Same Pitch Please
User’s Manual (v1.00 – April 2016)

www.AlgorithmsAndDataStructures.com, F. Rudin
Same Pitch Please (SPP)

User’s Manual

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Trademarks

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Welcome to Same Pitch Please (SPP)

Can you produce the same pitch with your voice, whenever you want? Yes, then you have probably Absolute Pitch too. Absolute Pitch or Perfect Pitch includes – according to Wikipedia – the ability to “Accurately sing a named pitch”.

Unfortunately, Absolute or Perfect Pitch has a very broad definition and includes numerous musical abilities. This makes it difficult to scientifically define the term. The use of the word perfect as a synonym implies a 100% success rate in tests. But in a real world, errors occur: nobody is perfect. So I have decided to make a more scientific approach and concentrate on only the most important aspect of Wikipedia’s definition of Perfect Pitch: The accurate production of a named pitch.

To measure your Absolute Pitch Ability, I introduce the Pitch Ability Method. This method introduces a reproducible and measurable situation for the pitch ability. Therefore the method is a scientific approach.

Since the term Perfect Pitch is a well-established term, I don’t want to dilute the term and introduce the term Felix’s Pitch Point. The use of the word point in the name implies that the term has a clearly defined specification. However, unlike Perfect Pitch, - that you either have or not have -, you can reach the point, or be below it or even outperform it. You can scientifically measure your Pitch Ability.

With the program Same Pitch Please you have an instrument to train your pitch ability. To prove that you have reached Felix’s Pitch Point needs 20 minutes. I have chosen this time limit since it is the recommended daily exercise time.

Here is the definition of Felix’s Pitch Point:

You must sing four notes accurately back after a four-minute pause.

The scientific setup to measure your Pitch Ability is simple: You can freely choose four notes that you can sing comfortably. You set yourself the time you want to verify. Each note gets tested as follows: The note gets played two seconds. You immediately have two seconds time to sing the note back. Then a pause of silence of your chosen time to verify is required. Five seconds before the time is due, you are allowed to bring your voice in shape. Then the test time arrives and you must sing the note back for one second. If you sing back all four notes that you have chosen within a precision of 50 cents, then you have proved your pitch ability for the chosen time.

The program Same Pitch Please prepares you for the tests. First it helps you to find four notes that you can produce and remember best. Then your pitch memory is in demand: the pause-time to keep the pitch in your mind increases slowly.
What is unique to Same Pitch Please?

In the program TuneCrack we introduced the Pitch Keeper Method. Whereas the Pitch Keeper Method only requires listening skills, the Pitch Ability Method requires you to produce a sound.

With the program Same Pitch Please you get a scientific method to measure your absolute/perfect pitch ability for pitch production.

As an extra we have defined Felix’s Pitch Point: reflecting the either “you have it” or “you don’t have it” attitude of the term perfect pitch, Felix Pitch Point defines the pitch ability for a four minutes pause for four notes. I think that if you reach Felix’s Pitch Point, you have mastered to store and recall pitches with enough precision to go after absolute pitch. Absolute pitch requires also recognition of chords and keys. However, having mastered the key ability, - pitch retention -, should allow you to also master the other disciplines of Absolute Pitch.

Contact
We hope you will spend many enjoyable hours with Same Pitch Please. Your comments and inputs are most welcome. Please mail them to:

FelixTheCat@Listening-Singing-Teacher.Com
Installation

Installation Macintosh

Requirements
Before you begin, make sure your computer has enough RAM to power the program quickly enough. To have a good performance at least a G4 with 1 GB of RAM and an adequate graphic card is required. A Mac Mini G4 with 1.25 GHz and 1 GB of RAM, or later version will suffice. This program was tested with Mac OS X 10.4.11 and OS X 10.10.5.

You must have an appropriate microphone connected to your computer. Check the relevant manuals on how to connect a microphone. A Mac Mini G4, for example, does not have a microphone input; you have to use additional hardware, such as a computer-compatible USB device capable of handling microphone inputs. Important: A “line in” is not the same as a microphone input. If you do not have a microphone input you might need a pre-amplifier.

Getting and unpacking the disk image
First, download the compressed disk-image-file. In your browser go to www.SamePitchPlease.com and download the newest version.

