

MANUAL

ODLA[®]

music you can touch

Dorico 4 [ENGLISH]



ODLA[®] is produced by Kemonia River Srl[®]



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* INTRODUCTION

To make the device work, you have to download and install the software. On the website www.odlamusic.com (page "Account") you will find the download link.

COMPATIBILITY: *Windows 7, 8, 10, 11 (64-bit) | MacOS Catalina, Big Sur, Monterey*

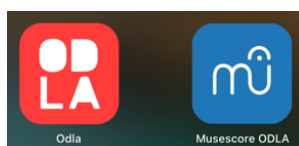
Before installing the ODLA software, uninstall any other version of MuseScore, if present, from your computer. It will be installed directly by ODLA in a special version compatible with your device.

You can use ODLA with two notation softwares:

- 1) **MuseScore** – personalized version installed by ODLA
- 2) **Dorico 4**

WARNING: ODLA is not compatible with previous versions of DORICO.

Two softwares will be automatically installed:



DORICO 4 IS NOT PROVIDED BY ODLA. YOU NEED TO HAVE IT ALREADY INSTALLED ON YOUR COMPUTER.

Once installed, **leave the ODLA software always running on your computer.** In this way, simply connect the device to your computer with the USB cable and the MuseScore software will automatically open.

*If a warning appears stating that the file is **corrupt**, make sure that the software has been downloaded completely. Usually, this warning appears when the download has not completed successfully. In this case, an incomplete download can be caused by connection problems. Then, you will need to try again until the download is complete.*

Once the keyboard is connected, the LEDs will stop flashing. So, only when the light is steady, the keyboard will be working.

If the LED continues to flash, check that the **ODLA** app is running. Otherwise, double-click on the OdlA app to open it.



THE KEYBOARD WORKS ONLY IF THE **ODLA** APP IS RUNNING.

ODLA is an intermediary software that makes the device work. It will not open the notation software. We recommend just keeping it running.

SWITCH SOFTWARE

If it is already installed on your computer, You can use the keyboard with [DORICO 4](#).

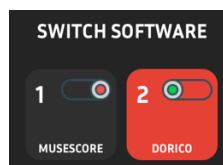
It is necessary to make ODLA app understand on which software you want to use the keyboard.

By default, ODLA works with MuseScore.

To switch the notation software, simply press simultaneously the "SELECT" and "MENU" keys:



You will see a menu where you can choose the notation software on which you want to work with the device. Once the choice has been made, press "ENTER".



WARNING: in case you notice **Audio Problems** after "Switching Software", just close the software and open it again.

THE FOLLOWING MANUAL CONCERNS THE FUNCTIONS RELATED TO [DORICO 4](#)

**** USE ODLA WITH DORICO**

As mentioned in the previous paragraph, the ODLA software recognizes MuseScore by default as the main software used. The software needs to be directed to the program you want to work on. Then, the first time you use ODLA, MuseScore will open automatically.

To move from MuseScore to Dorico, you have to open an ODLA's Menu that is called **"SWITCH SOFTWARE"**.



You can open this Menu in two ways:

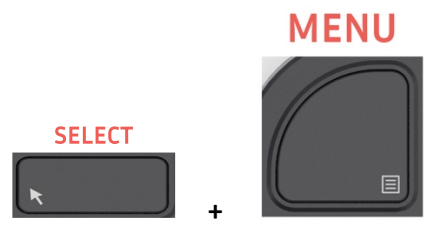
- 1) **By clicking the Menu key on the device, a window will be opened. You will find different choices. One of these is "Switch Software".**

MENU



Once you have chose "Switch Software" with the ODLA's arrows, you can press ENTER and you will be faced with the choice between MuseScore and Dorico. Here you can select the latter.

- 2) **By pressing the "SELECT" Key simultaneously with the "MENU" Key:**



You will see directly the window "Switch Software" with the choice between MuseScore and Dorico. Here you can select the latter.



WARNING: You cannot click on the ODLA's menu with the mouse. You will find more information about how to navigate an ODLA's menu at the paragraph **2.6**.

1

WRITE MODE

First, it is very important to locate the Odlá's button to enable or disable **WRITE MODE**:



As we will see, this button will have to be clicked in different situations. The first is the one that concerns the insertion of notes.

