

# MANUAL (PC)

# Preface

Kinacoustic is a music composition game and a new musical experience. You can control the elements of music by bouncing melodic Drops onto colored Note Lines that you place. In doing this, you can create basic or complex songs - your own composition or a cover.

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# Objects

For the entirety of this guide, I will be referring to the following different objects you will be seeing in the game.



This is a **Drop**. It represents an instrument. When these hit a Note Line, they create sound based on the type of Drop instrument it is.



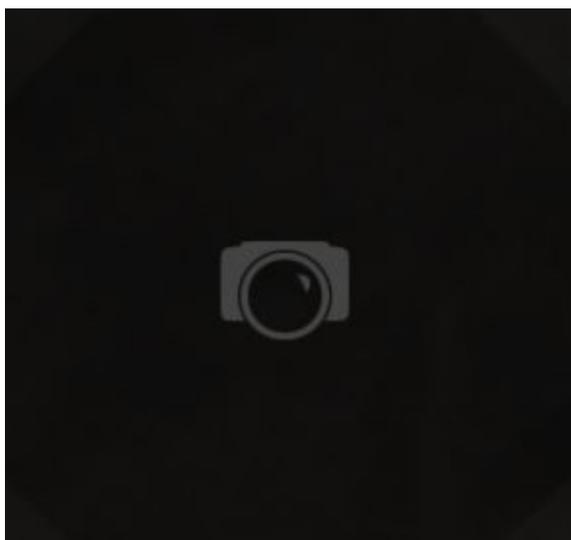
These are **Note Lines**. These tell the Drops (instrument) what note to play depending on the color, the size and the shape of the line ends.



This is a **Drop Emitter** (specifically, a Piano Drop Emitter). These create Drops at times and intervals based on the settings. These settings are explained in detail in the Rhythm section of Musical Concepts.



This is a **Sustain Orb**. When Drops pass through these, their sustain (also known as note length) is set to the number depicted in seconds (pictured is 0.6 seconds).



This is the **Center Point** and can not be placed or deleted. It is used as a reference point if you ever move your camera off too far and get lost. To center the camera on the Center Point, press Space Bar.

# Musical Concepts

First we will go over the main musical concepts often referred to as the elements of music and how Kinacoustic handles simulating them. These are important to know because they are the prime aspects of composing music and playing it.

These musical elements are, Pitch/Tone, Rhythm, Dynamics, Tone Color and Sustain.

# Pitch/Tone

Pitch/Tone pertains to the sound that the note is making. There are 7 different types of pitch you will see on a note. They are **A B C D E F G**. Each note can be played in many different octaves. For instance, a standard full 88-key piano can reach 9 different octaves. 7 of those 9 octaves are full. That means that each of the notes (A B C D E F G) can be played at 7 different octaves or “heights.” Also, every one of these notes can be played **Sharp, Natural, or Flat**.

In Kinacoustic, all of the musical aspects of Pitch/Tone are controlled through the Lines.

The **color** of the Line determines what type of note is being played.

*Notes with their corresponding lines.  
(White is a rest line. Regardless of its settings, it will always be silent.)*



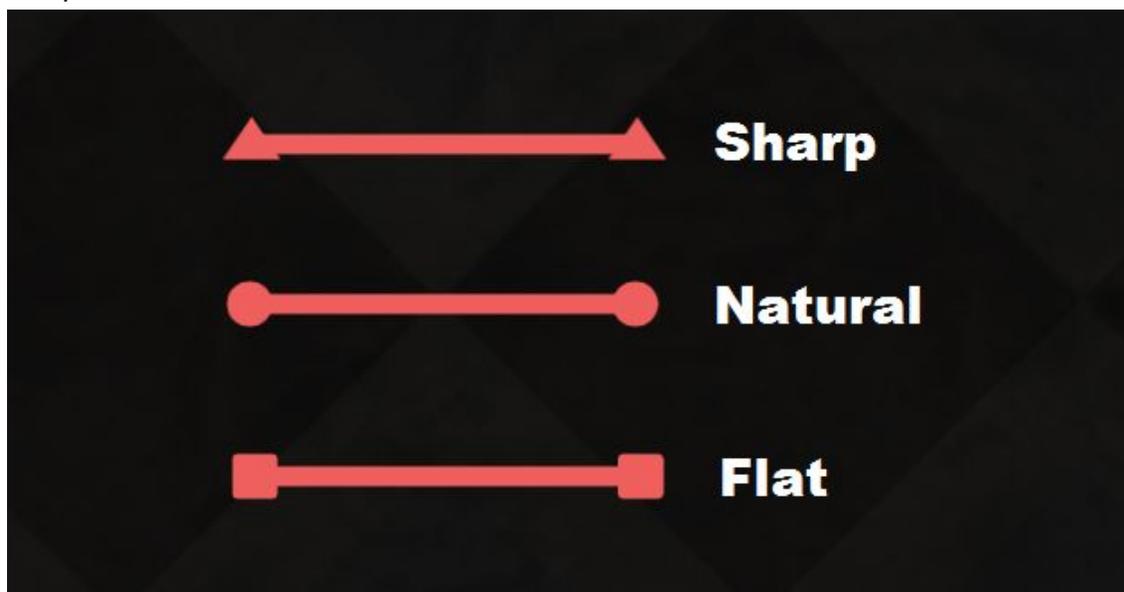
The **Length** of the Line (1-7) determines what octave the note is being played in.

