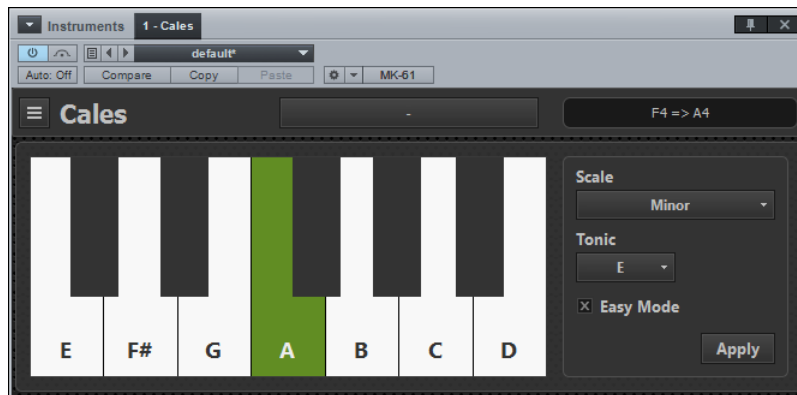


# Cales

## User Guide



Cales is developed with Delphi XE5 using the Delphi ASIO & VST framework

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### Introduction

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Cales is a VST plugin that allows you to map your keyboard's keys to a musical scale. This will ensure that you will always stay in key, and never hit a wrong note. When "easy mode" is enabled, you can play any scale using only the white keys with "C" always being the tonic (or "root" note). More than 20 scales are included, and you can add your own custom scales.

Cales can also work as an educational tool. You can use Cales to better understand the various musical scales, as well as to learn those scales by following the visual guides on the plugin's virtual keyboard display.

### System Requirements

To use Cales you need a VST2 compatible 32-bit or 64-bit host running on Windows XP, Vista, 7 or 8.

### Installation

To install Cales, simply open the downloaded zip file and extract the dll file to your VST plugin folder (Cales32.dll if you use a 32-bit host, or Cales.dll if you use a 64-bit host).

## Setting up Cales in your DAW

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Cales is a MIDI only VST plugin. It does not produce any sound of its own. You need to set it up so it receives MIDI data, and then route the MIDI output to the desired instrument. How easy (or even possible) it is to do this depends on your DAW's MIDI routing capabilities.

Generally, you should add Cales to a new MIDI or instrument track. This is the same procedure you would follow adding any VST instrument in your DAW. Then you will have to route the output from Cales to another VST instrument. If you are not sure how to do this, please refer to your DAW's documentation.

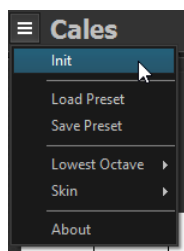
**NOTE:** For detailed instructions on how to set up MIDI routing in some popular DAWs, please see the [FAQ](#).

An alternative is to use a modular plugin that lets you route MIDI data between VST plugins, for example [Metaplugin](#), [PatchWork](#) or [Minihost Modular](#).

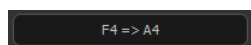
### User Interface

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In the upper left corner of the plugin window you find the main menu. From this menu you can initialize the plugin (reset all parameters), load and save presets, customize the octave numbering, and change the current skin.

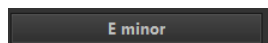


In the upper right corner you see the info panel. This shows information about the current note conversion.



Here "F" is mapped to "A" (in octave 4).

In the middle you see the preset button. This shows the name of the current preset (if it is named). Click this button to open the 'Load Preset' panel. For more information on how to work with presets, see the "Presets" section.

