

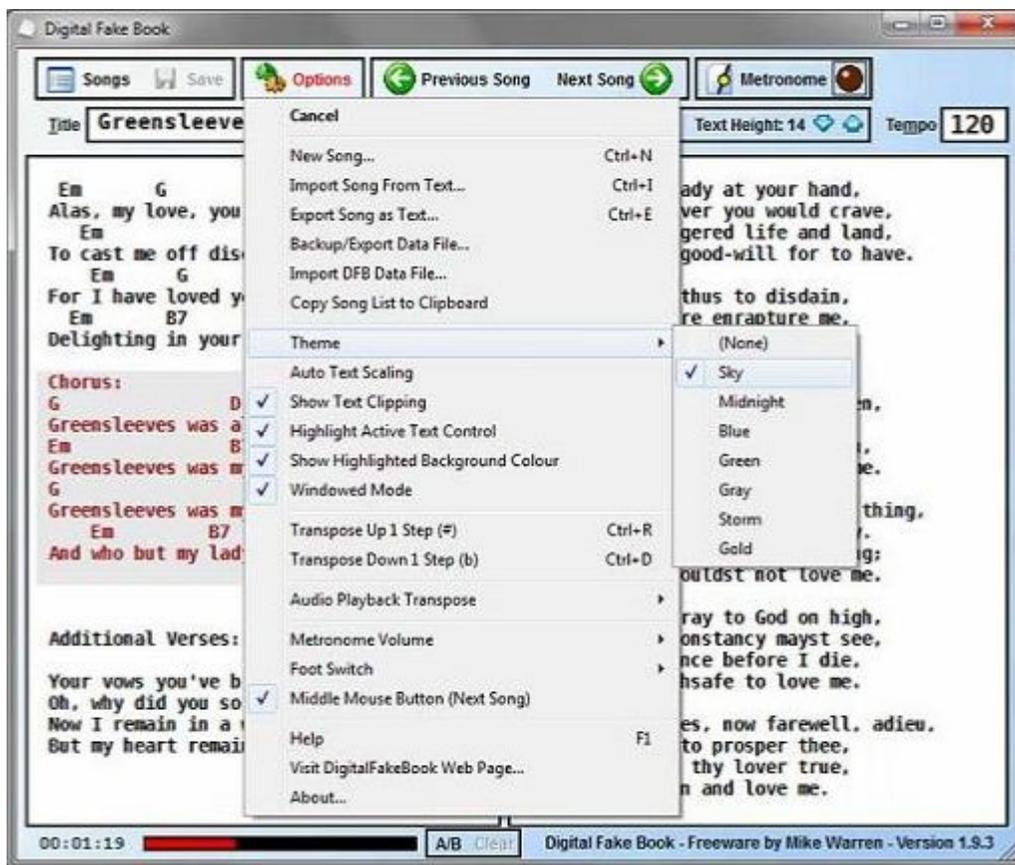
Digital Fakebook Manual

Copyright Mike Warren

Overview

Thank you for using Digital Fake Book. I hope you find it useful.

I wrote Digital Fake Book to replace the printed chord/lyric sheets I used to use during practice, and decided to make it available for anyone else who may find it useful. Digital Fake Book is simply a text viewer with some added features to make it more useful for musicians who prefer to work from chord/lyric sheets rather than sheet music.



If you find any bugs or have any questions or suggestions for improvements, please [email me](#) or post on The [Digital Fake Book Forum](#)

License

Freeware.

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Creating Songs

To create a new song from the main window, select **New Song** from the options menu (or press *Ctrl + N*).

Type a name into the title area. Note: Each song must have a title and all song titles must be unique.

Type text into the 2 sheets on the main window. You can also copy and paste from another document by using the right-click context menu in each sheet. A common method is to copy and paste from lyrics web sites.

Try to keep the number of lines similar in each of the 2 sheets to allow the text size to be as large as it can be.

