

Motivetto manual

Every feature of the app, one by one. These are the same texts as the guide inside the app, under Settings → “Guide and tutorials”: there every topic also has “Show me how”, which walks you through the real screens.

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Getting started

Quick tour

One minute to learn where things are. It starts by itself the first time; from here you can see it again whenever you like.

- 1 **The library.** Your songs and albums live here. Tap one to open it: there's already one in there, made with the app, to listen to.
- 2 **Listen.** This is the song screen. Press Play and hear how it's built: yours will be built the same way.
- 3 **The five tabs.** At the bottom: Library for songs, Grid to write notes, Record to make them with your voice, Mixer for sounds and effects, and Settings. They all work on the open song.
- 4 **Record with your voice.** Choose what you're doing at the mic (percussion, bass, melody or voice), press REC and the app turns what you did into notes.
- 5 **The grid.** Turn the phone sideways. Tap a cell to write or remove a hit. Hold an icon to read its name.
- 6 **The guide.** Here in Settings you'll find "Guide and tutorials", also behind the question mark in Library: every feature explained, each with "Show me how".

Your first song

The whole journey, from a beat made with your mouth to a file you can open in Reaper. Each step moves on by itself when you do it.

- 1 **Open a song.** Tap the demo song (Oltre l'ombra), or create a "New song".
- 2 **Listen.** Press Play and hear how it sounds: it's made the way you'll make yours.
- 3 **Beatbox a beat.** In Record choose "Percussion", press REC and wait for the count-in. Then do two bars of "boom-tsk" into the mic. Each pass of the loop is a take.
- 4 **Fix the hits.** The app has put a marker on every hit. Tap one to change it to kick, snare or hi-hat. Then press "Use this pattern".
- 5 **Adjust by hand.** Now you see your beat on the grid. Tap a cell to add or remove a hit. Play starts from the bar you're looking at.
- 6 **Hum a bass line.** Go back to Record, choose "Bass" and hum four notes. It doesn't matter if you sing them high: it brings them down by itself.
- 7 **Pick the sounds.** In the mixer every track has an instrument and an effect. Tap "Instrument" and change it while it plays: you hear the difference right away.

- 8 **Take it out.** Tap "Export": you get the mix, the separate stems and the MIDI, with the BPM in the name. From there it opens in Reaper and you can sing over it.
- 9 **Hand it to the players.** "Parts for the band" gives one sheet each: tab for string players, sheet music for the others, drums on a single staff. As a PDF, ready to print.
- 10 **Done.** That's your first song. From now on the loop is always the same: record, fix, export.

How the app is laid out

Five tabs at the bottom, one open song at a time, and an arrow to go back.

- 1 **The tabs.** Library, Grid, Record, Mixer and Settings. Grid, Record and Mixer work on the open song; if you haven't picked one yet, they ask which.
- 2 **The library is home.** The app opens here. Inside a song you'll find Chords, Lyrics, Observations and Export; the Library tab takes you back to the last place you were.
- 3 **Going back.** At the top left there's the arrow with the name of where you're going back to. Android's Back gesture does the same: it closes the open panel first, then the screen.
- 4 **Icon names.** Many buttons are just an icon. Hold it for half a second: the name appears, and the button doesn't fire.

GOOD TO KNOW

Undo and Redo live in the grid and cover every change to the song; the mixer also has an undo for each track.

The language follows your phone's: Italian or English.

A new song

Empty, or starting from a copy of the demo song (Oltre l'ombra).

- 1 **New song.** In Library, Songs tab, tap "New song".
- 2 **Where to start.** Choose "Empty song" or the copy of the demo (Oltre l'ombra). The song opens right away.
- 3 **Give it a name.** At first it's called "New song". To rename it, tap the pencil under the song (see "Name, artist and details").

A quick idea

The mic straight away, no tempo or name to pick: so you don't lose a tune that just came to you.

- 1 **An idea.** In Library tap the red "An idea" button: the mic starts as soon as you're in. You can also hold the app icon on your phone and choose "Record an idea".

2 **Sing, tap, play.** When you're finished tap "Done". "Throw it away" discards it; leaving any other way keeps it.

3 **It becomes a song.** The idea becomes a new song with an audio track, and the app works out the tempo from what you did. From there you can transcribe it (see "Transcribing a block again").

GOOD TO KNOW

It's saved in pieces while you record: if a call comes in, when you're back the Library offers "Keep the idea".

Library and songs

The song screen

You get there by tapping a song in Library.

- 1 **Play.** Press Play to listen to the song. The first time it loads the sounds.
- 2 **Loop.** With "Loop" the song starts over from the top until you press Stop.
- 3 **The overview.** Below you see the instruments over time. Tap a header to collapse or expand a family; tap a row to open the grid right on that instrument and that bar.
- 4 **The tools.** Chords, Lyrics, Observations and Export. A dot on Observations means there's something to read. The pills with the disc open the albums the song is in.
- 5 **Make it a song.** With a melody, "Make it a song" creates a copy with suggested chords, bass and drums in the style you tap, sections with an intro and an ending sized to the tempo, an instrumental break after the first chorus, the last chorus fuller and a step up and transitions, and opens it. The shape comes first: "Short", "Classic" or "With a bridge". It's a draft: check the chords. The original stays as it is. As soon as you transcribe a melody into a song that is still just an idea, the same offer appears by itself above the grid.

