

LvB's X[®] 3.0

VIRTUAL MUSIC COMPOSER



Introduction

Virtual Music Composer is Music Motif Maker!

The software incorporates an easy-to-use program for songwriters, composers, musicians, producers, performers. This software is designed to create legal and authorized music.

The author's rights of the music composed by Virtual Music Composer are legally your property!

Virtual Music Composer is a user-friendly program and can be easily used by those with no prior knowledge or understanding how to make music with a computer.

Using the basic rules of notation, Virtual Music Composer allows you to create the basic part of a song, by developing the motif into the phrase.

The program is based on algorithms originally developed by "LvB's X".

Copyright

Any similarities with other music scores are accidental.

Saving files (Mix.wav, Piano.wav, Arr.wav, Piano.mid and Log.txt) enables the creator to have the motif/phrase serve as a legal and authorized score. The exclusive performance right of the copyright owner is unlimited.

Start

The only thing to begin composing music is to choose settings you prefer and click START.

When "DONE", click PLAY.

Every 32 seconds (tempo 60 bpm) or 21,5 seconds (tempo 90 bpm) you will recognize a new musical phrase (follow display PHRASE No:). This created phrase becomes a NEW & ORIGINAL MOTIF for YOUR new song. Generally, every new generated wave file contains from 5 to 95 new phrases, depending your settings.

Configuration

Minimal display resolution 1024x768. Win 2000/XP/2003/Vista.

Up to 1.5GB disk space for temporary files.

More CPU and RAM is better (especially for decreasing timing required for WORKING/GENERATE/PROCESSING mode).

Installation

After installation (it takes 650MB), two new folders will be created: "Lvbsx" folder in the Program Files. Then, in "Lvbsx" folder will be created the second folder "ARCHIVE".

Features

Virtual Music Composer is an extremely helpful program. In the process of composing program it presents an unlimited source of new phrases as well as give you an inspiration for your new song.

Virtual Music Composer is capable of creating a basic motif or phrase of "any-as-yet-unwritten-song" as well as a basic motif or phrase of "any-song-already-written" also.

It's up to the user to make the distinction between "written" and "unwritten"!

Yes, the purpose of this software is looking for "as-yet-unwritten-song"! In meantime, while waiting for those new songs to arrive, it's really exciting to hear when the machine does exclusively human work!

You have to experience this adventure!!!

Virtual Music Composer features an exceptional simple interface. It's easy to use without drop menus/submenus, hidden options, number settings, or sliders/knobs... Everything is in front of you!

Program Settings

NOTE, SCALE & TEMPO: musical settings

PLAY MODE, FORCE PITCH, MELODY/SONG and MOTIF: components of the program's algorithm.

ARC registers: basic modes to develop the motif into a phrase (options: BALANCED, RANDOM, ALGORITHM, VARIABLE).

APD register: advanced mode to develop the motif into a phrase (option ON/OFF only).

GENERATE & EXECUTE: When you open program, you must choose START. Otherwise, you will not be able to continue: all EXECUTE buttons are inactive (EXIT will be the only option).

IMPORTANT: When exiting or closing the program, the files will automatically be DELETED. Unless your files are saved (in this moment four temporary files), re-selecting START (NEW ONES) will terminate your previous files and replace it with the new ones (still temporary files).

When you are listening to the new phrases (depending on your settings – from 5 to 95 phrases) and want to save current phrase, click SAVE in PAUSE or during PLAY mode which will take you to the ARCHIVE folder. The program will save it, by default, in five separate files:

- 1a) YYMMDD_HHMMSS_mix_xx.wav (Phrase No_XX),
- 2a) YYMMDD_HHMMSS_piano_xx.wav (Phrase No_XX),
- 3a) YYMMDD_HHMMSS_arr_xx.wav (Phrase No_XX),
(XX phrase without Main Piano Thema)

- 4a) YYMMDD_HHMMSS_piano_xx.mid (Phrase No_XX),
 - 5a) YYMMDD_HHMMSS_log.txt (saves all data for the specific phrase; gives you all data code for complete authorship).
- XX** – number of the phrase that you just saved.

To save the entire version of this session, click SAVE in STOP mode. The program will save it in five separate files (all phrases):

- 1b) YYMMDD_HHMMSS_mix.wav (with all actual settings),
- 2b) YYMMDD_HHMMSS_piano.wav (single piano mode),
- 3b) YYMMDD_HHMMSS_arr.wav (all phrase without Main Piano Thema)
- 4b) YYMMDD_HHMMSS_piano.mid (single piano mode).
- 5b) YYMMDD_HHMMSS_log.txt (data code for authorship).

