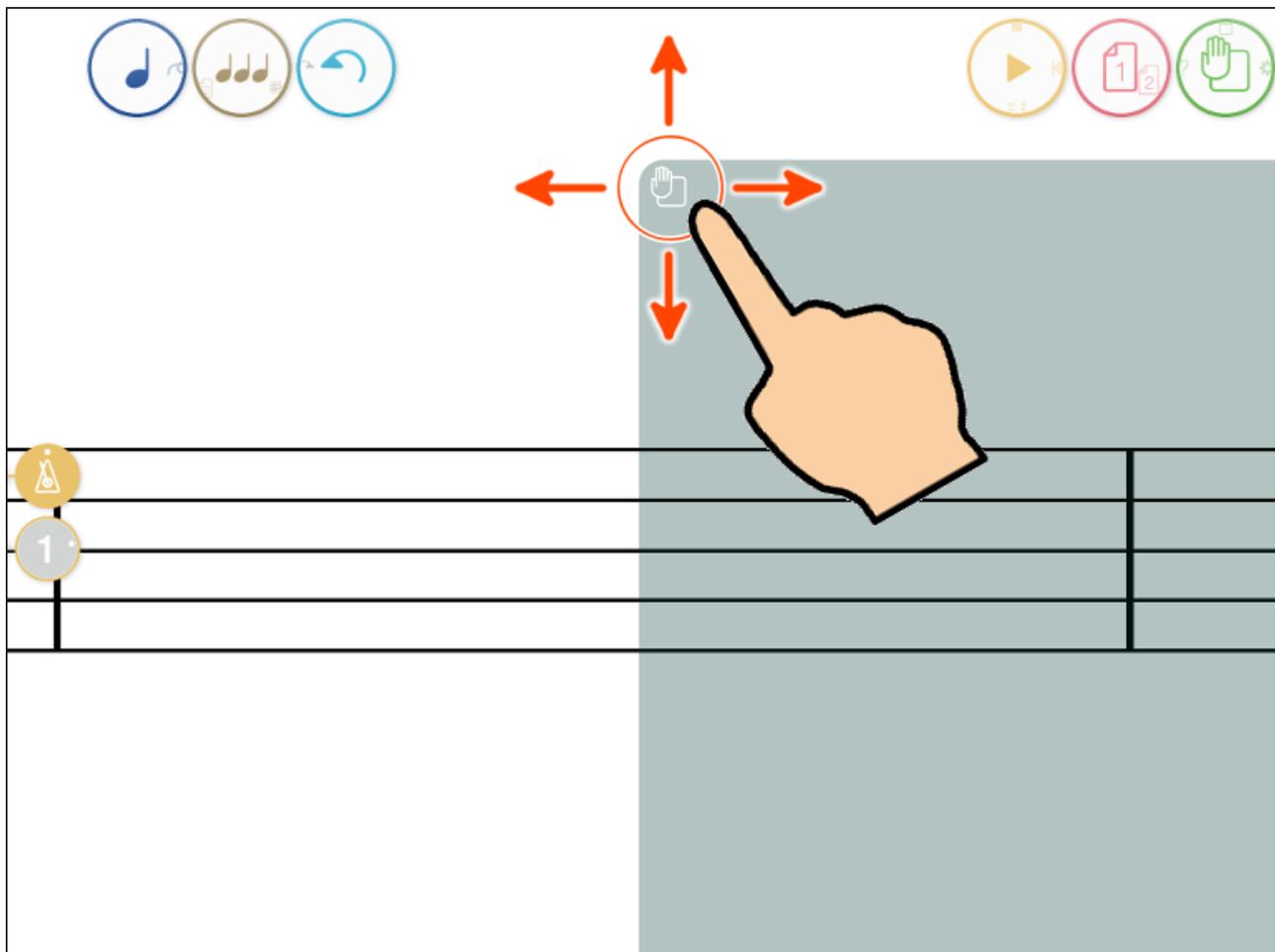
Swipe left or right on the  button to switch to another score page.

The size of the Navigation View window is adjustable to three sizes.

Reference: [App Settings](#)

# Wrist Guard

Tap the  button to display the Wrist Guard.



The Wrist Guard is a feature designed to help prevent false detection from your hand laying on the screen when using a touch pen to draw on the score. Drag the icon in the upper left corner to adjust the size of the guard. 

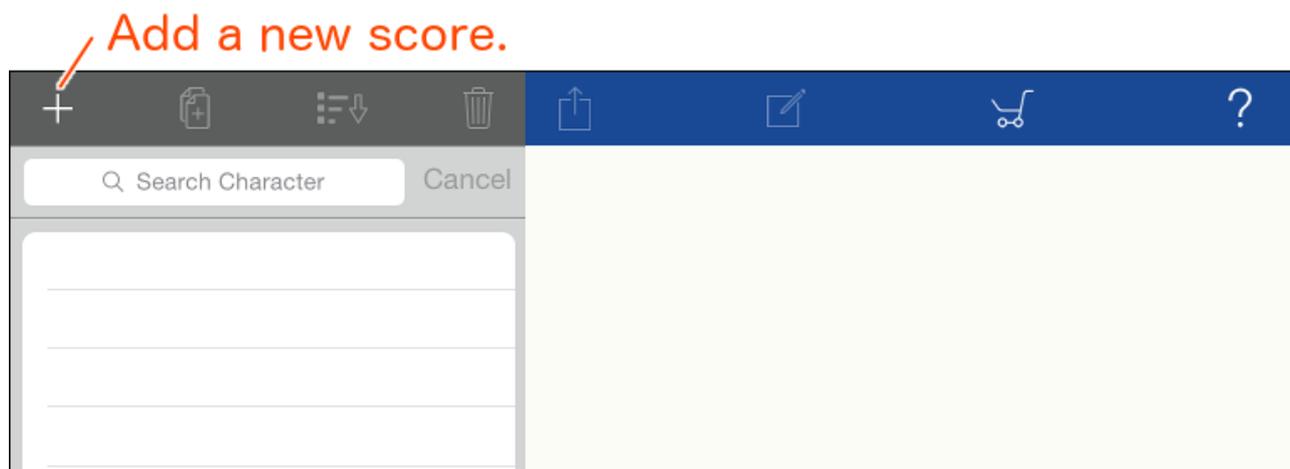
The Wrist Guard can also be displayed on the left side.

Reference: [App Settings](#)

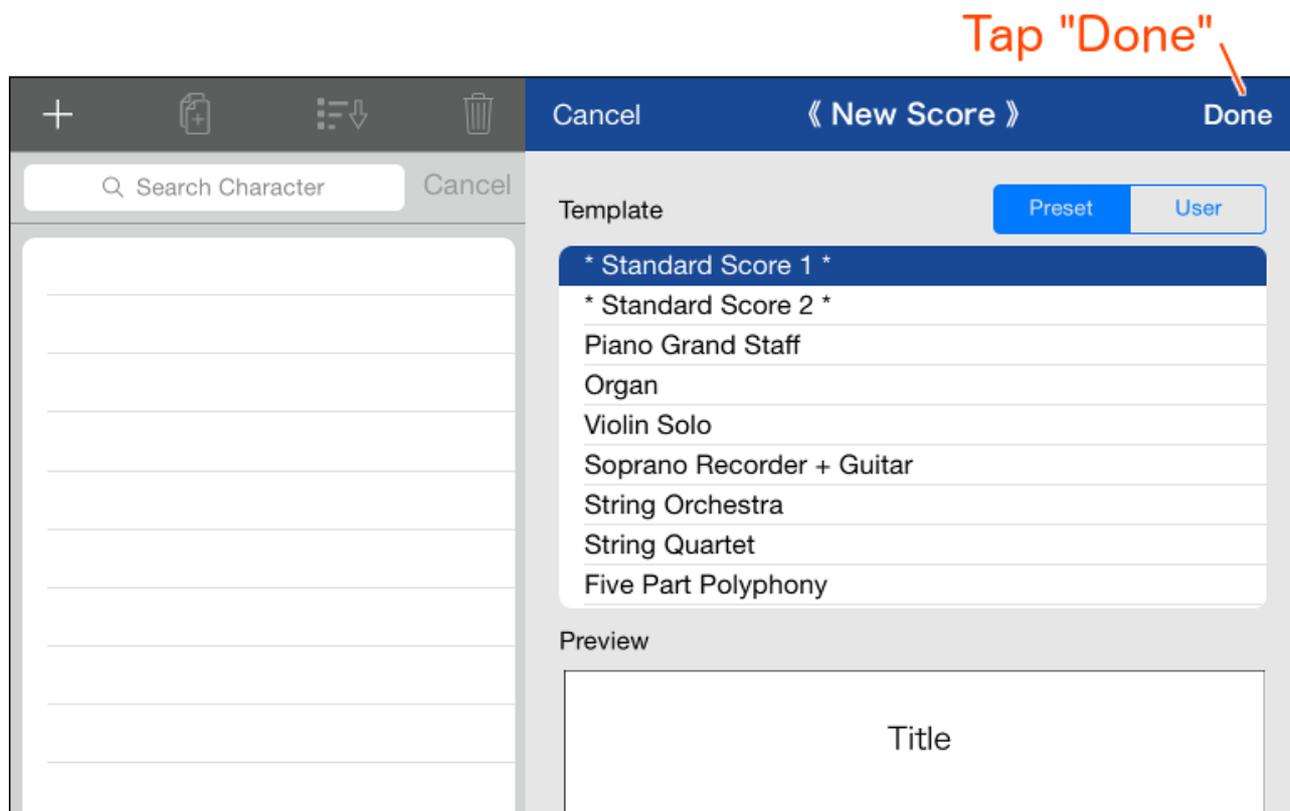
# Simple Instructions Quick Start Guide

1. The library display should appear on startup. If not, follow step 6 to switch to the library display.

To create a new score, tap the "+" button in the upper left corner.



2. Information for the new score is displayed on the right side of the screen. For now, tap the "Done" button.



3. Switch to the score edit screen. This screen is used for editing the score. Double-tap the first bar to enlarge it, and try entering a note.

Title

Double-tap to enlarge

Reference: [Names and Basic Functions](#)

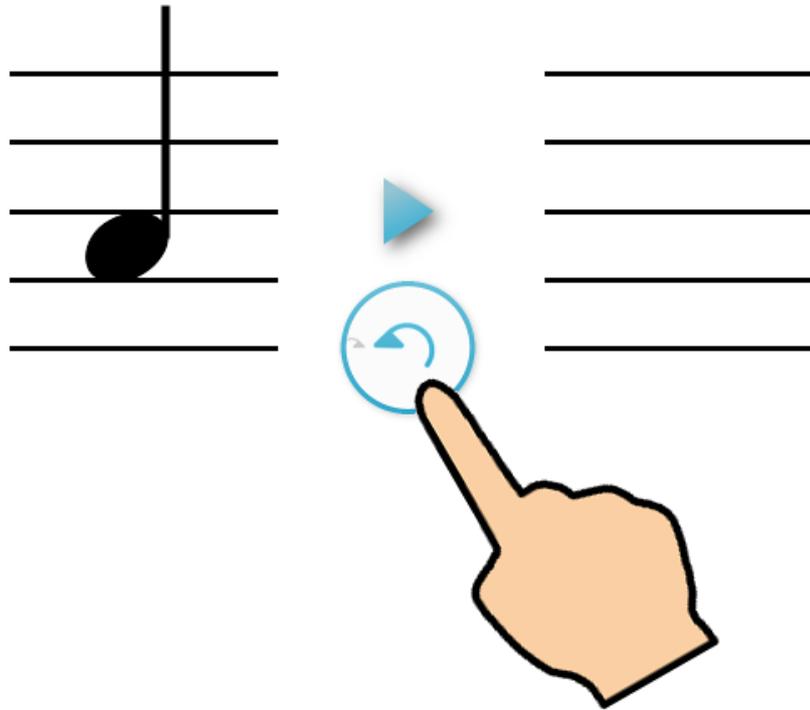
4. Quarter notes are entered by drawing a diagonal line. Try drawing a few quarter notes.

Draw a diagonal line like this to enter a quarter note.

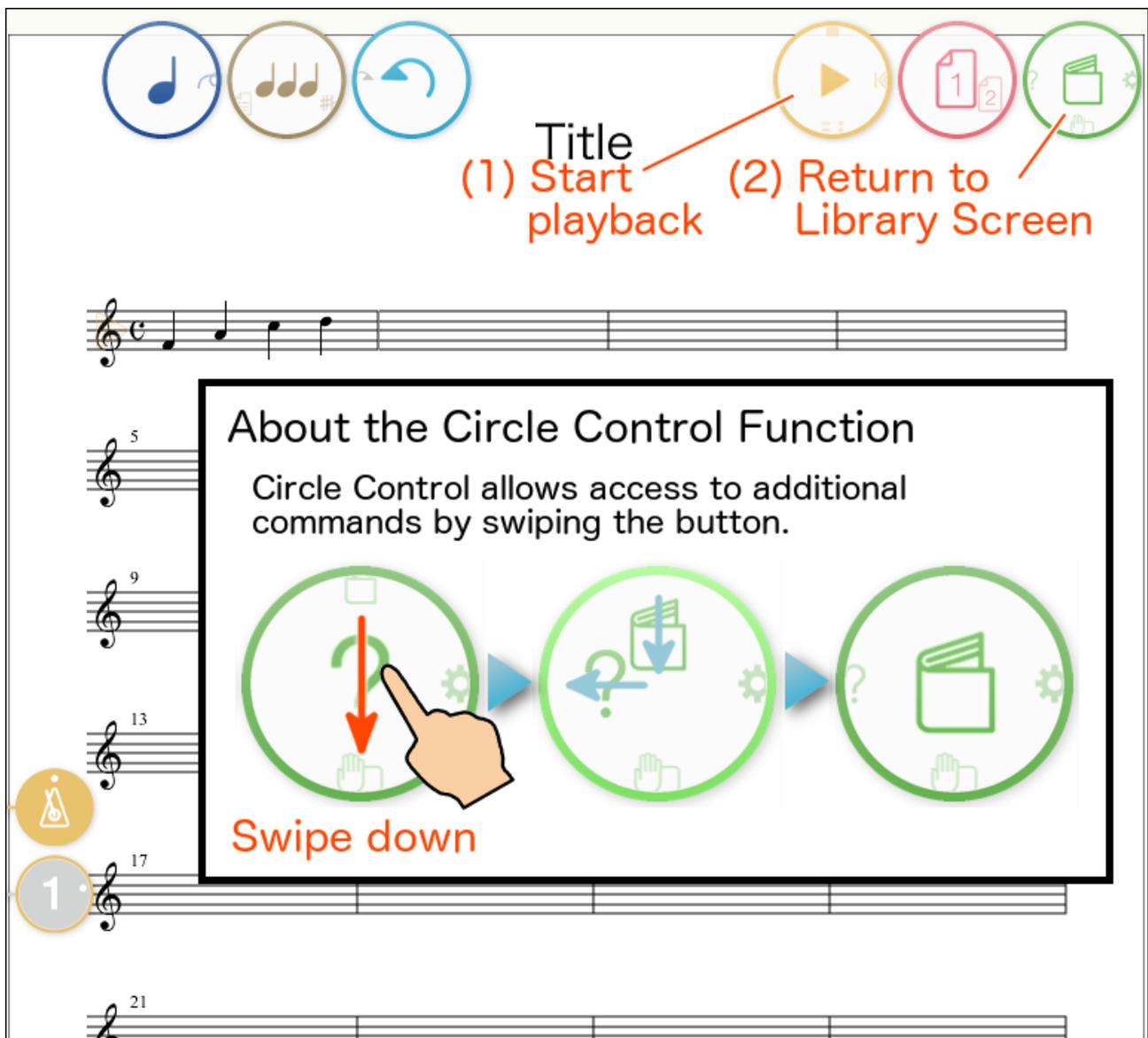
Reference: "[List of Items That Can Be Input Using Handwriting Recognition](#)"

5. Tap the Undo button to cancel the entry.

Tapping the Undo button erases the last entry.