*C Lines in 7 different octaves.  
(The higher the number, the deeper the note.)*



The **End Points** of the Line determine what “nature” the note is being played in.

*Sharp Natural, and Flat versions of a C Line.*



# Rhythm

Often times referred to as “beat,” it is the pattern at which notes are being played. These sound patterns are what rhythm is.

In Kinacoustic, Rhythm is controlled by the **Drop Emitter** and Note Line spacing.

The Drop Emitters have 3 settings to help you control the rhythm. The settings are: **Start Time**, **Interval Time** and **Number of Drops**. It is crucial to learn what these settings do in order to be able to control when **Drops** are being created. All these values reference the **Clock** which is displayed at the top center of the screen.

**Start Time** is the time at which the Drop Emitter will start creating Drops. If the Start Time is set to 10.00 seconds, then when the Clock reaches 10.00 seconds, the Drop Emitter will start creating Drops.

**Interval Time** is the time between Drops being created after the Start Time. Let's say for reference, the Start Time is again set to 10.00 seconds and the Interval Time is set to 2.00 seconds. When the Clock reaches 10.00 seconds, we already know the Drop Emitter will create a Drop. But then every 2.00 seconds after that, it will create another Drop. So for our example, a Drop will drop at 10.00 seconds, 12.00 seconds, 14.00 seconds, etc.

**Number of Drops** is the total number of Drops a Drop Emitter will create. Let's use the example we used for Interval Time but this time let's make the Number of Drops 2. What will happen is at 10.00 seconds, a Drop will be created and another at 12.00 seconds. However, after the Drop Emitter has created 2 drops it will no longer create drops.

*A Drop Emitter with the example above.*



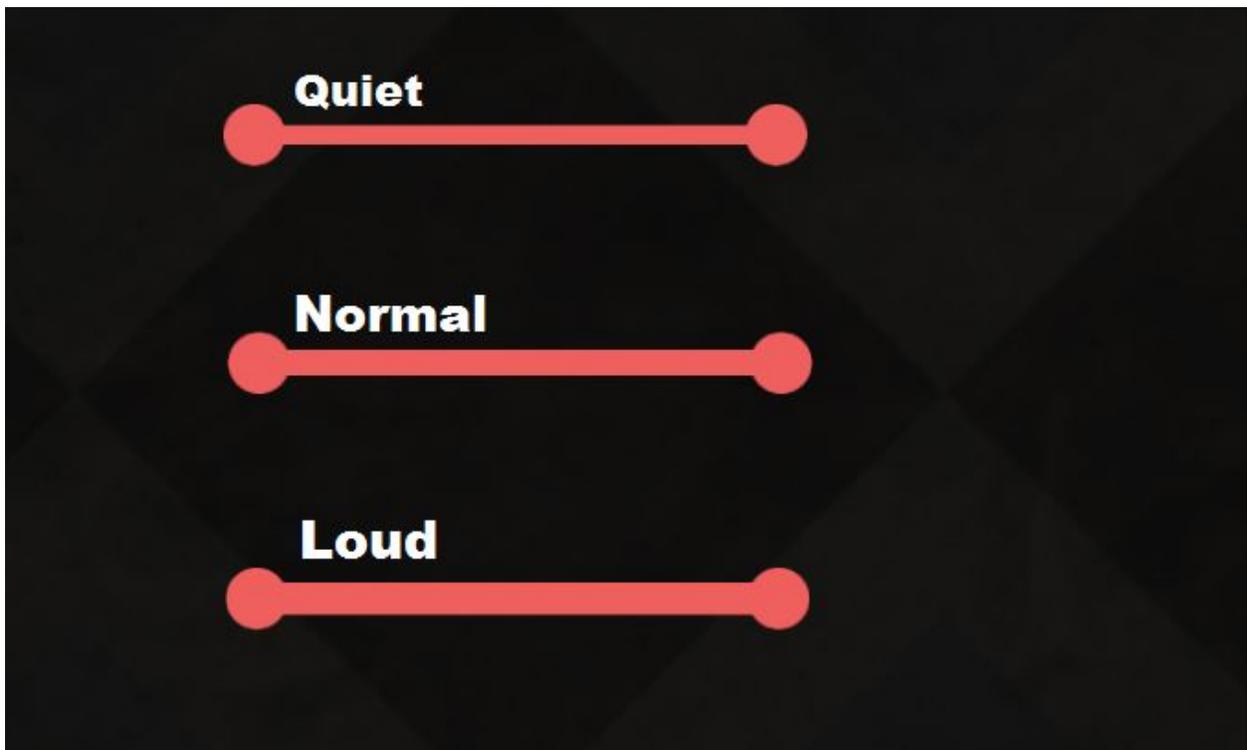
Now that you know what these settings do, use them to control when Drops are being created and thus control rhythm.