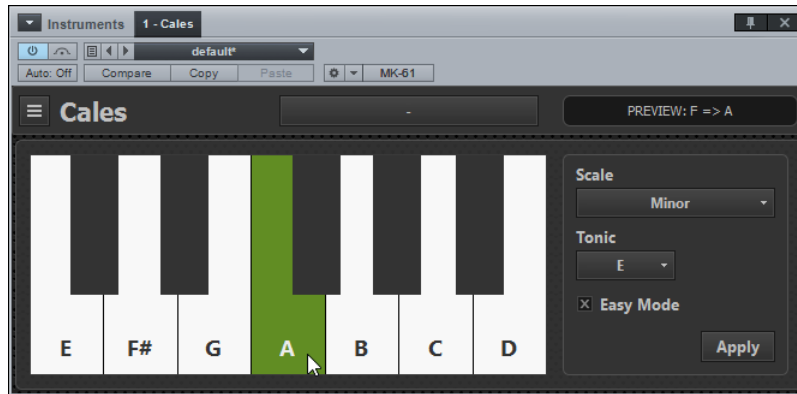


### How to use Cales

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The main part of the user interface is divided into two parts: A virtual keyboard to the left showing the notes assigned to each key, and a panel to the right where you can select scale, tonic (root note), and turn "easy mode" on or off.

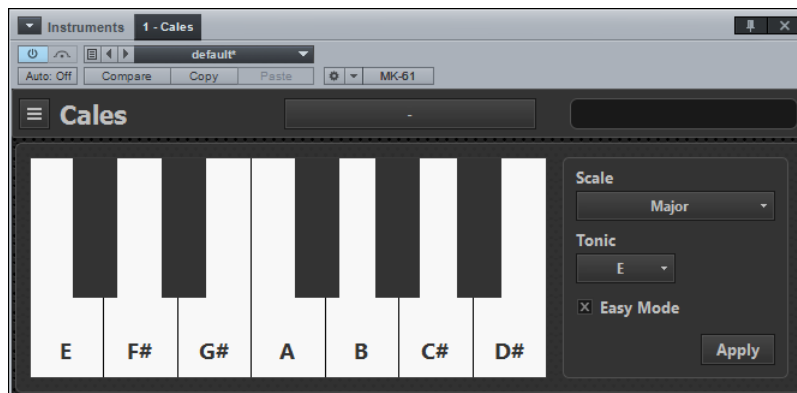
To preview a note, simply click the virtual keyboard.



### What is "easy mode"?

When "easy mode" is enabled, you can play any scale using only the white keys (as long as the scale does not have more than seven notes), with the "C" key always being the tonic (or "root" note).

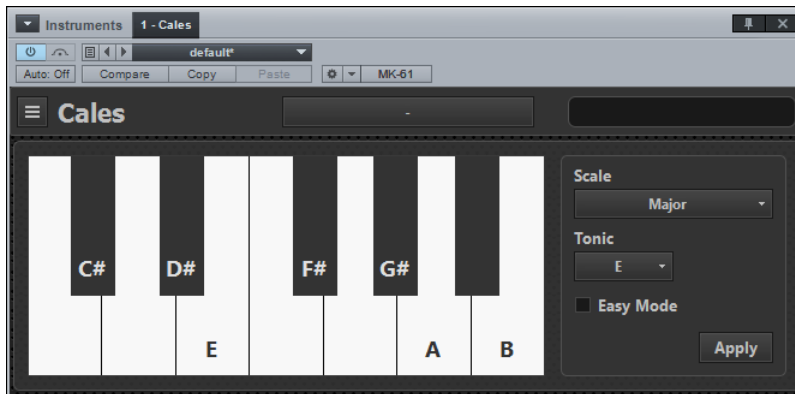
For example, if you set the scale to E Major, "C" will be mapped to "E", "D" to "F#", "E" to "G#", "F" to "A", "G" to "B", "A" to "C#" and "B" will be mapped to "D#".



When "easy mode" is disabled, the keyboard's keys are not mapped to other notes, and notes outside the scale is silent (will not play). You can manually set them to play the

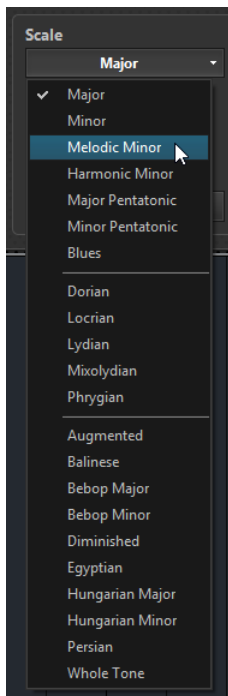
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"nearest" note, if you prefer (see the "Manually selecting note" section for more information).