In fact, if we are not in **WRITE MODE**, you will have to press it to start writing.

For some operations it will be necessary to exit this mode. So, in these cases, just press it and press it again to enable or disable the Write Mode as needed.

NOTES / ACCIDENTALS / RESTS / NOTE STEM

Once the **write mode** is enabled, you will be able to insert your notes.

(Pressing the same button again - as indicated above - you will disable the *write mode*, necessary for some editing operations.)

The insertion of notes is done in two steps:

- 1 - Duration Input
- 2 - Note pitch input

1.1 DURATION

First, select the duration on the ODLA's numeric keypad:

Number 1: **HEMIDEMISEMIQUAVER** | sixty-fourth note

Number 2: **DEMISEMIQUAVER** | thirty-second note

Number 3: **SEMIQUAVER** | sixteenth note

Number 4: **QUAVER** | eighth note

Number 5: **CROTCHET** | quarter note

Number 6: **MINIM** | half note

Number 7: **WHOLE NOTE**

Number 8: **DOUBLE WHOLE NOTE**

The DURATION DOT is located at the bottom right of the rectangular key for the number 0

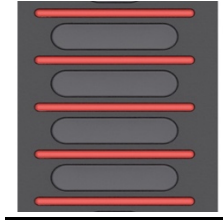


It has to be pressed after entering the duration. For example, pressing the number 5 (crotchet) and the duration dot in succession will select the crotchet duration with the point.

Pressing the DURATION DOT key simultaneously with the FUNCTION key, the double dot will be inserted.

1.2 MUSICAL STAFF

Once the duration is selected, you can select the note pitch on the ODLA STAFF (UK *Staff*) section. The 5 longest red lines correspond to the musical staff. Then, for example, in treble clef, starting from the bottom, they will correspond to the notes E, G, B, D and F; in bass clef, they will correspond to the notes G, B, D, F and A and so on for the other keys. The keys between the lines correspond to the notes on the staff spaces.



1.3 ADDITIONAL NOTES

Above and below the staff, there are two Line keys and three smaller Space keys. These correspond to the notes above and below the staff. So, for example, in treble clef, starting from the note below the first line at the bottom of the main staff, proceeding to the lowest notes, we will have D, C, B, A and G. While, starting from the note above the top first line of the main staff, proceeding towards the highest notes, we will have G, A, B, C and D.

And so on for all the other keys.

1.4 ACCIDENTALS

Just to the right of the STAFF (UK *Staff*) section, starting from the bottom, there is a group of 3 keys. The central one is the Natural, above which we have the Sharp and below the Flat.



These keys have to be pressed BEFORE typing the note pitch.

(You can also decide to insert accidentals AFTER typing notes, by modifying the settings on DORICO preferences)

On the other hand, if you want to insert accidentals on already written notes, you will need to disable the **writing mode** and select the note either with the mouse or by moving the selected element with the Odlá's arrows.

Once the note is selected, you can add the accidental you want by simply clicking it on the device.

Pressed once you will enter the accidental. Pressed again the accidental will be deleted.

Pressing the SHARP and FLAT keys simultaneously with the FUNCTION key, DOUBLE SHARP and DOUBLE FLAT will be selected.

1.5 HOW TO GO BEYOND THE NOTES AVAILABLE ON THE STAFF SECTION

Just above the keys dedicated to accidentals, to the right of the staff, we find a pair of keys that correspond to PLUS and MINUS. These two keys are used to modify the pitch of a selected note. The PLUS key will move the note upwards in diatonic mode and the MINUS key downwards.



Pressing the PLUS and MINUS keys simultaneously with the FUNCTION key will move the note directly to octave distance.

Using these keys, it will be possible to move the notes even beyond those already available on the STAFF section of the device.

You can also move a group of more notes at the same time, after selecting them.

1.6 INSERTING RESTS

In *write mode*, pressing the ZERO Key on Odlá's numeric keypad, you will enable the option RESTS on Dorico.

Once enabled this function, follow these steps:

- 1) Press a number from 1 to 8 on Odlá's numeric keypad.
- 2) Press any note on the Odlá's Staff to insert the rest.