# Dynamics

Dynamics is, in my opinion, the easiest of the musical elements to grasp. It is simply the volume of the notes being played. On an instrument, this is usually controlled by how hard you are playing the instrument. For instance, on a piano if you want the note to be loud, you press the keys hard. If you want it to be quiet, you lightly tap the keys.

In Kinacoustic you can control the **Dynamics**/volume by adjusting the **Note Line** thickness.

*Different line thicknesses representing the volume at which the note is being played.*



# Tone Color

Tone Color is the type of instrument that is playing the note. I'm sure you've seen someone play a cover of a song on another instrument than the original and it sounds good. This is because although a piece of music might have been intended for a guitar, it can sound good on a piano too. This is because the instruments share the same notes.

In Kinacoustic, this is controlled by the type of Drop Emitter that is creating the Drops.

# Sustain

Sustain is the length or how long you're playing a single note.

In Kinacoustic, sustain is controlled by **Sustain Orbs**.

When a Drop passes through a Sustain Orb, the Drop's sustain is permanently changed to the length (in seconds) defined on the Sustain Orb. The default sustain time in Kinacoustic is 0.3 seconds and will always be 0.3 seconds upon creation unless passing through a Sustain Orb at any point in the Drop's cycle.

*A Drop about to pass through a Sustain Orb*

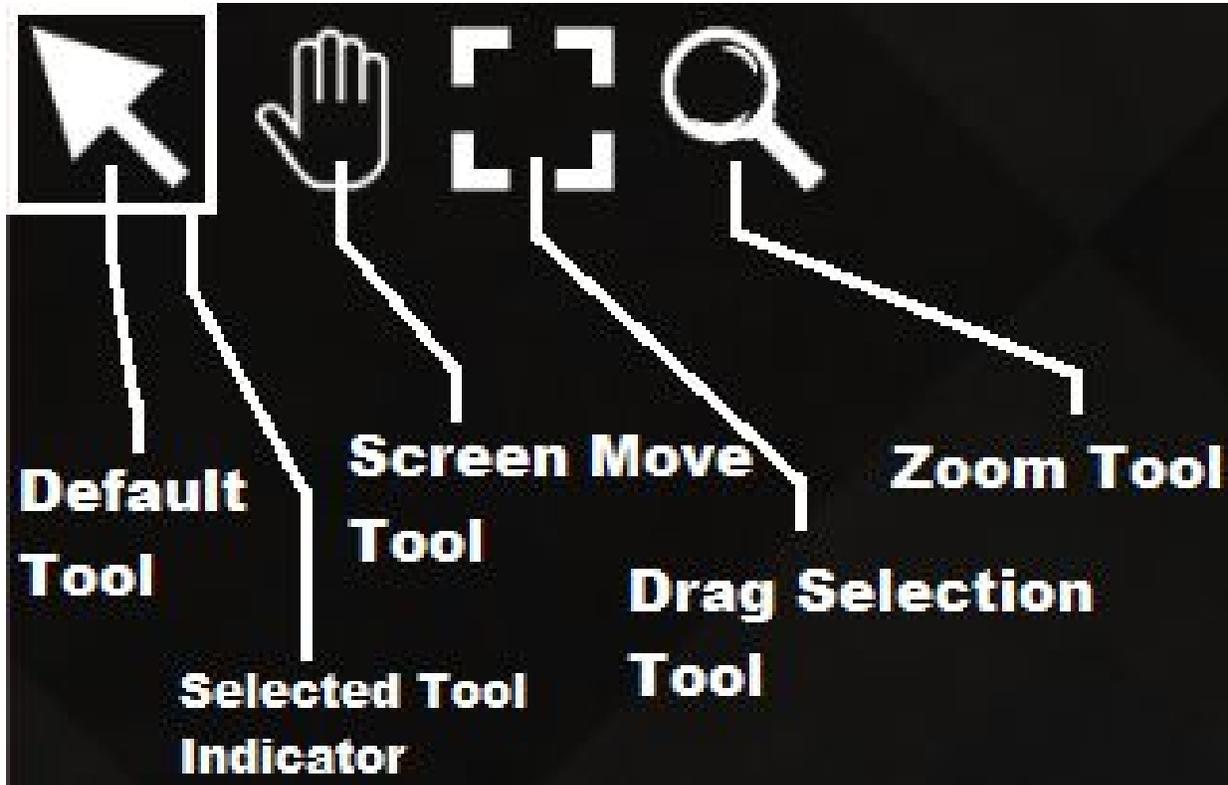


# User Interface

Kinacoustic is a very User Interface (UI) driven game. Most everything you do is achieved through the UI, so it is important to learn what everything means. In this chapter, we will go over the main UI elements and what they do. For each section in this chapter, there will be a picture for each major UI element depicting the names of the buttons within the element. I will then go over explaining what each of the UI elements means.

