

# WELCOME TO CONCORDIA

Concordia plays music for relaxing, meditating, or just general chilling out. Concordia creates unique songs for you based on your mood. You can listen to Concordia while the program is running or you can save songs to listen to later. You can use saved Concordia songs as parts of musical compositions, podcasts, or multimedia productions.

Concordia runs on any Intel Macintosh with Mac OS X 10.6.6 or later. You do not need any additional musical equipment to listen to Concordia. However, Concordia is compatible with iPods, headphones, external speakers, Apple Remote Controls, and MIDI music software.

This user guide has the following sections:

[PLAYING MUSIC](#)

[SETTING THE MOOD](#)

[SAVING SONGS](#)

[MUSIC TO GO](#)

[CONCORDIA RADIO](#)

[REGISTRATION](#)

[APPLE REMOTE](#)

## PLAYING MUSIC

To start, press the **Play** button. The song will play for seconds, minutes, hours, or even days, continuing until you press the **Stop** button.



Concordia User Interface

Once playback starts, the **Play** button becomes **Next**. Since each song is unique, pressing **Next** begins a new composition with different instrumentation, melody, and ambient sound effects.

Also, you can choose the **File > Play (⌘-R)**, **File > Next (⌘-R)** and **File > Stop (⌘-)** menu items.

Listen to **Stations** or use them as the basis for your own genres of music.

Concordia can automatically switch songs after a set amount of time. See instructions for **Concordia Radio**, below.

## SETTING THE MOOD

Concordia plays random, generative music, but it creates the songs based on settings that you control. The controls are divided into two groups: **Mood** and **Mix**.

### MOOD

The mood controls set the basic feel of the music. You can change the mood while the song is playing. Some aspects of a song, like the instruments, are picked when the song starts, so to hear the complete **Mood** changes, click **Play** or **Next** to start a new song.



#### MELLOW

Use **Mellow** to set how chill the music will be. Very mellow creates happier, slower music while not so mellow creates darker sounds. Mellow ness is reflected in the scale used, chords picked, and the ambient sounds played. Many aspects of the song are chosen using the **Mellow** setting when the song begins.

#### SPACE

Balance between acoustic instruments (strings, trumpets, and so forth) and synthesizers using the Space slider. This setting is used each time a new song starts.

#### BEATS (BPM OR BEATS PER MINUTE)

Slide the **Beats** control to set the speed of the music, from 80 (slow) to 30 (glacial). **Beats** changes the speed of the playing song in real time.

### SWELL

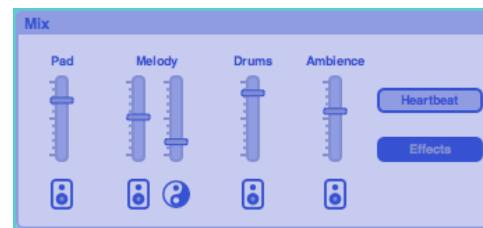
Click the **Swell** button to trigger a crescendo on the first beat of the next measure. The crescendo plays chord changes, melodies, and ambience all at once. Once you click the **Swell** button, the number of rings in the button increases until the crescendo, then returns to its resting state.

### PULSE

The **Pulse** displays the current activity level in the song. The more bars in the pulse, the more likely it is that instruments will play. The activity level evolves over the course of the song. You can set an activity range by dragging the gray areas.

### MIX

Determines the balance between the different musical parts. Use each part's speaker slider to set the volume level between 0.0 (silent) and 1.0 (full volume). Adjust the volume of each part to create a mix that works for you. Dragging any of the sliders to 0.0 mutes the part.



#### MIX SETTINGS

#### PAD

The pad part provides the main harmony and atmosphere for the song. Concordia plays a variety of pad sounds, including synths, strings, and vocal choirs. The nature of the chord progressions depend on the song's **Mellow** setting.

## MELODY

Two melody parts play according to the scale and chords in the song. One melody line is performed by staccato instruments, such as pianos and bells. The second is played by sustained instruments, like violas and horns. The **Yin Yang** slider controls the balance between the two melody instruments. Not just the volume, but the role the melodies play in the song.