When you want to write notes again, you need to click again the ZERO key in order to disable the option RESTS of Dorico.

WARNING: *Dorico automatically groups the lengths of rests and notes present according to the current time signature and you may not get the desired graphic result. To cancel the automatic grouping of Dorico and directly control the visualization of the entered values, you have to click on the **Ç** of the Dorico's panel that you find on the left.*

1.7 HOW TO INVERT THE NOTE'S STEM

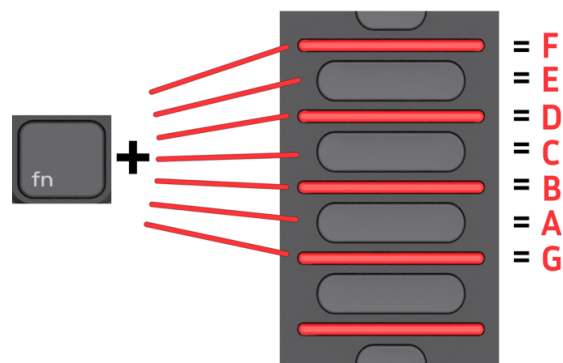
After selecting one or more notes, you can invert the stem simply pressing the ENTER key.

1.8 SUGGESTION: how to write notes on the NEAREST OCTAVE to the last written note

Sometimes it happens to write on an octave not covered by the ODLA's STAFF keys.

At that point, depending on how comfortable you are, you can choose between the following procedures:

- a) Write an entire melodic phrase in a lower octave. Then, select the notes you want and, finally, press simultaneously the FUNCTION and the PLUS or MINUS keys to transpose the selection to the desired octave.
- b) Use some ODLA's STAFF notes as QWERTY keyboard letters. In this way, the notes will be transcribed on the octave nearest to the last written note. You can do this by pressing simultaneously the following keys of ODLA's STAFF with the FUNCTION key:



1.9 CHANGING THE RHYTHMIC GRID RESOLUTION

In *write mode*, the rhythmic grid resolution is set to eighth notes (quavers) by default.



To change the rhythmic grid resolution, first you need to press the keys SELECT and ZERO simultaneously.



Then, on the menu that will be opened, you can select the note value.

You can select it following the rules of navigation on the ODLA's menus, as explained at the paragraph 2.6.

2

NAVIGATION

2.1 CURSOR MOVEMENT

In WRITE MODE, using the left and right ARROWS you can move the cursor back and forth. To move directly to the next or previous bar, without going through the various subdivisions that appear in this mode, you will have to keep the FUNCTION key pressed while moving left or right with the ARROWS.

If the write mode is disabled, you will move the selection with the arrows. This can be very useful while editing and make corrections. In the case of a score with more than one staff, you can move from one staff to another using the UP and DOWN arrows.

2.2 SELECT

You can select more than one consecutive note/bar. This way you can act on all the selected notes at the same time. For example, you can change their pitch, alter them, delete them, insert a slur, etc...

First, you need to make sure that WRITE MODE IS DISABLED. If it is still enabled, press the key as explained in the first paragraph of chapter 1.

Simply keep the SELECT key pressed while going back and forth with the ARROWS. In this way the selection will proceed note by note.

To select directly bar by bar, while going back and forth with the ARROWS, you have to press the SELECT and FUNCTION keys simultaneously.

It is also possible to select all bars by clicking the SELECT, FUNCTION and ENTER keys simultaneously.

The selection of following and previous notes always starts from a selected note. In general, it should be the last note that you have written in *write mode*.

WARNING: Sometimes it happens to be with the cursor far away from the selected note and, therefore, you may have difficulty to understand where the selection will start. In these cases, you can:

- 1) Disable *write mode*.
- 2) click with the mouse on one note you can see clearly to select it and start selecting other notes with Odl.

2.3 COPY AND PASTE

After selecting a group of notes/bars, you can copy them by pressing the COPY key. Then you can move where you want and press the PASTE key.



In this way the selection will be pasted in full and will remain selected until you move the cursor again.

2.4 UNDO / REDO

If you find that you made a mistake in your last action, you can press the UNDO key to cancel it. By doing so, you will return to the previous situation and can rewrite it correctly. You can press the UNDO key as many times as you want to cancel even more than one action.