Listening slower

To learn a part: the song at three quarters or half speed, at the same pitch.

- 1 **Pick the speed.** On the song screen, next to Play, tap 75% or 50%. If it is playing, it restarts slower right away; 100% brings it back.
- 2 **Recordings too.** Audio tracks are stretched without changing pitch: the first time takes a few seconds, and they may sound a little less natural. The saved song doesn't change: it is only how you listen.

Name, artist and details

The song's name and the details that end up inside exported files.

- 1 **The pencil.** In Library, under the song, tap the pencil ("Edit").
- 2 **The fields.** Name, artist, album, year, track and notes. They end up in the WAV and MP3 tags.
- 3 **Saving.** Tap "Save" at the top. Closing any other way also saves (Back, opening another song): only "Cancel" throws the changes away.

Searching

With lots of songs, the search at the top of the Library.

- 1 **Type.** Type part of the name: it finds songs by name, artist and album, and in the Albums tab albums by title and artist.

Sorting and labels

Finding one song among many: by name, or by label.

- 1 **Sort.** Above the song list pick "Recent" (last touched first) or "A-Z" (by name).
- 2 **Add labels.** Tap a song's pencil and write the labels in the "Labels" field, separated by commas: mood, genre, "to finish". Closing saves them.
- 3 **Filter.** The labels in use show up above the list: tap one to see only its songs, "All" to get the whole list back. Search finds them too.

GOOD TO KNOW

Labels are only for the library: unlike artist and album, they don't go into exported files.

Duplicating a song

A copy to experiment on without touching the original.

- 1 **Duplicate.** Under the song tap the two-pages icon ("Duplicate"). The copy appears in the list; it doesn't open by itself.

Versions

Snapshots of the song: keep it as it is now, and if you don't like what comes next, go back there.

- 1 **Versions.** In Library, under the song, tap the clock ("Versions").
- 2 **Keep it as it is now.** If you like, type a name, for example "before the new chorus", and tap "Keep it as it is now". Without a name it uses date and time.
- 3 **Going back to a version.** In the list tap "Restore" and confirm. First the app takes a snapshot of the current state as "before restoring": you lose nothing.

GOOD TO KNOW

The mix (volumes, mutes) isn't part of the version. A fixed number is kept: beyond that, the oldest goes.

Deleting and restoring

A deleted song stays in the bin for thirty days.

- 1 **Delete.** Under the song tap the bin and then "Really delete".
- 2 **The bin.** At the bottom of the song list there's the row of recently deleted songs: tap it to open it.
- 3 **Restore or delete forever.** "Restore" puts it back in the library; "Delete forever" erases it. "Empty the bin" also tells you how much space it frees.

GOOD TO KNOW

If you delete the open song, it stays open and marked "Deleted": changes stop until you restore it.

Backup and new phone

A zip file with the whole song: notes, recordings and mix.

- 1 **Export the project.** Under the song tap the Export icon: out comes a zip file with the name and BPM, to save wherever you like.
- 2 **Import project.** On the other phone, in Library, tap "Import project" and choose the zip. The song appears in the list.
- 3 **If it's already there.** If the very same song is already there, the app tells you and doesn't duplicate it. If it has changed, it comes in as a proposal next to the original and you can merge it (see "Compare and merge").
- 4 **The whole library.** At the bottom of the songs, "Copy the whole library" puts every song with its recordings and mixer, and the albums with their covers, in a single file. On the new phone "Import" brings it back: it adds what is missing, and songs already there stay as they are.

Albums

A record: songs in running order, cover, total length.

- 1 **The Albums tab.** In Library tap "Albums".
- 2 **New album.** Tap "New album": it opens right away. Type the title at the top, then artist and year.
- 3 **The running order.** "Add a song" and tap the ones to include. The arrows change the order, × takes the song off the record (the song stays). The box on the left leaves it out of measuring and export. Below you see the length and whether it fits on a vinyl side or a CD.
- 4 **The cover.** Tap the frame or "Choose an image", frame it by dragging and zooming, then "Save". You'll see it blurred behind the album's songs.

- 5 **Reuse a part.** Tap a song and then one of its clips: it's copied to the end of the open song, and the grid opens.

Exporting an album

The whole record at once, at the same perceived loudness.

- 1 **Open the album.** In Library, Albums tab, open the record.
- 2 **Loudness matching.** Tap "Measure": the app listens to each track and works out a common offset, so no song is much louder than the others.
- 3 **Batch export.** Choose whether to add the stems and tap "Export the album". The files go to Download/Motivetto, in the album's folder, with running order and lyrics.
- 4 **Parts for the whole record.** "Export the parts" writes one sheet per instrument for every song. If needed, it asks you just once whether each player reads tab or sheet music.

GOOD TO KNOW

Album export writes to the Download folder: that's why it only works on the phone.

Compare and merge

Two versions of the same song, one difference at a time: you choose what to keep.

