ChordMapMidi
Chord-Exploring App for iPhone

Step 1: Setting Up ChordMapMidi

Three Things to Know

1 - ChordMapMidi is a "midi controller." It doesn't create sound on its own.

2 - When you touch a chord location, ChordMapMidi sends midi signals to another app—a synthesizer app, running in the background. The synthesizer app creates the audio.

3 - There are many synthesizer apps you can use to create the audio. (ThumbJam, SampleTank, iM1… the list goes on.) The usual setup procedure is this:

> **A** - Open the synthesizer app first. Select a sound. Tap the screen to make sure the sound is on and is playing.
> **B** - Open ChordMapMidi and tap a chord location. (for example, the V location)
>
> If you hear the chord being played, you're all set.
>
> **C - If you don't hear any sound, here's why.** Many synthesizer apps have an option called "Background Audio." This option must be "on" for the synthesizer to play audio while it is running in the background. Usually you can find this option by looking in the synthesizer app for "Settings" or "Options" relating to midi. (Some also require "Virtual Midi" to be on.)
>
> After you find the "Background Audio" option and turn it "on," return to the ChordMapMidi app and tap the screen again. For most apps, you will now hear the sound playing.
>
> **Note for GarageBand Users** - GarageBand requires an extra step, a third app called a midi bridge. There is a free midi bridge called FreEWI. First open GarageBand and choose a sound. Then open FreEWI. Then open ChordMapMidi.
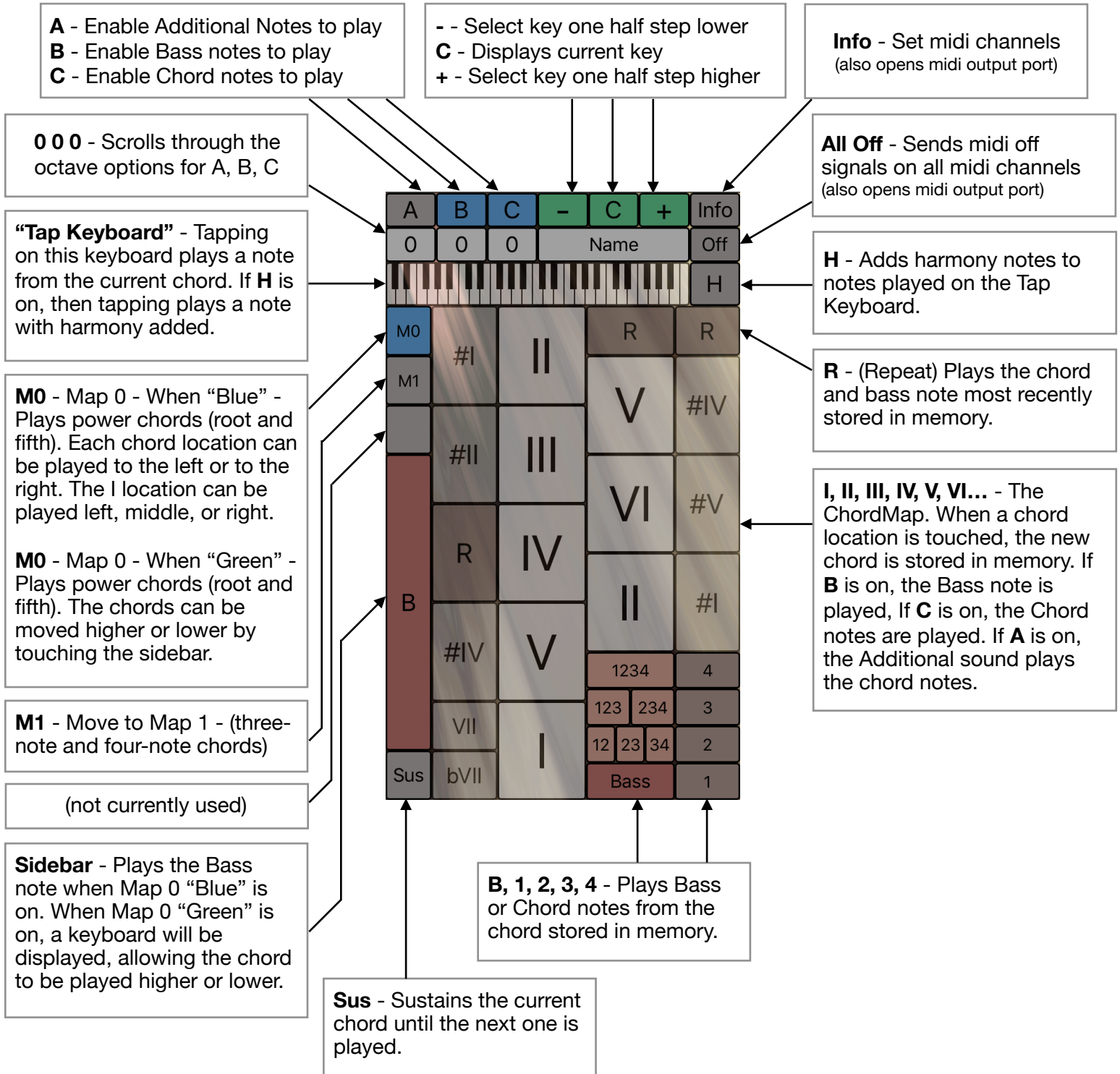>
> **Important Note** - Usually you will open the synthesizer app first, followed by ChordMapMidi. If you open ChordMapMidi first, and the synthesizer app second, touch the "Info" button and then "X". This opens the midi output to synth apps which are open. (The "Off" button also opens the midi output.)

