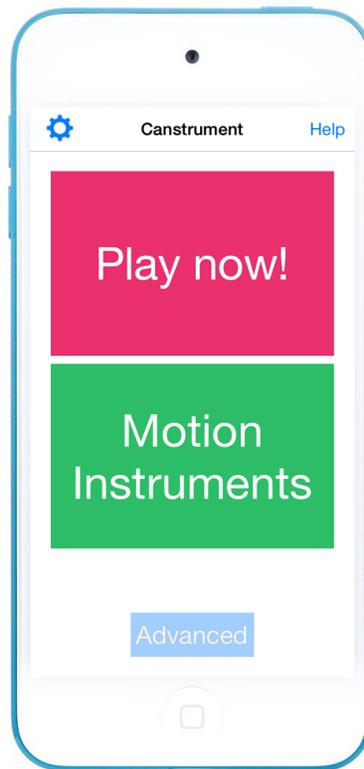


# Canstrument Manual

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For iPod touch, iPhone and iPad devices.



January 2014

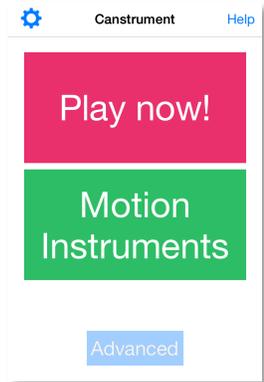
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## Introduction

Canstrument is a motion-based musical instrument. Canstrument turns your iOS devices motion into musical expression. Roll, pitch or turn the device to play a scale, shake the device to play a tambourine, different motions can be used with different instruments. Canstrument is completely customizable to ensure that each users motion-type can be properly utilized.

## Screens in Canstrument



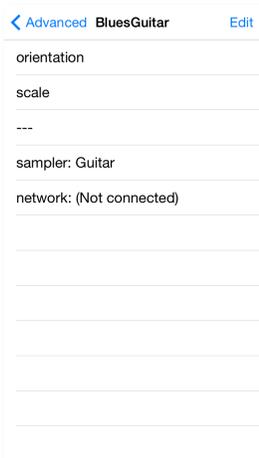
Canstrument opens up to the main screen which allows you to access **Settings** (top left), **Help** (top right), or begin playing with **Play Now!**, **Instrument list**, or **Advanced**.



**Play now!** view shows only your sensitivity slider. This instrument is a piano based off all the orientation changes of the device. The sensitivity slider will increase or decrease the amount of sound produced from motion.



The instrument screen gives easy access to the most used features of an instrument.



Advanced mode opens up all the possibilities of creating a unique motion instrument of your own.

## Instruments Screen

Inside the instrument screen you will have a set of options to choose from to help customize your experience.



Select Input –change how you move the device

How do you want to play? [Done](#)



Pitch: up-and-down



Yaw: side-to-side



Roll: twisting

**Average**

All combined

How do you want to play? [Done](#)



Dynamic Acceleration Max



Current Max: 4



Select Sound – change your instruments sound

[← Blues Guitar](#) Select sound

Crystal

Drums

ElectricBassGuitar

EnglishHorn

GrandPiano

Guitar

JazzGuitar

Keys

Pad

Piano



Select Key – change the base key of your instrument

< Blues Guitar Select key

Base key	Octave Shift
D	-4
D#	-3
E	-2
<b>F</b>	<b>-1</b>
F#	0
G	1
G#	2



Select Scale – change the notes your instrument will play

< Blues Guitar Select scale

Mixolydian

None

Major

Blues

Pentatonic

Arabian

Lydian

Minor

## Advanced Screen

### Add a custom instrument

1. Touch the soundfont you want to base your instrument on.
2. Enter a name for the instrument and touch **Save**.

The new instrument will appear in the list, you must add modules to it before it will perform any function.

## Modules

Canstrument provides a set of modules to interface motion with music. You can build your instrument by creating a module chain.

**Orientation** and **Acceleration** modules send information about the sensors of the device to whatever is next in the chain. Anytime you add a module of this type, whatever module sits before it in the chain will have its output sent to the sampler.

**Scale** and **Trigger** modules create musical notes when they are added after an **Orientation** or **Acceleration** module.

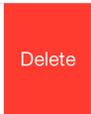
**Velocity**, **Inverter**, **Custom**, **ControllerChange**, and **Channel** modules all modify aspects of any notes passing through them.

## Delete an instrument

1. Touch the **Edit** button on the top right.  
The instrument list will go into Edit mode.
2. Touch the **red-circular** button to the left of the activity you want to delete



3. Touch the **Delete** button to confirm the delete.



4. Touch **Done** in the top right to exit Edit mode.

## Need More Help?

Email your questions or comments to [appsupport@canassist.ca](mailto:appsupport@canassist.ca)