### Applying a scale template

To apply a scale template, first select a scale from the **Scale** drop-down menu.



**NOTE:** For information on how to edit the scale list, see the section named "Editing the scales.txt file".

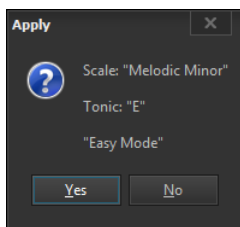
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Then select the tonic (root note).

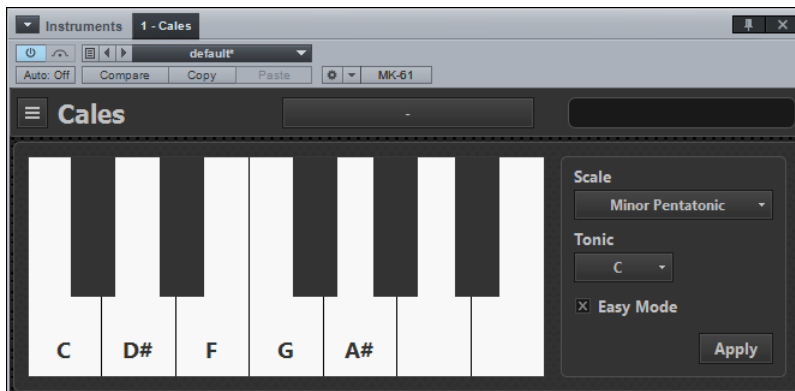


And finally, select whether you want to use the "easy mode" feature or not. When this is enabled, you can play the scale using only the white keys, with the "C" key always being the tonic.

To use the template, click the **Apply** button and confirm by clicking **Yes**.



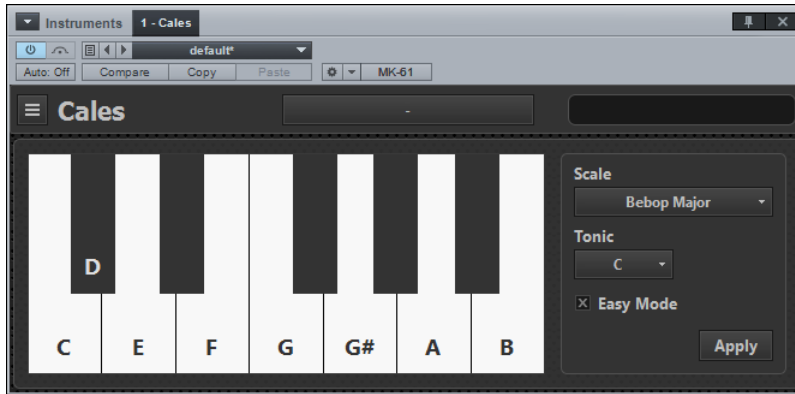
**NOTE:** If a scale has less than seven notes, one or more of the white keys will not be used when you enable easy mode. For example, if you select the C Minor Pentatonic scale (five notes), the "A" and "B" keys will not be used.



**NOTE:** If a scale has more than seven notes, one or more of the blacks keys will be used when you enable easy mode. For example, if you select the C Bebop Major scale (eight notes), the "C#" key will be used for the "D" note.