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Step 2a: Understanding the Screen Locations (Map 0)

A - Enable Additional Notes to play
B - Enable Bass notes to play
C - Enable Chord notes to play

- - Select key one half step lower
C - Displays current key
+ - Select key one half step higher

Info - Set midi channels
(also opens midi output port)

0 0 0 - Scrolls through the octave options for A, B, C

All Off - Sends midi off signals on all midi channels
(also opens midi output port)

"Tap Keyboard" - Tapping on this keyboard plays a note from the current chord. If **H** is on, then tapping plays a note with harmony added.

H - Adds harmony notes to notes played on the Tap Keyboard.

M0 - Map 0 - When "Blue" - Plays power chords (root and fifth). Each chord location can be played to the left or to the right. The I location can be played left, middle, or right.

R - (Repeat) Plays the chord and bass note most recently stored in memory.

M0 - Map 0 - When "Green" - Plays power chords (root and fifth). The chords can be moved higher or lower by touching the sidebar.

I, II, III, IV, V, VI… - The ChordMap. When a chord location is touched, the new chord is stored in memory. If **B** is on, the Bass note is played, If **C** is on, the Chord notes are played. If **A** is on, the Additional sound plays the chord notes.

M1 - Move to Map 1 - (three-note and four-note chords)

(not currently used)

Sidebar - Plays the Bass note when Map 0 "Blue" is on. When Map 0 "Green" is on, a keyboard will be displayed, allowing the chord to be played higher or lower.

B, 1, 2, 3, 4 - Plays Bass or Chord notes from the chord stored in memory.

Sus - Sustains the current chord until the next one is played.

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Step 2b: Understanding the Screen Locations (Map 1)

A - Enable Additional Notes to play
B - Enable Bass notes to play
C - Enable Chord notes to play

- - Select key one half step lower
C - Displays current key
+ - Select key one half step higher

Info - Set midi channels
(also opens midi output port)

0 0 0 - Scrolls through the octave options for A, B, C

All Off - Sends midi off signals on all midi channels
(also opens midi output port)

"Tap Keyboard" - Tapping on this keyboard plays a note from the current chord. If **H** is on, then tapping plays a note with harmony added.

H - Adds harmony notes to notes played on the Tap Keyboard.

M0 - Return to Map 0

Rel. Minor and Par. Minor - Switches the map to play in the relative minor or parallel minor key.

M1 - Map 1 - Plays three-note and four-note chords

(not currently used)

I, ii, iii, IV, V, vi… - The ChordMap. When a chord location is touched, the new chord is stored in memory. If **B** is on, the Bass note is played, If **C** is on, the Chord notes are played. If **A** is on, the Additional sound plays the chord notes.

Sidebar - Moving the green slider allows the chord to be played higher or lower.

Sus - Sustains the current chord until the next one is played.

B, 1, 2, 3, 4 - Plays Bass or Chord notes from the chord stored in memory.

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Step 2c: Understanding the Info Screen

The Info screen is where you select midi channels for Chord notes, Bass notes, Additional notes, and notes played on the Tap Keyboard. (Midi channel numbers range from 1 to 16.)

When you are first using ChordMapMidi, setting the four channels to 1, 1, 2, 1 is a good place to start.

