

A quick-start guide to ToneLib Jam

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Welcome to ToneLib Jam

Thank you for using ToneLib Jam. ToneLib Jam is an ultimate software designed for both beginners and advanced guitar players. It is aimed at helping users to master their music skills, compose their own music and make their practice routine fascinating by adding play-along features and visuals.

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ToneLib Jam app

ToneLib Jam can provide users with the following features:

- Easy-to-use multitrack score editor focused on tablature, specifically designed for stringed instruments.
- Powerful effect library which allows you to design a unique perfect tone for your guitar.
- Universal music player which allows you to view and listen to the song, with an accurate rendering of guitar effects, and an optimized display for the computer screen
- Various Import/Export which give you an opportunity to take advantage of hundreds of thousands of scores available on the Internet;
- Tools aimed to assist the user on a day-to-day basis, such as digital guitar tuner, chord diagram tool, scales tool, fretboard display and more.

Requirements and installation

Ready to get started? The latest version of ToneLib Jam installer for Mac and Windows can be downloaded anytime from <u>tonelib.net/downloads</u>. Please be sure to check the requirements below to make sure your computer and software meet the minimum requirements. Once you have installed ToneLib Jam, follow the steps for installation and authorization.

System requirements

To install and use ToneLib Jam efficiently, your computer and DAW system must meet the following requirements.

Mac Computers:

- Mac 0S X10.10 and 10.11 & mac0S10.12
- 64-bit AAX Native, Audio Units (AU)
- Supported sample rates: 44.1 kHz, 48 kHz, 88.2 kHz, 96 kHz

Windows Computers:

- Windows 7 SP1, Windows 8.1, & Windows 10 (64-bit only)
- 64-bit AAX Native
- Supported sample rates: 44.1kHz, 48kHz, 88.2kHz, 96kHz

Linux Computers (Experimental):

- Ubuntu (version) (64-bit only)
- 64-bit AAX Native
- Supported sample rates: 44.1kHz, 48kHz, 88.2kHz, 96kHz

Minimum Hardware Requirements

- Dual-Core 2.0GHz processor or faster
- 2 Gb of RAM
- 350 Mb of free disk space

Getting ready

Preferences

This Guide assumes that you have installed ToneLib JAM and are ready to go. The next step after installing the ToneLib app is managing the settings, which is vital if you want to make your ToneLib JAM experience proper and comfortable. Therefore, at this stage you should go to "Preferences". Here you can find the following sections:



ToneLib Jam – Preferences

Preferences Controls

Choose a UI theme – allows you to witch your UI between dark and light themes.

Prevent Screensaver while running – prevent your computer from going into Screensaver mode while running ToneLib Jam.

Check for updates on every startup – while enable, ToneLib Jam will automatically check for available updates every time you run the app.

Left-hand fretboard – switches the virtual fretboard display to the left-handed mode.

Audio import quality – allows you to select the required quality for imported audio files

Octave number for Middle C – allows you to locate the center of the virtual piano board.

Audio Configuration

ToneLib Jam can use both old-fashioned Windows Multimedia Extensions (MME) and DirectSound (DS) interfaces to exchange audio data with a sound card, or it can use an ASIO driver, if available.

Use Options -> Audio Devices menu to configure audio device properties.



ToneLib Jam – Audio Settings

What is ASIO?

The term ASIO, was coined by Steinberg several years ago as an abbreviation for "Audio Streaming Input Output". It defines rather fast communication method between an audio hardware and an audio-processing program, such as ToneLib Jam. An ASIO driver, if available, normally performs better than MME or DS driver, since it has considerably less overhead, allows multi-channel communication and so on.

If your sound card came without an ASIO driver, you might try to use ASIO4ALL driver. It can work wonders comparing to MME and DirectX drivers which are normally provided with sound cards.

Create new song

To create a new song in ToneLib Jam, use File->New at the Top bar. Before opening a new song page, it will close the current score, so be sure to save your progress.