These modes of saving are independent.

Log.txt is the same file (5a=5b)

The program takes the current date and time from the computer (YYear-MMonth-DDay_ HHour-MMinute-SSecond).

By default, the program ONLY allows the mix.wav to play (as temporary file will be deleted to save disk space).

BPM clicks are only help to listen to it.

THE INTERFACE CLOCK and PHRASE No. is for the purpose of "where it is to be found" the favorite part (in case of editing/extracting manually - to take out a certain part of the file). In the help file there is a list with "Cut Points for Editing".

[Cut Points For Editing](#) (included up to 45 phrases)

	Tempo 60		Tempo 90	
	in/start	out/end	in/start	out/end
PhraseNo.	min.sec.ms	min.sec.ms	min.sec.ms	min.sec.ms
01	00.00.500	00.32.500	00.00.333	00.21.667
02	00.32.500	01.04.500	00.21.667	00.43.000
03	01.04.500	01.36.500	00.43.000	01.04.333
04	01.36.500	02.08.500	01.04.333	01.25.667
05	02.08.500	02.40.500	01.25.667	01.47.000
06	02.40.500	03.12.500	01.47.000	02.08.333
07	03.12.500	03.44.500	02.08.333	02.29.667
08	03.44.500	04.16.500	02.29.667	02.51.000
09	04.16.500	04.48.500	02.51.000	03.12.333
10	04.48.500	05.20.500	03.12.333	03.33.667
11	05.20.500	05.52.500	03.33.667	03.55.000
12	05.52.500	06.24.500	03.55.000	04.16.333
13	06.24.500	06.56.500	04.16.333	04.37.667

14	06.56.500	07.28.500	04.37.667	04.59.000
15	07.28.500	08.00.500	04.59.000	05.20.333
16	08.00.500	08.32.500	05.20.333	05.41.667
17	08.32.500	09.04.500	05.41.667	06.03.000
18	09.04.500	09.36.500	06.03.000	06.24.333
19	09.36.500	10.08.500	06.24.333	06.45.667
20	10.08.500	10.40.500	06.45.667	07.07.000
21	10.40.500	11.12.500	07.07.000	07.28.333
22	11.12.500	11.44.500	07.28.333	07.49.667
23	11.44.500	12.16.500	07.49.667	08.11.000
24	12.16.500	12.48.500	08.11.000	08.32.333
25	12.48.500	13.20.500	08.32.333	08.53.667
26	13.20.500	13.52.500	08.53.667	09.15.000
27	13.52.500	14.24.500	09.15.000	09.36.333
28	14.24.500	14.56.500	09.36.333	09.57.667
29	14.56.500	15.28.500	09.57.667	10.19.000
30	15.28.500	16.00.500	10.19.000	10.40.333
31	16.00.500	16.32.500	10.40.333	11.01.667
32	16.32.500	17.04.500	11.01.667	11.23.000

33	17.04.500	17.36.500	11.23.000	11.44.333
34	17.36.500	18.08.500	11.44.333	12.05.667
35	18.08.500	18.40.500	12.05.667	12.27.000
36	18.40.500	19.12.500	12.27.000	12.48.333
37	19.12.500	19.44.500	12.48.333	13.09.667
38	19.44.500	20.16.500	13.09.667	13.31.000
39	20.16.500	20.48.500	13.31.000	13.52.333
40	20.48.500	21.20.500	13.52.333	14.13.667
41	21.20.500	21.52.500	14.13.667	14.35.000
42	21.52.500	22.24.500	14.35.000	14.56.333
43	22.24.500	22.56.500	14.56.333	15.17.667
44	22.56.500	23.28.500	15.17.667	15.38.000
45	23.28.500	24.00.500	15.38.000	15.59.333

...