# Tool Bar

*The Tool Bar Elements.*



**Default Tool:** The Default tool is the one you will be using most when playing Kinacoustic. You need to have this tool selected in order to create any Lines or Drop Emitters. When this tool is selected and you **Left-Click** on a non-object area of the screen, it will create whatever Line/Emitter you have selected. If you **Left-Click** on a line, it will either move or resize the line depending on where on the line you are clicking. If you **hold Left-Click** on a Drop Emitter, a Sustain Orb, or the Drag Selection Box, it will move the object as long as you are **holding down Left-Click**. If you **hold Right-Click** over a non-object area of the screen, it will drag the screen around as long as **Right-Click** is being held down. If you **Right-Click** over a Line or a Drop Emitter, it will select that object to be changed. Once an object is selected, you simply select what you want the object to be and it will become that object while maintaining its same

attributes (position/rotation/settings/etc). If you **hold Right-Click** over the main body of a Line it will thicken or shrink the line controlling the specific line's volume/dynamics. If you **hold Right-Click** over a Sustain Orb, it will adjust the sustain amount depicted on the Sustain Orb.

**Screen Move Tool**: By selecting this, your **Left-Click** will move the screen. Use this if your mouse **does not** have a **Right Mouse Button**.

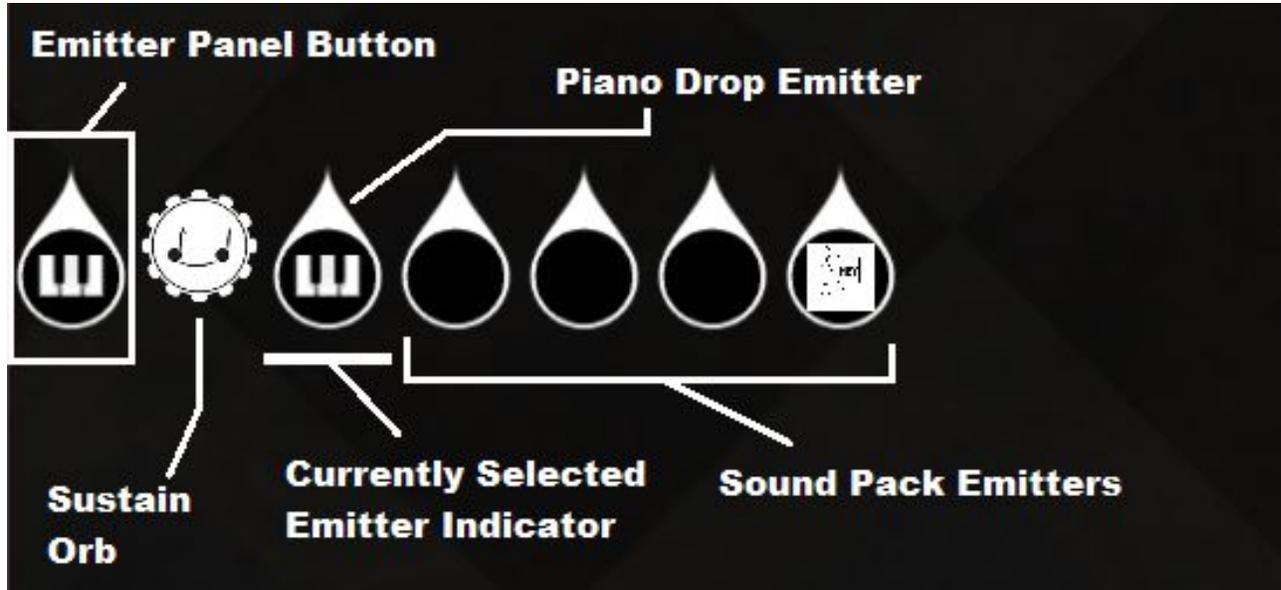
**Drag Selection Tool**: When this is selected, when you **hold Left-Click** and drag it will drag a Selection Box. When the Selection Box has something selected, you can then **hold Left-Click** over the Selection Box to drag it around.

**Zoom Tool**: When this is selected your **Left-Click** will zoom in and your **Right-Click** will zoom out.

**Selected Tool Indicator**: This box surrounding the tool icons just depicts which tool is currently selected.

# Emitter Panel

*The Emitter Panel and it's elements.*



**Emitter Panel Button**: This button is used to both open and close the Emitter Panel as well as to select the Emitter Panel over the Note Panel.

**Sustain Orb**: Select this to place Sustain Orbs. Sustain Orbs are used to control the amount of sustain or length that a note has. When Drops pass through a Sustain Orb, their Sustain Time is changed to the amount depicted on the Sustain Orb. By default, a Drop's sustain is 0.3 seconds.