If you realize, after undoing the last actions, that they were correct, you can restore them by pressing the REDO key as many times as you want.



2.5 DELETE SELECTION

If you press the X key on a selected part of the score, it will be deleted. For example, if you select one note and press X, then it will be deleted and replaced with an equivalent rest.

2.6 NAVIGATION ON AN ODLA'S MENU

When you press a key that opens a menu, to choose the option you want you can type the corresponding number or scroll through the options with the arrows and then press ENTER.

WARNING: it is not possible to click on the OdlA menus with the mouse. These menus can only be operated via the OdlA keyboard as indicated above.

The ARROWS make the cursor proceed on the options one at a time. Once you reach number 9, if you press the right arrow again and you are on a menu with more than 9 options, you will move to the next page.

To go directly to the next menu's page without scrolling through all the options one by one, you can press the FUNCTION key and the ARROWS simultaneously. Warning: outside the menus, the FUNCTION and ARROWS key combination has a different behaviour and is used to move between the staves.

2.7 ODLA'S MENU POSITION

It is possible to modify the position of OdlA menus when they are opened, following these steps:

- 1) Press any key that opens a menu (for example, the CLEFS key)
- 2) Always on OdlA, press simultaneously FN + a number from 1 to 9.
- 3) You will see the menu moved on your computer's screen depending on the choice made, following the position of the numbers themselves on the numeric keypad.

For example, if you press FN + NUMBER 1 simultaneously, the menu will be displayed on the top left. If you press FN + NUMBER 9, you will see it at the bottom right.

2.8 SWITCH THE SELECTION FROM AN ELEMENT TO THE NOTE AGAIN CLICKING ON NUMBER 9

It often happens that, after inserting for example dynamics, articulations, or other elements, you need to switch the selection from that element to the Note again using the mouse.

You can also do it directly with OdlA by clicking on number 9 of the device's numeric keypad.

3

POLYPHONY

3.1 CHORDS

In *write mode*, to write a chord, or add notes on top of others already written, you will need to activate the Dorico's Chords option. To do this, just press Odlá's CHORDS key once. Once you have enabled this function, the notes you write will automatically added creating a chord.



To disable the Dorico's Chords option and start writing single notes again, you have just to press the Odlá's CHORDS key again.

3.2 VOICES (Layers)

To add a new "voice" in a Staff (UK *Stave*), first you need to be in *write mode*. Then, press the FUNCION and VOICES Keys simultaneously.



To switch from one voice to another, to decide where you exactly want to write, you can press only the VOICES key.

3.3 DOUBLE NOTES

You can select a group of single notes and turn them into double chords.

First, *you have to disable the write mode*. Then, you can select a group of notes and press the DOUBLE NOTES key.



A menu will be opened. Here you will have to choose between the PLUS (above) and MINUS (below) keys depending on whether the notes have to be overlapped above or below the selected ones.



Once you have made your choice, on another menu, you can choose the interval for the double notes you want to insert (*third, fourth, fifth, octave* and so on).

If, for example, you have selected two consecutive notes, C and D, press the DOUBLE NOTES key, select PLUS and then the number 3 on the numeric keypad, you will have transformed the two single notes into two thirds, the first C E, the second D F.

3.4 TRANSPOSE

If you press the FUNCTION key and the DOUBLE NOTES key simultaneously, the direct menu of Dorico dedicated to Transpose will be opened.

WARNING: Not being an ODLA's, but a DORICO's menu instead, you will not be able to act with OdlA on the different choices, but it will be necessary to use the mouse or the QWERTY keyboard.

4

IRREGULAR GROUPS / TIES

4.1 IRREGULAR GROUPS (TUPLETS)

In *write mode*, to insert irregular groups, you need to follow these steps:

- 1) On the Odlá's numeric keypad, select the duration of the irregular group's notes.
- 2) Press the IRREGULAR GROUP key.



- 3) Select the irregular group you want to insert.
- 4) Once you have created the irregular group on the Staff (UK *Stave*), insert the notes.