Warning: The file has about 100 MB and takes about 1/4 hour on a low-speed DSL line. After the download has completed you should see an icon on your desktop that looks like this:

Second, decompress the file. Double-click on it; the Archive Utility appears.
After this task is completed, double-click on the new icon that was created.

The Disk Image gets mounted. On the desktop you should see the following icon:

A double-click brings up the License Agreement.
Installation

Read the License Agreement. You must agree to the terms or discard the downloaded files.

If you agree, the installer window opens. Drag the SamePitchPlease icon to the Application alias folder.
Installation

If you followed the instructions, SamePitchPlease is installed in your Applications Folder.

Uninstalling SamePitchPlease
In the Finder drag the Icon for SamePitchPlease in the Applications folder to the Trash. Also move `<UserHome>/Library/Preferences/AlgorithmsAndDataStructures/SamePitchPlease` to the Trash.
Installation Windows

Requirements
Before you begin, you may want to make sure your computer has enough RAM to power the program. To have a good performance an Intel core Duo with 1 GB of RAM and an adequate graphic card is required. The program has been tested on Windows XP, Vista, and Windows 7/8/10.

You must have an appropriate microphone connected to your computer. Check the relevant manuals on how to connect a microphone to your computer. Some PCs have no microphone input, in which case you must use additional hardware, such as a computer-compatible USB device capable of handling microphone inputs. Important: the “line in” is not the same as a microphone input. If you do not have a microphone input you will need a pre-amplifier.

Getting the installation file
The first step is to download the compressed installation file (.msi). In your browser go to www.SamePitchPlease.com and download the actual version under the download-tab.

Warning: The file has about 80 MB; this will take about 1/4 hour on a low-speed DSL line:

When the download finishes the following message appears:

Click “Run”.

Windows protected your PC
Windows SmartScreen prevented an unrecognized app from starting. Running this app might put your PC at risk.
More info

Click on “More Info”.

SamePitchPlease
Windows protected your PC

Windows SmartScreen prevented an unrecognized app from starting. Running this app might put your PC at risk.

App: SamePitchPlease.msi
Publisher: AlgorithmsAndDatastructures, F. Rudin

If you trust us: Click on “Run Anyway”.

The Setup Wizard Window opens:

Welcome to the SamePitchPlease Setup Wizard

The installer will guide you through the steps required to install SamePitchPlease on your computer.

WARNING: This computer program is protected by copyright law and international treaties. Unauthorized duplication or distribution of this program, or any portion of it, may result in severe civil or criminal penalties, and will be prosecuted to the maximum extent possible under the law.
Click Next. The License Agreement appears.

Read the License Agreement and the Copyright before installing. Click “I agree” if you agree with our License Agreement.

The “Select Installation Folder” dialog appears. By default the application will be installed under C:\Program Files\AlgorithmsAndDatastructures\SamePitchPlease.
Choose your folder location and click “Everyone,” so that persons with a separate login on your computer can also run the program.

The confirmation Window appears:
Click “Next” to start the Installation:
Installing SamePitchPlease

SamePitchPlease is being installed.

Please wait...

User Account Control

Do you want to allow this app to install software on your PC?

Program name: SamePitchPlease
Verified publisher: AlgorithmsAndDatastructures, F. Rudin
File origin: Hard drive on this computer

Show details

Yes No

Change when these notifications appear
SamePitchPlease uses OpenAL for sound.

Click “Ok” and you will be presented with the OpenAL License Agreement:

License:

Creative Labs, Inc. is providing you with this OpenAL32.dll installer and other OpenAL files (“Software”). You may use and freely integrate with your software applications and distribute such throughout the world at no cost or further obligation to Creative.

NO WARRANTY

Any use by you of the Software is at your own risk. The Software is provided for use "as is" without warranty of any kind. To the maximum extent permitted by law, Creative disclaims all warranties of any kind, either express or implied, including,

Click “OK” if you not already have installed OpenAL.

The OpenAL Installer informs you about the installation:
The installation is finished.

Browse through the ReadMe file, and then click “Next.”
Click “Close.”