Individual lines can be highlighted by right-clicking on them and selecting **Highlight Line**. (or press *Ctrl+Q*)



Repeating the process will unhighlight the line again

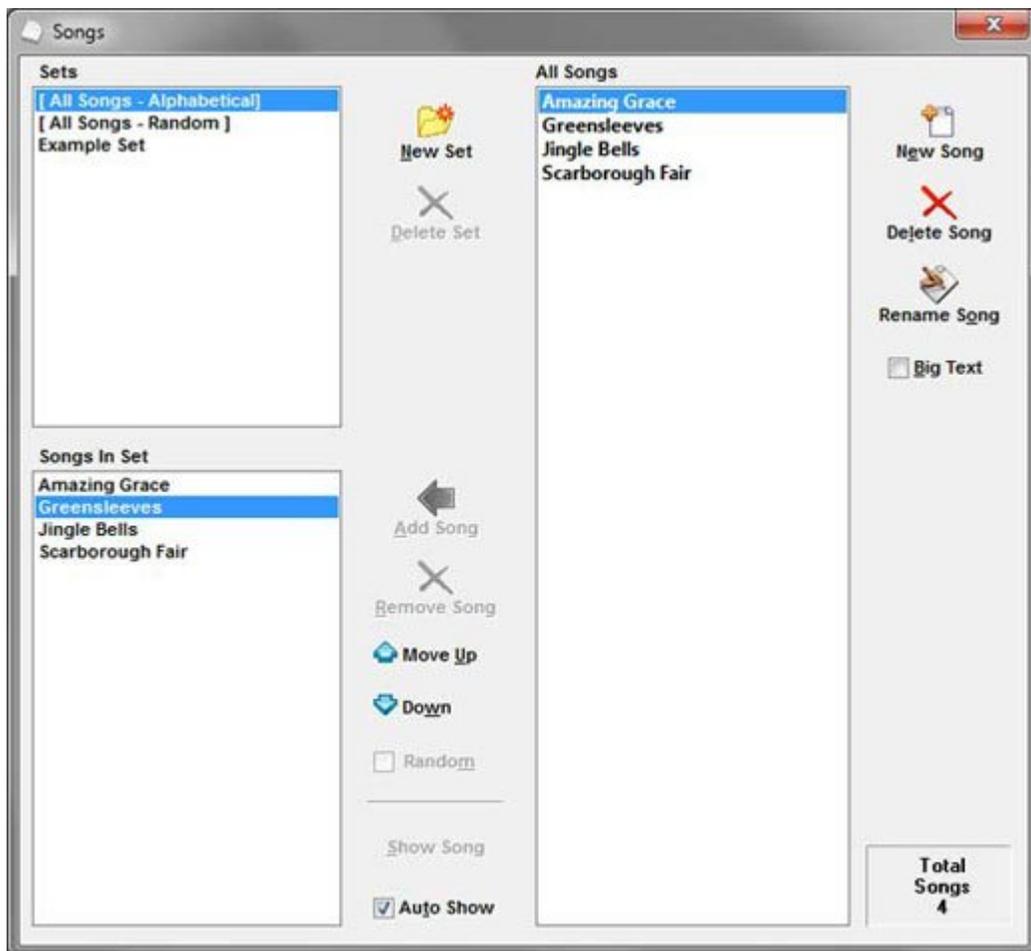
If you have **Auto Text Scaling** switched on, the text will scale itself to fit the available area in the sheets next time the song is selected or if the window is resized. If **Auto Text Scaling** is off, the text size may be changed using the arrow buttons at the top right of the screen near the **Tempo** box.

The divider between the sheets can be adjusted by dragging it with your mouse or by using the *Alt+Left* and *Alt+Right* cursor keys . If the text is too big to fit on the sheets a red line will be drawn on the edge where the text is clipped. Scroll bars are never shown as text is supposed to be scaled to fit within the windows.

Click **Save** (or press *F2*) to save the song.

It's also possible to import songs from text files into Digital Fake Book by selecting **Import Song** from the **Options** menu.

Another way to create a new song is by clicking on the **New Song** button in the **Song** window.