For example, if you first type the number 4, which corresponds to the eighth note, then press the IRREGULAR GROUPS key and finally type the number 3, you will have created a triplet of eighth notes.

The tuplet you've created remains active until you decide to change. So, if you want to write, for example, many consecutive triplets, once you have created the first one you can continue indefinitely.

To end the sequence of equal triplets, you will have to press the right or left arrow once. In this way, the setting of the selected tuplet will be reset and you can resume writing normally or create a new tuplet, different from the previous one.

4.2 TIES AND SLURS

EXPRESSION SLUR

The expression slur can be inserted in three ways:

- a)** After selecting a group of notes, you want to tie, press the SLUR key.



- b)** The ties and slurs are also located between the "Lines", a menu that you can open by pressing the ADDITIONAL FEATURES key and select the option *lines*. If you choose the "SLUR" option, after selecting a group of notes, the slur will be placed on them.

- c)** In *write mode*, by keeping the TIES key pressed while clicking on the notes, these will be written directly slurred.

TIES



By pressing the FUNCTION and TIES keys simultaneously, you will enable the function TIE on Dorico (*a tie is a curved line that joins two notes of the same pitch*). Once you have enabled this function on the Dorico's panel, the first note you are going to write will be automatically tied to the previous one of the same pitch.

5

PLAYBACK

5.1 PLAY / PAUSE / METRONOME BEAT

The ODLA's keys that you can use for the Playback on Dorico are these:



The key on the left is PLAY. If you press it, the playback will start and, if you press it again, you will pause it. The key on the right is the METRONOME key. You can add the beat of the metronome by pressing it.

Pressing simultaneously the **FUNCTION** and the **PLAY** keys, the playback will start from the selection.

To make the playback start again from the beginning, it is necessary to click with the mouse on the option you find, on the Dorico interface, to the left of the Play.

WARNING: you will notice that between these two buttons there is also another one with the symbol easily associated with "playback paused". This button does not have a function on Dorico but is used to pause playback on the *MuseScore* software. This item is due to reasons of compatibility between the OdlA and Dorico source codes.

5.2 METRONOMIC INDICATION

If you press the FUNCTION and METRONOME keys simultaneously, the "Metronomic Indications" menu will open.



You can choose to associate the number of beats of the metronome with a quarter note, an eighth note and so on. Once you have made your choice, another window will open in which you will need to enter a number and then press ENTER.

Example (in 5 steps):

- 1) I press the FUNCTION and METRONOME keys simultaneously.
- 2) I click on number 2, that on the Metronome Menu corresponds to the half note (*minimum*).
- 3) I insert the number 60, by typing it on the OdlA's numeric keypad.
- 4) I Press ENTER.
- 5) The metronomic indication of 60 at the half note will appear on the score.

If I choose the first option of this menu, that is "CUSTOM", the direct menu of Dorico will open on the right. Here you find many other options you can click on with the mouse. WARNING: If "CUSTOM" does not open Dorico's direct menu, check that the following icons on the Dorico's sidebar are highlighted like this:



6

MENU KEY



When an ODLA option refers directly to original Dorico's menu windows, it will be necessary to act directly on these with the keyboard of the computer or with the mouse, not with ODLA.

Below are all the options you find pressing the MENU key:

6.1 MODE

On this menu you can choose between the 5 Dorico "mode" pages:

1) SETUP ; 2) WRITE ; 3) ENGRAVE ; 4) PLAY ; 5) PRINT .

6.2 EDIT

1) CONFIGURE ; 2) CONTINUOUS VIEW ; 3) PAGE VIEW ; 4) MIXER ; 5) PLAY PANEL; 6) DELETE MEASURES (see paragraph 9.2) ; 7) INSERT MEASURES (see paragraph 9.1).

6.3 SETTINGS

1) LANGUAGE ; 2) Custom the shortcut "FN + ADDITIONAL MEASURES" ; 3) ODLA's PANEL POSITION ; 4) RESET SETTINGS.

6.4 SWITCH SOFTWARE

Choosing "*Switch Software*", you can move to MuseScore, or from MuseScore to Dorico. You can also open the "*Switch Software*" menu easily by pressing the SELECT and MENU keys simultaneously (see pages 4-5).