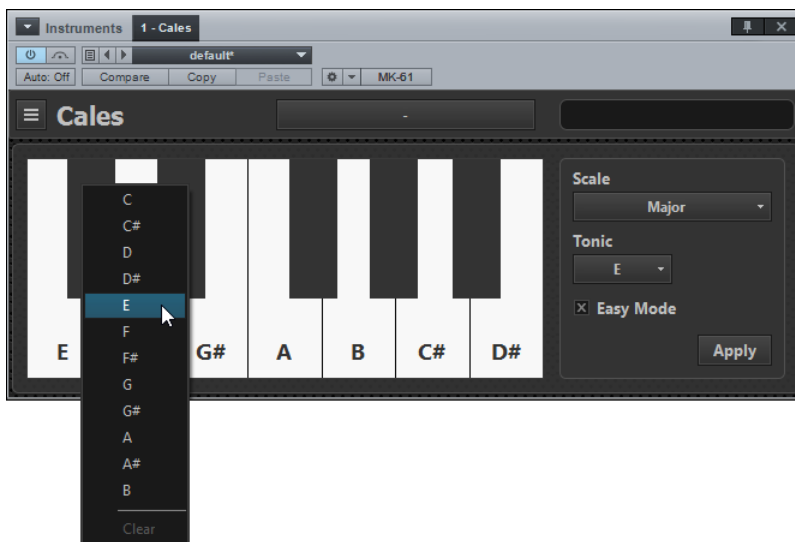


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### Manually selecting note

To manually select a note, simply right click the desired key on the virtual keyboard, and select from the popup menu.



To remove the note assigned to a key, select Clear.

## Editing the scales.txt file

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Cales ships with more than 20 scales, but you can easily add you own scales by editing the scales.txt file. This file is located in the Cales data folder ('\\CodeFN42\\Cales' in your 'Documents' folder).

Scales.txt is a standard text file you can edit in any text editor (for example Notepad).

**NOTE:** This file is automatically created when you open Cales if it does not already exist.

Add each scale setup on a separate line. First the scale name, followed by a semicolon, then numbers separated by a comma to describe the scale formula in semitones. For example, the major scale:

**Major;0,2,4,5,7,9,11**

**NOTE:** To create a separator item in the drop-down menu, add a hyphen on a separate line. For example:

**Blues;0,3,5,6,7,10**

**-**

**Dorian;0,2,3,5,7,9,10**

To create a submenu in the drop-down menu, add a greater than symbol, followed by the submenu name. For example:

**>Modes**

## Presets

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### To save a preset

1. Open the main menu and choose **Save Preset**.
2. Type the name you want to give the preset, and click **OK**.  
The preset button shows the name of the preset you just saved.

**NOTE:** If you name the preset "**init**", it is automatically used when you choose Init from the main menu to reset the plugin parameters, or when you create a new instance of the plugin.

### To load a preset

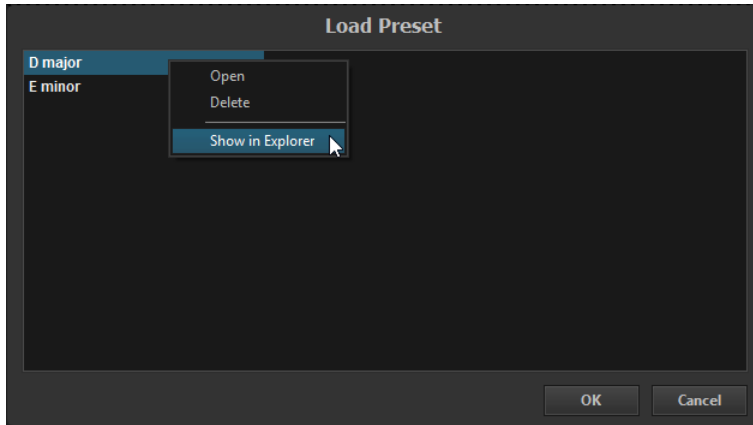
1. Either open the main menu and choose **Load Preset**, or click the preset button.  
You see the 'Load Preset' panel.
2. Select the preset you want to load and click **OK** (or you can simply double-click the preset name).  
The preset button now shows the name of the preset you just opened.

### To delete a preset

1. Open the 'Load Preset' panel.
2. Right-click the preset you want to delete, and choose **Delete** from the popup menu.

### To open the presets folder

1. Open the 'Load Preset' panel.
2. Right-click the preset list and choose **Show in Explorer** from the popup menu.



The presets are stored in a folder named '\\CodeFN42\\Cales\\Presets' in your 'Documents' folder.