On the Desktop you should find a Shortcut to SamePitchPlease:

Uninstalling SamePitchPlease
If you need to do so, use Uninstall from the Add/Remove Software Control Panel.
First Time Use

*Macintosh:* Double-click the application SamePitchPlease in the Applications folder:

![SamePitchPlease](image1)

*Windows:* Double-click the shortcut on your Desktop:

![Shortcut to SamePitchPlease.exe](image2)

The application starts initializing by loading images and sounds.
The first time you start the application the following dialog box appears:
First you must enter a User Name. The name may consist of a First and Last Name, separated by a blank space or a comma. Only American Standard Characters are allowed.

If you want a password, other than the default Admin Password “NoPassword,” change it. Please be aware that the password is case sensitive and must have at least 5 characters. If you forget or lose your password you must reinstall the application in order to delete users in the “Select User”’s dialog (see below).

When you are done, click “Go” to continue.

Clicking “Exit” will leave the program in its current state, so it will ask you again for the name as when you first opened it.
Select User

In order to collect statistics for a particular user, the program must know which user it is working with. Therefore please select the user from the list displayed.

If you are not on the list, add your name by clicking in the New User field and typing it in. Select a tessitura (see next paragraph) and click “Add.” Your name should now appear and you can select it.

To adjust the exercises to the user’s vocal range, the user must select one, called a tessitura here. “High” designates soprano, “medium” baritone, and “low” bass. You can change the tessitura anytime by going back to this dialog box. The tessitura has no effect on the pitch recognition exercises chosen; it only displays the notes in a range suitable for your voice. If your voice spans a wide range (3 octaves or more), you may go through the exercises in all tessitura modes.

If you want to delete a user, you must enter the Admin Password and click “Authorize.” Then click the “Del” Button next to the particular user you want to delete.

The registration process is explained in the last chapter.
For now, simply select your desired tessitura and then click on your name.
Lesson Selection

Select Lesson/Exercise

After selecting your name, the Select Lesson screen is presented:

Above the button “StartLesson” you see the name of the selected lesson. When you started the program for the first time, the selected lesson is “Introduction/Explanations”.

You can change the lesson by clicking the button “Next” or “Prev”. In the displayed situation there is no “Prev” button visible, since the Introduction/Explanations is the first lesson. By clicking “Next” the selection moves on to the next lesson.

Clicking “StartLesson” starts the selected Lesson or exercise.

In the frame “Display Statistics” you have three choices:
Clicking on the “Statistics” button shows the statistics for the selected lesson, when it was last performed.
Clicking “TimeLineGraph” or “TimeLineNumbers” bring you to the Statistics Section, which is explained in the Statistics chapter.

The first lesson, entitled ”Introduction/Explanations” is introductory and explanatory only. This lesson gives no exercises to practice, nor is any prerequisite to start the lesson.

All other lessons give exercises that you have to pass, before you can continue to the next exercise. The description of the exercises is presented after the chapter Introductory Lesson.

SamePitchPlease
Introductory Lesson

The introductory lesson is animated and introduces the concept behind the Pitch Ability method and explains how the exercises work.

Use of the term Absolute and Perfect Pitch

In the program TuneCrack the term “Absolute Pitch Point” was introduced.

This is the point in time by which you can still detect deviations of 50 cents to a previous sound. That is, after “Absolute Pitch Point”-seconds you are still capable to say if a second sound is the same, or 50 cents higher or lower than the sound played “Absolute Pitch Point”-seconds before.

To determine your personal Absolute Pitch Point only listening skills are required.

To differentiate your personal Absolute Pitch Point and your personal Perfect Pitch Point let me illustrate my use of the term absolute and perfect pitch.
I use the term absolute pitch if I relate to frequencies that are defined by the equal tempered 12-tone system with the note A4 tuned to 440 Hz. Whereas, I use the term perfect pitch when you produce a sound that matches another sound perfect, independent of the equal tempered system. Of course, if the sound you have to match falls in the equal tempered tuning system, then perfect or absolute can be used interchangeable.