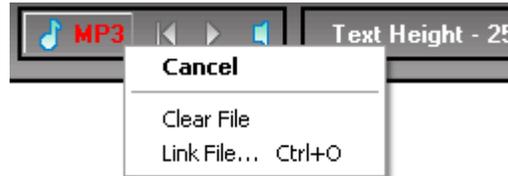
Using Audio Files

An audio file such as an MP3 or WAV file can be linked to each song and played by Digital Fake Book. Note that the files are not stored in the Digital Fake Book database, but are only referenced. This means that if you move, rename or delete an audio file, Digital Fake Book will no longer be able to find it and you will need to re-link it.

I recommended that you copy all the audio files you want to use with Digital Fake Book to a common folder. In the portable version, this should be a folder called **Audio** inside the **dfb** folder, as Digital Fake Book knows to look there if it can't find a file in its original location.

To link an audio file to a song, click the MP3 button and choose the file you want to link. 

To clear a song, right-click the MP3 button and select Clear File from the pop-up menu.



 To play or pause the file, click the play/pause button or press *Ctrl+2*.

 The return to start button (or *Ctrl+1*) resets the song to the beginning. You can also skip to any part of the song by clicking on the red **current time bar** at the bottom left of the main window.



 Clicking the volume button will allow you to set the playback volume of audio files. To link an audio file to a song, click the MP3 button and choose the file you want to link.



 Digital Fake Book includes an A/B loop mode to repeat a section of an audio file. This is helpful when learning a song by ear as it allows continuous looping of a phrase. To set the loop points just click the **A/B** button (or press *Ctrl+A*) once at the start of the phrase and again at the

end. The song will start looping.

Clear To clear the selection, click the A/B Clear button or press *Ctrl+L*.

Transposing Audio files

Digital Fake Book is able to transpose audio files to allow you to play along in a different key to the original recording.

File playback can be transposed (pitch shifted) by up to 11 semitones sharp or flat by selecting **Audio Playback Transpose** from the **Options** menu. This setting is saved with each song.

NOTE: This function does not work on all file types, and may fail to work at all on some systems, depending on the CPU instruction set available.

The Metronome

Digital Fake Book's metronome produces a repeating audible pulse at the time set in the **Tempo** edit box in beats per minute. The tempo setting is saved with each song.

The tempo range of the metronome is 40bpm to 208bpm. If you enter a tempo outside this range, the actual tempo produced by the metronome will be limited to the highest or lowest it can produce.

The metronome can be started or stopped by clicking the **Metronome** button or pressing *F11*.

In addition to the sound, there is a visual indication for each beat.

The volume of the metronome can be set to one of 5 different levels by choosing **Metronome Volume** from the **Options** menu.



Transposing Chords

Select **Transpose Up 1 Step (#)** from the **Options** menu (or press *Ctrl+R*) to transpose the key up by one semitone. Likewise, select **Transpose Down 1 Step (b)** from the **Options** menu (or press *Ctrl+D*) to transpose the key down by one semitone.

Keys are always sharp when going up and flat when going down, so, for example, if you want to change the key from C to Db, you can go up 2 steps (to the key of D) and then back down 1 step. Going straight up by one step would have set the key to C#.

In order for Digital Fake Book to differentiate chords from other text, some rules must be followed in the formatting of songs.

- Chords must be on their own line.
- The only other text allowed on a chord line is: **Intro, Outro, Verse, Chorus, Bridge, Solo, Lead, Break, Coda, add, sus, dim, maj, min, M, m**
- Chords must be separated by at least one space, preferably more, or there is a risk that chords will be moved to make room as sharp or flat symbols are added.
- Chord lines must not contain any periods or commas. In the rare occurrence that Digital Fake Book misinterprets a text line as a chord line, place a comma or period on that line to force recognition as a text line.