- 1 **Compare.** Under the song tap "Compare with..." and choose the other one. On a proposal (for example an AI's answer) there's "Merge" directly.
- 2 **What to keep.** Each difference is a card: "Take this one" or "Leave mine". Your choices are saved as you make them: you can leave and finish tomorrow.
- 3 **Hear before choosing.** "As it is" and "With this" play just that part, both ways. You hear it with one bar before and one after; "Track alone" or "In the mix" chooses whether the changed track plays alone or with the others. "Listen to the result" plays everything with the choices made.
- 4 **Bring it in.** Tap the button at the bottom, "Bring in the chosen entries". A finished proposal goes to the bin; two real songs both stay.
- 5 **Undoing the merge.** Back in Library you'll find "Undo the merge": it puts both songs back as they were.

GOOD TO KNOW

Things you had already changed yourself are under "Yours won here", and stay that way.

If the app closes while recording

Takes and ideas are saved while you record them.

- 1 **The notice.** If the app closed mid-recording, at the top of the Library you'll find a notice with what was saved.
- 2 **What to do with it.** "Reopen them in Record" for takes, "Keep the idea" for a capture, "Delete" if you don't need them.

Recording

A beat with your mouth

Make kick, snare and hi-hat with your voice: the app recognizes them and writes them down.

- 1 **Percussion.** In Record, under "What the microphone should listen for", tap "Percussion".
- 2 **The tempo.** Tap the tempo with your finger on "Tap tempo", or type the BPM. The "bars" slider sets how long a take is.
- 3 **REC.** Press REC: two bars of count-in, then do your "boom-tsk". The loop goes round and each pass is a take, up to five. Stop to finish.
- 4 **Pick the take.** Tap "take 1", "take 2"... to hear them again. The app has already picked one.
- 5 **Use this pattern.** Check the hits (see "Fixing the hits") and tap "Use this pattern": the beat goes into the grid.

GOOD TO KNOW

There's no click from the speaker: the phone vibrates on every beat, harder on the first. With wired headphones you also hear the click.

You can't record with Bluetooth headphones: their delay makes it impossible to stay in time.

Fixing the hits

After recording you see the waveform, with a marker on every hit found.

- 1 **Changing a hit.** Tap a marker: below appear kick, snare, hi-hat, breath and "Remove".
- 2 **Adding a hit.** Tap an empty spot on the waveform. Dashed markers are faint hits: the "Drop the faint ones" button removes them all at once.
- 3 **Threshold and sensitivity.** If it finds too many hits, raise the "threshold"; if it misses some, raise the "sensitivity". "cells" sets how fine the grid is, "Straight" or "Triplets" how you played.
- 4 **Hear them together.** Plays your voice together with the hits found: if they clash, they're out of place.
- 5 **Use this pattern.** When it sounds right, tap "Use this pattern".

GOOD TO KNOW

If the app mixes up your sounds, teach them to it (see "Teaching your sounds").

Sung bass and melody

Hum a line: the app turns it into notes.

- 1 **Bass or Melody.** In Record tap "Bass" (low humming) or "Melody" (voice or whistle).
- 2 **REC.** Press REC and sing after the count-in. You can sing the bass high: the app brings it down by itself.
- 3 **Check the notes.** You see the notes found, the key and how many octaves they were shifted. "Snap to the scale" moves off-key notes onto the scale; "Keep bends and slides" keeps the movement between one note and the next; "Keep how loud you sang inside each note" makes the instrument swell or fade where your voice does.
- 4 **Use this pattern.** Tap "Use this pattern": the notes go into the grid, where you can fix them.

GOOD TO KNOW

If the app thinks you're singing the other thing, "Sounds like a bass line · Switch to it" appears (or a melody): tap to switch.

You don't pick the instrument here: you choose the sound later, in the mixer.

See the note while you sing

In Record, with Melody or Bass, the note you sing shows up while you sing it.

- 1 **Pick Melody or Bass.** In Record tap "Melody" or "Bass": the line is there only for pitched parts.
- 2 **Record and watch.** Press REC: already during the count-in, at the bottom you see the note you are singing, in big letters, and a line rising and falling with your voice over the rows of the scale.

GOOD TO KNOW

The line is only to look at: the real notes are written by the transcription after the take, which hears the whole phrase and gets fewer wrong.

Tempo and take length

Before recording: how fast, and for how many bars.

- 1 **Tap tempo.** Tap "Tap tempo" in rhythm, at least four times. If your tapping is uneven, it tells you.
- 2 **BPM by hand.** Tap the number and type, or use – and +. It changes the tempo of the whole song.
- 3 **Bars.** The "bars" slider goes from 1 to 16: it's the length of one pass of the loop, that is, of one take.

- 4 **If you went faster.** If you played at a different tempo from the click, a red line appears: "Write it at..." keeps the song's tempo, "Move the song to..." adopts yours.

Where the take goes

When the song already has something in it, before recording you choose where the take ends up.

- 1 **Where.** "From the start", "After" (after the last bar) or "From bar...", which picks the bar with – and +.
- 2 **On which rows.** "Its rows" replaces whatever it finds in those bars; "Its own rows" adds new rows, which play together with the existing ones.

Playing over the song

Record while hearing the song instead of just the click.

- 1 **Wired headphones.** You need wired or USB headphones: from the speaker the song would end up in the recording.
- 2 **Over the song.** Tap "Over the song": the line below says which bars you'll hear. If you're redoing a part that's already there, "Without drums" (or bass, melody) silences it while you record.
- 3 **REC.** Press REC: the song plays for the length of the take, and each pass is a take.