In this way, the main difference between the term Absolute Pitch Point and Perfect Pitch Point is: that for determining the Perfect Pitch Point you have to produce a sound that matches another sound perfectly, whereas, for determining the Absolute Pitch Point only listening skills are required.
Felix’s Pitch Point

Since absolute pitch and perfect pitch are well established terms and described in Wikipedia, let’s narrow down the requirements for a specific point: Felix’s Pitch Point. Felix’s Pitch Point is a scientifically measurable point. Unlike the term perfect pitch that requires fulfilling many criteria, Felix’s Pitch Point concentrates on the fulfillment of only few skills and a simple measurable unit for those skills.

To illustrate what I mean with simple and measurable let’s compare the term Perfect Pitch with the term Super-Runners.

There is no definition of the term Super-Runner. Therefore you could define it with a lot of criteria (e. g. several distances, going uphill (even climbing) or downhill, running on sand or concrete, etc.). However, from all criteria the most comprehensible and important unit is the time.

Therefore a simple definition of Super-Runners would be a well specified narrowed description: Super-Runners are persons that have less than 10 seconds for running 100 meters measured by Olympic standards (e. g. tail wind must be less than 1.2 m/s).
For the majority of humans this is not an achievable goal.

Just taking the time is easy and says a lot more than: you are not a Super-Runner.

So, here is the definition of Felix’s Pitch Point
You must be able to sing or hum back 4 notes within a precision of 50 cents after four minutes of silence.

Since I define the pitch ability as the time in which you still can perform the singing back of a note within 50 cents, we can measure your performance above and below Felix’s Pitch Point.

To illustrate how we measure your Pitch Ability let’s take the high jump sports.

Similar to high jump sports, you would start with a time you still feel comfortable to fulfill to perform the 50 cents criteria.
If you pass the mark, then you can raise the bar to the next level.

Your absolute Pitch Ability is the highest reached time delay. For a scientific measurement, the most important aspect of the measurement is the silence. That means, you are not allowed to hum during that time or to listen to other pitched sounds.

Training program

Even so, you can take a test again and again, and hope that you perform better this time, it is better to follow a clear trainings path.

Therefore to reach Felix’s Pitch Point we have developed a training’s program.
It looks a little bit different from the requirements for Felix’s Pitch Point. However, Felix’s Pitch Point is the same: You must hit 4 notes with a precision of 50 cents after a 4-minute pause.

However, the program starts with 8 notes, instead of 4 notes. Hence, in a first step you must select 8 notes that you think you can sing or hum well.

Each note you select, you must confirm by singing it back.
Otherwise the note will not be accepted for the tests.

When you have selected 8 notes, the absolute pitch training exercises begin.
The first exercise comprises all 8 selected notes,

and has a delay time of 1.5 seconds.
The maximum allowed mean deviation is 50 cents.

The maximum allowed variation is 75 cents.

From lesson to lesson either the required precision increases, or the time until you have to sing the note back increases. The precision increases from 50 to 33 to 25 cents for the mean deviation. The time increment is 1.5 seconds.

The idea is that you learn to keep the note, - or better the cord muscle positions to produce the note correctly -, just a little bit longer accurately in your mind. Usually singers don’t have a problem to keep a note 10 seconds in their mind. And if they try, a little bit longer also works. So, by stretching the time, you are forced to focus on the “how to keep a pitch in mind”.

SamePitchPlease
Exercises

Let’s walk through an exercise. To illustrate how the program works, we have chosen a delay time of 7.5 seconds and an allowed mean deviation of 50 cents.

When the exercise starts you see the following screen:

At the bottom you see the progression of the time along a line.
To let you prepare for the exercise the red progress line starts with a very small pause.

Next the note you later should sing is played for about 2 seconds. Listen carefully and prepare to take over the pitch to your voice.
After the note has finished a training-phase starts. That is you get 2 seconds to sing the heard note back. During the training you get visual feedback on your pitch precision. This allows you to control your “taking over of the pitch to your voice”. This helps you to store the correct muscle positions for that note in your memory.

Since you can select a delay time of up to 20 minutes, a new bar labeled “training” appears to mark the start of the training-phase. At the same time a vertical bar will move along this line.
Especially when the selected delay time is large you will notice that this vertical bar moves faster than the time-line marker.

Above the training bar a magnified view of the actual pitch deviation to the note is shown.
After the training-phase the most important step follows: Keeping the vocal cord muscle positions in your mind, so that you can recall them at a later time.

