



ChordCommander 1.0 Manual

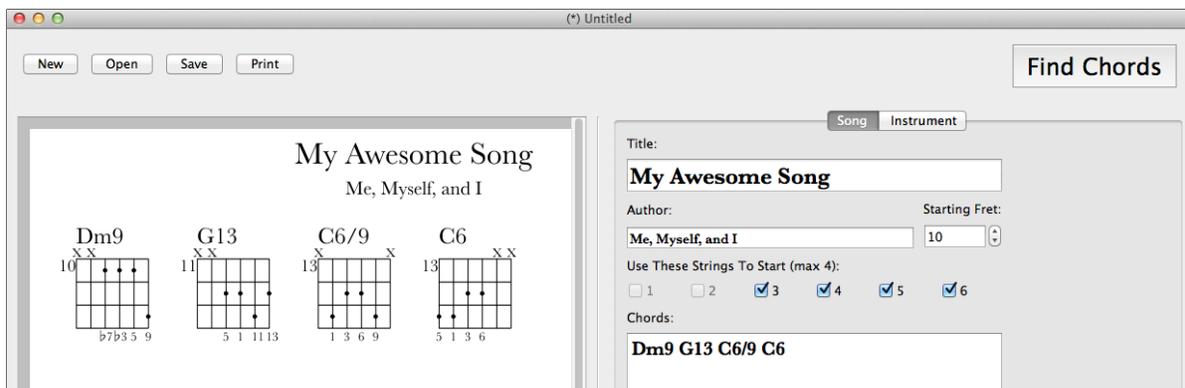


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ChordCommander Overview

Versatile

Want to play that progression using different strings, another place on the neck, or in a different tuning? Or, play it on a 7-string guitar?

ChordCommander lets you customize the number of strings on your instrument, as well as the tuning of each string.

Left-handed players, rejoice! ChordCommander has handy instrument pre-sets to reverse standard tuning. No more translating right-handed chord charts!

Intelligent

ChordCommander can understand virtually any jazz chord. From ninths, thirteenths, diminished, altered, etc. No knowledge of music theory necessary, it does all of the hard work for you using cutting-edge algorithms.

Ideal for beginners and experienced players alike, it can make a tough jazz standard playable by anyone, or it can give seasoned veterans new ideas.

Easy

Simply enter the chords you want to play, show where you want to start playing on the guitar, and ChordCommander will generate easy-to-read diagrams for what strings and frets to play.

What's more is, ChordCommander will automatically generate voicings that make musical sense! No more digging through chord charts or jumping around the fretboard.

Multi-Instrument

Play bass? Ukulele? We got you covered.

There are pre-sets for four, five, and six-string bass, as well as ukulele!

Installation

Windows

Double-click the *Setup.exe* file and follow the instructions.

You may encounter a Microsoft SmartScreen warning message. This is only because ChordCommander is a new application and as yet unknown to SmartScreen.

It is safe to click through this message as ChordCommander has been digitally signed by Dog Ear Software LLC using strong cryptography. Click *More Info* and then *Run Anyway*.

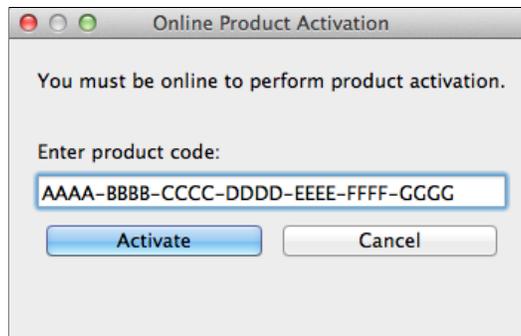
Mac

Double-click the ChordCommander *.dmg* file. Drag the ChordCommander icon into the *Applications* folder.

When you double-click ChordCommander in the *Applications* folder or run it from the Dock, you may encounter a dialog box saying ChordCommander "can't be opened because it is from an unidentified developer." This is Apple's Gatekeeper application, and even though ChordCommander has been digitally signed by Dog Ear Software LLC using strong cryptography, we're not yet able to generate signatures recognized by OS X 10.9 and 10.10. We're actively working on resolving this issue.

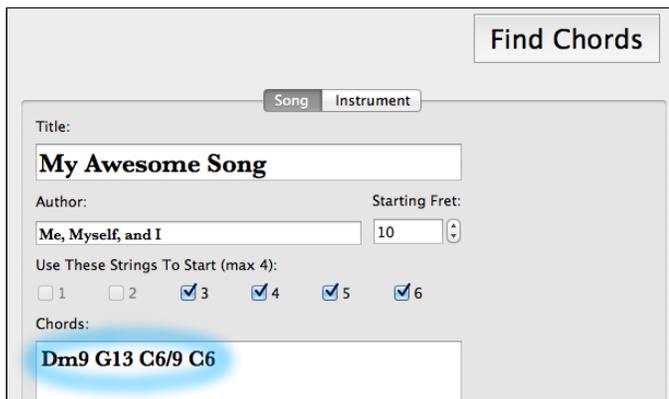
To run ChordCommander, right-click or control-click it and choose *Open*, then choose *Open* on the resulting dialog box.