**Piano Drop Emitter**: Drop Emitters are used to create Drops. The Piano Drop Emitter creates Piano flavored Drops.

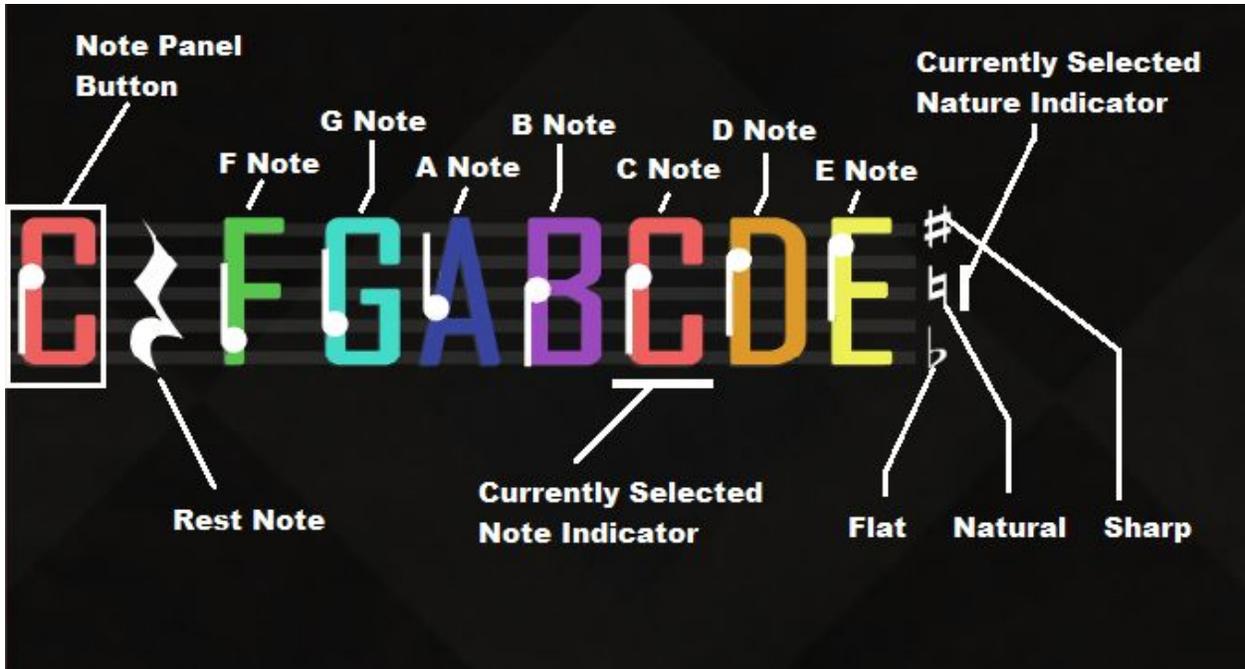
**Sound Pack Emitters**: These Drop Emitters are user-generated. With these, players can create instrument sound packs and import them into the game. These sounds packs are whatever you decide for them to be. Currently, to select a Sound Pack go to the Level Settings option in the Pause Menu and select the Sound Pack you want allocated to the slot.

**Currently Selected Emitter Indicator**: This is just an underline showing the player which Emitter is currently selected.

The Emitter Panel houses all non-Line objects. Select any one of these and then **Left Click** anywhere on the open screen to create the selected object. Like any object you can delete them by **Left Clicking** the object and then pressing **Delete**.

# Note Panel

*The Note Panel and the different selectable notes*



**Note Panel Button**: Click on this to open and close the Note Panel.

**Rest Note**: This is different from the other notes as this Line will be soundless. Use this to control where the Drop is going or to keep rhythm by timing a rest with this Line.

**F,G,A,B,C,D,E Notes**: These are the buttons you press before drawing a line on the screen for the Drops to bounce off of.

**Sharp, Natural, Flat Modifiers**: Natural is the most commonly used modifier as it's another word for unmodified. However, if you want a note to be slightly sharper or flatter, select that and whatever type of note you decide to draw will then be that nature.

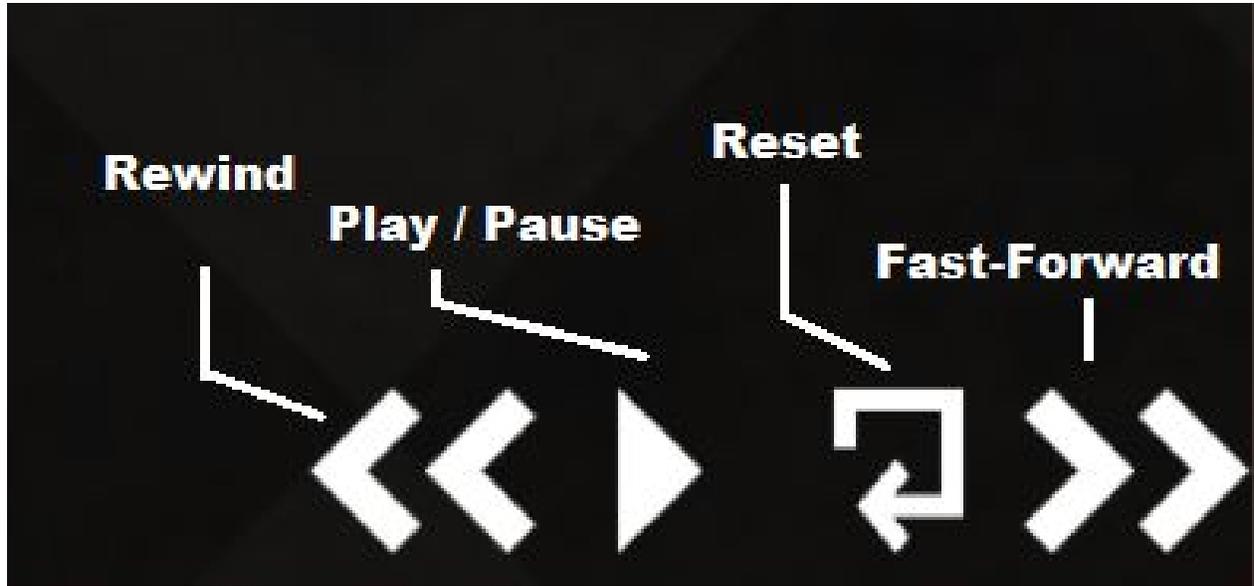
**Currently Selected Note Indicator**: Depicts which Note is currently selected.