You may think, it is just a pause and after a few seconds your mind will walk away from the exercise. That is okay. But do so actively. Try to store your vocal cord positions so you can come back and continue with the exercise when the time is due. The goal is not to pass that level by cheating. For example you could try to sing a melody that contains that note, of course it gets pretty easy to pass that level. But, the goal is to learn to keep your vocal cords position.

So, the moment when you stop the singing before you go in the pause is the moment you have to concentrate and focus on.

When the delay times get longer, your thoughts will be somewhere else. Therefore five seconds before the time is due, we give you an alert you with a white noise (pitch-less noise).
A horizontal bar labeled “Prepare” appears and a vertical bar starts moving towards the test time. During this time you are allowed to sing again.

In this way you have time to position your vocal cord muscles correctly for the test. During the preparation phase no feedback is given.
When the test is due a new bar labeled test appears, Above the solfège syllable you have to sing is shown. And the pitch is shown visually again.

Since only 1 second will be evaluated, a red bar appears after 1 second.

The pitch feedback shows you how well you remember the pitch.
In the beginning you will use this feedback and try to correct any deviation towards the required pitch. This active correction helps you to better remember your vocal cords position.

However, keep in mind that with the increase of the required precision, you can no more cheat your way to the required 50 cents mean limit, since the first evaluated pitch must be within this tolerance.

After the test has finished your performance gets evaluated. The evaluation is based on two parameters: Your vibrato and accuracy.
In this example the deviation was not allowed to deviate more than 75 cents from the target pitch.

The accuracy was set to 50 cents. That means, the mean deviation must not deviate more than 50 cents from the target.
In the shown example you have passed that level, since your mean deviation was 44 cents and with your vibrato you stayed over the whole one-second test period below 75 cents.

Since for this test all pitches had to be within 75 cents, you had to remember your vocal cord muscle positions accurately enough to pass that level with your natural vibrato included.
Statistics

When all notes in an exercise have been tested, an overview of your performance is displayed.

For each note the deviation and variance is shown. You can later see the statistic for each lesson by clicking on the “Statistics” button in the select lesson overview.

The “TimLineGraph” and “TimeLineNumbers” buttons show you the ratio of passed and missed exercises over the last 100 days.
The Pitch Ability Method

How do we train Muscle Memory

To be able to train something, you need two things:
1. A mean to measure where you are
2. And feedback of your progress over time

With these two points in mind, I have developed the Pitch Ability Method.
The handle for measuring the pitch ability, is the time. That is like in high jump sports, you set your goal before the game begins. Instead of centimeters for the height, it is the time in seconds you want to proof your pitch ability for. You pass for all 4 notes, you can rise the time. If you miss a note, then the last passed time is your Pitch Ability.

To keep you motivated, the training starts slowly and leaves some room for the precision. In this way you should be able to see your progress.
As in sports, it is very likely that the path not only goes upwards.

You may fall back from your best achievements, the next day. We recommend that you go back to a level that you passed. This ensures that you stay on track, and you can try to better grasp the fine movements of your vocal cords.

Yes, after a certain point it gets harder to make progress. But to reach Felix’s Pitch Point is not unrealistic, since it is a mental activity.
If you pass lesson 4, then you can improve your pitch ability score by just keeping the training going. Because, by passing lesson 4, you have proved that you can produce pitches to a precision of 25 cents. The following exercises only help you to prolong the time you can keep a pitch – or better the vocal muscle positions – in your memory. The brain will find a way to store, - and later recall -, the muscle positions with enough precision into and from muscle memory.

We can compare this technique to learning a foreign language: it takes time and repetition. Through repetition you will make less errors. And you will also get better and faster in recognizing pitch deviations.

But it doesn’t take as long as learning a foreign language. To be able to produce four sounds within a fifty cents accuracy is less complex than learning the grammar rules of a language. It is more comparable to learning the correct pronunciation of some words without a foreign accent.

To reach Felix’s Pitch Point seems easier than it is: You must be willing to do 20 minutes of singing and remembering training each day.
Twenty minutes is an awful lot of time. Especially if four minutes have to pass before you can actively sing the note back again. However, stick to the rule and don’t cheat: Concentrate on keeping the muscle positions to reproduce the sound in your mind immediately after the reference tone was played. Don’t prolong the singing or listen to sounds that you could use as a reference.