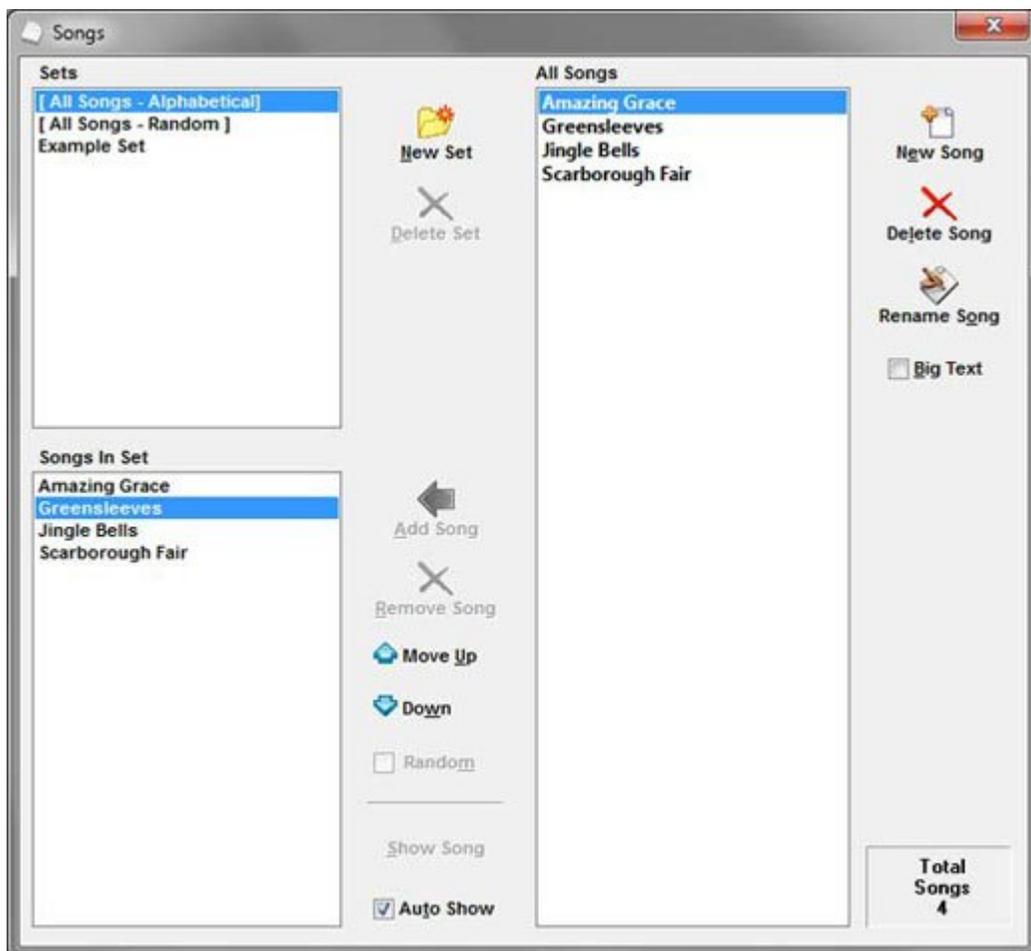
The Song Window

The song window is where you manage all your songs and sets. This window is divided into 3 areas.

On the far right is a list of all the songs available. The associated buttons enable you to create, rename and delete songs. There is also a **Big Text** check box that if checked, will enlarge the size of the text in the lists.

On the top left of the song window is a list of all the available sets. The buttons here allow you to create and delete sets.

Finally, at the bottom left of the song window is a list of all the songs in the currently selected set. Here you can add and remove songs, rearrange the order and make the ordering random for the set.



The remaining controls are a button and check box for showing songs. In the default mode (**Auto Show** checked) when you click on a song in the **Songs In Set** list, it will immediately be shown in the main window. If unchecked, it's necessary to click the **Show Song** button or press *Enter* to show the song in the main window.

The way Digital Fake Book works is that you must always have a set selected. For this reason, 2 automatic sets are generated that contain all songs. If you want to use Digital Fake Book without sets, simply choose the **All Songs - Alphabetical** or **All Songs - Random** set and you will always have every song available to you.