## DRUMS

Drums provide the rhythmic backbone to music. With steady beats, percussion, and fills, the drums will drop in and drop out over the course of the track.

## AMBIENCE

Sound effects play throughout the song, setting the ambience. Depending on **Mellow**, these sounds can be soothing nature noises, jarring urban sounds, or something in between. Sound effects are organized into themes, which stick with the song throughout its duration.

## HEARTBEAT

When checked, plays a heartbeat at the start of every measure.

## EFFECTS

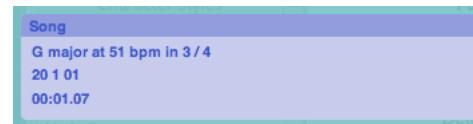
Check the **Effects** option to add fades, echoes, and reverb to the song. If you plan to remix or edit the song after saving it, you can turn off effects to get a dry mix, then add your own effects and processing later. Otherwise, you should leave effects on for a better listening experience.

## SONG

Displays information about the currently playing song. This information is especially useful if you plan to use the song later as part of another musical composition, podcast, or soundtrack. The

display includes:

- Root note (tonic), scale mode, BPM, and time signature (4/4 or 3/4)
- Counter: measures, beats, frames (@ 48 frames per beat)
- Running time: hours:minutes.seconds



Song Information

## ADDITIONAL OPTIONS

Concordia provides menu commands for playback options.

### OPTIONS > PLAY AT STARTUP

When this option is checked, music plays automatically each time you start the Concordia program.

### OPTIONS > COUNT-IN

Choose no count-in, or count-ins of 1, 2, 4, or 8 measures. This might be useful if you plan to accompany Concordia with beats or other live performances.

### OPTIONS > END ON MEASURE

If this option is checked, the song plays until the end of the current measure when you press the **Stop** button. If **Effects** are on, the song will fade out. When this option is unchecked, playback stops immediately when you click the **Stop** button.

## STATIONS

Concordia provides several stations that you can listen. A station is a preset that combines different **Mood** and **Mix** settings to create a

style of music. You can listen to the stations or use them as the basis to discover your own genre.

Concordia stations are:

- Meditation
- Classical
- Electronica
- Modern
- Soundtrack
- NY Avant
- Concète

In the **Stations** menu, the last chosen station is checked. Once the settings are modified, the station is marked with a minus, to indicate that it has been changed.

## VOLUME

Adjust the overall output volume using the volume control. The output volume does not affect the loudness of songs that you save to files or to iTunes.



## SAVING SONGS

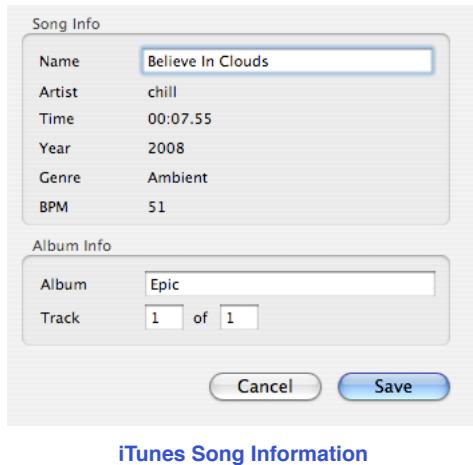
You can save the last song you listened to, so that you can chill out to it again later. Concordia supports several audio file formats. Which format you choose depends on how you will use it later.

- To listen to the song on your iPod, save the song to iTunes.
- For multimedia and music composition, pick the right format based on your needs.

**NOTE** The **Last Song** is the song that was playing when you pressed the **Stop** button.

### FILE > SAVE LAST SONG TO ITUNES

Use this command to save the last song to iTunes. The song is added to your iTunes library and converted to the audio format specified in your iTunes Import Settings (typically AAC, MP3, AIFF, or Apple Lossless).



iTunes Song Information

In the dialog, specify a song name and album information. The rest of the song information is supplied by Concordia. You do not need to specify a file location – the track is moved into your iTunes library when it is converted.