GOOD TO KNOW

On the click too, if the take goes at the end, during the count-in you hear the bars before it, to slip right in.

Combining takes

Several takes in a row in a single transcription: for example the verse from take 1 and the chorus from take 3.

- 1 **Record.** Record at least two takes.
- 2 **Combine takes.** Tap "Combine takes".
- 3 **The order.** Tap the takes in the order you want them: each gets a number. Tap one again to take it out of the line.
- 4 **The joins.** If the same note sits on both sides of a join, choose "Tied" or "Repeated". Then tap "Use takes...".

Transcribing an audio file

Audio you already have, like a voice memo or a loop, instead of a recording.

- 1 **What's in it.** In Record first choose "Percussion", "Bass" or "Melody".
- 2 **Import audio.** Tap "Import audio" and choose the file. The app says how many bars it got out of it at that BPM.
- 3 **Tempo and meter.** If the app counts a different tempo it offers "Use this tempo", and the same for the meter. Tap them if they sound right.
- 4 **Use.** Fix it like a normal take and tap "Use this pattern".

Transcribing a block again

A recorded idea, an audio track or a take already used can be transcribed again.

- 1 **Timeline.** In Grid switch to the "Timeline" view.
- 2 **Pick the block.** Tap the block of the audio track or of the part.
- 3 **Transcribe.** In the command row tap "Transcribe" (or "Transcribe again"): Record opens with that audio already loaded.
- 4 **Use.** Fix it and tap "Use this pattern": the notes go back under the audio they came from.

Guide vocal

Sing the whole song with the lyrics in front of you, as a reference. You record the final vocal later on the computer.

- 1 **Voice.** In Record tap "Voice".
- 2 **The lyrics.** Write the lyrics section by section in the boxes: while you sing you see the current section and the name of the next.
- 3 **Record the guide.** With wired headphones tap "Record the guide": the whole song plays and you sing over it. Stop when you're done.

GOOD TO KNOW

You don't hear yourself in the app: sing with one earphone. Recording it again replaces the old one, and Undo brings it back.

Grid

The grid

Turn the phone sideways. Each row is an instrument, each cell a slice of a bar.

- 1 **Opening it.** Tap "Grid". If you haven't picked a song yet, it asks which.
- 2 **Writing a hit.** Tap an empty cell on a drum row to write a hit; tap it again to remove it.
- 3 **Bars.** The < > arrows next to "bar" change bar.
- 4 **Play.** Play starts from the bar you're looking at, and the grid follows the playhead. Stop takes you back to where you started.
- 5 **Undo and Redo.** The two curved arrows at the top undo and redo any change to the song.

GOOD TO KNOW

Tap a family header (▼ drums...) to collapse it and make room.

Loop, click and Follow

The buttons next to Play.

- 1 **Loop.** Repeats the bar you're looking at, or the stretch chosen on the Timeline ruler. "Back to the start" goes to bar 1.
- 2 **Click.** Turns on the metronome while playing; it never ends up in the export.
- 3 **Follow.** If you change bar by hand while it plays, the grid stops following: "Follow" appears to lock it back on.

Writing notes

On bass, melody and chord rows a cell holds a note.

- 1 **Writing.** Tap an empty cell: it writes a note and selects it (white border). Tap a filled cell to select it.
- 2 **Length.** The note bar appears above the grid: – and + shorten and lengthen it, ⇨ holds it until the next beat.
- 3 **Pitch.** –12 –1 +1 +12 move the note by an octave or a semitone. To pick the exact note use the keyboard.
- 4 **Removing.** Double-tap a filled cell to remove it.

GOOD TO KNOW

The cell shows the note's name, or the chord's if there are three notes or more.

The keyboard

Write notes by playing them, one after another.

- 1 **Keyboard.** Tap the keyboard icon. With a note selected the keys appear; without one, the drum pads.
- 2 **The pen.** The yellow border in the grid is where the next note will go. Tap a cell to move it.
- 3 **Play.** Each key or pad writes at the pen and moves it one cell forward. + and – change octave; keys outside the key are dimmed, but you can still play them.
- 4 **Suggested chords.** The “After...” row suggests chords that sound good after the last one: tap one to see it on the keys.

GOOD TO KNOW

Without a selected note, the colored buttons choose which pitched instrument to play; “drums” goes back to the pads.

Writing chords

Several notes together in the same cell.

- 1 **Open the keyboard.** Select a note and open the keyboard.
- 2 **Chord.** Turn on “Chord”: now the keys toggle on and off instead of writing, and you see the chord's name.
- 3 **Write.** Tap “Write”: the chord goes to the pen and the pen moves on. “Clear” starts over. On a cell that already has a chord, Chord mode turns on by itself.

Writing with a MIDI keyboard

A real keyboard plugged into the phone writes into the grid like the on-screen one.

- 1 **Plug it in.** Connect the MIDI keyboard to the phone with a cable (USB-C or an OTG adapter), then open the grid keyboard: its name shows up at the top. Tap “Connect”.
- 2 **Play to write.** Each key you press writes the note at the pen and moves it on, with the strength you pressed it with. Several keys together write a chord. “Disconnect” lets it go.

GOOD TO KNOW

For writing, latency doesn't matter. Playing live over the song will come after the keyboard test on the phone.