Versions

Features	Basic	PRO
Note	C_ C#.....A# B_	C_ C#.....A# B_
Scale	Major/Minor	Major/Minor
Tempo BMP Clicks	60/90 60/120 90/180	60/90 60/120 90/180
Play Mode	Close	Close/Open
Force Pitch	Regular	Regular/Free
Melody/Song	Simple	Simple/Complex
Motif	Basic/Full	Basic/Full
Piano Mode	Main Theme	Main Theme Full Piano Two Pianos
ARC registers	Balanced	Balanced Random Algorithm Variable
APD register	OFF	Active




Shortcuts

HELP	F1	
NOTE	Arrow LEFT/RIGHT	(click or press and hold on)
SCALE:	M Major	R Minor
SOUND +:	G Strings	V Voices
RHYTHM:	B Bass	D Drums
PLAY MODE:	C Close	O Open
FORCE PITCH:	A Regular	F Free
MELODY/SONG:	P Simple	X Complex
MOTIF:	I Basic	L Full
TEMPO:	6 60BPM	9 90BPM
BMP Clicks:	1 Tempo 60/90	2 Tempo 120/180
Start to generate:	ENTER	


EXECUTE:	Y Play	U Pause	T Stop	E Save	X Exit
Control panel GENERATE	Sum Phrases: +/-		(active before START)		
Control panel EXECUTE	Phrase No: +/-		(active during PLAY and PAUSE)		
PIANO MODE:	Main Theme, Full Piano, Two Pianos		Arrows UP/DOWN		
ARC registers	B Balanced	D Random	G Algorithm	V Variable	
PLAY PHRASE	Prev. Page DOWN		Next Page UP		
Auto play ON/OFF				SPACE	
Advanced Motive to Phrase Development (Keyboard):				K	
INTERFACE/SCHEMATIC VIEW GUI SCHEMA				H	
INTERACTIVE USER MANUAL:				Q	


<p>BEFORE YOU START</p>	<p>1/15 THE INTERACTIVE USER MANUAL ("IUM") FOLLOWS YOUR ACTIONS, TELLING YOU EVERYTHING YOU NEED TO KNOW.</p>	<p>2/15 FOR THE FIRST COUPLE OF SESSIONS KEEP "IUM" OPEN ALL THE TIME.</p>
<p>3/15 MORE DETAILS PRESS F1 OR CLICK </p>	<p>4/15 MORE DETAILS PRESS "H" OR CLICK ON "GUI SCHEMA"...</p>	<p>5/15 </p>
<p>6/15 ...GRAPHICAL USER INTERFACE (GUI SCHEMA). "IUM" SLIDE SHOW WAITS FOR YOU TO CONTINUE.</p>	<p>7/15 REMARK: PHRASE/MOTIF DURATION TEMPO: SEC.: 60BPM 32.00 90BPM 21.33</p>	<p>8/15 GENERATE TIME: FROM 5% TO 50% OF Σ TIME . IT DEPENDS ON PC AND SETTINGS IN PIANO MODE</p>



<p>9/15 ANYTHING YOU DO, YOU CAN DO IT BY USING "ONE KEY" SHORTCUTS (WITHOUT CTRL+, ALT+, SHIFT+...).</p>	<p>10/15 REMARK: WHEN YOU QUIT PLAY / PAUSE MODE, "IUM" STARTS FROM THE BEGINNING:</p>	<p>11/15 DURING PLAY, IF YOU CLICK STOP THEN YOU BACK TO PLAY, "IUM" STARTS FROM THE FIRST FRAME.</p>
<p>12/15 IF YOU ACTIVATE AUTO PLAY ON PLAY STARTS AUTOMATICALLY WHEN PROCESSING IS DONE.</p>	<p>13/15 WARNING RED LETTERS MESSAGE: YOU PRESSED AN UNAVAILABLE OPTION IN BASIC VERSION!!!</p>	<p>14/15 YOU CAN IMMEDIATELY CONTINUE!!! THE MESSAGE DISAPPEARS BY ITSELF (3 SECONDS).</p>
<p>15/15 WHEN YOU EXIT, PROGRAM KEEPS YOUR CURRENT SETTINGS FOR NEXT SESSION. START</p>		

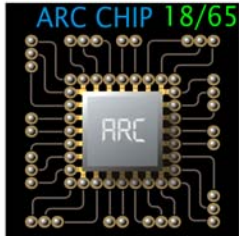
<p>WORKING MODE</p>	<p>1/12 !!! PROCESSING, PLEASE WAIT...</p> 	<p>2/12 AVOID "CLICKS" OR SHORTCUTS IN THIS MODE. IT INCREASES THE TIME REQUIRED TO GENERATE!!!</p>
<p>3/12 DEPENDING ON YOUR SETTINGS AND ON YOUR PC, THE PROCESSING TAKES UP TO 50% OF Σ TIME .</p>	<p>4/12 GENERALLY, YOUR SETTINGS IN PIANO MODE (AS THE BIGGEST CONSUMER OF THE TIME) IS THE MOST IMPORTANT.</p>	<p>5/12 EXAMPLE FOR: TEMPO 60 BMP Σ PHRASES 30 Σ TIME 16 MIN:</p>
<p>6/12</p>  <p>MAIN THEME</p> <p>2 - 4 MIN.</p>	<p>7/12</p>  <p>FULL PIANO</p> <p>4 - 6 MIN.</p>	<p>8/12</p>  <p>TWO PIANOS</p> <p>6 - 8 MIN.</p>