**Currently Selected Nature Indicator**: Depicts which Nature is currently selected.

The Note Panel houses all Line objects. Select any one of these and then **Left Click** and drag anywhere on the open screen to draw the selected Line. Like any object you can delete a Line by **Left Clicking** the object and then pressing **Delete**.

# Clock Control Panel

*Clock Control Panel and its elements.*



**Play / Pause**: Press this to either Play or Pause the Clock. This will also stop all the drops in their place while allowing you to still draw. Use this button to help you get your timing right.

**Reset**: When pressed, this button sets the Clock to 0.00 and automatically resumes the game if paused. Use this to quickly hear the song from the beginning.

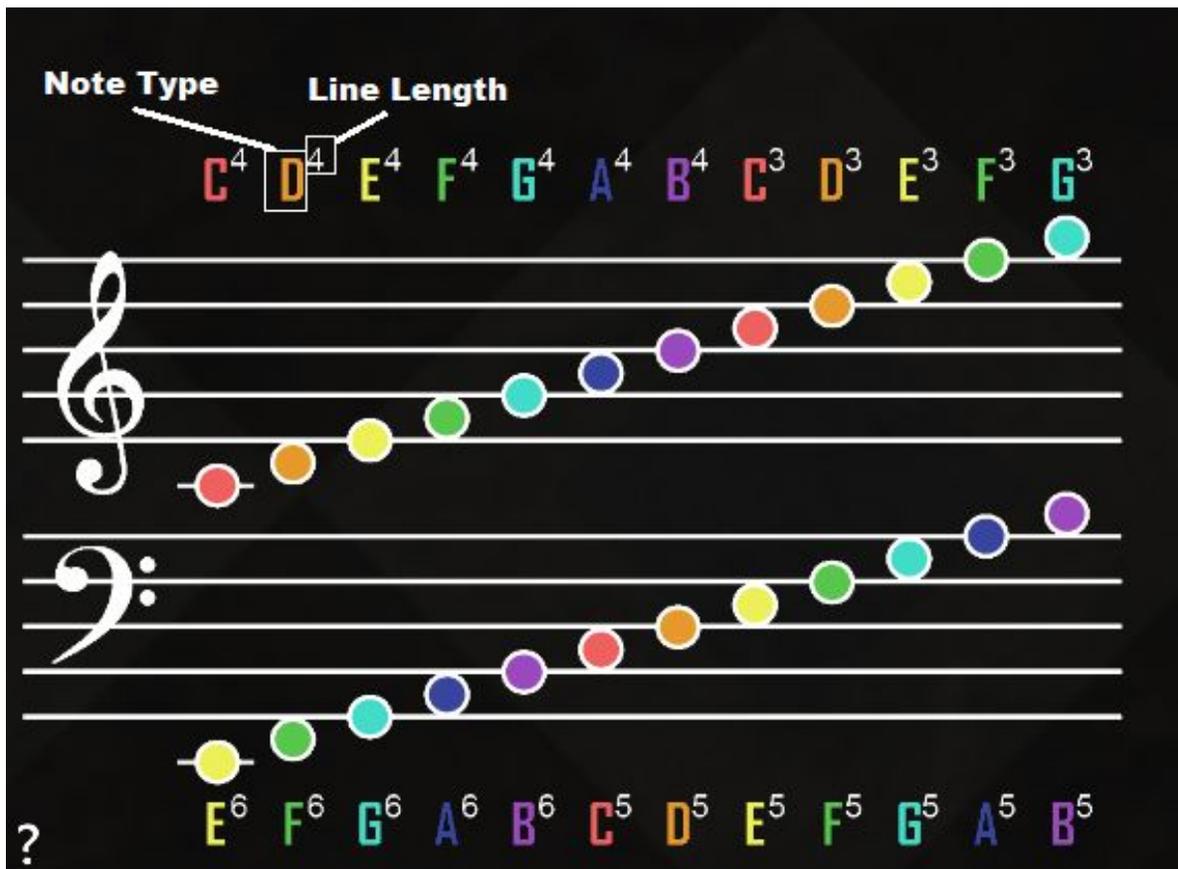
**Fast-Forward / Rewind**: This is used to adjust the Clock's current time. When pressed, it will add or subtract time to the Clock. The amount of time that is added or subtracted from the Clock is setable in the Options.