6. Double tap the screen to return to the full view. (1) Listen to what you wrote by tapping the  button. (2) Tap the  button to return to the library screen.

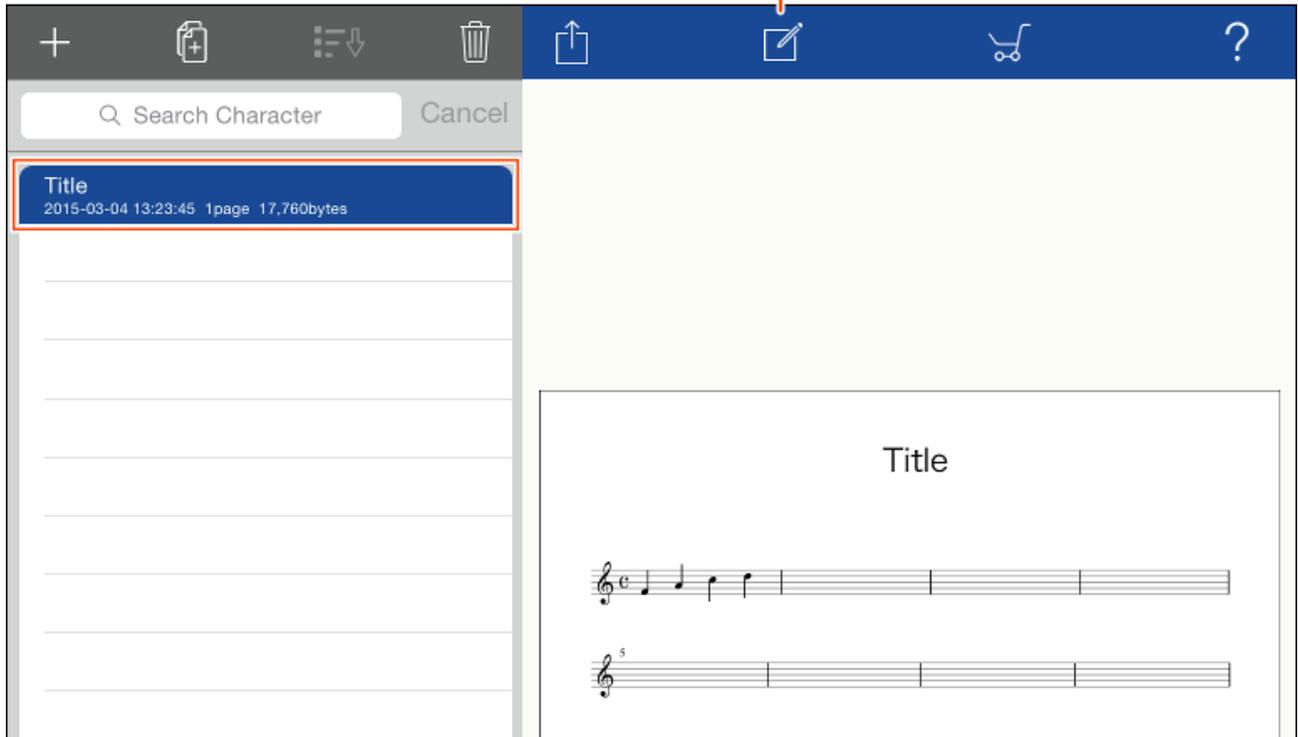


Reference: [Playback music from the score](#), [Names and Basic Functions](#)

7. The "Score List" on the left side of the Library Display shows a list of current score titles and other information. A preview of the currently selected score is shown on the right side of the display. Tap the  icon to edit the currently selected score.

Return to step 1 to add to or edit another score.

# Score Editing



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# List of Items That Can Be Input Using Handwriting Recognition

[Note/Rest](#) [Accidental](#) [Key Signature](#) [Clef](#) [Time Signature](#) [Tie/Slur](#) [Dynamics](#)  
[Articulations](#) [Ornament](#) [Ottava](#) [Metronome Mark](#) [Measure Bars](#) [Repeat Marks](#)  
[Replica](#) [Abbreviation](#)  
[Gesture](#)

The movies are not included in this pdf file.

You can watch the movies at

["http://cmusic.kawai.jp/en/products/tn/handwriting.htm"](http://cmusic.kawai.jp/en/products/tn/handwriting.htm).

## Note/Rest [^](#)

Symbol	Movie
Whole Note	
Half Note	
Quarter Note	
8th Note ~ 64th Note	
Whole Rest	
Half Rest	
Quarter Rest	
8th Rest	
16th Rest ~ 64th Rest	
Dot	
Beam	
Tuplet	
Leger Line	
Chord	
Stem Direction	
Multimeasure Rest	

## Accidental [^](#)

Symbol	Movie
Natural	
Sharp	
Flat	
Double Sharp	
Double Flat	

## Key Signature [^](#)

Symbol	Movie
C Major (A Minor)	
# 1~ # 7	
b 1~ b 7	

## Clef [^](#)

Symbol	Movie
G Clef	
F Clef	
C Clef	
Percussion Clef	

## Time Signature [^](#)

Symbol	Movie
C	
♩	
Other Time Signature	

## Tie/Slur [^](#)

Symbol	Movie
Tie	
Slur	

## Dynamics [^](#)

Symbol	Movie
> (Accent)	
<i>sfz</i> (Sforzando)	
<i>p ~ ppp</i>	
<i>mp</i>	
<i>mf</i>	
<i>f ~ fff</i>	
◁ (Crescendo)	
▷ (Decrescendo)	

## Articulations [^](#)

Symbol	Movie
Staccato	
Tenuto	
Fermata	
Pedal	
Senza	
Arpeggio	

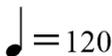
## Ornament [^](#)

Symbol	Movie
Trill	

## Ottava [^](#)

Symbol	Movie
<i>8va</i>	

## Metronome Mark [^](#)

Symbol	Movie
	

## Measure Bars [^](#)

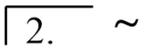
Symbol	Movie
	
	
	
	
	
	

## Repeat Marks [^](#)

Symbol	Movie
<i>D.C.</i>	
<i>D.S.</i>	
	
<i>Fine</i>	

to 	
 Coda	

## Replica [^](#)

Symbol	Movie
	
	

## Abbreviation [^](#)

Symbol	Movie
	
	
	

## Gesture [^](#)

In Notation Input Mode, the following gestures can also be used.

Function	Explanation	Movie
<a href="#">Flick Scroll</a>	When the score is enlarged, quickly swipe left or right with one finger to jump to the previous or next measure. When the full width of the score is shown, use this action to jump to the previous or next page of the score.	
<a href="#">Select Symbol</a>	Draw a circle around a group of symbols to select them.	
<a href="#">Delete Symbol</a>	Draw a  or a  (in a single motion) over symbols to delete them.	

<a href="#">Add Part</a>	Draw a  at the left of the stave to add a new part. Drawing above the stave will place the new part above the current stave, drawing below the stave will place the new part below the current stave.	
<a href="#">Remove Part</a>	Draw a  at the left of the stave to delete the part.	
<a href="#">Play Measure</a>	Draw a  or a  above the stave to play from a specific measure of the score.	
<a href="#">Inputting Expression</a>	Draw an  above the score to enter expressions using the keyboard.	
<a href="#">Inputting Chords</a>	Draw a  above the score to enter chords using the keyboard.	

# Score Editing Basics

## 2 Modes

There are two input modes on the score editing screen: Notation Input Mode (for inputting and editing notes, expression, chords, etc.) and Memo Input Mode (for inputting and editing memos that will not influence the playback of the score). Please refer to the links below for information about the two input modes.

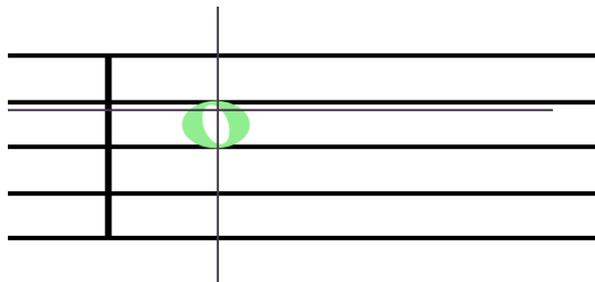
	Notation Input Mode	Switches to the mode for entering music symbols such as notation, etc., by hand. <a href="#">Expression</a> and <a href="#">chords</a> can also be entered using this mode.
	Memo Input Mode	Switches to the mode for <a href="#">entering memos</a> .

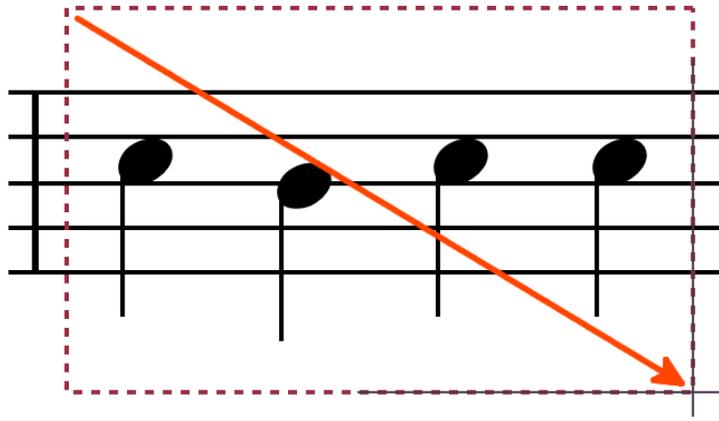
Reference: [Simple Instructions Quick Start Guide](#)

## Select Music Symbols/Memo

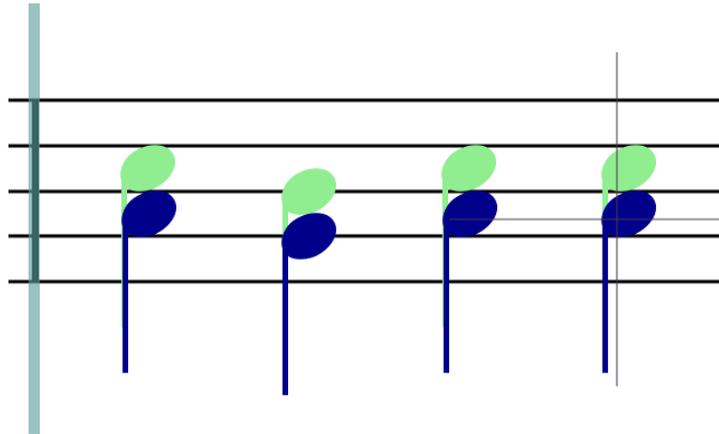
In Notation Input Mode, objects on the musical score (be they notes entered by hand or expressions and chord names entered using the keyboard) can be selected.

Use a long tap (press and hold) to directly select the object, or a long tap and drag to select an area.

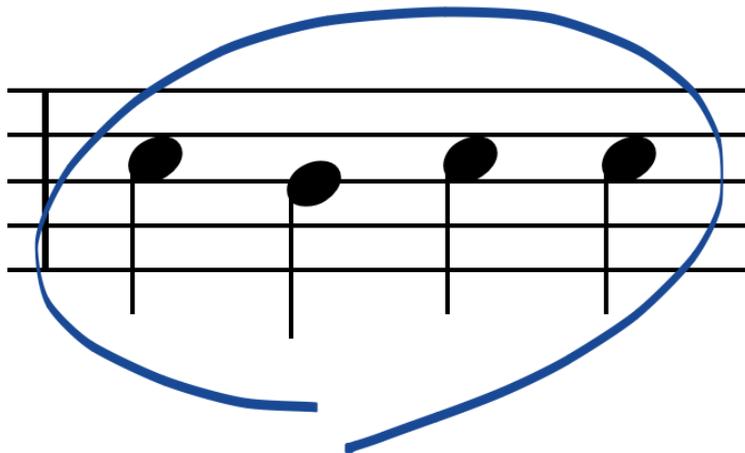




Drag the green coloured notes to move them.

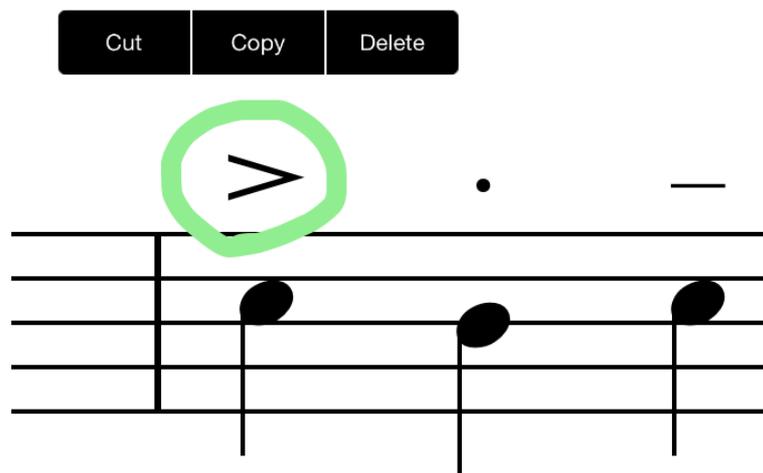


In Notation Input Mode, you can also draw a circle around objects to select them.



Memos can be selected in the Memo Input Mode.

As used in the Notation Input Mode, you can use a long tap (press and hold) to directly select the memo object, or a long tap away from the memo then drag to select an area.