Concordia sets in additional fields in the song info, including the BPM, scale, and time signature. To view this information in iTunes, select a song in the browser and choose **File > Get Info (⌘-I)**. Then click the **Info** tab.

### FILE > SAVE LAST SONG AS

The items in this sub-menu save the last song in different audio file formats. Generally, you will use these formats when you want to use the Concordia song in podcasts, slideshows, video presentations, or musical compositions.

Supported audio file formats are:

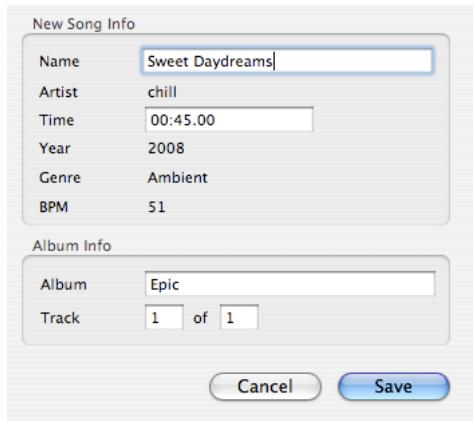
- **AIFF** AIFF files (.aif) are CD-quality, uncompressed, 44.1 khz, 16-bit stereo audio files. They can be listened to and imported by iTunes, QuickTime Player, GarageBand, Logic, Final Cut, and many other music and audio programs.
- **Wave** Wave files (.wav) are CD-quality, uncompressed, 44.1 khz, 16-bit stereo audio files. Wave files are the standard audio file format for Windows computers. On a Mac, you can open them or listen to them anywhere you can an AIFF file.
- **MIDI** A General MIDI file (.mid) contains information about the notes that were played in the song and assumes a standard instrument set. You can play these files in iTunes, QuickTime Player, and other programs. You can open them in a MIDI sequencer, such as Apple Logic, Steinberg Cubase, and Ableton Live, to edit them.
- **Tracks** Exports each instrument as its own AIFF file. There are six tracks. Some of the files might be empty if no notes were played on that track or if the part's volume is all the way down.

## MUSIC TO GO

You can make new Concordia music to listen to away from your computer. Specify a length of time and Concordia makes a song or an album of that duration that is imported into iTunes. From there, you can load it onto your iPod, burn it to CD, or play it in iTunes itself. This process takes a fraction of the time of the music's running length. Depending on the speed of your computer, making a 60 minute album takes just a few minutes.

### FILE > SAVE NEW SONG TO ITUNES

This command saves a single song to iTunes. While the song uses your Mood and Mix settings, the exact composition will be unique.

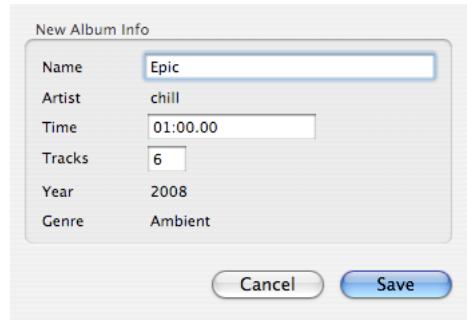


New Song iTunes Information

In the dialog, enter the song name and its duration. You can optionally specify album information.

### FILE > SAVE NEW ALBUM TO ITUNES

To save an entire album (LP, CD, or 8-Track) worth of music, choose this menu command. If **Options > Random Radio** is checked, many of the Mood and Mix settings will be varied for each song.



New Album iTunes Information

In the dialog, enter the album name, duration, and number of tracks. The running time of each song is randomized, so the actual duration of the album probably will not exactly match the time you enter.

For each song, Concordia sets additional fields in the song info, including the BPM, scale, and time signature. To view this information in iTunes, select a song in the browser and choose **File > Get Info (⌘-I)**. Then click the **Info** tab.

## CONCORDIA RADIO

In radio mode, Concordia automatically switches to a new song after a chosen amount of time, as though you were listening to a radio station. If you like the radio playlist, you can save the entire session or individual songs to iTunes to listen to later.

**NOTE** Be sure to choose **Options > End on Measure** and highlight the **Effects** button to ensure smooth transitions between songs.