Open song

To open a song you've created earlier, use File -> Open at the Top Bar. You will see the following window:

¢	Open	
Song Info	Recent songs	Technical Difficulties
New	Recent folders	Killswitch Engage - Strength Of The Mind
Open	Online songs	Practice - Metal Rhythm - Level#1 - Jam#1
Save As		Practice - Metal Rhythm - Level#1 - Jam#2
Print	Browse	Practice - Metal Rhythm - Level#2 - Jam#1
Export		Practice - Metal Rhythm - Level#2 - Jam#2
Options		Practice - Metal Rhythm - Level#2 - Jam#3
Help		Practice - Metal Rhythm - Level#2 - Ultimate
Quit		Practice - Metal Rhythm - Level#2 - Ultimate Stage 2

ToneLib Jam – Open song

Here you can choose a song you've been working on recently or download a song online. If you would like to open a song which is not included in the Recent songs list, you can click Browse and locate a file with one of supported extensions:

2	•
 All suported files 	7
All suported files Tonelib Jam song Files	
GuitarPro 6 Files GuitarPro 5 Files	3
GuitarPro 4 Files GuitarPro 3 Files	
Power Tab Files TablEdit Files	
TuxGuitar Files	
Rocksmith 2014 Files	

ToneLib Jam – Browse song file

Play Along Effects

This section allows you to manage the built-in ToneLib GFX plugin. Here you can change the formats of preset numbering and back-up file names, select which operations to perform with the loaded impulses, and manage the import and export of presets files.

Also, at the bottom of this section, you can find "Reset all presets to factory default settings" button, which allows you to bring the plugin to a starting point. Make sure you save all the necessary presets before using this feature.

Options		
Preferences	Preset numbering format	01A-32D 🗸
Audio Devices	Trim imported impulses	
Play Along FX	Normalize imported impulses	
Audio Plugins	Back-up presets file name template	Presets %d-%b-%Y %l-%M %p
Audia Dasardian	Export all presets to a file:	
Audio Recording	Brov	wse for file
Shortcut Keys	Import presets from a file:	
	Brov	wse for file
	Recent Imports:	

ToneLib Jam – Play Along FX

Audio Plugins

This section allows you to use additional third-party plug-ins in Jam's operation in case you find that the built-in TL GFX plugin's capabilities are insufficient.

You will find all necessary tools with the corresponding tips on the following control panel:



ToneLib Jam - Audio Plugins Tool Bar

The tools presented above will allow you to add and remove plug-ins to the list, as well as update the list. Among other things, you can automatically add the necessary plug-ins by scanning the related folders on your computer:

Select folders to scan for plugin files					
C:\Program Files\Steinberg\VstPlugins					
C:\Program Files\VstPlugins					
C:\Program Files\Common Files\VST3					
Scan Cancel					

ToneLib Jam – Audio Plugins Scan

Audio Recording

Besides, TL Jam also allows you to make quick recordings, which can be helpful to capture your musical ideas or your progress. You can manage the recording process in Audio Recording section:

Audio Recording Presets			
Recording sources:			
Play Along Track		Input left	~
Plugin Host		No record	
Score audio			
Backing tracks		-	
Metronome and count	down		
Recording output:			
Audio format		WAV file	~
File naming		Automatic naming	
Recording folder	D:\Jam Recordings		b
File name template	Recording %m-%d-%y at %I-%M %p		0
On start recording:			
Start the score playbac	k		
On finish recording:			
Stop the score playbac	k	-	
Show Audio Recording	history		
Play recorded audio			
Open file location			
Copy path to Clipboard			

ToneLib Jam - Audio Recording

Audio Recording Controls

Recording sources – This section allows you to select which sources you want to record. You can define from which channels the input signal will be recorded, as well as add additional sources to your recording, such as backing track, metronome, countdown or score audio.

Recording output – Here you can choose the output format of your recording, select the directory to which your records will be saved and file name format.

On finish recording – In this section you can choose which actions will be executed after the recording is finished.

Starting Recording

To manage the recording process, you can use the following toolbar, which can be found on the main window of the app:

Editor mode

This mode is designed primarily to create and edit notes or tabs, providing complete tools for creating musical compositions. Edit mode is the default mode that the user sees when they first open ToneLib Jam.



Adding Score Tracks

When you create a new TL Jam file, one Score Track is created by default. There are several ways to add additional tracks.

First of all, you can use the tools located at the top of the track list.



You can also right-click on an empty section of the track list and select the appropriate item from the context menu.



ToneLib Jam – Adding new Score Track

After that, a new Score Track creation window opens, where you can select the necessary parameters for the track to be created.