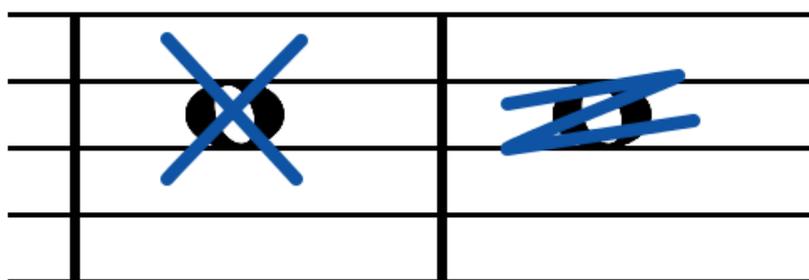


An edit menu appears after the object is selected, use a tap to select cut, copy, paste, or delete.

Reference: [Copying objects](#)

To cancel the selection, tap in a blank area of the score.

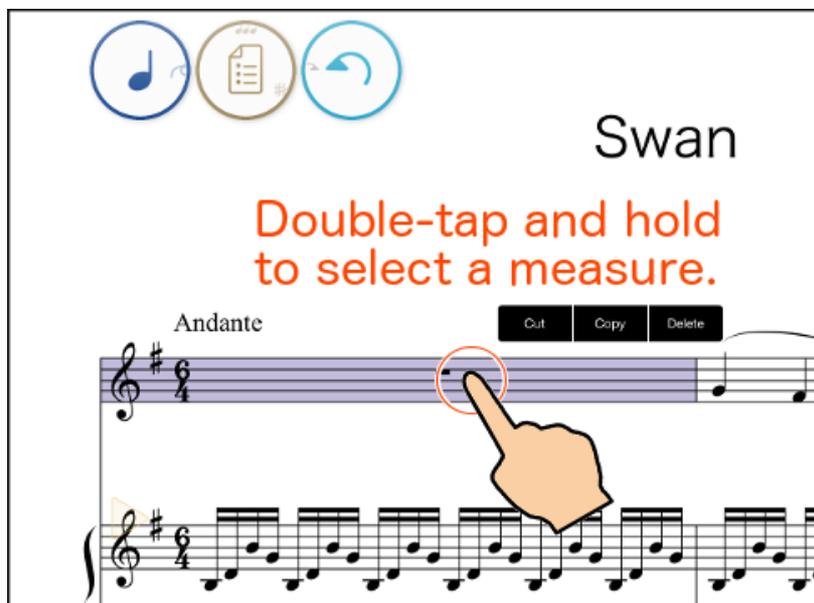
You can delete objects in Notation Input Mode using an erasing like gesture on the object.



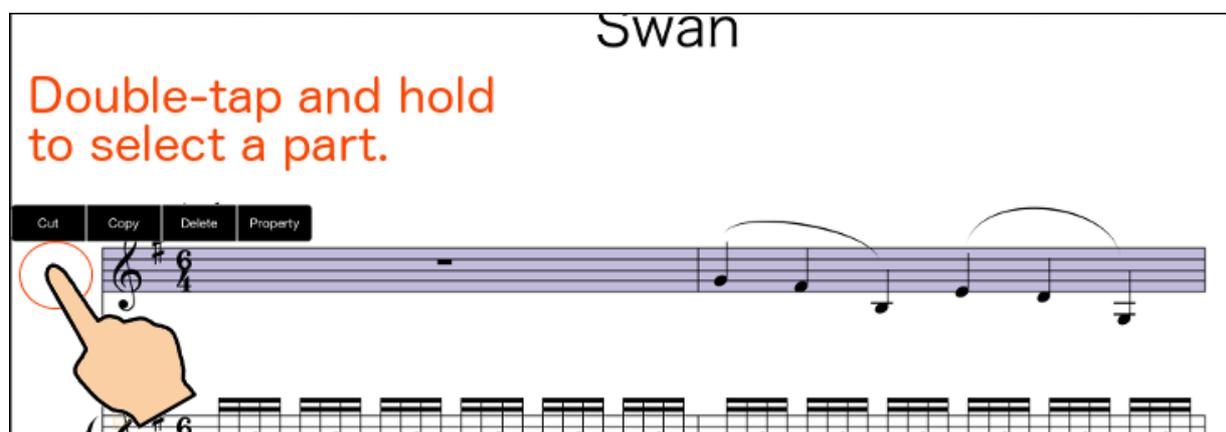
## Selecting and editing measures/parts

Select the measure or part to remove or copy.

Use a double-tap and hold gesture (hold the second tap) in the staff to select a measure.



Use a double-tap and hold gesture (hold the second tap) to the right or left of the staff to select a part. (All measures are selected for the part.)



Reference: [Copying measures](#), [Copying parts](#)

## Musical Expression/Part Properties, Score Settings

After selecting the object or part, tap "Properties" in the edit menu or tap the  button to change settings for the object or part.

Tapping the  button without selecting an object allows you to change overall settings for the score.

Reference: [Musical Expression Properties](#), [Part Properties](#), [Score Settings](#)



# Entering Musical Expressions

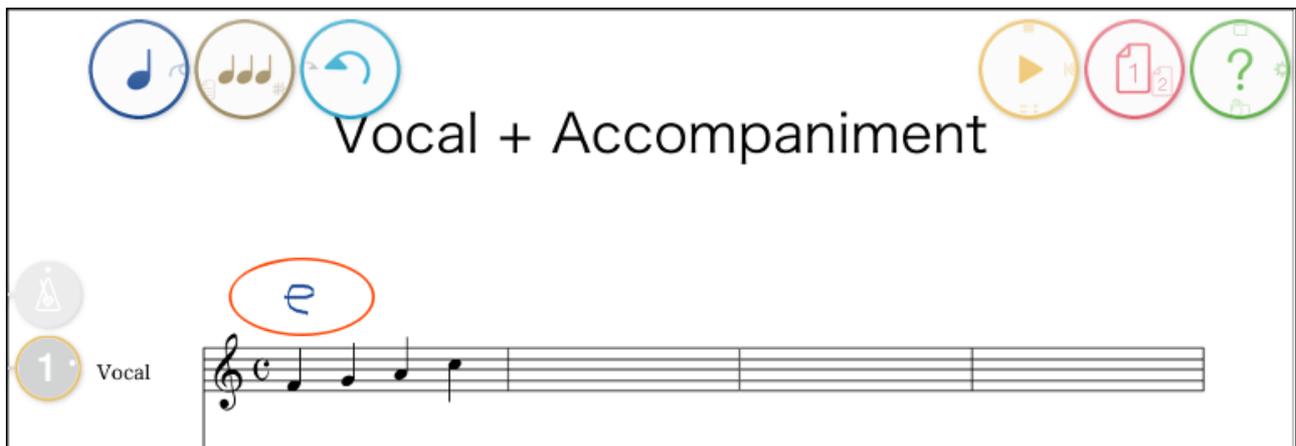
Using the keyboard (rather than handwriting recognition) to enter musical expressions.

## Entering Musical Expressions

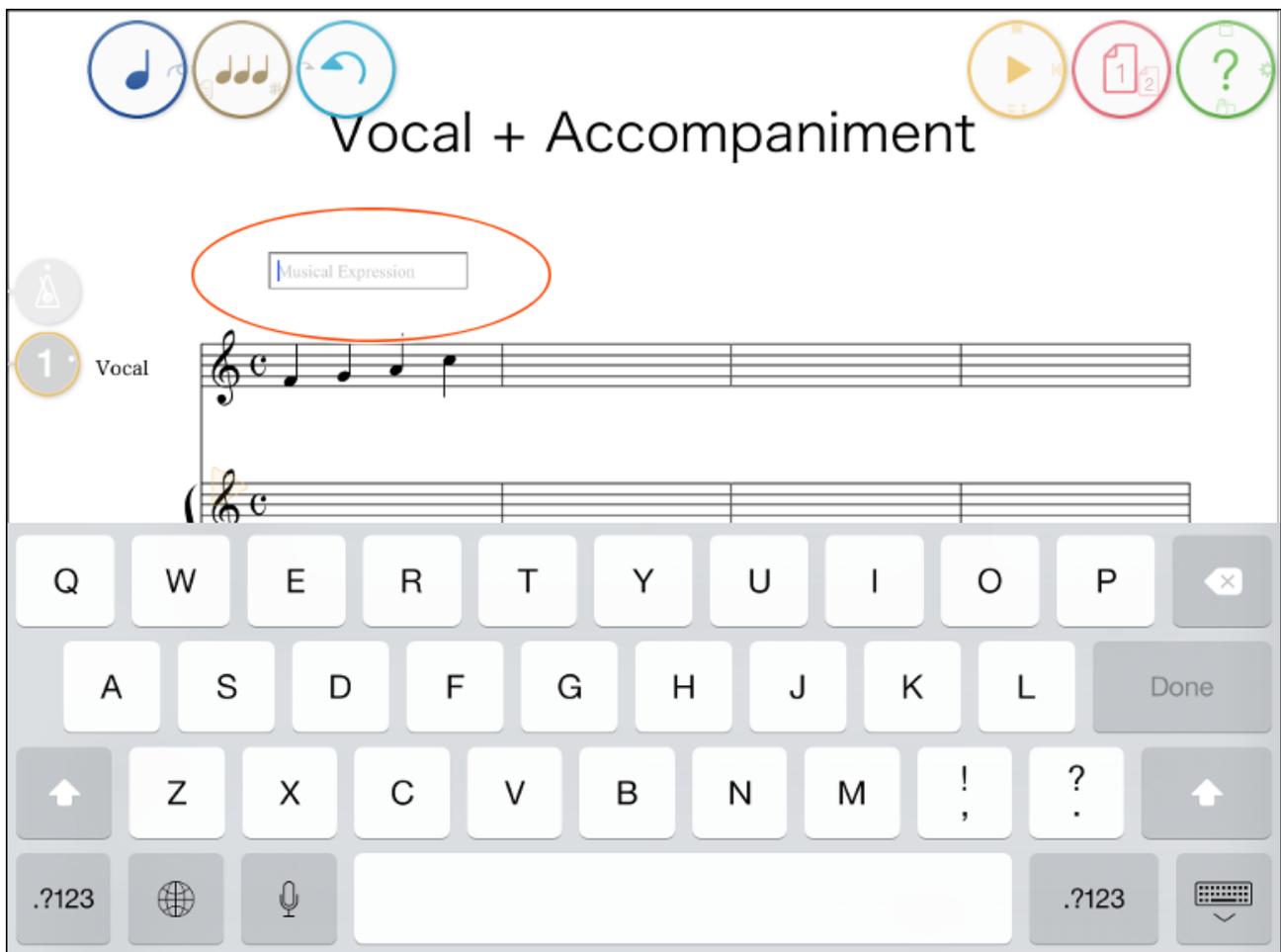
1. Enter the Notation Input Mode. 

Reference: [Using the Circle Controls](#)

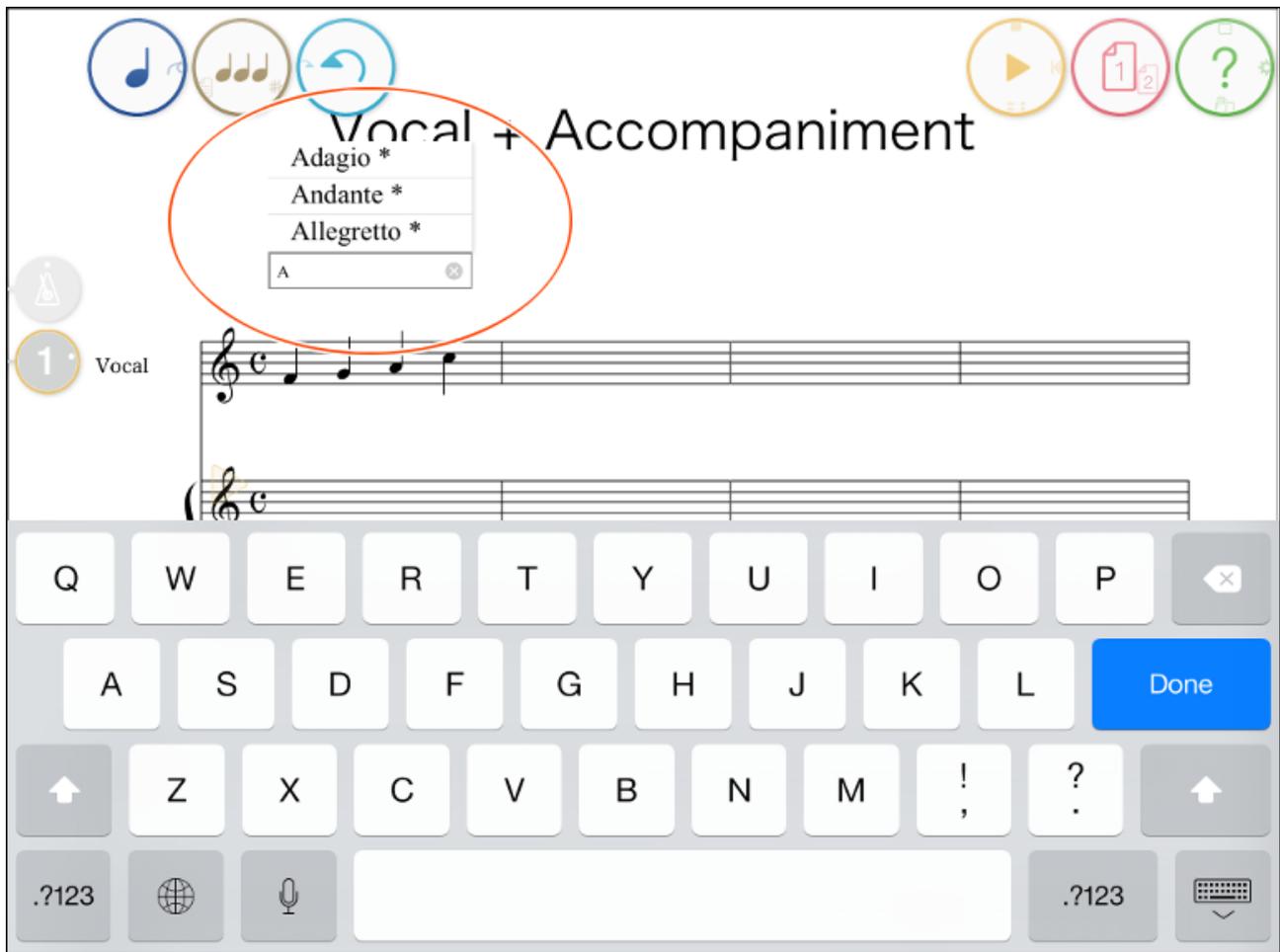
2. Draw an "e" on the score at the location you wish to enter a musical expression.