Product Activation

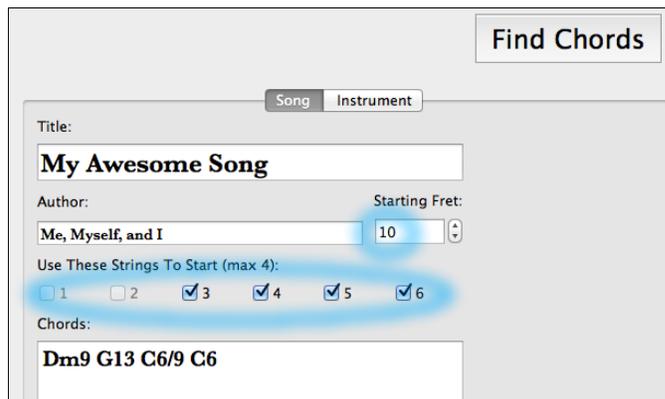


Start ChordCommander. Enter your license key into the dialog box shown here and press *Activate*.

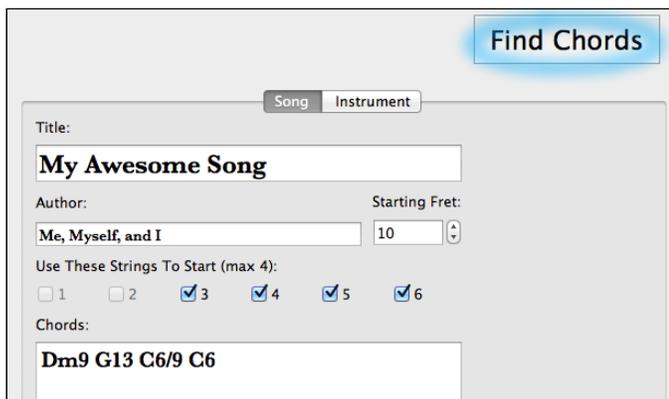
Quickstart



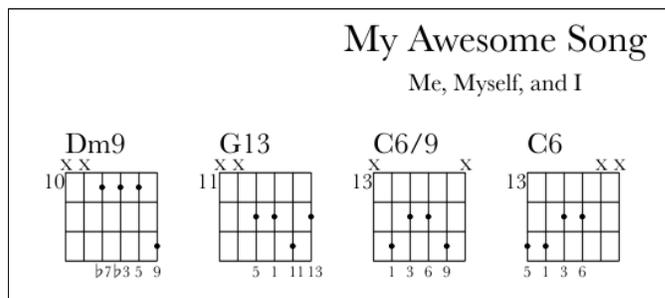
1. Enter the names of the chords



2. Tell ChordCommander where to start on the guitar

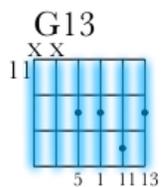


3. Press "Find Chords"

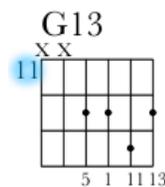


4. Play the progression according to the diagrams

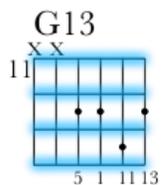
Chord Diagrams Explained



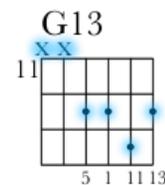
Strings are represented by vertical lines



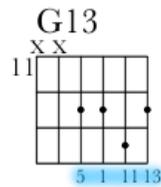
The starting fret is shown at the top left



Horizontal lines represent frets



Black dots show where to place your fingers, "X" indicates that string should not be played, and "0" means the string should be played open



The numbers below show the interval for each note

Song Interface

The Song user interface tab describes what chords will be in your song and where to start on the instrument.

Title

Title:

My Awesome Song

The title of the song will show up at the top of the page in a large font.

Author

Author:

Me, Myself, and I

The author of the song will show up at the top of the page under the title in a smaller font.

Use These Strings To Start

Use These Strings To Start (max 4):

1 2 3 4 5 6

This describes which strings ChordCommander will use to start its chord search. i.e., the first chord diagram will most likely use these strings. ChordCommander tries to minimize movement between strings, but it may decide to do so if it maximizes playability and chord correctness. ChordCommander currently supports a maximum of four (4) notes.

Starting Fret

Starting Fret:

5

This describes where ChordCommander will start on the neck of the instrument. Fret 1 is closest to the tuners, and the maximum fret is closest to the bridge.

Chords

Chords:

Cmaj9 D11 Bogus G13

This text area is where the user inputs chords. ChordCommander supports a very wide variety of chords, and they can be entered via the keyboard. If a chord is misspelled, or ChordCommander otherwise can't understand it, a red squiggly line will appear under it. If there are misspelled chords and the Find Chords button is pressed, a dialog box will alert the user that there are chords to be fixed.

All chords start with a capital letter, are separated by spaces, and note that in lieu of a flat symbol, ChordCommander uses a lowercase "b". For example, C-flat would be "Cb".