<p>9/12</p> <p>WAIT UNTIL FAN...</p>  <p>...STOPS AND...</p>	<p>10/12</p> <p>WORKING</p> <p>BECOMES</p> <p>DONE</p>	<p>IF 11/12</p> <p>AUTO PLAY ON</p> <p>AFTER 1 SEC.</p> <p>DONE</p> <p>BECOMES</p> <p>PLAYING</p>
<p>12/12</p> 		

<p>DONE</p>	<p>1/3 PROCESSING IS DONE!!!</p>	<p>2/3 ...NOW: CLICK PLAY FOR NEW PHRASES!!!</p>
<p>3/3 </p>		

<p>PLAY/ PAUSE MODE</p>	<p>1/65 "IUM" PLAY/PAUSE/SAVE  TIPS AND TRICKS</p>	<p>2/65 FOLLOW "Control Panel EXECUTE" (CURRENT data): PHRASE No TIME</p>
<p>3/65 WHEN YOU WANT TO SAVE A CURRENT PHRASE YOU CAN DO IT IN PLAY AND IN PAUSE MODE:</p>	<p>4/65 DT_PIANO_XX.MID DT_PIANO_XX.WAV DT_MIX_XX.WAV DT_ARR_XX.WAV DT_LOG.TXT</p>	<p>5/65 WHEN SAVE IN STOP MODE: DT_PIANO.MID DT_PIANO.WAV DT_MIX.WAV DT_ARR.WAV DT_LOG.TXT</p>
<p>6/65 MEANINGS: DT: DATE/TIME PIANO: ONLY MAIN THEME (WAVE AND MIDI FORMAT)...</p>	<p>7/65 ...MEANINGS: MIX: all settings ARR: all settings without PIANO main theme</p>	<p>8/65 ...MEANINGS: LOG: authorship (session codes) XX: PHRASE No (only in PLAY and PAUSE mode).</p>

<p>9/65</p> <p>IN THIS SESSION YOU CAN SAVE ANY PHRASE UNTIL YOU CLICK GENERATE AGAIN: NEW ONES</p>	<p>10/65</p> <p>BEFORE YOU BECOME FAMILIAR WITH VMC, DON'T CHANGE MORE THEN ONE OPTION IN SETTINGS FOR NEW SESSION.</p>	<p>11/65</p> <p>SHORTCUTS ALL SHORTCUTS ARE "ONE-KEY SHORTCUT" (WITHOUT CTRL+, ALT+, SHIFT+...).</p>				
<p>12/65</p> <p>SHORTCUTS: LIGHT-OUTLINED CHARACTERS (LETTERS AND/ /OR NUMBERS):</p>	<p>13/65</p> <p>INACTIVE BUTTONS:</p> 	<p>14/65</p> <p>ACTIVE BUTTONS:</p> 				
<p>15/65</p> <table border="1" data-bbox="190 686 405 812"> <tbody> <tr> <td>PLAY MODE</td> <td>FORCE PITCH</td> </tr> <tr> <td>MELODY /SONG</td> <td>MOTIF</td> </tr> </tbody> </table> <p>↓ PLAYING ALGORITHMS</p>	PLAY MODE	FORCE PITCH	MELODY /SONG	MOTIF	<p>16/65</p> <p>BESIDES BUTTON DESCRIPTION, HOW TO EXPLAIN BASIC MODES OF PROCESSING, ESPECIALLY "FORCE PITCH"?...</p>	<p>17/65</p> <p>...AS "FORCE NEXT NOTE TO HIGHER/ /LOWER PITCH"...? THEREFORE, THE BEST/ONLY WAY IS TO LISTEN.</p>
PLAY MODE	FORCE PITCH					
MELODY /SONG	MOTIF					




19/65
ARC (Algorithm
Random Control):
EVERY CLICK ON
START
OR
NEW ONES

20/65
...CURRENT DATA
(NEW RANDOM
SEED AND YOUR
SETTINGS) ARE
STORED AND
CHECKED
CONTINUOUSLY.