The song window can be left open at all times if you want. If it's open when you exit Digital Fake Book it will be reopened next time you use the program.

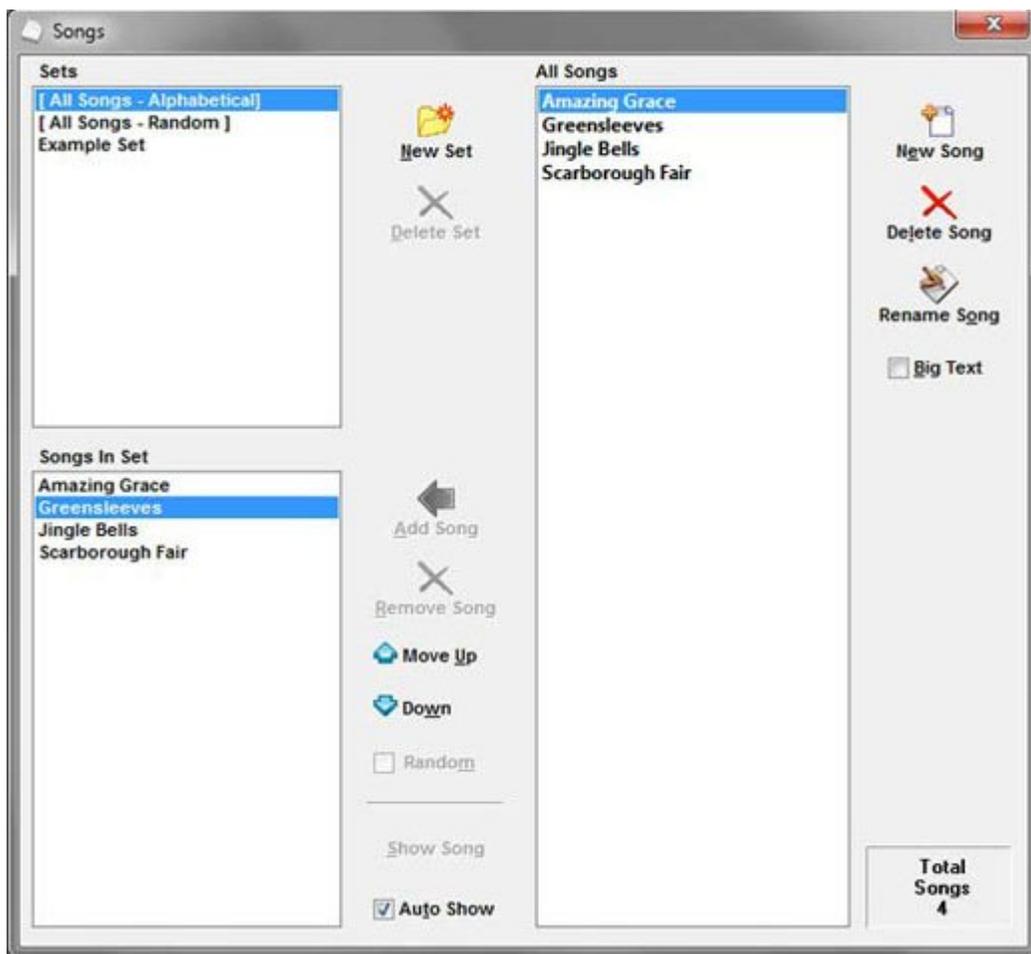
Working With Sets

Before songs can be viewed, they must be added to one or more sets.

Two sets are automatically created for all songs. The first lists the songs in alphabetical order and the second in random order. These automatic sets cannot be deleted.

For user defined sets, checking the Random check box for a set will cause Digital Fake Book to randomize the songs in the set each time that set is selected.

If the **Auto Show** check box is checked, clicking on a particular song in a set will cause that song to be loaded in the main window, otherwise, you will need to click on the **Show Song** button or press *Enter*.



Visual Options

There are several ways to change the way Digital Fake Book looks.