[See the Chord Cheat Sheet for details....](#)

Instrument Interface

Song Instrument

Choose an Instrument:

6 String Guitar, Right-handed

Number of Strings: Number of Frets:

6 24

String Tunings (string, note, MIDI octave):

1: E/Fb 2 2: A 2

3: D 3 4: G 3

5: B/Cb 3 6: E/Fb 4

Choose an Instrument

Choose an Instrument:

- ✓ 6 String Guitar, Right-handed
- 6 String Guitar, Left-handed
- 7 String Guitar, Right-handed
- 7 String Guitar, Left-handed
- 8 String Guitar, Right-handed
- 8 String Guitar, Left-handed
- 4 String Bass, Right-handed
- 4 String Bass, Left-handed
- 5 String Bass, Right-handed
- 5 String Bass, Left-handed
- 6 String Bass, Right-handed
- 6 String Bass, Left-handed
- 4 String Concert Ukulele, Right-handed
- 4 String Concert Ukulele, Left-handed

Use the "Choose an Instrument" drop-down to select the instrument you wish to use. This will set the number of strings, frets, and standard tuning. The user can then further modify these settings to their liking.

Number of Strings

Number of Strings:

Sets the number of strings for your instrument. ChordCommander currently supports from four (4) to eight (8) strings, though more could be included in the future.

String Tunings

String Tunings (string, note, MIDI octave):

1:	<input type="text" value="E/Fb"/>	<input type="text" value="2"/>	2:	<input type="text" value="A"/>	<input type="text" value="2"/>
3:	<input type="text" value="D"/>	<input type="text" value="3"/>	4:	<input type="text" value="G"/>	<input type="text" value="3"/>
5:	<input type="text" value="B/Cb"/>	<input type="text" value="3"/>	6:	<input type="text" value="E/Fb"/>	<input type="text" value="4"/>

Tune the strings using notes and MIDI octaves. String #1 is furthest to the left in the generated chord diagrams, and middle C and A 400 Hz are both in MIDI octave 4.

Number of Frets

Number of Frets:

Sets the number of frets for your instrument. ChordCommander currently supports from twelve (12) to twenty-four (24) frets.

Menus and Buttons

File

ChordCommander files end in *.crd*. The *File* menu has the following functions:

- **New:** Create a new file. The *New* button performs the same function.
- **Open:** Open an existing file. The *Open* button performs the same function.
- **Save:** Save the current file. If a filename has not been given, the user will be prompted for one. The *Save* button performs the same function.
- **Save As...:** Save the current file under a different name.
- **Print:** Print the current chord diagram. The *Print* button performs the same function.
- **Find Chords:** Perform a chord search using the existing chords and instrument. If misspelled chords exist, the user will be prompted to fix them first. The *Find Chords* button performs the same function.
- **Quit (Windows only):** Quit ChordCommander.

Edit

The *Edit* menu has the following functions:

- **Cut:** Send the selected text to the clipboard and remove it.
- **Copy:** Send the selected text to the clipboard.
- **Paste:** Put the contents of the clipboard at the current cursor position.

Help

The *Help* menu has the following functions:

- Manual: Opens this web page in a browser.
- Chord Cheat Sheet: Opens a chord cheat sheet in a web browser.
- Deactivate license: Deactivate the ChordCommander license on this computer so that it can be used on another computer. A user is allowed to use ChordCommander on three (3) different devices at a time. The user will be prompted before deactivation occurs and will also be asked to save any unsaved work. Re-activation is simple: the license key is stored on the user's machine, and next time ChordCommander is started, they will be prompted to re-activate the stored license key.
- About (Windows only): Shows the ChordCommander version, build date, and copyright notice.

ChordCommander (Mac only)

The *ChordCommander* menu has the following functions:

- About ChordCommander: Shows the ChordCommander version, build date, and copyright notice..
- Quit ChordCommander: Quits ChordCommander.

Known Issues

Application Warnings on Windows

You may encounter a Microsoft SmartScreen warning message. This is only because ChordCommander is a new application and as yet unknown to SmartScreen.

It is safe to click through this message as ChordCommander has been digitally signed by Dog Ear Software LLC using strong cryptography. Click *More Info* and then *Run Anyway*.

Application Warnings on Mac

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To run ChordCommander, right-click or control-click it and choose *Open*, then choose *Open* on the resulting dialog box.

High Resolution Screens

ChordCommander may not display well on newer, ultra-high resolution/DPI screens (for example, 3200x1800). The reason for this is these high resolutions aren't well-supported (yet) by the cross-platform graphical toolkit we use. We are actively working on resolving this issue.

Support and Troubleshooting

Support

If you need help or you feel you've found a problem with ChordCommander, please contact support@dogearsoftware.com and include the following information in the email:

- In ChordCommander, go to *Help -> About* on Windows or *ChordCommander -> About* on Mac and include the *version and build date*.
- What version of MacOS or Windows are you using?
- Can you reproduce the problem? If so, please include, *step-by-step exactly* what you did to trigger the issue.