21/65
MEANING: THERE'S
NO POSSIBILITY TO
USE IDENTICAL
RANDOM SEED
AND SETTINGS
TWO TIMES.

22/65
ARC REGISTERS/
BASIC MODES TO
DEVELOP MOTIF
INTO A PHRASE.

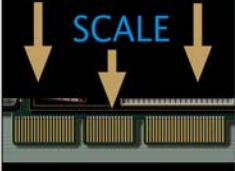



24/65
SHORTCUT "K"

KEYBOARD ABOVE
APD - ADVANCED
PHRASE
DEVELOPMENT...

25/65
APD REGISTER:
ADVANCED MODE
TO DEVELOP
THE MOTIF
INTO A PHRASE.

26/65
"ARC" AND "APD"
UPGRADE BASIC
PHRASE FROM
MINIMALISM* TO
SERIALISM*.

<p>27/65</p> <p>GENERATE</p> <p>- 5 +</p> <p>(SHORTCUTS +/- ACTIVE IN STOP MODE ONLY)</p>	<p>28/65</p> <p>EXECUTE</p> <p>- 1 +</p> <p>(SHORTCUTS +/- ACTIVE IN PLAY & PAUSE MODE)</p>	<p>29/65</p> <p>PIANO MODE</p> <p>MAIN THEME</p> <p>PIANO PLAYS THE MAIN THEME ONLY!!! ➔</p>						
<p>30/25</p> <p>PIANO MODE</p> <p>FULL PIANO PLAYING IN "BOTH HANDS" MODE ➔</p>	<p>31/65</p> <p>PIANO MODE</p> <p>TWO PIANOS ARRANGED BY 2nd PIANO ➔</p>	<p>32/65</p> <p>SHORTCUTS:</p> <p>MAIN THEME</p> <p>FULL PIANO</p> <p>TWO PIANOS</p> <p>▼ ARROW ▲</p>						
<p>33/65</p> <p>↑</p> <p>NOTE ➔</p> <p>TEMPO</p> <p>6 9</p> <p>SCALE M R</p> <p>MUSICAL SETTINGS</p>	<p>34/65</p> <p>SHORTCUTS:</p> <p>NOTE</p> <p>◀ ARROW ▶</p> <p>(OR PRESS AND HOLD ON)</p>	<p>35/65</p> <p>ANEX TO TEMPO</p> <p>PIANO BPM Clicks</p> <table border="1"> <tbody> <tr> <td>x1</td> <td>60/90</td> <td>60/90</td> </tr> <tr> <td>x2</td> <td>60/90</td> <td>120/ /180</td> </tr> </tbody> </table>	x1	60/90	60/90	x2	60/90	120/ /180
x1	60/90	60/90						
x2	60/90	120/ /180						

<p>36/65</p> <p>REMARK: THE SOUND OF BPM clicks DOES NOT EXIST IN SAVED FILES (SHORTCUTS 1&2)</p>	<p>37/65</p> <p>SHORTCUTS</p> <p>AUTO PLAY OFF</p> <p>SPACE</p> <p>AUTO PLAY ON</p>	<p>38/65</p> <p>WHEN YOU CLICK</p> <p>REPEAT CURRENT PHRASE</p> <p>(SHORTCUT "N") IN PLAY MODE...</p>
<p>39/65</p> <p>PLAYING CURRENT PHRASE 2x</p> <p>REGULAR PLAYING + ONE MORE TIME.</p>	<p>40/65</p> <p>CONTROL INDICATORS FOR BUFFERING OF SAMPLES FOR OUTPUT:</p>	<p>41/65</p> <p>TEMPO NOTE SCALE</p> 
<p>42/65</p> <p>F1 HELP FILE, X X EXIT.</p>	<p>43/65</p> <p>SHORTCUTS</p> <p>START</p> <p>OR/AND</p> <p>NEW ONES</p> <p>ENTER</p>	<p>44/65</p> <p>ACTIVE IN PLAY MODE ONLY</p> 