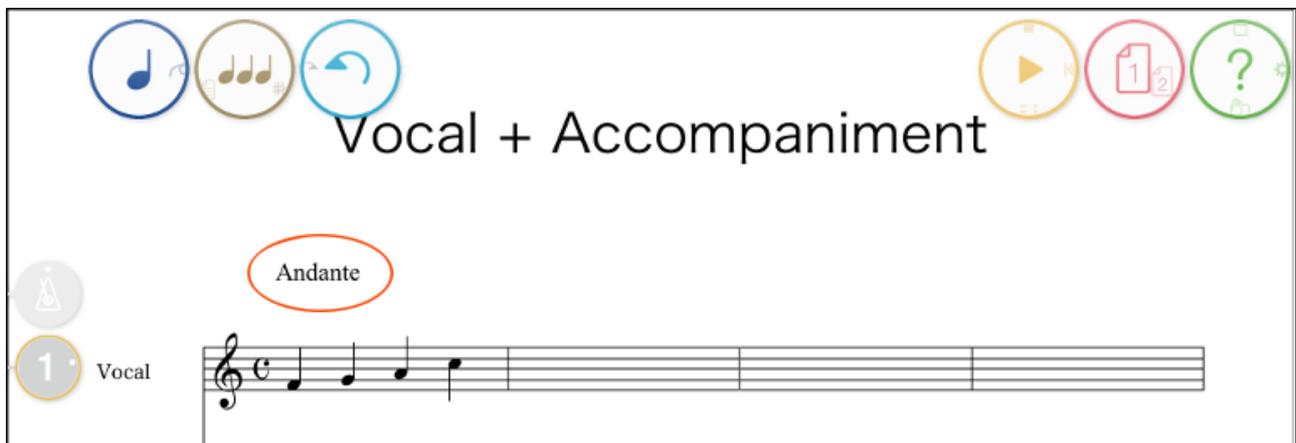
The keyboard appears at the bottom of the screen as shown below, and a text box appears where the "e" was drawn.



3. Using the keyboard, enter the first letter of the musical expression you wish to add to the score. ('A' is entered in the following example.) A list of presets beginning with that letter will be shown.



4. Select a preset from the list and the text is set into the text box, tap the "Done" key on the keyboard to set the text.



Input is not limited to the presets as explained in the previous example. Text can be freely entered with the keyboard. Any text you enter is automatically added to the preset list and available for future use from the list.

Musical expressions also have font and playback parameters. If you select a preset and modify its spelling, the parameters will follow those set in the

original preset. If you enter a phrase not available in the preset, its parameters are set to the default value (it will not affect playback). Parameters for the new musical expression can be set in its properties. When setting parameters, parameters are linked to the preset so you do not need to enter the parameters at the time of input. However, parameters for presets marked with an asterisk (\*) in the list that are originally provided with Touch Notation cannot be changed.

Reference: [Property settings for symbols](#)

# Entering Chord Names (In-App Purchase)

Chord Name Input is enabled with an [in-app purchase](#). To purchase this input method, select the  icon from the Library Screen, then select the Chord Name & Automatic Accompaniment feature.

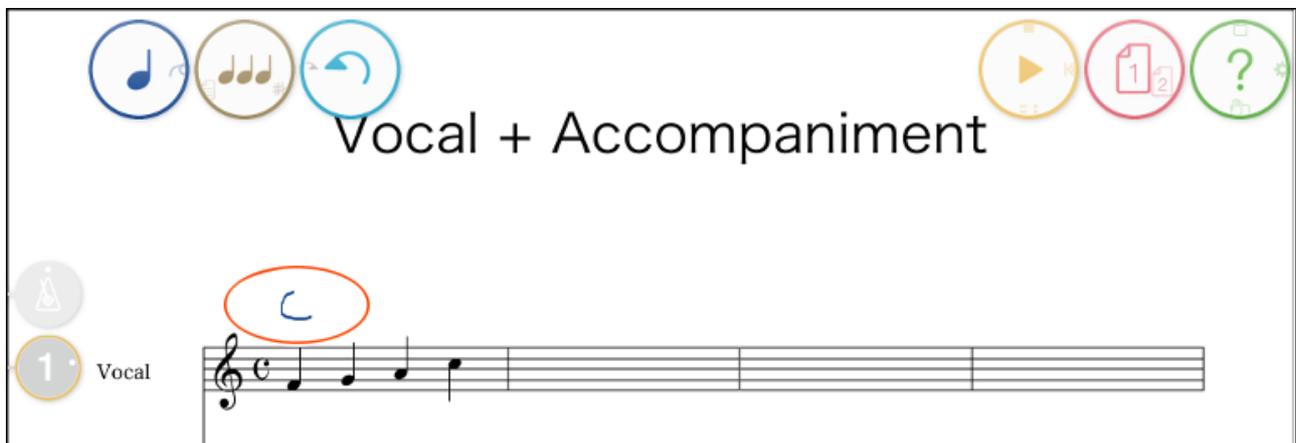
The Chord Name Input process is explained below.

## Entering Chords

1. Enter the Notation Input Mode. 

Reference: [Using the Circle Controls](#)

2. Draw a "c" on the score at the location you wish to enter a chord name.



The keyboard appears at the bottom of the screen as shown below, and a text box appears where the "c" was drawn.

Vocal + Accompaniment

Chord Name

Vocal

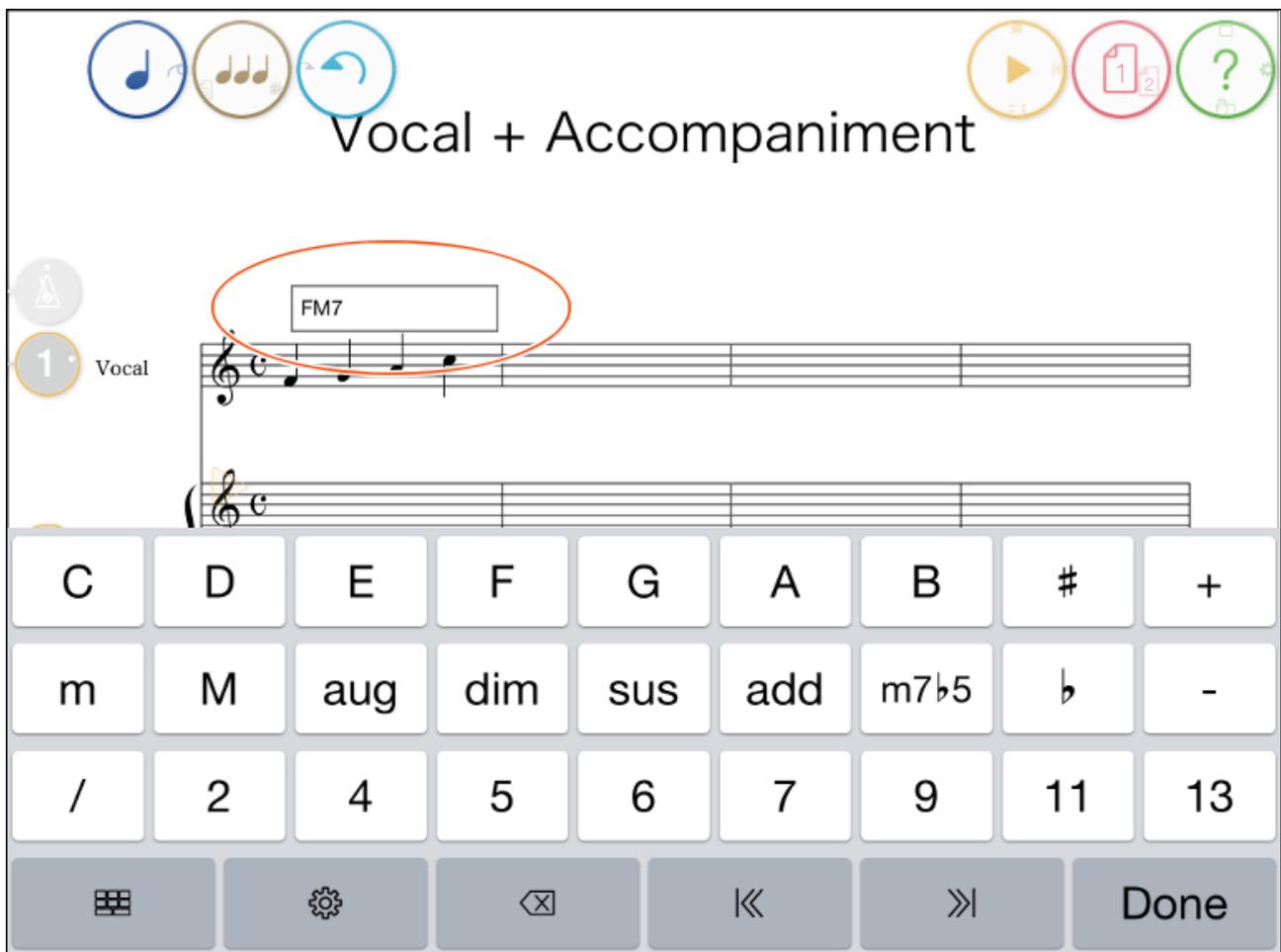
C D E F G A B # +

m M aug dim sus add m7 $\flat$ 5  $\flat$  -

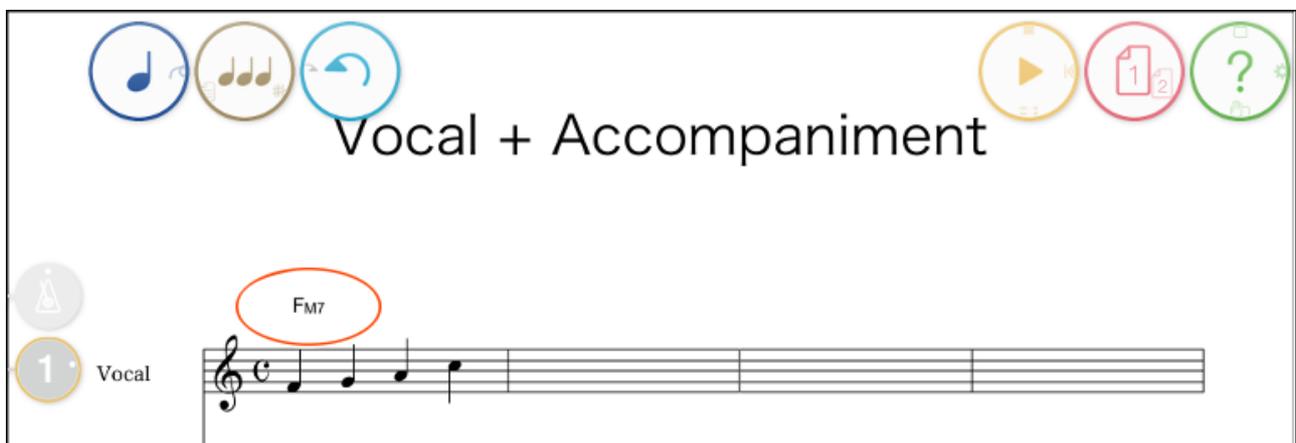
/ 2 4 5 6 7 9 11 13

Done

3. Using the keyboard, enter the chord name for the chord you wish to add to the score. (FM7 is entered in the following example.)



4. Tap the "Done" key on the keyboard. The chord name will automatically be added to the score and shown using the current appearance rules.



In the example above, the chord FM7 is entered. However, we can also add more complicated chords such G7b9, or split chords such as C/G. After pressing the 'Done' button to confirm the chord input, the chord name will be shown automatically using the current appearance rules. The appearance of the chord name can be adjusted from the [Chord Name Settings](#) function of the chord input keyboard.

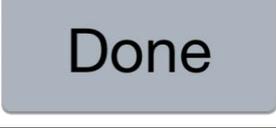
The entered chord can be edited by drawing a circle around the chord

name and tapping the 'Edit' button.

## Chord Input Keyboard

When [automatic chord name formatting](#) is enabled (default setting), the chord input keyboard will be shown at the bottom of the screen.

The top three rows of buttons on the chord input keyboard are for entering the chord name, while the following additional functions are accessed using the lowest row of buttons.

	This button alternates the top three rows of buttons between showing the normal chord name input method, the chords currently used in the score, and chords that are frequently used in the score's key signature.
	Show the chord name appearance settings.
	Delete one character from the current chord name.
	Move the chord name input box one beat to the left.
	Move the chord name input box one beat to the right.
	Confirm the chord name input.

## Chord Name Automatic Formatting

When [automatic chord name formatting](#) is enabled (default setting), chord names will be formatted using the automatic rules established in the 'Chord Name Settings' area of the [Score Settings](#).

When [automatic chord name formatting](#) is disabled, unique chords that cannot

typically be entered using the normal method can be added to the score. When entering chords, the normal iOS keyboard will be shown at the bottom of the screen, allowing characters to be entered freely. Chords can be added to the score using the following special character strings.

>	Superscript
<	Subscript
[ ]	Specify fraction
{ }	Specify tension fraction
	Fraction separator

Input	Displayed
E>b<<m7>>-5<	$E^b_{m7^{-5}}$
C>(onG)<	$C^{(onG)}$
[ G C ]	$\frac{C}{G}$
C>{(I9 #11 13 )}<	$C^{\binom{13}{\#11}_9}$

The additional symbols  $\Delta$ ,  $\emptyset$ , and  $\circ$  can also be entered using the ^, \$, and @ characters.

# Entering Grace Notes

To add grace notes, first enter them as regular notes, then select those notes and change them to grace notes.

## Add grace notes

1. Enter the Notation Input Mode.



Reference: [Using the Circle Controls](#)

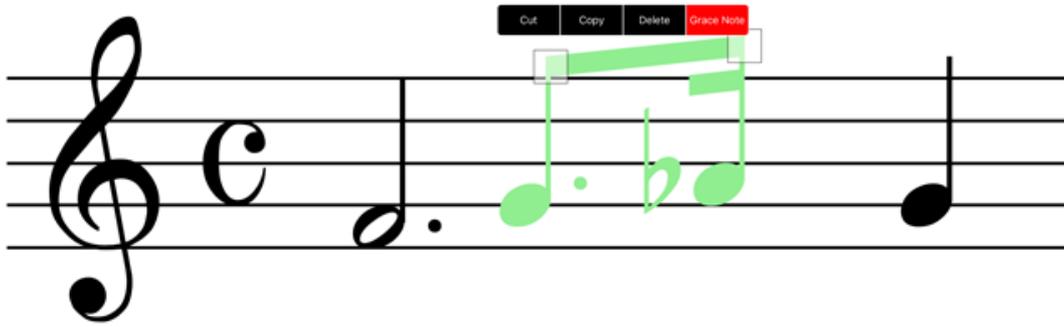
2. First, enter the principal note of the grace notes to be added.