Add new score track	×
Track Name	Strings —
Score track 2	6 🗸
Instrument	E2 V
Steel-String Guitar 🗸 🗸 🗸	
Track color	B2 V
	G2 V
- Score Clef	D2 🗸
-2	A1 🗸
9	E1 🗸
👌 Treble (G2) 🗸 🗸	
Apply Cancel	

ToneLib Jam - Adding new Score Track

Adding Measures

Once you've created a new Score Track, you can add extra measures to it. To add additional measures, go to the editing tools menu located on the right side of the screen. The Measure tab displays the parameters of the new measure. After selecting the necessary properties, add a new measure by clicking on the Add button.



ToneLib Jam – Measure Tab

After you've added a new measure, you can adjust its beat on the corresponding tab.



ToneLib Jam – Beat Tab

Here you can choose the variety of parameters for selected measure, including notes duration, dynamic, type of stroke and make a text labels for it.

Adding notes

The next step is adding notes to Score Track. There are several ways to add notes in ToneLib Jam.

You can place the note on the sheet music stand in the main window of the program, and then select the necessary parameters of the added note in the corresponding tab of the editing menu.

		Note				
		St	String Down			
Semi-tone	Up	Sem	i-ton	e Down		
Ghost	Acce	ented	ed H.Accented			
Staccato	Leg	jato		Vibrato		
Dead H	lammer	L.Ri	P.M.			
Tapping	SI	Slap Pop				
Bend	~	Trer	nolo	Bar 🗸		
Harmonic			Grace			
Trill		Tremo	olo Pi	cking 🗸		
Slide	Fa	de In		ade Out		

ToneLib Jam – Note Tab

Another way to add a note is to use a virtual guitar fretboard located in the additional modules section. In order to add a note, you need to place it on the fretboard and then set the parameters of the note.

	er Frett	board											
Sc	ore track :	Leac	l Guitar	~		Duration:	∫ Eighth	~	Scale		Left ha	ind:	
E3 B2													
G2				•	в	•		•	•		•		
A1 F1											•		

ToneLib Jam – Fretboard

At the same time, it is possible to add notes on a virtual piano, located in the section of additional modules. The principle of adding notes is the same as in the previous way.



ToneLib Jam – Piano

The last way to add a note is to use the measure matrix located in the additional modules section. With this matrix, you can easily arrange the notes to the full extent by manually selecting the duration required for them.



ToneLib Jam – Measure Matrix

Viewer mode

This mode is intended solely for playing notes or tabs. It does not allow you to change or add any elements to the notes. In this mode, the selected track is presented in the format most convenient for reading from the page.

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ToneLib Jam – Viewer Mode

3D Mode

This mode is designed to bring an entertainment element into your practice routine. Moreover, some users may find this mode more appropriate for learning new material.



ToneLib Jam – 3D Mode

In this mode you can switch between several tracks, as well as choose the most convenient display and navigation options using the tools presented in the following tab:

In this mode, the tabs of the selected track are converted into a running stream of three-dimensional elements. Each of the strings is marked with its own color, and each of the frets - with the corresponding number. At the time when the running note reaches the virtual fretboard, it must be played.



ToneLib Jam – Navigation Tool Bar

Additional Modules

In addition to the main functions, TL Jam provides a number of additional modules, each of which will help to diversify the workflow.

The additional modules are presented in the menu at the bottom of the application screen and are divided into sections, depending on the functions performed.

Mixer

The mixer is one of the most important modules. It contains the parameters responsible for the signal level of each added track, as well as their pan. In the mixer you can adjust the output signal values so that each of your tracks sounds perfectly balanced.

Mixer Fretboard			meline Plugin Hos					
Metronome	Play along FX	Plugin Host	Lead Guitar	Lead Guitar 2	add. Guitar	Bass	Drums	Master
MS	MS	MS	MS	MS	MS	MS	MS	

ToneLib Jam – Mixer

Timeline

The Timeline module is intended for orientation in the playing composition. It displays the current position of the player and visually represents the audio file of the backing track.

You can add a backing track by drag-and-dropping the necessary audio file to the main window of the program.

You can add a backing track by drag-and-dropping the necessary audio file to the main window of the program.



ToneLib Jam – Timeline

Plugin host

This module allows you to use additional plugins in cases when the capabilities of the built-in plugin seem insufficient to you.

Plugin host allows you to create chains from multiple plugins by manually setting necessary inputs and outputs for each of the effects.

Thus, you can add any supported plugins and use them with TL Jam.



ToneLib Jam – Plugin Host