The most significant way is by changing the theme. There are several themes to choose from. These are selected from the **Options Menu -> Themes**.



No Theme



Midnight Theme

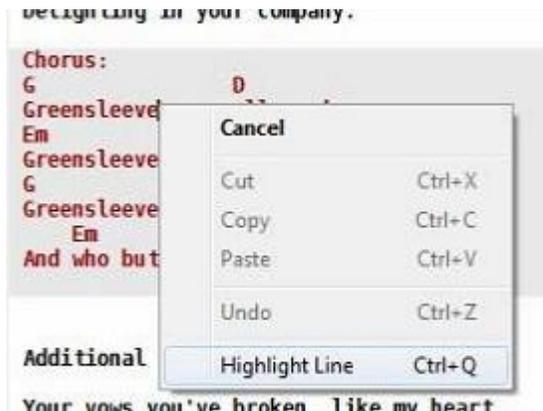


Storm Theme



Gold Theme

Each line of text in any song can be set to one of two different colours, normal colours, or highlighted. To highlight a line of text, right click on the line and choose **Highlight Line** from the pop-up menu.



Pressing *Ctrl+Q* is a shortcut way of highlighting the current line.

Highlighted lines are shown in a different colour than normal text and also have a different coloured background.

If you prefer to keep the background the same colour as the normal text, you can uncheck **Show Highlighted Background Colour** in the **Options** menu.

Other functions that affect the display are **Show Text Clipping**, which shows a red bar at the edge of the sheet if there is any text cut off, and **Highlight Active Text Control** which will draw an orange border around any text area when it's active for editing.

To maximize work area, you can also run Digital Fake Book in full-screen mode. This is done by unchecking **Windowed Mode** in the **Options** menu.

Exporting & Importing

Digital Fake Book includes 2 methods of exporting songs. Firstly, you can export individual songs as text files. You can also export a Digital Fake Book data file that can contain multiple songs for backup or sharing purposes.

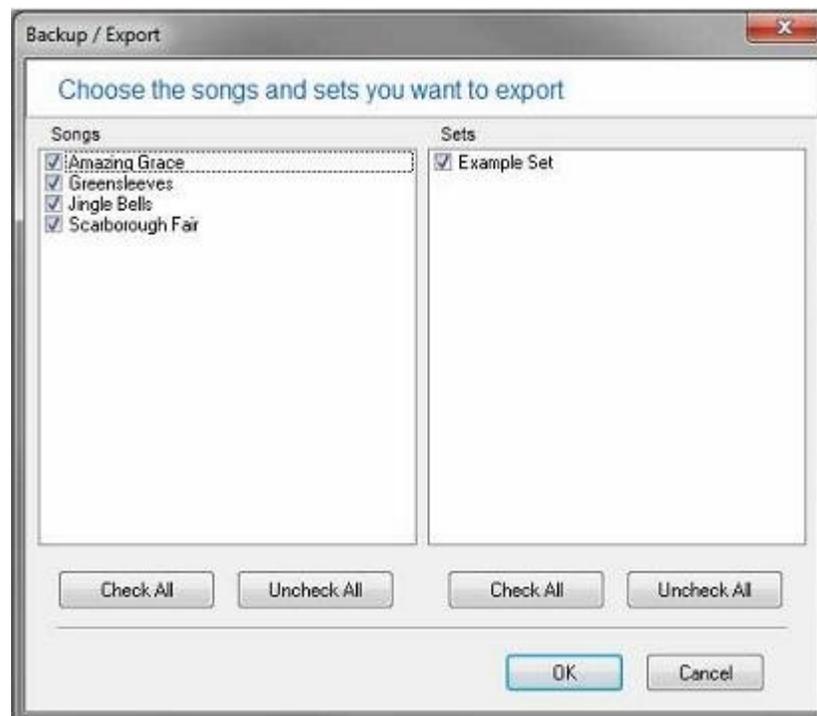
Text File Export

Exporting a text file is useful if you want to use a song with another program. To export the currently displayed song as a text file, select **Export Song as Text** from the **Options** menu.