6.5 INFORMATION

Here you can find out which version of the ODLA software is installed on your computer.

6.6 CLOSE

Choosing "Close" you will close Dorico, leaving ODLA running.

7

CLEFS / TIME AND KEY SIGNATURES / BAR LINES AND REPEAT SIGNS

The following elements will be inserted exactly where you placed the cursor in *write mode*. Consequently, before inserting the element, we recommend paying attention to where is the cursor between the different subdivisions of the bar.

7.1 CLEF INSERTION

You can simply choose from the options contained on the menu that will be opened by pressing the CLEF key.



7.2 TIME SIGNATURE

By pressing the TIME SIGNATURE key, a new window will open in which you can choose between different time signatures already set (for example 2/4 ; 3/4 ; 4/4 and so on).



You can also choose the first option of this menu, "CUSTOM" time signature. At this point you will need to enter two numbers, both followed by ENTER. For example, if you press 6, then ENTER, then 8 and ENTER again, you will have set a time of six octaves.

7.3 INSERTING NEW KEY SIGNATURES

To insert a new key signature, first you have to press the following key:



By pressing the KEY SIGNATURES key, you will have to choose first whether you want to insert a tonality with sharp or flat notations. Among the choices there is also the "natural" key and, if you choose it, the C Major key will be inserted directly. You can make your choice by pressing directly the Odlá's ACCIDENTALS keys.

Once you have selected Sharp or Flat, new windows with all the relative tonalities will open. Once the desired one has been selected, it will be inserted on the score.

7.4 INSERTION OF BAR LINES AND REPEAT SIGNS

You can simply choose from the options contained on the menu that will be opened by pressing the BAR LINES AND REPEAT SIGNS key.



8

ADDITIONAL FEATURES

8.1 ALL ADDITIONAL FEATURES AVAILABLE ON ODLA

Pressing the ADDITIONAL FEATURES key, it is possible to choose between:

- 1) DYNAMICS
- 2) TREMOLO
- 3) ARTICULATIONS
- 4) ORNAMENTS
- 5) NOTE HEADS
- 6) LINES
- 7) ARPEGGIOS, GLISSANDOS
- 8) METRONOME INDICATION (also directly available with shortcut "Fn + Metronome", see paragraph 5.2)
- 9) TEXT

WRITE MODE DISABLED: Each of the options contained on the mentioned menus can be entered after selecting a note or a group of notes.

For example, if I want to insert an accent, I can just select one or more notes, press the ADDITIONAL FEATURES key, then choose the number 4 on the "articulations" menu.

The "**STACCATO**" can be directly inserted by pressing the SELECT and DURATION DOT keys simultaneously.



WRITE MODE ENABLED: Some articulations such as *accent* and *staccato*, if selected, will be activated on the Dorico panel. This means that, from that moment on, each note will be written with the articulations active, until you deactivate them by selecting them again on the Odlá's menu or directly on the Dorico panel.

8.2 TEXT INPUT

If you press the ADDITIONAL FEATURES key, you will find the TEXT option. If you select it, a new window with 3 choices will open:

- 1) Staff Text
- 2) Chord Text
- 3) Lyrics

In all cases, you will then have to move to your computer keyboard to write the texts.

When you write **Chord Texts** or **Lyrics**, to move to the next note, on the QWERTY keyboard you will have to press either the space bar or the hyphen (-). Finally, when you want to write notes again, you will always have to press ENTER from the computer keyboard.

WARNING: After having entered any type of text, it will be necessary to select, by clicking on it with the mouse, the note or rest from which you want to restart writing with Odlá.

9

INSERT or DELETE BARS (*measures*) / INSTRUMENTS MANAGEMENT

9.1 INSERT BARS

With the *write mode* On or Off, you will need to move to the **FIRST beat** or **element** of the bar (*measure*).

In this way, the new bars will be inserted BEFORE that bar.

To insert new bars, simply press the SELECT and PLUS keys simultaneously.



Then, on the numeric keypad, select the number of bars you want to insert and finally press ENTER.

As an alternative, pressing the MENU key, you will find this option on the menu "Edit".