The neck

For bass and guitar, notes on the neck instead of on keys.

- 1 **Neck.** In the keyboard panel choose "Neck" or "Keys". Bass and guitar start on the neck.
- 2 **Tuning and frets.** Change the tuning (4 or 5 strings, Drop D, guitar, ukulele), the half of the neck (0-12 or 12-22) and "Left-handed".
- 3 **Chords on the neck.** In Chord mode you tap the strings as if placing your fingers; x is a muted string. If the shape is too wide for one hand, it tells you.

GOOD TO KNOW

Press Play with the neck open: the row's notes light up as they play, with a dot on the fret and the string lit from the fret to the bridge. Bends push the string sideways, as far as the note rises.

Adding a part

A new row: a percussion, an instrument or an audio track.

- 1 **Keyboard.** In Grid open the keyboard.
- 2 **Add a part.** Tap "Add a part" and choose: percussion, recorded track, bass, melody or chords.
- 3 **The sound.** For a percussion choose which one; for an instrument, which sound. The new row appears with the pen on it.

Changing sound from the grid

Without going through the mixer.

- 1 **Keyboard.** Select a note of the part and open the keyboard.
- 2 **Sound.** Tap the button with the speaker and the sound's name, then another sound: it changes right away.

Selecting several cells

Copy, paste or change several notes at once.

- 1 **Hold.** Hold a cell for half a second: the phone vibrates and the selection bar appears.

- 2 **Select.** Now each tap adds or removes a cell. "Choose..." takes the whole track, the whole bar, or the hits like this one.
- 3 **Copy and paste.** "Copy", then tap the cell to paste into (even in another bar) and "Paste". "Clear" erases the selected cells.
- 4 **Roll, Pitch, Volume, Bend, P.M..** Roll repeats the hit 2 to 4 times in the cell; Pitch shifts by semitones or octaves; Volume makes it softer or louder; Bend bends the notes; P.M. palm-mutes them, short and dark like a metal chug, and the tab writes it. Tap it again to open them.
- 5 **Done.** Tap the check mark ("Done") to go back to writing.

GOOD TO KNOW

Inside a panel, < goes back to the command row.

Bends and vibrato

Bend a note, like a pulled string.

- 1 **Select the note.** Tap a note in the grid.
- 2 **Bend.** In the note bar tap the bend icon.
- 3 **The shape.** Half step, whole step, bend and release, dip, vibrato or straight note. "once", "each beat"... repeat it. You hear it right away.
- 4 **Drawing it.**  opens a strip: drag your finger to draw the curve. "Steps" or "Glide" change how it moves.

GOOD TO KNOW

On a chord, choose which strings to bend. An open string can't be bent.

On the neck you can also bend with your finger: press the fret, drag across the string towards the next one (a whole tone reaches it) and let go. The note is written with the curve you made, as long as the gesture. An open string doesn't bend.

Finer cells

16 or 32 cells per bar (12 or 24 in 3/4 and 6/8).

- 1 **Choose.** Next to the bar number tap 16 or 32. It applies only to that bar; going back to fewer cells, hits that don't fit are lost and the app tells you.

Blocks in the Timeline

The Timeline view shows the song as blocks: a block is a piece of a part, repeated as many times as you

like.

- 1 **Timeline.** At the top choose "Timeline".
- 2 **Select a block.** Tap a block (white border). Drag it to move it: it snaps to the bars.
- 3 **Block commands.** Arrows to move it by a bar, ◀1 and 1▶ by a cell, swap with neighbors, one more or one fewer repeat, Mute, Duplicate, Delete.
- 4 **Bars for the whole song.** On the right, add or remove two bars where you are, for all tracks at once.

GOOD TO KNOW

To lengthen a block add repeats: xN appears on the block.

Looping a section

Set a loop to work on one part.

- 1 **Timeline.** In Grid choose the "Timeline" view.
- 2 **The ruler.** Tap a bar on the ruler at the top: the loop starts there. Tap a later bar to extend it; tap the loop's last bar to remove it.
- 3 **Play.** Play plays only that stretch, and "Loop" shows from where to where.

Sections

Verse, chorus, bridge: name the parts of the song and move them whole.

- 1 **Timeline.** In the "Timeline" view go to the bar where the section starts.
- 2 **New section here.** Tap the section icon and choose a name (Intro, Verse, Chorus...) or type one. The icons next to it shorten, lengthen or remove it.
- 3 **The Sections view.** In "Sections" each section is a card: tap the title to hear it, ↑ ↓ to move it, then "Duplicate", "Rename", "Delete". All tracks follow. "Export" takes just that section to the export: a WAV or a video of the chorus, without the whole song.
- 4 **Another key.** On a card, $-\frac{1}{2}$ and $+\frac{1}{2}$ move just that section by a semitone: the last chorus a step up. Drums stay where they are, and the card says how far it has moved.
- 5 **Versions.** "Versions" redoes the section: drums and bass "Fuller", "Lighter", "Half time", "With a fill"; chords "Long", "Strum", "Arpeggio", or "Substituted" with their relatives; the melody with a "Second voice" above, a "Third below", a voice "On the chord" or "Octave up", on its own row. Tap one to hear it, drums and bass and the chord patterns again for another take, then "Keep this"; the song changes only there.