Use the Clock Controls to manipulate time and get the rhythm dialed in.

# Note Conversion Table

There is a feature in Kinacoustic that allows a player who doesn't know how to read sheet music to replicate songs that require that player to be able to read sheet music. This is done with the Note Conversion Table. It can be turned on and off by clicking the bottom left question mark (“?”).

*The Note Conversion Table opened.*



**Note Type:** Is referring to the type of note that sheet music depicts all nice and color coded.

**Line Length:** Is the length of the Kinacoustic line when referencing sheet music. For instance, say we need to make that note boxed in the picture. What you would do is select the D Note and then draw a D Line “4” long.

# Saving and Loading

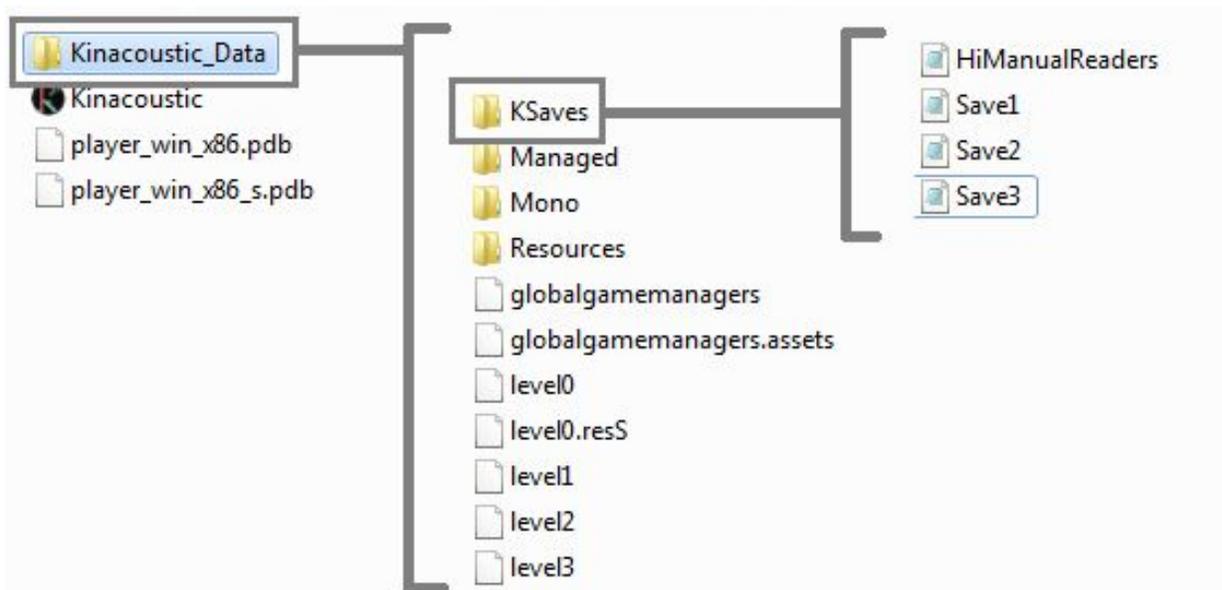
In Kinacoustic, you can save and share your songs. Saving is done via serialization. What that means, is anybody who has Kinacoustic can open Kinacoustic files (.kac).

To save all you need to do is open up the pause menu (either by clicking the menu button or pressing Esc) and then press **Save As** and then type what you want the name of the file to be in the space provided. Note: If you are overwriting a file there is no confirmation that you are overwriting but know that you are if the names are identical.

Loading works very similarly. All you need to do is in the pause menu press **Load** and then navigate through your saves and click on a game save to load it. You can also do this from the Main Menu.

To navigate to your save files through a file browser go to the games download folder > Kinacoustic\_Data > KSaves.