Backup/Export

It's important that you periodically export a backup of all your songs in case something happens to the main data file. This is made easy with Digital Fake Book's export function.

Select **Backup/Export Data File** from the **Options** menu. A window will open which allows you to choose the songs and sets to include in the export. Just remember if you include any sets, you must also include the songs contained in those sets.



Importing

Digital Fake Book also includes 2 methods for importing data. The first method is to import a text file as a new song. This is achieved by selecting **Import Song From Text** from the **Options**

menu.

It is also possible to import a Digital Fake Book data file by selecting **Import DFB Data File** from the **Options** menu. You are given the option of merging the new data with your existing data or replacing your data with the imported data.



Because Digital Fake Book cannot have more than one song or set with the same name, any clashing song or set name will have a # character inserted in front of the name.

Keyboard Shortcuts

Learning the most common keyboard shortcuts helps you to work much faster with Digital Fake Book.

Main Window

- F1** Show the Help File
- F2** Save Current Song
- F3** Text Size Down
- F4** Text Size Up
- F5** Open Song Window
- F8** Options Menu
- F9** Previous Song
- F10** Next Song
- F11** Metronome On/Off
- Ctrl+N** New Song
- Ctrl+I** Import Song
- Ctrl+E** Export Song
- Ctrl+S** Save Current Song
- Ctrl+O** Link Media File
- Ctrl+1** Return to Start of Media File
- Ctrl+2** Play / Pause Media File
- Ctrl+A** Set A/B Loop points
- Ctrl+L** Clear A/B Loop Points
- Ctrl+R** Transpose chords up by one semitone (#)
- Ctrl+D** Transpose chords down by one semitone (b)
- Ctrl+Q** Highlight/Unhighlight current line
- Ctrl+Shift+=** Transpose audio up 1 semitone (only while playing)
- Ctrl+Shift+-** Transpose audio down 1 semitone (only while playing)
- Alt+T** Set Song Title
- Alt+M** Set Tempo
- Alt+X** Close Program
- Alt+Z** Minimize Program
- Tab** - Move the focus between the various text entry boxes

When the tempo edit box is selected the **Up** and **Down** cursor keys will increase and decrease the tempo.

When none of the text edit areas (title, left or right sheets, tempo) are selected (in edit mode), the following keys will work:

- Space Bar** Media file player play/pause
- Left** cursor key Media file player skip backward by 1 second
- Right** cursor key Media file player skip forward by 1 second

Ctrl+Left cursor key Media file player skip backward by 10 seconds

Ctrl+Right cursor key Media file player skip forward by 10 seconds

Page Up Next song

Page Down Previous song.

These last two allow the use of page turning devices that simulate PgUp/PgDn keys.

Song Window

Esc Close Window

Alt+N New Set

Alt+D Delete Set(s)

Alt+A Add Song(s) to Set

Alt+R Remove Song(s) from Set

Alt+U Move Song Up in Set

Alt+W Move Song Down in List

Alt+R Random

Alt+S Show song

Alt+T Auto show songs

Alt+E New Song

Alt+L Delete Song

Alt+O Rename Song

Alt+B Big Text

Alt+X Close Program

Tab - Move the focus between the various lists

Some of the key shortcuts from the main window will also work from the song window, where those key shortcuts don't interfere with the operation of dedicated functions within the song window.

Advanced Operation

Portable Mode

Portable mode is a method of running a program that does not require installation. The main advantage is that you can put it on a USB flash drive and move it from one computer to another simply by plugging in the USB flash drive. All your settings and data are kept with the program.

Digital Fake Book can be run in portable mode by passing the location of a custom data folder to the program on launch via the command line. I have simplified this process by writing a small program that will handle this for you, and included everything required in a zip file.

You can find a zip file of the portable version on the [Digital Fake Book web page](#).

To use Digital Fake Book Portable, just unzip the zip file to a location of your choice on your hard drive or a USB flash drive. There is no installer to run. Just make sure the location you unzip to is writable.