Some remarks about the Pitch Ability Method

Why does Felix’s Pitch Point encompass four notes?

Because 4 times 4 minutes is below 20 minutes, the recommended daily training time.

Why does the first exercise start with 8 notes?
Because it isn’t easy to know which notes you can remember and reproduce best. To help you in this selection process, the training program starts with 8 notes and reduces the number of notes to one: The one note that you can remember and reproduce best.

That is after increasing the delay time to 16.5 seconds, the number of notes get reduced to 7 notes.

The program will abandon the note you are off most.
After an elapse time of 31.5 seconds the number of notes get reduced to 6 notes. And so on.

When an elapse time of 2 minutes is reached, there is only one note left. You should feel pretty comfortable to sing that note.
With this single note the elapse time increases up to 4 minutes.

After that your second best note gets added back. And so on, until all 8 notes you selected in the beginning are back. During the return of the notes, the elapse time stays at 4 minutes.
Note that after adding back the fifth note, the twenty minute time limit gets exceeded. Five times four minutes equals 20 minutes, add some time for listening and feedback, and you are beyond 20 minutes. That is why we have defined Felix’s Pitch Point to be at 4 minutes delay time with 4 notes.

After all notes have been added, the exercises continue in minute increments. That is the delay time goes from 4 minutes to 5 minutes until 20 minutes. To finish the exercise with 8 notes takes more than 2 hours and 40 minutes (8 times 20 minutes).
The exercises after Felix’s Pitch Point are only here, if you really want to check, that you can rely on your muscle memory. But usually, if you can recall the muscle positions after 4 minutes, then you can also recall the muscle positions after an hour.

There are a total of 555 exercises. That means in the beginning you should make 3 to 5 exercises per day within your 20 minute time frame. If you get stuck, this could mean that you repeat the same exercise 5 times in a day. Maybe even the next day.

But, please don’t give up easily. Stick to the end of the proposed 100-day period.
And if you don’t reach Felix’s Pitch Point within 100 days, you have at least found your Personal Perfect Pitch Point.

Or better: you have a scientific hint, about your Absolute Pitch Ability. You will also know that you can, - if you truly want -, always improve. Remember: As with learning a foreign language, you can always improve your vocabulary, learn proverbs, etc.

You decide how perfect you want to be in that language and how much effort you are willing to invest.
Now, it is up to you. Let’s see if you can reach Felix’s Pitch Point.
Learning Tips for SamePitchPlease

Microphone settings
For pitch exercises set the input level as high as needed, so you can sing comfortably without stressing your voice.

Environment
If possible, practice in a quiet room. Use a low noise computer and have as few as necessary electrical fields in the room; e.g., turn off your mobile phone and other equipment. Be aware that long microphone cables can cause audible disturbance. Finally, the room should have fresh air.

Recognize trends
Using the statistics, see if you have a tendency to sing some notes too high or too low.

Variety and confidence
Once you have reached a certain level, try to vary the exercises. Instead of solfège syllables, sing the notes using different vowels. Mastering other sounds adds flexibility and will increase your confidence.

Finding a music teacher
If you like music and want to express yourself on an instrument, it is recommended that you take lessons. In the beginning it is particularly important to be supervised with basic things like sitting comfortably, good posture, handling the instrument correctly, having a good sightline to the score, and relaxed execution. If you learn these things incorrectly, they can become big hindrances to making progress later when pieces get more difficult.

Practice times
As with learning another language, it is recommended that you practice in several short sessions rather than one long one. We also suggest taking a break every 15 minutes or so. Your experience will be enriched if you do an exercise in the morning, repeat it around mid-day, and then another time in the evening. You may find that your perceived recognition and performance, is different at various times of the day.
FAQ

*What do I get for my money?*

Your payment allows you continued use and access to all lessons on the computer where the software was installed. There is no warranty on the software, but we will try to fix any errors. If you discover a software fault, please notify us. However, tracking down errors on machines other than ours is very complicated; therefore, please use the software in the trial mode first.

Operating system changes may render the program unusable, and we give no guarantee that we can fix the program if used with another system/operating system version.