<p>45/65</p> <p>WHEN YOU CLICK STOP, PLAY STARTS FROM "00:00".</p>	<p>46/65</p> <p>BE CAREFUL WITH YOUR "ARCHIVE". OCCASIONALLY, DELETE OLD AND UNNECESSARY FILES.</p>	<p>47/65</p> <p>FOR EXAMPLE, ONE SESSION "30 PHRASES" TAKES ABOUT 450MB (WHEN YOU SAVE IN STOP MODE).</p>
<p>48/65</p> <p>IN THIS CASE, PROGRAM KEEPS MIX., ARR. AND PIANO. WAVES IN ITS ENTIRE VERSION.</p>	<p>49/65</p> <p>WHEN YOU SAVE IN PAUSE MODE (ONE PHRASE AS ...PIANO_xx.WAV) IT TAKES FROM 5 TO 8MB.</p>	<p>50/65</p> <p>YOU CAN SAVE MORE THEN ONE FILE (IN ARCHIVE FOLDER) WITH THE SAME LAST TWO DIGITS IN NAME...</p>
<p>51/65</p> <p>...BUT IT CAN BE A FILE FROM NEW SESSION ONLY (SAME INDEX BUT ALWAYS NEW DATE AND TIME).</p>	<p>52/65</p> <p>WHEN YOU LISTEN TO NEW PHRASES, DON'T DO IT TOO CAREFULLY. THE GOOD ONES WILL CATCH YOU BY ITSELF!!!</p>	<p>53/65</p> <p>"VIRTUAL MUSIC COMPOSER" DOES NOT USE LOOPS OR/AND MUSICAL PATTERNS.</p>

<p>54/65</p> <p>EACH SAMPLE CONTAINS ONLY ONE PITCH/NOTE OR APPROPRIATE CHORD.</p>	<p>55/65</p> <p>SO, EVERYTHING YOU LISTEN TO IS COMPOSED BY "VIRTUAL MUSIC COMPOSER".</p>	<p>56/65</p> <p>THIS SOFTWARE IS CAPABLE TO CREATE A MOTIF OF "ANY-AS-YET- -UNWRITTEN- -SONG". BUT,...</p>
<p>57/65</p> <p>...ALSO, TO CREATE MAIN MOTIF OF "ANY-SONG- -ALREADY- -WRITTEN". SO,...</p>	<p>58/65</p> <p>...THEREFORE, ANY LIKENESS OR SIMILARITY TO ANY WELL-KNOW- -SONG IS PURELY COINCIDENTAL!!!</p>	<p>59/65</p> <p>AT LAST, IT IS UP TO YOU TO MAKE A DISTINCTION BETWEEN "NEW SONG" AND "OLD ONE".</p>
<p>60/65</p> <p>EACH COPY OF "VIRTUAL MUSIC COMPOSER" IS PROTECTED WITH USER LICENCE CODE</p> 	<p>61/65</p> <p>BARCODE COLORS ARE GENERATED FROM INTERFACE (3x3 PIXELS AREAS WITH IDENTICAL COLOR OF PIXELS):</p>	<p>62/65</p> <p>EACH COPY OF THE PROGRAM HAS A DIFFERENT CODE COMPILED INTO IMAGE OF THE INTERFACE.</p>

<p>63/65</p> <p>TO IMPROVE THIS SOFTWARE, WE TAKE EVERY SUGGESTION SERIOUSLY INTO CONSIDERATION.</p>	<p>64/65</p> <p>THE NEW AND INTERESTING USERS IDEAS WILL BE ADDED IN A FUTURE VERSION.</p>	<p>65/65</p> 

<p>STOP MODE</p>	<p>1/8 NOW... PLAY AGAIN IF YOU WANT TO SAVE ANY MISSED MOTIF/PHRASE. OTHERWISE...</p>	<p>2/8 ...OR CLICK ON FOR ... NEW ONES</p>
<p>3/8 BUT, IF YOU CLICK SAVE IN STOP MODE, THESE FILES ARE NOT INDEXED. IT TELLS YOU:</p>	<p>4/8 EACH FILE CONTAINS ALL PHRASES IN .WAV (MIX, ARR, PIANO) AND .MID MODE (ONLY _PIANO).</p>	<p>5/8 ...IN THIS WAY YOU COLLECT THE DATA FOR LATER USE (LISTENING WITH NO GENERATE).</p>
<p>6/8 IN THIS CASE, FOR EDITING/ /EXTRACTING SOME PHRASE FROM FILE,...</p>	<p>7/8 ...IN HELP FILE YOU'LL FIND THE LISTING "CUT POINTS FOR EDITING".</p>	<p>8/8 </p>

...a couple frames from video
"Virtual Music Composer"...