3. Next, enter the regular notes that you wish to change to grace notes. Dots, beams, and accidentals etc. should also be added at this time.



4. Select all the notes that you wish to change to grace notes, then tap the "Grace Note" button in the context menu that appears.



5. If necessary, select the type of grace notes.



6. The selected notes will be changed to grace notes.



## Editing Grace Notes

It is not possible to edit grace notes. Therefore, it is necessary to fix the vertical position and add accidentals, dots, etc. before changing to grace notes.

The horizontal position of the grace note is fixed relative to the principal note. If the principal note is moved, the grace notes will also move accordingly.



# Entering Drum Notation

In addition to single staff and grand staff, it is also possible to specify a drum staff for entering drum notation.

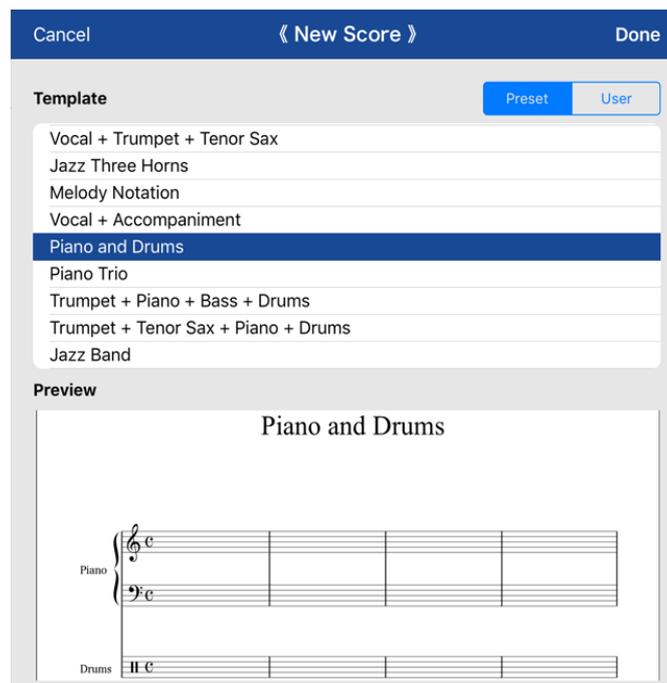
There are a number of methods to select a drum staff, as explained below.

## Selecting a template with a drum staff

1. Tap the "+" button on the library screen.

Reference: [Simple Instructions Quick Start Guide](#), [Score Editing Basics](#)

2. Select a template that includes a drum staff (listed towards the bottom).



Then, on the score editing screen, add or delete parts as necessary.

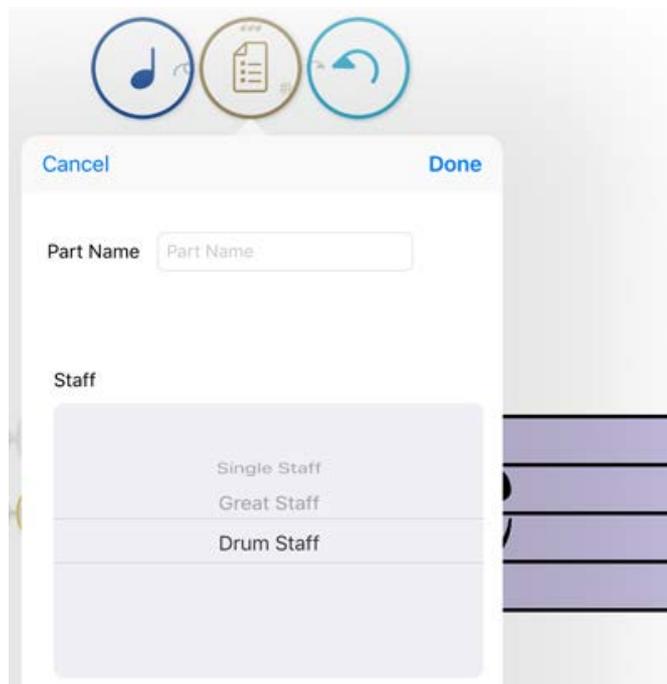
Reference: [Advanced Editing \(Add/Delete a part\)](#)

## Changing the drum staff using part properties

1. Select a part and tap the  button, the part's property screen will open.

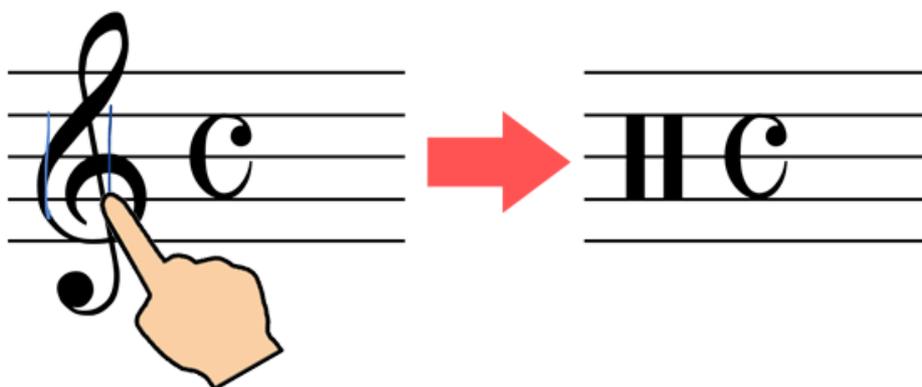
Reference: [Advanced Editing \(Part Properties\)](#)

2. On the part's property screen, change the single staff to the drum staff. Conversely, change the drum staff to a single staff.



## Changing the drum staff using handwriting

Change to a drum staff by drawing a percussion clef over the existing clef at the beginning of the score.

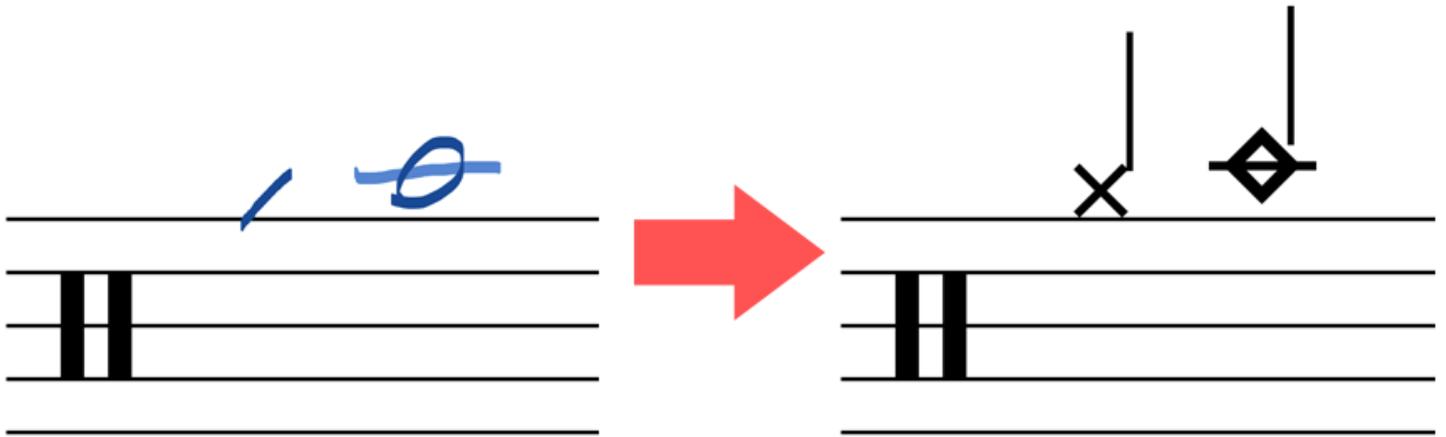


Reference: [List of Items That Can Be Input Using Handwriting Recognition](#)

## How to enter notes

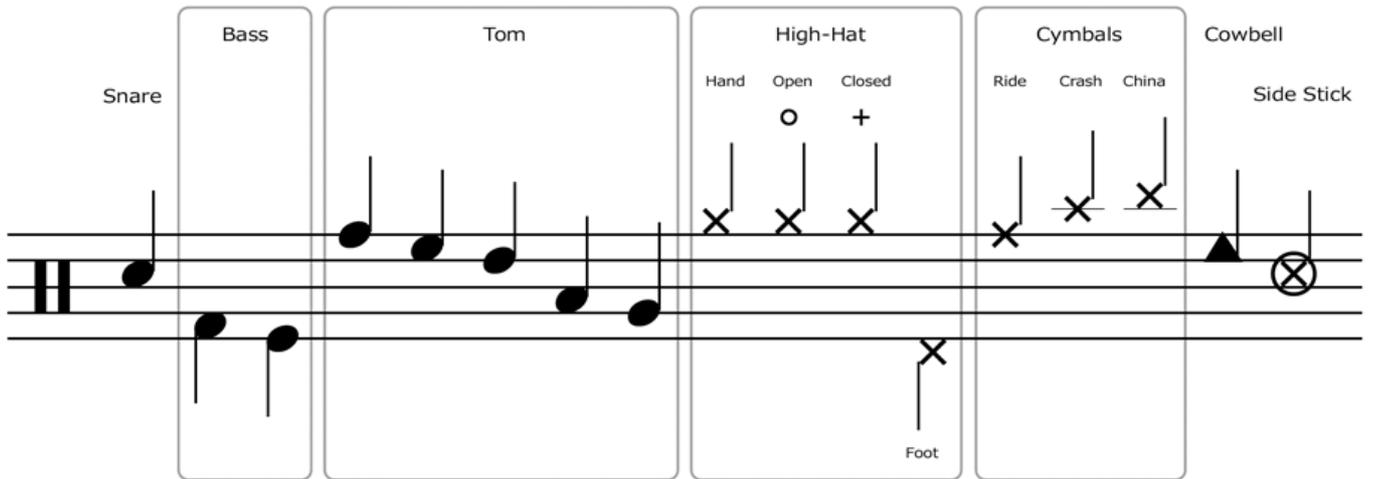
As with regular note input, enter diagonal lines and circles by drawing onto the

staff.

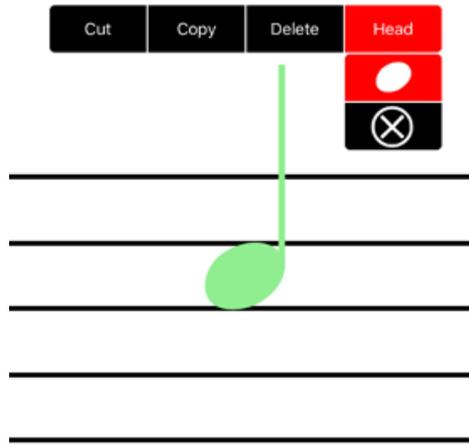


Note: It is not possible to enter notes by drawing x, ◊, △ etc.

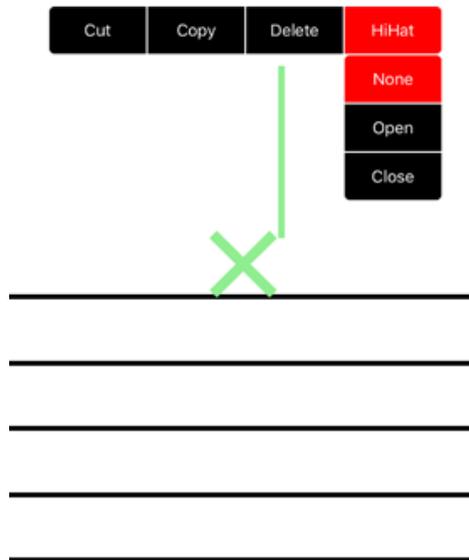
The following drum types can be drawn onto the score.



To change the head of a note with the same pitch, first select the note, then tap the "Head" button in the context menu that appears, and then select the desired head shape.



To enter an open hi-hat or a closed hi-hat, first select the note, then tap the "HiHat" button in the context menu that appears, and then select the desired hi-hat type.



# Playback music from the score

## Playback with the Circle Control

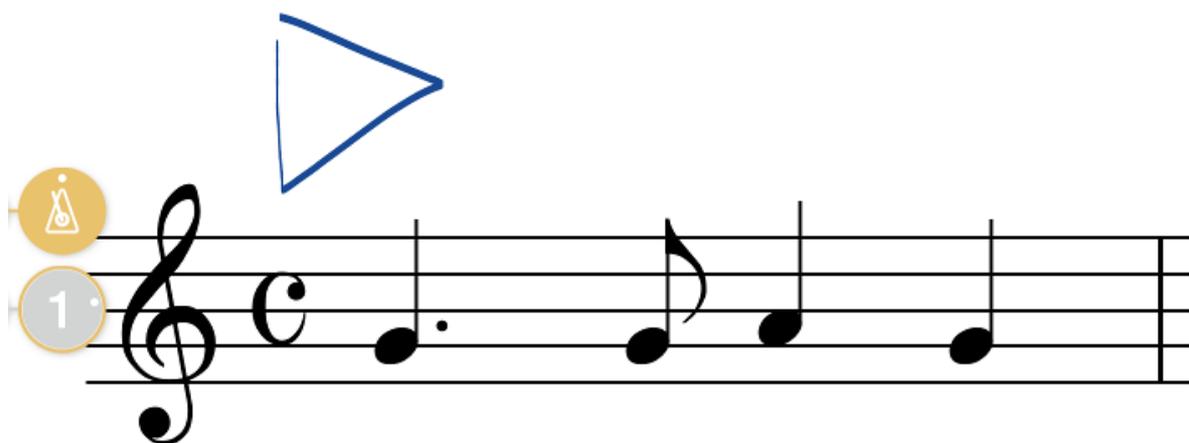
Tap the  button to start playback from the song pointer  position.

To stop playback, tap the  button. The song pointer remains in the measure that was playing when playback is stopped. Tap the  button to start playback from that measure.

Tap the  button to return the song pointer to the beginning of the song. The score also scrolls back to the beginning.

## Playback music with gestures

You can also start playback by drawing a  or a  by gesture in the measure you want to start from. Use this method to start playback from a specified measure.