- 6 **Transition.** "Transition" adds effects at the section change: "Rise" climbs through the bar before and peaks on the first beat, with an impact; "Reverse cymbal" and "Sweep" grow without an impact; "Drop" lets the energy fall. At the top of the view, "Add transitions" puts them across the whole song. They show up as drum rows.

Changing tempo and meter

A rallentando, a chorus in 3/4.

- 1 **Timeline.** In the "Timeline" view go to the bar where it changes.
- 2 **Tempo.** Tap the tempo icon: – and + change the BPM from that bar on. At bar 1 you change the tempo of the whole song.
- 3 **Meter.** Choose 4/4, 3/4, 6/8, 5/4, 7/8 or type another, for example 17/8. ↺ goes back to the previous tempo.

Curves

Volume, pan, reverb or filter changing over time.

- 1 **Timeline.** In Grid choose the "Timeline" view.
- 2 **Pick the track.** Tap a block of the track: the curve goes there. With no block selected it goes on the first track.
- 3 **Curves.** Tap "Curves" and choose volume, pan, reverb or filter.
- 4 **Draw.** Drag your finger on the strip under the track; ↺ clears the curve. In the mixer the track shows "AUT".

The map

The whole song at a glance, to jump wherever you want.

- 1 **Map.** In Grid tap the map icon, at the top right.
- 2 **Jump.** Tap an instrument at the point you want to go to. Two fingers to zoom; "Whole song" goes back to seeing everything.

An audio track

A file recorded elsewhere, as a track of the song.

- 1 **Keyboard.** In Grid open the keyboard.
- 2 **Recorded track.** Tap "Add a part" and then "recorded track".

- 3 **Pick a file.** Tap "Pick a file". The app guesses what's in it, but you decide; choose the bar it starts from and tap "Bring it in".

GOOD TO KNOW

If you later change the song's tempo, the audio track follows it: it stretches or shrinks without changing pitch. If the song already changed tempo there when you added it, it plays as it is.

Karaoke

The lyrics full screen, syllable by syllable.

- 1 **Karaoke.** In Grid tap the mouth icon.
- 2 **Sing.** Press Play: the current line fills with color as it goes, the next one is below. You write the lyrics in "Lyrics".
- 3 **Practise.** Under the lyrics: "75%" and "50%" slow the song down at the same pitch; "Loop this section" loops the one that is playing until you tap it again. Leaving the karaoke goes back to full speed.

Inside the song

Generate from text

Type what you want and the app prepares it.

- 1 **Type.** On the song screen type, for example, "rock drums 120 bpm 4 bars". Below you see what it understood.
- 2 **Generate.** Tap "Generate": it replaces the drums, sets the tempo and opens the grid. It doesn't touch anything else, and Undo goes back.

Chords

The chord progression, bar by bar.

- 1 **Pick the bar.** On the song screen tap "Chords", then a bar in the strip.
- 2 **Pick the chord.** Tap a chord: it goes into the bar and moves on to the next by itself. "After..., these work well" suggests the next one, "Sevenths" adds the seventh, "Empty" clears the bar.
- 3 **Suggest from the bass.** If there's a bass, "Suggest from the bass" (or from bass and melody) writes a progression that fits over it.
- 4 **Rhythm and sound.** Choose "Long", "Strum" or "Arpeggio"; below, the chords' instrument.

GOOD TO KNOW

"Remove the chords" removes the whole chord track; you get it back with Undo in the grid.

A band under the melody

Bass and drums under what you sang, in two steps.

- 1 **Open the band.** On the song screen tap "Band". It is there when the song has a melody.
- 2 **Check the chords.** "Suggest from the melody" writes one chord per bar. Listen and change the ones that clash: from the melody alone some always need fixing.
- 3 **Pick the style.** Tap a family — pop, rock, metal, punk, funk, latin, electronic, blues — then the subgenre: the bass, following the chords, the drums and, where the style has one, the guitar come in, each with its own level and effects. Only what is missing is added: what you played stays. To hear them first: "Listen before choosing", then tap the styles; take the right one with "Use".

GOOD TO KNOW

Changed a chord? Tap the style again and the bass follows it. "Remove the band" removes only the band's rows.

Key and transposing

Change key, or shift the whole song.

- 1 **Key.** In Chords, "Key" changes the palette and the song's key, without moving the notes.
- 2 **Transpose.** "Transpose the whole song" -1 and +1 shift all notes by a semitone. Audio tracks stay where they are, and the app tells you.

Lyrics on the meter

Write the words on the melody's notes.

- 1 **Lyrics.** On the song screen tap "Lyrics". If there are several melodies, choose which one to write on.
- 2 **Write.** Each phrase has its notes above it: in bold the ones that want a stressed syllable, underlined the highest, which want an open vowel. The counter says how many syllables are needed and turns red if it doesn't match.
- 3 **Try it by singing.** "Loop it" on a section plays it over and over while you write: you try the line by singing it instead of counting syllables, and the note and syllable playing light up on the line. "Stop the loop" stops it, and leaving the lyrics stops it too.

GOOD TO KNOW

On the right of each line, a letter says which lines of the section it rhymes with: same letter, same rhyme. A line without a letter rhymes with none.

"Lyrics language" says which language you write in: syllables, rhymes and the request to an AI follow it, even if the app is in another language.