9.2 DELETE BARS

Similarly to the insertion of new bars (*see previous paragraph*), you will need to move to the **FIRST beat** or **element** of the bar (*measure*).

To delete bars, you can press the SELECT and MINUS keys simultaneously.



Then, on the numeric keypad, select the number of bars you want to delete and finally press ENTER.

As an alternative, pressing the MENU key, you will find this option on the menu "Edit".

9.3 INSTRUMENTS MANAGEMENT

To configure your score and manage the instruments, you can open the panel CONFIGURATION on Dorico.

With ODLA, you can do it in two ways:

1 – Press the FUNCTION and MENU keys simultaneously.

2 – Press the MENU key > Choose "EDIT" > Select "CONFIGURE"

Once you have opened the Dorico's CONFIGURATION panel, you easily manage instruments for your score.

WARNING: Remember that, to write on the score, you will necessarily have to move to Dorico's "WRITING" panel, selecting it with the mouse directly on the Dorico interface.

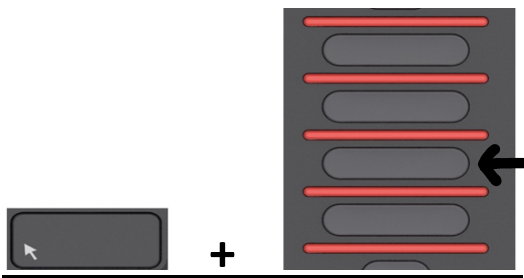
10

ORNAMENTS: Acciaccaturas / Appoggiaturas

10.1 ORNAMENTS MODE

To insert grace notes (Acciaccaturas or Appoggiaturas), it is necessary to enable the *Ornaments Mode* on Dorico. Once enabled, you will see it highlighted on Dorico's interface and, from that moment on, the notes you insert in write mode will be transcribed either as Acciaccaturas or as Appoggiaturas.

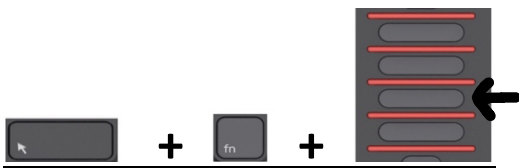
To both enable and disable the *Ornaments Mode* using ODLA, you have to press simultaneously the SELECT key and the note A, Second Space on the Staff section.



10.2 ACCIATURAS o APPOGGIATURAS

The *Ornaments mode* is set to Acciaccaturas by default.

Pressing simultaneously the keys SELECT, FUNCTION and note A, as you will directly see on Dorico's interface, the *Ornaments Mode* will change from Acciaccaturas to Appoggiaturas and vice versa.



11

SEPARATION / UNION GROUP OF NOTES' STEMS

Examples:



11.1 SEPARATION OF GROUP OF NOTES

By default, some groups of consecutive notes (from eighth to sixteenth notes) are transcribed with the stems joined.

It is possible to separate the stems of all the notes of a certain grouping, for example of eighth notes, or to separate only some of them (also only one) and leave the others joined together. Depending on your needs, therefore, with ODLA you can decide how to modify the notes' groupings like in the examples above.

With the *write mode disabled*, to **SEPARATE** one or more notes from the grouping, first you will need to select the single note or the group of notes you want to separate.

Then, you will have to press the SELECT and the TIES keys simultaneously.



11.2 UNION OF GROUP OF NOTES

Just like you have to do for the *separation* of notes' stems (see previous paragraph), to **JOIN** one or more consecutive notes (from eighth to sixteenth notes), you will first need to select the single note or the group of notes you want to join.

Then, you will join the selected notes pressing simultaneously the FUNCTION, SELECT and TIES keys.

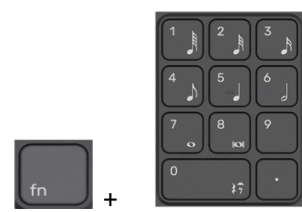


12

GUITAR TAB

In *Write mode*, when you are writing on a Guitar Tab, you can move the cursor between the strings using the Odlá's UP and DOWN arrows. With the LEFT and RIGHT arrows, you can move to the different bar's subdivisions.

Once the cursor is on a string, you will have to indicate the fret's number. You can do it by keeping the FUNCTION key pressed while clicking numbers on the Odlá's numeric keypad.