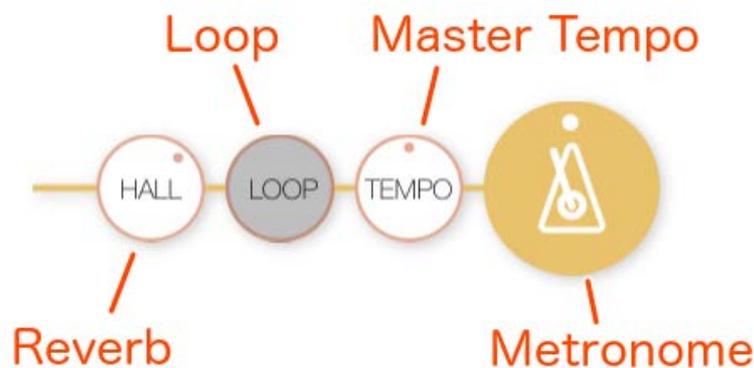


Draw a figure using a single, unbroken stroke. To reduce the chance of making a selection by mistake, we recommend drawing the figure in an area that is blank.

If all measures in the line fit within the display, then playback will operate the same as with the  button, playing to the end of the song. If the score is magnified so that all measures are not visible, then only one measure is played. The score does not auto-scroll so this is a convenient way to confirm what you entered.

## Master Control Bar

Drag the dial section to the right to slide out the master control bar. Tap the  button to hide.

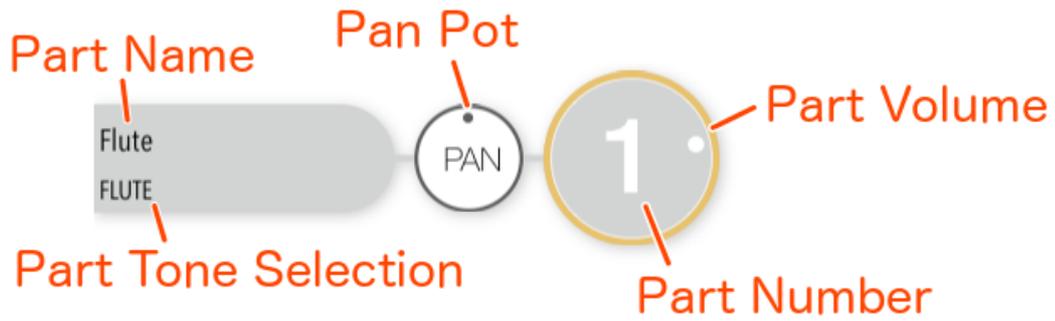


Reverb	Tap to show a selection menu for the type of reverb to be applied. Tap OFF to turn reverb off, or ROOM, STAGE, or HALL to select the type of reverb. Drag to adjust reverb depth. Drag right or up to increase and left or down to decrease.
Loop	Loop switches playback repeat ON/OFF.
Master Tempo	Drag the Master Tempo to adjust the tempo. Drag right or up to increase and left or down to decrease. The size of the dial increases while you touch it.
Metronome	Tap the metronome button to switch the metronome ON/OFF during playback. Drag to adjust metronome volume. Drag right or up to increase and left or down to decrease.

## Part Control Bar

Drag the dial section to the right to slide out the part control bar. Tap the  button to hide.

button to hide.



Part Name	The part name is displayed on the upper left end of the Part Control bar. The part name can be set in the <a href="#">part properties</a> .
Part Tone Selection	The tone used for the part is displayed in the lower left end section of the Part Control Bar. Tap here to display a list of available tones and select one. <a href="#">Additional tones</a> can be purchased with <a href="#">in-app purchases</a> . In addition, if 'Core MIDI' is selected in the Sound Output area of the <a href="#">App Settings</a> , it is also possible to select sounds by bank and program change number.
Pan Pot	Drag to change the value for the pan pot. The pan pot is used to set the tone's position between the left and right speakers.
Part Number	The part number is displayed in the right side dial. When zooming in to the score this will help you recognise which parts are shown.
Part Volume	Tap the part number dial to mute the part. Drag the dial to adjust the part volume.

## List of Tones

Additional tones can be purchased with [in-app purchases](#).

<b>PIANO</b>	MODERN JAZZ GTR	TENOR SAX
60'S EP	MUTED ELEC. GUITAR	TROMBONE
CLASSIC EP	NYLON GUITAR	TRUMPET
CLAVINET	OVERDRIVE GUITAR	TUBA
CRYSTAL EP	PICK BASS	<b>ETHNIC</b>
ELECTRIC PIANO	SYNTH BASS	BAG PIPE

EP LEGEND	SYNTH BASS B	BIWA
GRAND PIANO	<b>GUITAR/BASS2</b>	DOBRO
HONKY TONK PIANO	12 STRINGS GUITAR	DULCIMER
MELLOW GRAND PIANO	BALALAIKA	FIDDLE
MODERN EP	BANJO	FIDDLE SLIDE
NEW AGE EP	CLAVI BASS	HARMONICA
NEW AGE PIANO	CUTTING GUITAR	HICHIRIKI
NEW AGE PIANO B	CUTTING GUITAR B	KOKYU
PIANO OCTAVES	DISTORTION GUITAR	KOTO
ROCK PIANO	ELECTRIC GUITAR B	NOKAN
STUDIO GRAND PIANO	EXP GUITAR	PAN FLUTE
SYNTH CLAVI	FOLK GUITAR	SHAKUHACHI
TOY PIANO	JAZZ GUITAR B	SHAMISEN
<b>ORGAN/DRAWBAR</b>	MANDOLIN	SHO
60'S ORGAN	POLY SYNTH BASS	SITAR
ACCORDION	SLAP BASS	TAISHO KOTO
BE 3	SLAP BASS B	<b>BELL/MALLET</b>
BE NICE	UKULELE	BELL LYRA
BLUES HARP	<b>STRINGS</b>	BELLS
CHURCH ORGAN	BEAUTIFUL STRINGS	CELESTA
ELECTRONIC ORGAN	CELLO	GLOCKENSPIEL
FRENCH ACCORDION	CLASSICAL CELLO	HANDBELLS
FULL ORGAN	CLASSICAL VIOLIN	KALIMBA
FULL PIPES	CONTRABASS	MARIMBA
HARPSICHORD	HARP	MUSIC BOX
JAZZ ORGAN	HARP B	MUSIC BOX B
JAZZER	OCTAVE STRINGS	SOFT MARIMBA
JAZZY HARMONICA	PIZZICATO STRINGS	STEEL DRUMS
KENBAN HARMONICA	STRING ENSEMBLE	STEEL DRUMS B
ODD MAN	STRING ENSEMBLE B	SYNTH MALLET
PERCUSSIVE ORGAN	STRINGS & BELL	TIMPANI
VOICE CELESTE 8	STRINGS AND BRASS	TUBULAR BELLS
WAH HARMONICA	STRINGS SFORZANDO	VIBRAPHONE
<b>SYNTH/PAD</b>	SYNTH STRINGS	XYLOPHONE
BIG SAW	SYNTH STRINGS B	<b>VOCAL/OTHERS</b>
CLASSIC SYNTH	SYNTH STRINGS C	50'S DOO
CLASSIC SYNTH B	VIOLA	50'S HEY
EURO HIT	VIOLIN	50'S LA
FULL ORCHESTRA	WARM STRINGS	50'S OOH

GOBLIN	WARM STRINGS B	60'S BOP
METALLIC PAD	<b>BRASS/WOODWIND</b>	60'S OOH WAH
NEW AGE PAD	ALTO SAX	BASS VOCAL
ORCHESTRA HIT	ANALOG BRASS	CHOIR AAHS
POLYSYNTH PAD	ANALOG BRASS B	FEMALE VOCAL
SAW PAD	ANALOG BRASS C	HALO PAD
SINE	BARITONE SAX	HUMMING
SQUARE LEAD	BASS CLARINET	MALE OOH
SQUARE LEAD B	BASSOON	MALE VOCAL
SQUARE PAD	BRASS SECTION	POP AAH
WARM PAD	CLARINET	POP OOH
<b>GUITAR/BASS1</b>	ENGLISH HORN	POP WAH
ACOUSTIC BASS	EUPHONIUM	SYNTH CHOIR
ACOUSTIC BASS B	FLUGEL HORN	SYNTH VOICE
BALLAD GUITAR	FLUTE	<b>DRUMKIT</b>
BLUES LICK	FRENCH HORN	ANALOG KIT
CUTTING GUITAR ES	JUMP BRASS	BRUSH KIT
DYNAMIC OVERDRIVE	MUTED TRUMPET	ELECTRIC KIT
ELECTRIC BASS	OBOE	JAZZ KIT
ELECTRIC GUITAR	PICCOLO	POWER KIT
FINGER BASS	RECORDER	SFX KIT
FINGER BASS B	SOPRANO SAX	SFX KIT B
FINGER SLAP BASS	SOUSAPHONE	STANDARD KIT
FRETLESS BASS	SYNTH BRASS	
JAZZ GUITAR	SYNTH BRASS B	



Preset Sounds



In-App Purchase  
Sounds

# Advanced Editing

## Editing Symbols with Start and End Points

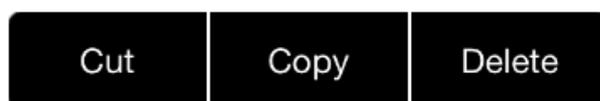
Start and end points for symbols such as ties, slurs, and crescendos can be moved by dragging.

1. Select a symbol that uses two points. The symbol turns green when selected and  appears at the start and end points.
2. Drag the  to move.

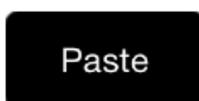
Use this procedure to create two-point symbols that extend into the next line.

## Copying notes/symbols

1. Follow the [Selecting Music Symbols/Memo](#) instructions to select a note.
2. After selecting the note/symbol, tap the 'Copy' button from the edit menu that appears.



3. Next tap the 'Paste' button.



4. A 'Touch the area of the score to Paste.' message will appear on the screen. Touch the desired area of the score to paste the copied notes/symbols into this area/measure.

In addition to 'Copy', it is also possible to 'Cut' and 'Delete' from the edit menu. When selecting 'Cut', the selected symbol will be removed and the 'Paste' button will appear. When selecting 'Delete', the selected symbol will

be removed, however the 'Paste' button will not appear.

To paste the same symbol multiple times, long tap an area of the screen to show the 'Paste' button, then follow the instructions above to paste the copied symbol onto the desired area of the score.

## Copying measures

---

1. Follow the [Selecting and editing measures/parts](#) instructions to select a measure.
2. After selecting the measure, tap the 'Copy' button from the edit menu that appears.
3. Next double tap and hold the measure into which the copied measure should be pasted.
4. Tap the 'Paste' button to paste the copied measure into the selected measure.

In addition to 'Copy', it is also possible to 'Cut' and 'Delete' from the edit menu. For information about deleting the entire measure itself, please refer to the explanation below.

## Copying parts

---

1. Follow the [Selecting and editing measures/parts](#) instructions to select a part.
2. After selecting the part, tap the 'Copy' button from the edit menu that appears.
3. Next double tap and hold the part into which the copied part should be pasted.
4. Tap the 'Paste' button to paste the copied part into the selected part.

In addition to 'Copy', it is also possible to 'Cut' and 'Delete' from the edit menu. For information about deleting the entire part itself, please refer to the explanation below.

## Add/Delete a measure

---

Rather than deleting individual notes/symbols in a measure, it may be necessary to delete the entire measure itself. Alternatively, it may be necessary to add (insert) a new measure. On these occasions, the Delete Measure Bar and Add Measure Bar functions can be used.

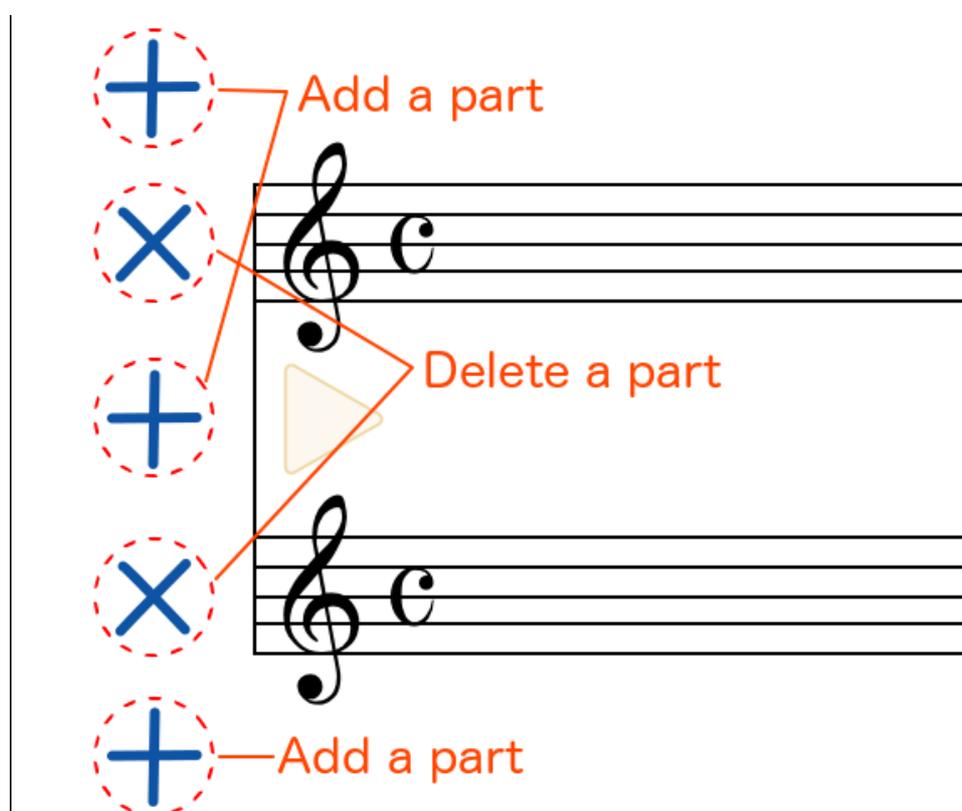
## Add/Delete a part

---

To add a part, draw a "+" to the left of the staff. Draw the "+" above the center of the staff to add a part above that staff, or draw the "+" below the center of the staff to add a part below.

To add a part with a great staff, first add a part using the method described above, then change the staff to a great staff in the [Part Properties](#).

To delete a part, draw an "X" to the left of the staff. If the score contains only a single part, the part cannot be removed.



## Musical Expression Properties

---

Select a musical expression then select "Property" from the menu or tap on the

Properties button  to open the musical expression properties screen.

The musical expression properties screen can only be opened when selecting musical expressions added in Notation Input Mode or ppp~fff expressions.

You can set the musical expression font name, size, and playing style in the musical expression properties display.

Font Name	Select a font name. The preview shown at the top of the display updates whenever a change is made.
Font Size	Set the size of the font. The preview at the top of the display updates whenever a value is changed.
Playing Style	None: Does not affect playback Dynamics: Plays with the specified velocity value. Dynamics Transition: Defines the end point value for a gradual change in velocity. Tempo: Defines the number of quarter notes played in one minute. Tempo Transition: Defines the rate of change and whether done "Immediately" or "Gradually". Return to Original Tempo: Immediately returns to the tempo set at the beginning of the song. Dynamics & Tempo Transition: Defines the amount of dynamics (velocity value) and change of tempo (%).