The rhyme scheme

Pick how the lines of a section rhyme, and the app suggests the words.

- 1 **Pick the scheme.** Above the lines of each section: "Free", AABB (in pairs), ABAB (alternate), ABBA (first with last), XAXA (only second and fourth), AAAA (all the same). With "Free" the app looks at what you wrote and, if it recognises one, suggests it.
- 2 **Words that rhyme.** Under a line that must rhyme with another, "Rhymes for..." shows up: tap it to see the words, most common first. Tapping one puts it at the end of the line, or in place of the last word.

- 3 **The line that doesn't fit.** If a line doesn't rhyme with the one the scheme wants, a red exclamation mark takes the place of the letter. "Assonances too" counts words with the same vowels as rhymes.

GOOD TO KNOW

The dictionaries come from Wiktionary (Italian) and the CMU Pronouncing Dictionary (English): the words are real, the lines are yours.

Several versions of a line

Keep a line aside and try writing it another way: choose later, by singing them.

- 1 **Keep it aside.** Under a written line tap "+ Keep aside and write another". The line stays there to rework, and the previous version goes underneath, with its syllable count.
- 2 **Choose the one to sing.** "Sing this" puts a kept version in place of the line, and the line goes aside in its place. The × throws a version away.

GOOD TO KNOW

Karaoke, guide vocal and export use only the line being sung: the kept versions stay in the song until you throw them away.

Lyrics with an AI

Have an AI write the lyrics, respecting the meter.

- 1 **Ask for the lyrics.** In Lyrics tap "Ask an AI for the lyrics": out comes a file to send to your AI. The lyrics come in the "Lyrics language" chosen for the song, not necessarily the app's; asking from "Observations" you choose it there.
- 2 **The answer.** Tap "Import or paste the answer" and load the file or paste the text. The app checks line by line whether it can be sung. Lyrics written elsewhere with headings, [Verse], [Chorus], work too: each part goes on its section.
- 3 **Write.** Tap "Write the lines that fit". For missing lines ask the AI again and import again: the answers add up.

GOOD TO KNOW

The app doesn't go online: you take the file to the AI, and you bring the answer back.

Observations

Things the app notices in the song: off-key notes, muted tracks, everything at the same volume...

- 1 **Observations.** On the song screen tap "Observations".

- 2 **Try or ignore.** Each observation has a button to fix it (for example "Snap to the key") and "Ignore". Undo goes back.

Asking an AI

An AI that continues the song, writes the drums or suggests a bridge, and its answer coming back in.

- 1 **The question.** In Observations, under "Ask an AI", choose a question (How to continue, A more intense chorus, Write the drums...) and edit it if you like.
- 2 **Generate and share.** Tap "Generate and share" and send the file to your AI. Leave "Include the project JSON" on if you want it to reply with the modified song.
- 3 **The answer.** Copy the AI's answer and in Library tap "Paste the AI's answer". It comes in as a proposal, next to the original. An ABC answer works too, when the AI changed only the melody or the chords: it finds its own song.
- 4 **Merge.** Under the proposal tap "Merge" and choose what to keep (see "Compare and merge").

GOOD TO KNOW

If the chat cuts the answer short, save it to a file and use "Load the answer file".

Mixer and sounds

The mixer

One card per track: volume, pan, mute and solo.

- 1 **The tracks.** In Mixer each track has its own card. At the top choose which song you're mixing.
- 2 **M and S.** M silences the track, S plays it alone. Changes land on the next bar, so you don't hear clicks.
- 3 **One track alone.** Hold the name: only that track plays until you let go. Double-tap the name to hear it alone from the start.
- 4 **Volume and pan.** Drag "vol" and "pan". With four tracks or more, a new track comes in at -12 dB so it doesn't clip.

GOOD TO KNOW

"Metronome while playing" turns on the click; it doesn't end up in the export.

"Listen like a phone: only what a small speaker plays" removes in your headphones what a phone can't play, below 200 Hz: if the bass vanishes, raise its "harmonics" in the effects. The export stays whole.

Changing instrument

The sound of a part, even while it plays.

- 1 **Instrument.** On the track's card tap "Instrument".
- 2 **Choose.** Tap a sound: sampled instruments first, then synthesized ones. It changes from the next note, without stopping.
- 3 **Kit.** "Kit" chooses which pack the track's sounds come from. For drums there are always the two electronic kits too, 808 and 909, computed by the app: pick one on a row and the whole kit follows.

Effects

A color per track, set with a single slider.

- 1 **Effect.** On the track's card tap "Effect".
- 2 **Preset and intensity.** Choose a preset (Warm, Distorted, Room, Echo...) and adjust "intensity".
- 3 **Advanced.** Three-band equalizer, compressor, sidechain (the track ducks on every kick), chorus, delay, and how much goes into the reverb.

GOOD TO KNOW

EQ, CMP, SC and AUT appear on the card when they're active.

Undo per track

Go back on one track without touching the others.

- 1 **Undo and Redo.** The arrows on the card undo and redo only that track's changes: volume, pan, instrument, effect, delay.
- 2 **Reset.** The reset icon puts the track back as it was when you added it. This can be undone too.

Delay and removing an instrument

At the bottom of the track's card.