To run Digital Fake Book in portable mode, just run the **DigitalFakeBookPortable.exe** program. The data files will be kept in the **dfb** subfolder.

Although you can link audio files from anywhere, I recommended that you copy any audio files you want to use with Digital Fake Book Portable to the **Audio** subfolder under the **dfb** folder. That way, you can be sure Digital Fake Book will find them, even if you move it to a different computer.

It's important to keep the file and folder structure the same as it is in the zip, as the program expects to find the various files in particular locations in relation to the program file.



Digital Fake Book uses a custom font called Bitstream Vera which may not be available on the computer you are using, so you may want to download and install it.

http://en.wikipedia.org/wiki/Bitstream_Vera If this font is not available on your computer, Windows will substitute the nearest it can find. This will usually be Courier New, which is a much wider font than Bitstream Vera.

The portable version is also useful if you want to run multiple versions with different configurations of song data. Just create several different portable folders and run the version with the data you want to use.

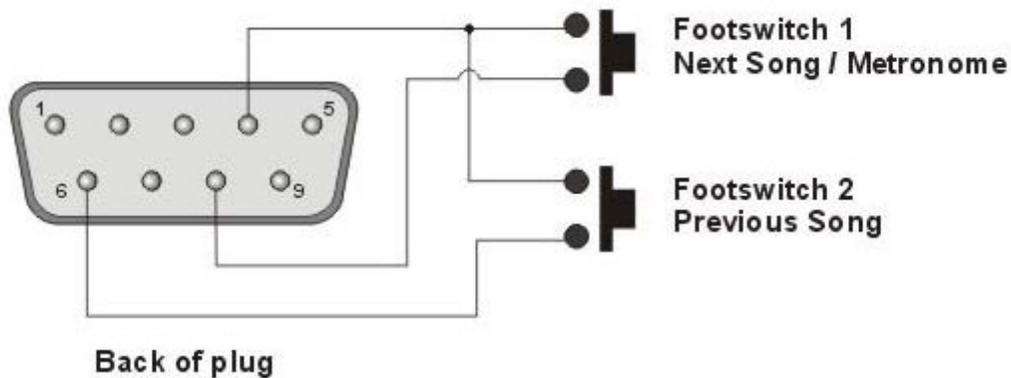
Making a Foot Switch

If you have soldering skills it is possible to connect one or two foot switches to a serial COM port

A switch between pins 4 (DTR) and 8 (CTS) can be used for hands free selection of the next song or metronome on/off control. A second switch between pins 4 (DTR) and 6 (DSR) can be used for hands free selection of the previous song.

Choose the COM port by selecting **Foot Switch** in the **Options** menu.

WARNING: Do not attempt this unless you are aware of the risks and are confident you have the necessary skills.



Uninstalling Digital Fake Book

I don't like the fact that a lot of programs will leave files on a computer when they are uninstalled, so I have tried to minimize this with Digital Fake Book. All automatically written files are saved to one location and I avoid using the registry.

If you have installed Digital Fake Book from the normal installer, it can be uninstalled from the **Add or Remove Programs** found in **Control Panel** the same as most other programs.

The data folder will not be removed automatically by the uninstaller if you have run Digital Fake Book as it will contain a backup file of the song data called ***DfbSongData.bak***. If you want to remove all remaining traces of Digital Fake Book, this folder will need to be manually deleted.

On Windows XP the data folder can be found here:

{UserApplicationData}\DigitalFakeBook

(eg. C:\Documents and Settings\Mike\Application Data\DigitalFakeBook)

On Windows Vista and 7 the data folder can be found here:

{UserAppData}\DigitalFakeBook

(eg. C:\Users\Mike\AppData\Roaming\DigitalFakeBook)

(In both these examples "Mike" will be your user name.)

Other than that, the only files left will be ones you have saved yourself from the export functions.

In the portable version all files are contained in the main folder or subfolders under the main one, so to remove it you simply need to delete the folder. Note: any songs you have created will also be deleted.