## Part Properties

Select a part then select "Property" from the menu or tap the Properties button



to open the part properties display.

The Part Properties display provides settings for part name, key, and type of staff.

Part Name	Enter the part name which is displayed at the top of the score.
Key	This setting is used for transposing instruments, for example, set to -2 for a trumpet (Bb), or -7 for a horn (F). Also for instruments that do not transpose but their actual pitch is different from the written pitch, for example set to -12 for a guitar or bass.
Staff	Select the staff type (single or great or drums staff). Also

select the clef for single staff.

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# Score Settings

Without selecting a musical expression or part, tap on the Score Settings button



to display general settings for the score.

The following items can be set.

Score Font	<p>Select to show the score using a traditional font or a handwritten font.</p> <p>The handwritten font is enabled with an <a href="#">in-app purchase</a>. To purchase this score font, select the  icon from the Library Screen, then select the Handwritten Font feature.</p> <p>The font used to display the chord name will not change. The chord name font may be changed in the <a href="#">Chord Name Settings</a> screen.</p>
Title	<p>Sets the title for the current score.</p> <p>The title appears on the top of the first page of the score.</p> <p>The title also appears in the Library "Score List".</p> <p>Font Name: Choose a font style for the title. If the title of the song uses Japanese characters, please select either HiraKaku or HiraMin.</p> <p>Font Size: Select a size for the characters.</p>
Measure Number	<p>Select either "Hide" or "Show".</p>
Tempo	<p>Sets the tempo for the score.</p> <p>The tempo can be set between a range of 8 to 500.</p>
Chord Name Settings	<p>Chord Name Input is enabled with an <a href="#">in-app purchase</a>. To purchase this input method, select the  icon from the Library Screen, then select the Chord Name &amp; Automatic Accompaniment feature.</p> <p>Show the Chord Name Settings screen, used to adjust the chord name font, size, and automatic formatting options.</p>
	<p>Automatic Accompaniment is enabled with an <a href="#">in-app purchase</a>. To purchase this function, select the  icon from the Library Screen, then select the Chord Name &amp; Automatic Accompaniment feature.</p>

Automatic Accompaniment	<p>Select the style used for the automatic accompaniment. This feature will be disabled by default. Tap the [No Style] button to select the preferred accompaniment style from a <a href="#">list of 101 styles</a>. Each style features four variations that change automatically whenever repeat or double bar etc. marks are used in the score.</p> <p>The volume of the automatic accompaniment can be set from 0 to 127.</p> <p>* Automatic Accompaniment will not be output using Core MIDI. If the application's <a href="#">Output Sound Source</a> setting is set to Core MIDI, the automatic accompaniment cannot be adjusted.</p>
Paper size	Select the desired paper size to be used for the printed score.

Reference: [Musical Expression Properties](#), [Part Properties](#)

## List of Automatic Accompaniment Styles

Default Style	Disco 1	Heavy Beat
<b>16th Swing</b>	Disco 2	Hard Rock
Funk Shuffle 1	Techno 1	Surf Rock
Funk Shuffle 2	Techno 2	R&B
Hip Hop 1	Techno 3	<b>8th Swing</b>
Hip Hop 2	Heavy Techno	Motown 1
Hip Hop 3	<b>16th Ballad</b>	Fast Shuffle
Hip Hop 4	Ballad 1	Motown 2
16 Shuffle 1	Ballad 2	Gospel Shuffle
16 Shuffle 2	Ballad 3	Ragtime
16 Shuffle 3	Ballad 4	County & Western
<b>16th Funk</b>	Ballad 5	<b>Triplet/Waltz</b>
Funky Beat 1	Light Ride 2	Triplet Rock
Funky Beat 2	Electro Pop 1	Triplet Rock2
Funky Beat 3	Electro Pop 2	Bembe
Funk 1	16 Shuffle 4	Rock Shuffle
Funk 2	<b>8th Ballad</b>	Boogie
Funk 3	Slow Jam	Triplet 1
<b>16th Straight</b>	Slow Rock	Triplet 2

Jazz Funk	R&B Ballad	Reggae
16 Beat 1	50's Triplet Ballad	Gospel
16 Beat 2	R&B Triplet Ballad	Waltz
16 Beat 3	<b>8th Straight</b>	<b>Jazz</b>
16 Beat 4	8 Beat 1	H.H. Swing
Rim Beat	8 Beat 2	Ride Swing
Roll Beat	Smooth Beat	Fast 4Beat
Light Ride 1	Pop 1	Afro Cuban
<b>16th Latin</b>	Pop 2	Jazz Waltz 1
Latin Rock	Ride Beat	Jazz Waltz 2
Surdo Samba	Slip Beat	5/4 Swing
Latin Groove	<b>8th Rock</b>	<b>Latin</b>
Light Samba	Jazz Rock	H.H. Bossa Nova
Songo	8 Beat 3	Ride Bossa Nova
Samba	Rock Beat 1	Beguine
Merenge	Rock Beat 2	Mambo
<b>16th Dance/Techno</b>	Rock Beat 3	Cha Cha
Funky Beat 4	Rock Beat 4	Tango
16 Beat 5	Blues/Rock	Habanera

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# Entering Memos onto the Score

Memos can be written freehand, onto the score.

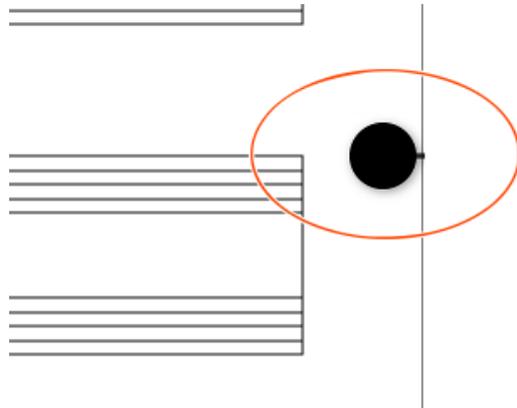
Memo's are fixed to the position where they are entered on the score. Since they are not linked to a note or measure they do not move when the note or measure changes position. For this reason we recommend entering memos after the score is complete.

## Entering Memos onto the Score

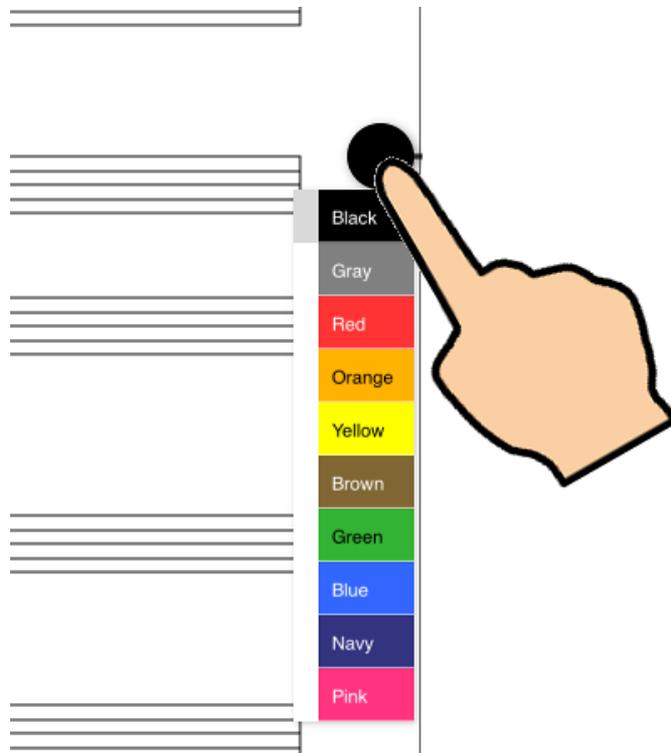
1. Enter the Memo Input Mode. 

Reference: [Using the Circle Controls](#)

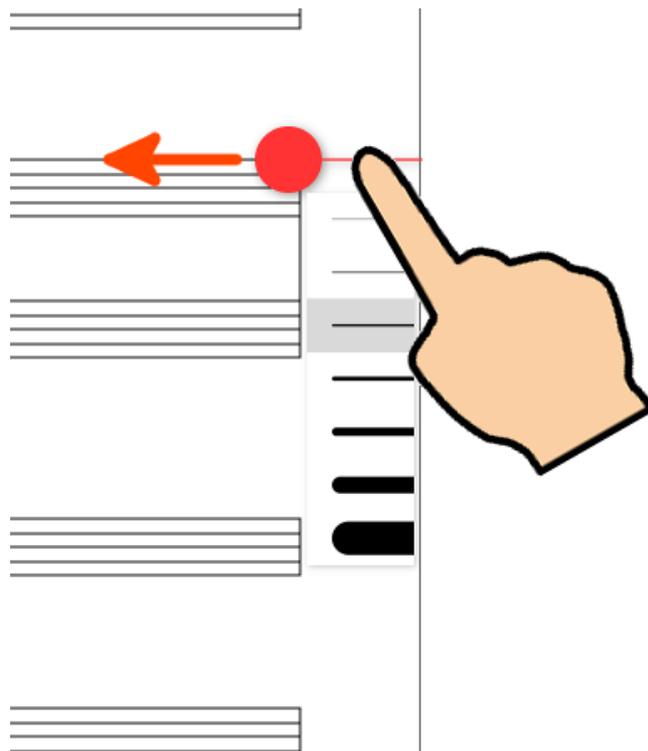
The Memo Control Bar appears on the right side of the screen.



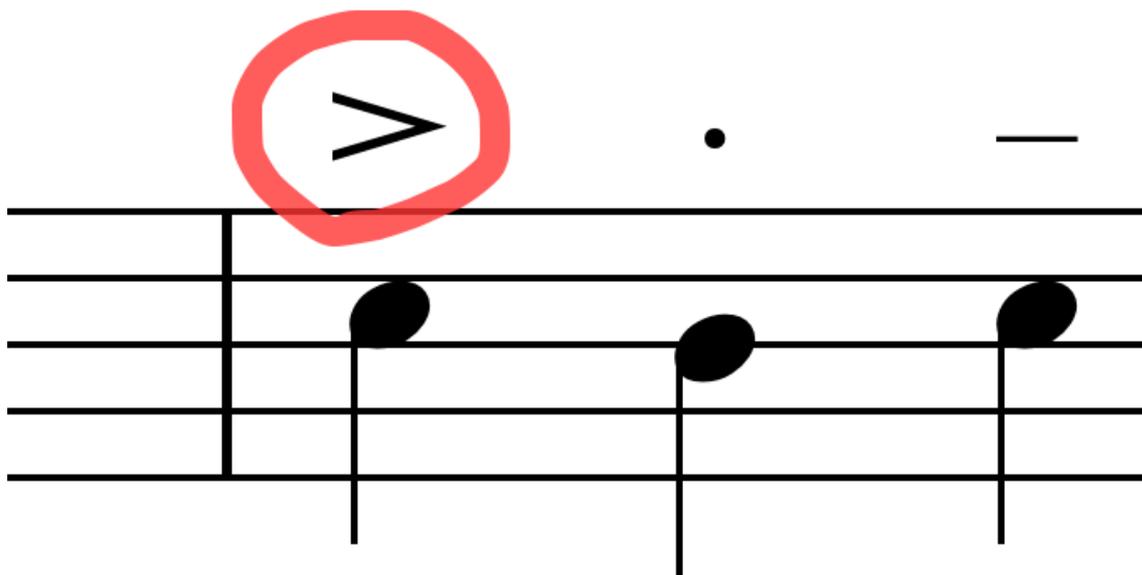
2. Tap the Memo Control Bar to display a list of available pen colours. Select a pen colour.



3. Slide the Memo Control Bar out to the left, tap on the line icon to display a list of pen widths. Select a pen width.



4. Write a memo on the score.



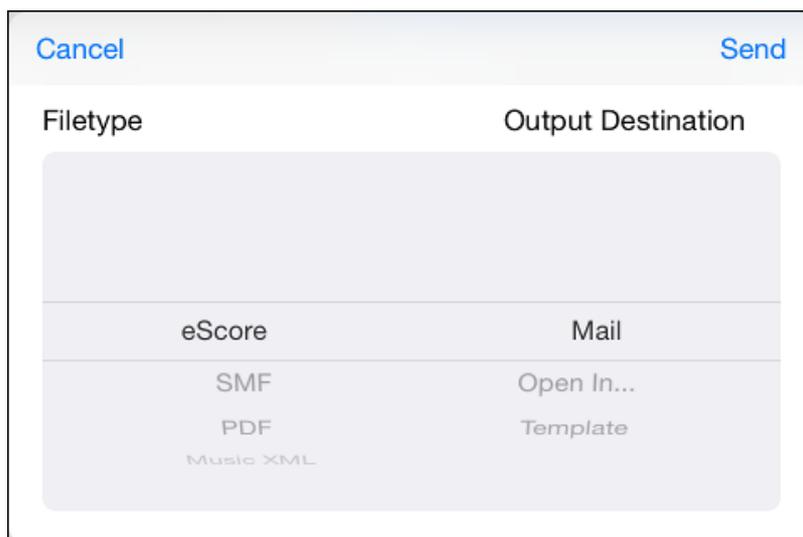
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# Export Score

Share your music created with Touch Notation with friends, or open and edit the score in third party apps.

## Export

Tap the Export button  in the Library screen to display the Export settings.



## File Format

Touch Notation is compatible with the following four exportable file formats: eScore, SMF, PDF, Music XML.

eScore	This is Kawai's proprietary electronic notation file format. Output in this format lets you directly open the score in other devices with the Touch Notation app.
SMF	SMF stands for Standard MIDI File which is the standard format for MIDI. This format lets you open the data in other SMF compatible apps.
PDF	This is an electronic document format developed by Adobe Systems. This format allows viewing and printing with a wide variety of operating systems making it the most convenient way to share your scores with friends.
	This is a music file format developed by Recordare. This format is compatible with a wide variety of

Music XML	application and the best choice for migrating data to other apps while maintaining information as a music score.
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## Destination

Email	Tap on the "Mail" button then tap on the "Send" button to send your score in the selected file format as an attachment with an email.
Other App	Select "Other App" then tap the "Open" button to display a list of apps that can open the format. Tap the app you want to open the file in. You can also use this to save the file to Dropbox. It is also possible to send the file to other users close by using AirDrop.
Template	Add the Score to the User Templates. This makes the same score style available for later use.
Air Printer	Print the sheet music on an AirPrint compatible printer.

# App Settings

Tap the Settings button  to adjust general settings for the Touch Notation app. The following items can be set.