- 1 **Comes in later.** – and + shift the track by five milliseconds at a time, up to 100: for a part that comes in a touch early or late.
- 2 **Remove the instrument.** Tap "Remove the instrument" and confirm: it disappears with its notes. You get it back with Undo in the grid.

Master and reverb

At the bottom of the mixer, for the whole song.

- 1 **Master.** The overall volume and "Master limiter", which keeps the mix from distorting.
- 2 **Reverb.** One space for the whole song: Room, Plate, Hall or Church, and the "tail". How much goes on each track you decide in the advanced effects.

Teaching your sounds

Let the app hear how you do kick, snare and hi-hat: it recognizes them much better.

- 1 **Your sounds.** In Settings tap "Your sounds". From the mixer, on a drum track, there's "How do you do it?".
- 2 **Teach.** Tap "Teach", then "Record", and make the sound five or six times. If the app says they're consistent, tap "Keep these".
- 3 **At least two.** You need at least two taught sounds. The app warns you if two are too alike.
- 4 **Take them with you.** "Export your sounds" saves them to a file; "Import from a file" brings them back, for example on a new phone.

GOOD TO KNOW

Sounds apply to the audio output you taught them on: those made on headphones don't apply to the speaker.

Importing sounds

More instruments and drum kits: SoundFonts, SFZ, sample archives.

- 1 **Sounds.** In Settings tap "Sounds".
- 2 **Where to find them.** Under "Where to find them" there are free sound sites: "Copy address", download from the browser and come back here. Check the license.
- 3 **Import.** Tap "Import" and choose the file (zip, 7z, rar, sf2, sfz or a sample). In a SoundFont choose the instruments to keep; files the app doesn't understand it lets you hear, and you decide.
- 4 **Using them.** In the mixer, under "Instrument" or "Kit", the new sounds appear.

GOOD TO KNOW

The app doesn't go online: you download the packs yourself and import them from the phone.

Exporting

Exporting the song

The mix, the separate tracks and the MIDI, ready for Reaper.

- 1 **Export.** On the song screen tap "Export".
- 2 **What comes out.** The WAV mix is always there. You choose: separate stems (even without effects), MIDI (even one per track), MP3, the backing without the melody to sing over, the files to remake it with a song generator on a computer (ACE-Step, MuLaCover, with instructions), and a copy in Download/Motivetto.
- 3 **Export.** Tap "Export" and keep the app open while it works. Then choose where to send the files; below you see the peak and perceived loudness (LUFS). A credits file comes with them: which sounds the song uses, under which licence, and the line to paste if one needs crediting.

GOOD TO KNOW

With a guide vocal you also get the guide and the click; with lyrics, a .txt and an .lrc. More than three files become a zip.

A video for social media

The song as a vertical video, for Instagram or TikTok.

- 1 **Make the video.** On the export screen tap "Video for social media (MP4)". The app exports the mix and draws on it the title, the section, the lyric line being sung and a circle following the volume. If the album has a cover, it becomes the background.
- 2 **Share it.** When it is ready the share sheet opens. It takes a while: the video is drawn frame by frame, and the phone stays awake until it is done.

Parts for the band

One sheet each: tab or sheet music, as a PDF.

- 1 **Parts for the band.** In Export tap "Parts for the band".
- 2 **Who plays.** For each part choose the instrument (guitar, bass, keys, voice...). Keys come out on two staves; trumpet, sax and horn in their transposition; a string pad split between violins, violas and cellos. "Tablature" or "Sheet music" exports that part; "Look at the score" shows it to you.
- 3 **Every part.** "Every part" makes a zip with one sheet each.

Bringing in a part

A MIDI file, or a tab written by hand.

- 1 **Bring in a part.** In Parts for the band tap “Bring in a part”.
- 2 **MIDI or tab.** Choose a MIDI file, or type or paste a tab in the box (16 characters per bar). Below you see what it will do with it.
- 3 **Bring it in.** If the song already has something, choose where it goes, then tap “Bring it in”: the grid opens.

Settings

Calibrating latency

The phone hears the mic a little late: measuring it once makes your recordings land in time.

- 1 **Calibration.** In Settings tap "Latency calibration".
- 2 **Get ready.** Silence and the phone still. With wired headphones: take them off, rest the earbuds near the mic and turn the volume all the way up.
- 3 **Measure.** Tap "Measure": eight pulses, and the bar should jump eight times. If the measurement is unstable, do it again.
- 4 **Nudge everything.** If you always sing a little early, "Nudge everything" corrects it by hand, up to 200 ms.

GOOD TO KNOW

You calibrate once per output: speaker, wired headphones, USB. When you connect an output never measured, the app asks "Calibrate now" or "Later".

Microphone check

See whether the mic comes through clean.

- 1 **Microphone check.** In Settings tap "Microphone check".
- 2 **Enable the microphone.** Tap "Enable the microphone" and speak: you see the level, and whether the phone has turned off voice processing, which ruins attacks.

Tuner

Thirty seconds before recording an instrument.

- 1 **Tuner.** In Settings tap "Tuner": the mic starts right away.
- 2 **Tune.** Choose guitar, bass or ukulele and play a string. Green and "In tune" means within 5 cents.

Language

Italian or English.

- 1 **Follows the phone.** The app uses the phone's language: to change it, change the system language.