*File Path to Kinacoustic's saves*

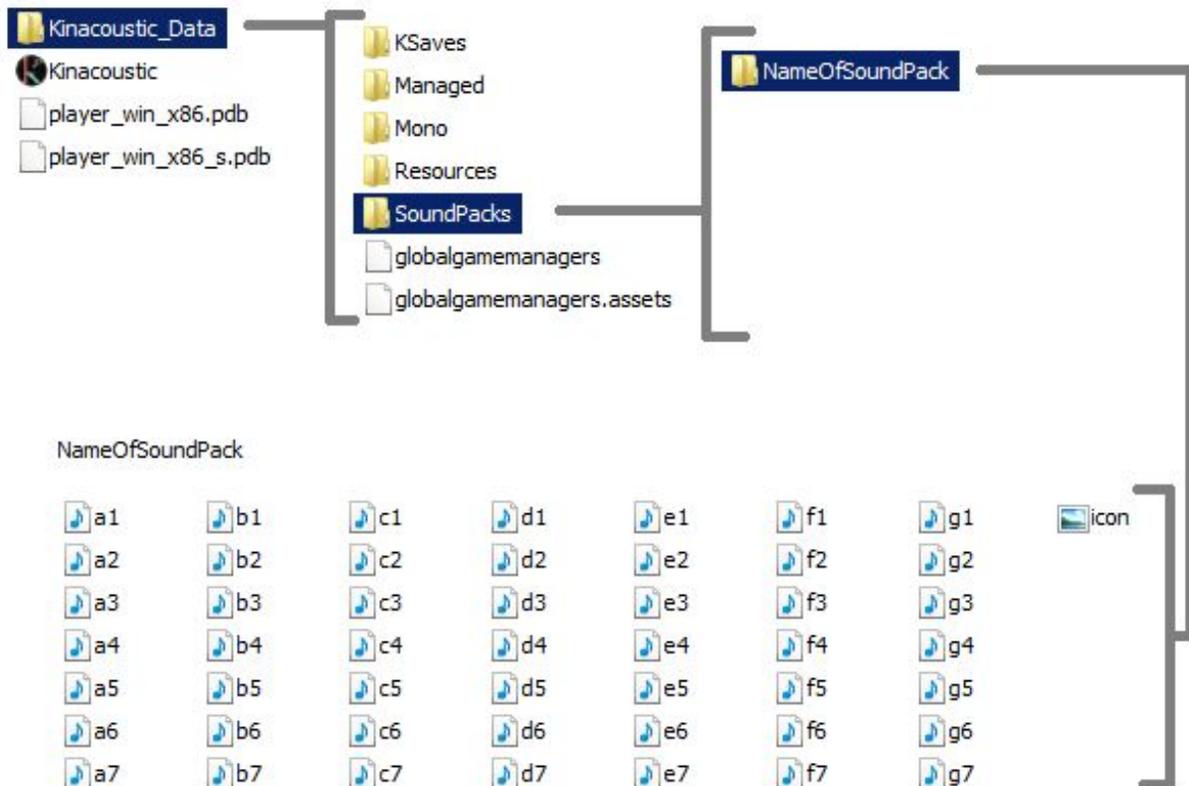


# Sound Pack Mod Support

Kinacoustic has a simple form of mod support. For those of you who don't know what mod support is, it allows players to make modifications to the files in the game. In Kinacoustic this mod support is in the form of Sound Packs. If you want to make your own sounds and play them in Kinacoustic you can!

To add a already made Sound Pack to Kinacoustic all you need to do is navigate to your Kinacoustic install Folder > Kinacoustic\_Data > SoundPacks. Once in the SoundPacks folder simply move your sound pack in there and then you can open it in game via the pause menu.

*File path and file naming example.*



The way Kinacoustic loads the Sound Pack is it loads all the correctly named files in the folder of your Sound Pack. In the example above, the name of the Sound Pack is "NameOfSoundPack" and within that you have all the files of the notes (a1,a2,a3, etc) and then another file for the Drop Emitter's icon (icon).

When making a Sound Pack name all your individual sounds accordingly so they work with the in game lines (ex: a1 is an A note that is high pitched and a7 is a deep pitched A note). To expand off of this. Below is the regular musical octave number to Kinacoustic's Line length number chart.

Octave 7 = 1 Long  
Octave 6 = 2 Long  
Octave 5 = 3 Long  
Octave 4 = 4 Long  
Octave 3 = 5 Long  
Octave 2 = 6 Long  
Octave 1 = 7 Long

Finally the icon is a .jpeg file that should be named "icon" (without quotes) and should be a square image about 256x256.

# Hot Keys

a - selects A Note  
b - selects B Note  
c - selects C Note  
d - selects D Note  
e - selects E Note  
f - selects F Note  
r - selects Rest Note  
s - selects Sharp  
n - selects Natural  
l - selects Flat

1 - selects Sustain Orb  
2 - selects Piano Drop Emitter  
3 - selects Drop Emitter Pack 1  
4 - selects Drop Emitter Pack 2  
5 - selects Drop Emitter Pack 3  
6 - selects Drop Emitter Pack 4

Shift - creates Drag Box / selects Default Tool  
Ctrl - locks line's rotation when resizing  
Ctrl+c - copies the Drag Box selection to clipboard  
Ctrl+v - pastes copied selection from clipboard  
Ctrl+1 - selects Default Tool  
Ctrl+2 - selects Screen Mover Tool  
Ctrl+3 - selects Drag Selection Tool  
Ctrl+4 - selects Zoom Tool

h - hides UI  
Space Bar - moves camera to Center Point  
Alt - moves camera to last dropped Drop

Up Arrow - plays / pauses  
Down Arrow - resets Clock  
Left Arrow - rewind segment  
Right Arrow - fast forward segment  
/ - toggles Conversion Table display  
Esc - opens Pause Menu