Score Editing	Auto Save Interval (in seconds)	If no changes are made to the score within the defined auto save time, the score is automatically saved. If app performance is slow due to frequent saves, set a larger value. If the score has not yet been saved due to the interval set here, it will be saved when playback starts or when returning to the library screen. Any interval over 5 seconds can be set.
	Double Tap Zoom (%)	Sets the amount of magnification that is applied when you double-tap in the score editing screen. Set the value between 100 and 2000%. The "Current Magnification" value shown below the setting is the amount of magnification currently applied to the score. Use this value as a reference when making the setting.
	Drag Offset Display	When set to ON, dragging an object in the score editing screen will cause the object to shift slightly above its original position. This prevents objects from being hidden by your finger when dragging.
	Automatically Show Note Input Help Video	When set to ON, a "See handwriting recognition videos?" button will appear on the screen after four consecutive failed attempts to enter a symbol using handwriting recognition. Tapping this button will bring up a <a href="#">list of symbols (along with how to</a>

		<a href="#">videos</a> ) that can be entered using handwriting recognition. If you do not want to see this button, set to OFF.
Playback	Standard Pitch (Hz)	Sets the standard pitch (A4) used for playback. Set between 392 and 466 Hz.
	Output Sound Source	Select the sound source to be used for playback. The Built-in Synth option is selected by default, however it may be desirable to playback the score using Core MIDI. Core MIDI is enabled with an <a href="#">in-app purchase</a> . To purchase this function, select the  icon from the Library Screen, then select the Core MIDI Output feature.
Navigation View	Size	Choose the size for the navigation view from small, medium, or large.
Wrist Guard	Setup for right-hand use	Set to ON for right-hand use, OFF for left-hand use.
Circle Control	Customisation	Set ON to allow for customisation.
	Initialize	Tap "Initialize" to return Circle Control settings for colour, size, and position to their defaults.
	Random Colour	Tap "Random Colour" to change the Circle Control colour scheme. Continue tapping "Random Colour" until you find a colour you like.
	Unified Colour	Switch ON to make all six Circle Controls the same colour.
	Unified Size	Switch ON to make all six Circle Controls the same size.
	Auto Layout	Switch ON and when one of the circles is dragged to a new position, the layout of the other circles will change automatically.
		Chord Name Input is enabled with

Chord Name	Automatic Formatting	an <a href="#">in-app purchase</a> . To purchase this input method, select the  icon from the Library Screen, then select the Chord Name & Automatic Accompaniment feature. Set to OFF in order to allow inputting special chord names.
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# Adding Features With In-App Purchases

There are currently four features that can be added to the Touch Notation app with in-app purchases.

In order to add a feature, select the  icon from the Library Screen, then select one of the features.

## Core MIDI Output

The Core MIDI Output feature allows Touch Notation to playback the current score through a Kawai digital piano or other MIDI instrument/device connected to the iPad. The 'Lightning to USB Camera Adapter', 'Apple iPad Camera Connection Kit', or other Core MIDI compatible MIDI interface is required in order to connect an iPad/iPhone/iPod touch to a MIDI device.



\* If the MIDI device cannot be successfully connected via USB, please use a Core MIDI compatible MIDI interface to connect the standard MIDI IN/OUT terminals.

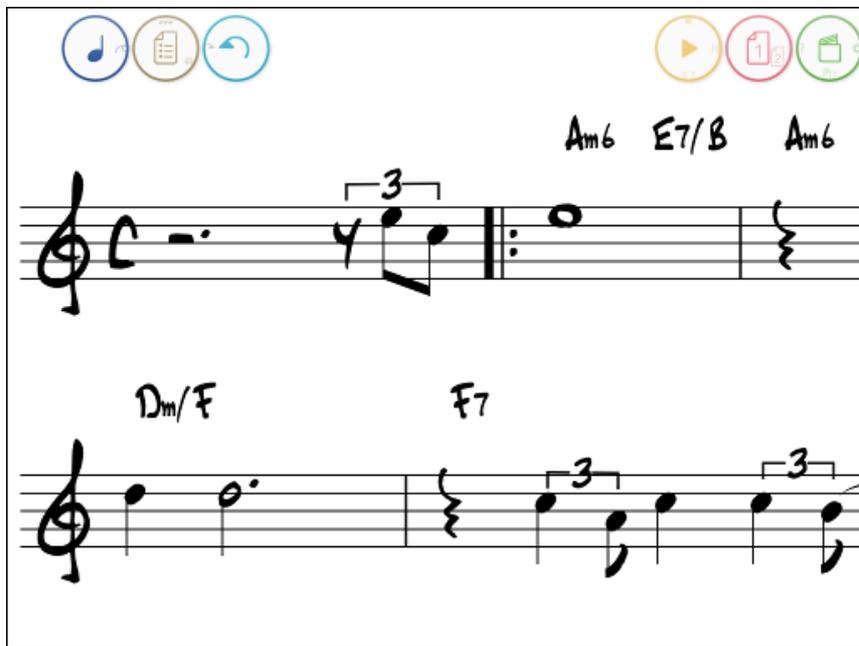


After purchasing the Core MIDI Output feature and selecting it in the [App Settings](#), it will be possible to select the output device and the GM1/GM2 classification.

The Automatic Accompaniment feature will not be output using Core MIDI.

## Handwritten Font

The Handwritten Font feature allows the score to be shown using a handwritten style.



To switch between the Normal Font and Handwritten Font, select the desired Score Font option in the [Score Settings](#) screen.

The font used to display the chord name will not change. The chord name font may be changed in the [Chord Name Settings](#) screen.

## Chord Name & Automatic Accompaniment

The Chord Name & Automatic Accompaniment feature allows chord names to be added to the score. In addition, when Automatic Accompaniment is enabled, the accompaniment will follow the chord written on the score.

For information about inputting chords, please refer to the [Entering Chord Names](#) explanation. For information about the automatic accompaniment, please refer to the [Automatic Accompaniment](#) explanation.

The Automatic Accompaniment feature will not be output using Core MIDI.

## Sound Set

The Sound Set feature allows additional sound sets to be used for the playback of each part. There are 10 sound categories, with 16 tones in each, allowing a maximum of 160 tones. It is also possible to purchase the Full sound set. For a

full list of available tones, please refer to the [List of Tones](#). It is also possible to listen to each tone prior to purchasing.

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This page answers a number of frequently asked questions.

## Score Editing

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### Q. Handwriting note input is not recognised.

A. Please refer to the [List of Items That Can Be Input Using Handwriting Recognition](#) for information about entering notes/symbols by hand. Please follow the input method shown in the explanation video for each note/symbol. [Magnifying the screen](#) will also help with handwritten note input accuracy.

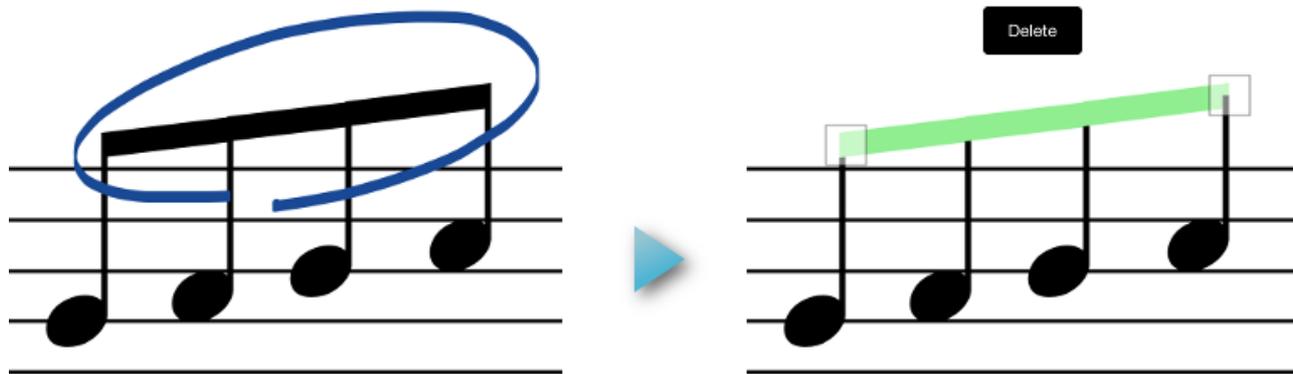
If a handwritten note/symbol is not recognised after four consecutive input attempts, a [See input video?] button will appear. Tap this button to view the [List of Items That Can Be Input Using Handwriting Recognition](#) page. If the [See input video?] button does not appear, check that the [Automatically Show Note Input Help Video](#) option is enabled in the App Settings.

### Q. Notes/symbols cannot be selected.

A. For notes, long tap (tap and hold) the note head. Other symbols can be selected by long tapping the centre part of the symbol. In addition, the following symbols can also be selected by drawing a circle around the symbol, or long tapping the score and dragging a selection box over the symbol.

- Beam
- Tuplet
- Tie
- Slur
- Crescendo/Decrescendo
- Trill
- Octave
- Repeat brackets

- Abbreviated musical expressions (dim., cresc., decresc., etc.)



Reference: [Selecting Music Symbols/Memo](#)

## Q. Key signature at the beginning of score cannot be removed.

A. If the key signature at the beginning of the score cannot be removed (or does not highlight when selected), write a 0 (zero) in the key signature area.

## Score Playback

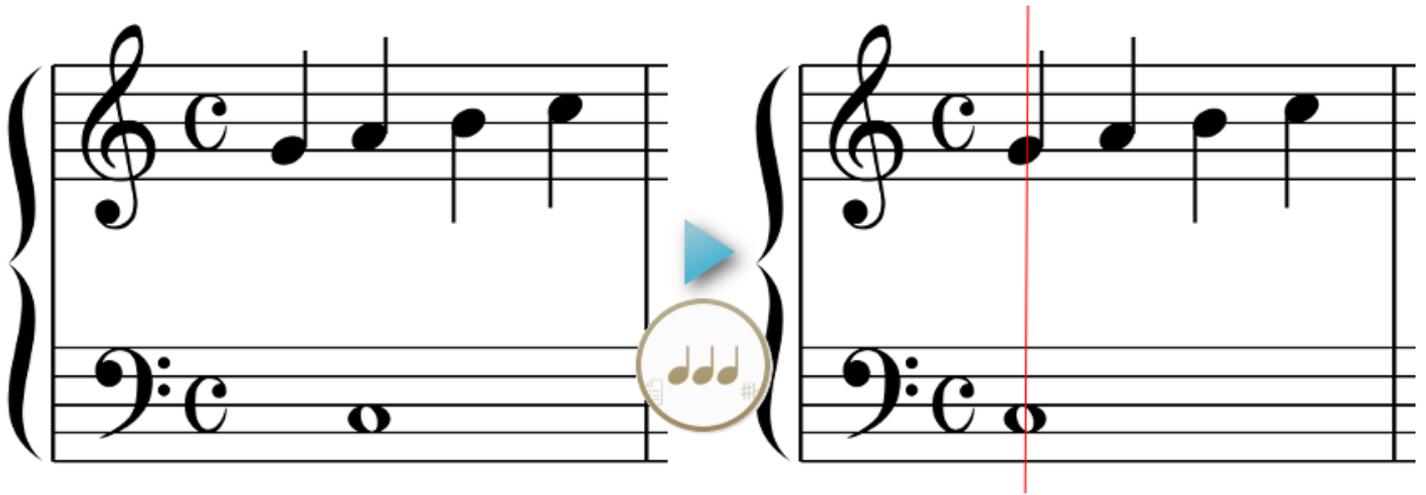
### Q. Noise is heard, or no sound is produced.

A. If strange noises or stuttering are heard when playing the score using the app's internal sound, please try [[disabling reverb](#)], [[muting parts](#)], or reducing the number of notes played simultaneously. If no sound is produced by the iPad/iPhone/iPod touch, check that the [Output Sound Source](#) is set to Built-in Synth. If Core MIDI is selected, Touch Notation's built-in synth will not be used.

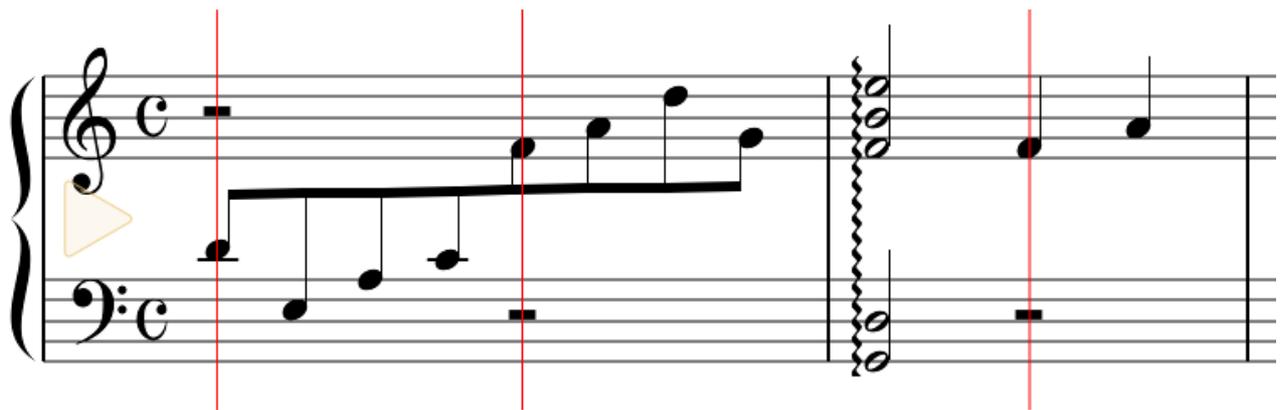
### Q. Playback is strange when using great staves.

A. When using great staves, even if the correct score is written in the top and bottom staves, the note timing may not fully synchronised, resulting in an incorrect performance when the score is played. In this case, please tap the  button to

align the top and bottom staves, allowing the score to play correctly.



However, when using great staves with notes that straddle staves (for example beamed notes or arpeggios), the Spacing function may not be able to align the top and bottom staves correctly. In this case, please input notes and rests by aligning the symbols as shown in the illustration below.



**Q. When playing back upbeat songs, the timing of the metronome/automatic accompaniment is not correct.**

A. Please use the Spacing function to improve the positioning of the notes and symbols, and allow correct timing.

**Q. Musical expressions do not influence the performance when played.**

A. Touch Notation's preset musical expressions will influence the playing style, however additional (non-preset) musical expressions will not influence the playing style. Please use the Properties screen to set the playing style for added musical expressions. After the playing style properties for additional (non-preset) musical expressions are set, they will continue to be used each time the expression is

entered.

Reference: [Entering Musical Expressions](#), [Musical Expression Properties](#)

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