WARNING: If you press only the numbers on the numeric keypad, without keeping the FUNCTION key pressed, only the duration will be changed, just like writing on a normal staff.

To write the next note, it will be necessary to move the cursor to the right with the arrow.

As an alternative, on the staff above the guitar tab, you can simply write the notes using the ODLA staff and they will be automatically translated on the Tab.

13

PERCUSSION

When you are creating a score for percussion such as Drums, Triangle and others, you can click on **all the keys of the Odlá's Staff** to insert a pitch. For the **duration**, as always, you can use ODLA's **numeric keypad**.

For a One-line Percussion, you can simply select the duration on the numeric keypad and press any keys on the Odlá's Staff to insert the pitch.

For a Percussion with more than one line (such as Drums), after selecting the duration, first you have to move the cursor UP and DOWN with the Odlá's arrows depending on what instrument's pitch you want to insert (Hit-Hat; Bass Drum; Cymbal Ride and so on) and, finally, you can press any key on the Odlá's staff to insert the pitch.

14

LIST OF SHORTCUTS

FUNCTION + LEFT AND RIGHT ARROWS

Moving the cursor between bars in *write mode* (see paragraph 2.1)

FUNCTION + PLUS AND MINUS

Transport octave notes (see paragraph 1.5)

FUNCTION + ACCIDENTALS

Inserting double accidentals (see paragraph 1.4)

FUNCTION + METRONOME

Opening "METRONOME INDICATIONS" menu (see paragraph 5.2)

FUNCTION + PLAY

Playback from the selection (see paragraph 5.1)

FUNCTION + DOUBLE NOTES

Menu opening for "Transpose" (see paragraph 3.4)

FUNCTION + SELECT + ARROWS

Select bar by bar with *write mode OFF* (see paragraph 2.2)

FUNCTION + SELECT + ENTER

Select all bars (see paragraph 2.2)

SELECT + PLUS / MINUS

Insert bars / Delete bars (see paragraphs 9.1 and 9.2)

FUNCTION + DURATION DOT

Select the double dot (see paragraph 1.1)

SELECT + DURATION DOT

Select STACCATO (see paragraph 8.1)

FUNCTION + MENU

Open Configuration Menu on Dorico for Instruments Management (see paragraph 9.3)

SELECT + MENU

Switch Software (see page 4 - 5)

SELECT + ZERO

Changing the rhythmic grid resolution (see paragraph 1.9)

SELECT + note A (second space on ODLA STAFF)

Enable/Disable *Ornaments Mode* to insert *Acciaccaturas* or *Appoggiaturas* (see chapter 10)

SELECT + TIES

Separation stems - group of notes, from eighth to sixty-fourth notes (see paragraph 11.1)

FUNCTION + SELECT + TIES

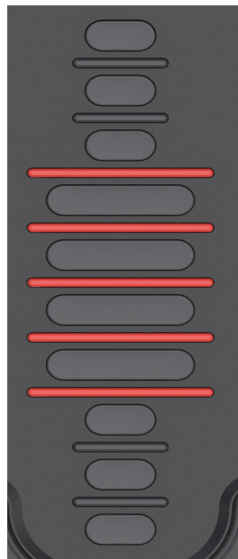
Union stems - group of notes, from eighth to sixty-fourth notes (see paragraph 11.2)

KEYS LEGEND

MENU



MUSICAL STAFF



CLEFS



TIME SIGNATURE



KEY SIGNATURE



BAR LINES and REPEAT SIGNS



ADDITIONAL FEATURES



COPY and PASTE



SELECT



FUNCTION



WRITE MODE On/Off



PLAYBACK PLAY | PAUSE | METRONOME



PLUS



POLYPHONY VOICES | DOUBLE | CHORDS NOTES



MINUS



IRREGULAR GROUPS



TIES



ACCESSIBILITY keys provided only in the version for visually impaired



UNDO | REDO



ACCIDENTALS

Sharp



Natural

Flat

NUMERIC KEYPAD



ENTER



DELETE "X"



ARROWS



ODLA[®]

music you can touch

ODLA[®] is produced by Kemonia River Srl[®]