### OPTIONS

#### OPTIONS > CONCORDIA RADIO

Check this item to enable **Concordia Radio**. When it is unchecked, Concordia plays in song mode, where it plays the same song forever, or until you hit **Next** or **Stop**, whichever comes first.

#### OPTIONS > RANDOM RADIO

When **Random Radio** is checked, Concordia tweaks the song settings between each song, so that each song has a slightly different feel, while retaining the mood you chose. Between each song, Concordia adjusts the Beats and Yin Yang controls. When you press **Stop**, your original settings are restored.

#### OPTIONS > SONG LENGTH

Choose the average number of minutes for **Concordia Radio** to play a song before switching to a different one. You can select 5, 10, 20, or 30 minute songs.

#### SAVING RADIO PLAYLISTS

Concordia records all of the songs that play in the radio. Once you have hit the **Stop** button, you can then save the playlist into an album in iTunes. Additional controls provide more options for saving radio sessions.

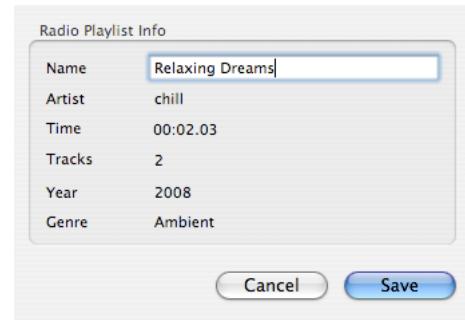
The song playing when you press **Stop** is not complete, and is not saved in the radio playlist. To save this song, use one of the **Save Last Song** menu items. If you press **Next** while the song is playing, Concordia assumes you didn't like it, so the song is not saved to the playlist.

**NOTE** Once you press **Play** again, the previous radio playlist is forgotten!

#### FILE > SAVE RADIO TO ITUNES

Choose this command to save all of the songs that played in the last radio session into a single album in iTunes.

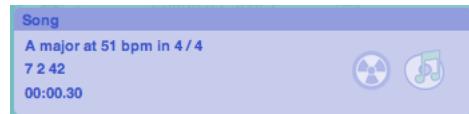
This menu command is not available when you are not in radio mode, if you have not played any songs yet, or if you have marked all of the songs **Radioactive** or **iTunes**.



Radio Playlist iTunes Information

#### RADIOACTIVE + ITUNES BUTTONS

When you press **Play** in Radio mode, two icons appear at the right side of the Song information panel. These two buttons give you additional control over how radio playlists are saved.



Radio, Showing Radioactive and iTunes Buttons

### RADIOACTIVE BUTTON

Pressing the **Radioactive** button indicates that you do not like the currently playing song enough to save it to your radio playlist. You can set or unset **Radioactive** as many times as you want while the song is playing. When the next song starts, this button resets.



Radioactive Button Activated

### ITUNES BUTTON

Click the **iTunes** button to save the current song to iTunes *immediately* after it has finished playing. For the first song, Concordia asks you to name the radio playlist. Once you have named the playlist, each subsequent song marked for iTunes is saved in the background, while the radio continues to play.

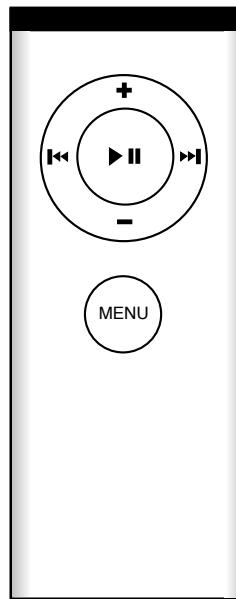


iTunes Button Activated

**NOTE** If you press **Stop**, the song will not be saved to iTunes – use one of the **Save Last Song** commands.

## APPLE REMOTE

If your Macintosh has an Apple Remote Control, you can use it to control Concordia. The remote control functions work only if chill is the front application.



- + SWELL
- ◀ SAVE TO iTUNES
- ▶ NEXT
- RADIOACTIVE
- ▶▷ PLAY/STOP

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