X - Return to the Maps	→

X   Midi Channels

Chords	–	1	+
Bass	–	1	+
Additional	–	2	+
Tap Keyboard	–	1	+

← | **- +** - Select the midi channel for Chord notes, Bass notes, Additional notes, and notes played on the Tap Keyboard. |

Quick Start
1 - First open a synth app, on midi channel 1, with Background Audio on.
2 - Then open ChordMapMidi.

(If ChordMapMidi is opened first, and the synth second, touch "Info" and "X" to open the midi output.)

For more instructions, visit:
Mugglinworks.com/ChordMapMidi

On to Step 3   —>

Step 3: Understanding the Flow of the Maps

The ChordMaps used in ChordMapMidi are based on ideas developed at the ChordMaps.com website. The main idea is to start at the I chord and jump up into the map, allowing gravity to pull you back toward I. The arrows show options for the next chord in the progression.
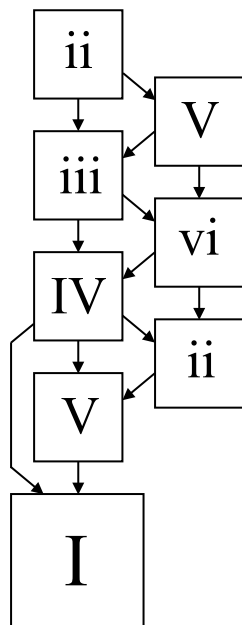
The diagram below is called The Simple Map. Jumping from I and following the arrows back yields useful progressions like:

I - V - I   I - IV - I   I - IV - V - I   I - ii - V - I
I - IV - ii - V - I   I - vi - IV - V - I   I - vi - ii - V - I   I - V - vi - IV

Another interesting exercise is to start at any location and follow the arrows for a short distance.

ii - V - iii - vi   ii - iii - IV   iii - vi - IV - ii   V - iii - vi - IV

The Simple Map

Suggestions for Use

1 - Start at the I location.
2 - Jump up into the map.
3 - Follow the arrows back to I.

Or…

1 - Choose any location to start.
2 - Follow the arrows a short distance.

Note: Locations that appear twice are "connected," as though there was a tunnel. For example, you can enter ii at the bottom right and leave it at the top left. The V locations work the same way.

Note: It isn't a requirement to follow the arrows always, but when you are first learning chord progressions it's a good idea to follow them most of the time.

Important Note: In the ChordMapMidi app, the space between the boxes has been removed, along with the arrows. If you familiarize yourself with this diagram before exploring the app, you'll understand better which chords tend to follow each other.
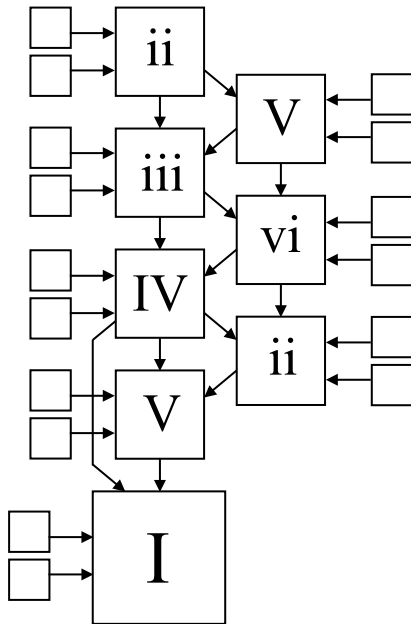
Step 3 (cont): Understanding the Flow of the Maps

The chord locations at the left and right edges of the map are "secondary chords." You can jump out to one of these chords at almost any time, but when you do there is a strong tendency to come back into the inner part of the map. See the diagram below.

Adding Secondary Chords

```
    □ →
         ii
    □ →         □
                V ←
    □ →             □
         iii
    □ →         □
                vi ←
    □ →             □
         IV
    □ →         □
                ii ←
    □ →             □
         V
    □ →
  □ →
       I
  □ →
```

Suggestions for Use

The secondary chords at the edges of the map can be used at any time, but when they are used there is a tendency to flow in toward the I, ii, iii, IV, V, and vi locations.

Important: Notice that in order to maximize the use of the screen space, the arrows (and the area between the locations) are not on the app screen.

The Website: If you haven't seen the information at ChordMaps.com, especially lessons 1 - 5, we recommend reading through them. The maps will be easier to use when you understand why they were designed and how they work.

Have Fun Exploring Chords and Progressions!