*What happens if I do not register after 100 days?*

You would be breaking the rules, but we hope you will not. Many people will try this program for free, and they are allowed to do so for 100 days. If you still want to use the program after 100 days, it would seem that the software is useful to you: therefore paying is only fair.

*Where do I get support?*

There is no telephone support hotline, but we are interested in improving the product. If you find errors or experience program crashes, let us know. Tell us also about documentation errors, sound errors, or any other suggestions for improvement of the program. If the program stops unexpectedly, see the system console log for error messages. If the problem can be documented by a recording, export the recording and send it along with an error description to the address given below.

*Troubleshooting tips*

Check to see if you can download a newer version with the same major version number. If so, back up your old version before installing the newer one and try reproducing the error.

If no pitch curve is displayed, check the sound control panel to see that the default input device is working correctly. If the input level is too low, increase it with the slider. If this does not work, you may have a microphone not suited for that input channel. Expensive microphones often need special pre-amplifiers. The input channel must support microphones; line-in input channels require a higher voltage signal than what is provided from standard microphones. There may also be a separate control panel for your digitizing device to adjust the sensitivity; check your hardware manuals. If you hear a lot of background noise, make sure nothing else is disturbing the audibility. If there are clicks, chirps or audible hissing, you might have unshielded microphone cables picking up electro-smog, or the microphone itself picking up a grumble from the 50/60 Hz power outlets. Try to reposition the microphone/cables. Make sure that the volume level display is in the correct range. If it is quiet the sound control panel should show zero input-level indicator lights (otherwise some electrical interferences are around).
FAQ

Send all the information (e.g. Computer Model, RAM, graphic card, audio equipment) that might be helpful in resolving the problem to:

FelixTheCat@Listening-Singing-Teacher.Com

Can I print the statistics?
Unfortunately, this version does not contain a print feature. You must make hardcopies of the windows by pressing the Print button. (For Macs, use the application grab from the utilities folder—or press Command-Shift-3.)

Why the elaborate licensing terms? Is the use of software all at my sole risk?
In today’s world, where everybody can sue everybody for everything, one has to be cautious. If you are a super soprano and can break glassware just by singing, please do not blame Listening Singing Teacher for your destroyed property; we will not pay for it in such circumstances. Even worse, if you are a bass who could destroy Jericho (Jericho was brought down by sound-waves, according to the Bible). Hopefully you do not live in New York City…

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Do I have to be online to use the software?
No. You only have to be online to download the software and activate the serial number.

No sound for low notes
If you set the instrument to “Sinus,” you need a good headset to hear the low notes. Mediocre loudspeakers can have difficulty reproducing frequencies below A2 (110 Hz). The Flute option has more overtones and thus will be easier to hear.

Microphone Input level too low, distortion or audio device not supported (Macintosh)
In the applications Utility Folder open “Audio Midi Setup,” and Select the “Audio Devices” tab. From the “Default Input” drop-down Menu choose your microphone and in the “Properties For” also choose your microphone (see below). Drag the slider on the bottom of “Audio Input” to the right. Also make sure that the selected format is 44100.0 HZ and one channel 16 Bit (1ch-16 Bit).
Other audio applications (e.g. GarageBand) may reset the input level, the frequency, or the 16-Bit setting to 8 Bit. Be sure to check and set the following settings correctly:

![Audio MIDI Setup](image)

**Microphone Input level too low, distortion or audio device not supported (Windows)**

In the control panel choose “Sounds and Audio Devices.” Click on the Audio tab. Under Sound recording set the volume for the microphone to the maximum.
Also make sure that the Format is set to 44.100 kHz and 16 Bit Mono. Make a Test Recording with the “Sound Recorder” (Click on “Start” —> “All Programs” —> “Accessories” —> “Entertainment” —> “Sound Recorder”).

In the Sound Recorder, under the “File” menu, click on “Properties.” Under “Choose from” select “Recording formats” and click “Convert Now.” Set the Format to PCM and select “44.100 kHz 16 Bit, Mono.”
Registration

The fields for registration are in the “User Select” dialog box in the Registration frame.

The fields of the Registration frame are defined below:

- **Serial Number:**
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During the Installation you will be asked to accept the licence terms of Openal.

3. Glut32.dll (Windows only)

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Version 3, 29 June 2007

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