SoundCells 1.0

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0. Acknowledgements

Thanks to:
- HyperHacker for his clear post explaining how to use sound generators
(http://forum.gbadev.org/viewtopic.php?t=11523),
- the DSDev folks for the libraries.

1. Introduction

The DS offers a portable surface for innovative instrument interface development and experimentation.
While my first DS release, Ukulele DS, might be considered more of a "toy" allowing a user to strum a
few chords on the DS touchscreen, SoundCells can be considered to be a real DS instrument.

2. Playing

BASIC PLAY. SoundCells was designed to be played with the user holding the DS with its screen
facing outwards, with the fingers of your left hand resting on the A/B/X/Y buttons. To play, use the
stylus, or better yet a guitar pick. Tap the notes to make sounds.

NOTE LAYOUT. In its normal mode, SoundCells presents two octaves-full of "natural" notes to the
user. To access SHARPS, use your left-hand thumb to press the R button while you tap the note.

TONE. You can change the tone of what you play by pressing up or down on the directional pad. There
are only a limited number of tones, and they eventually loop.

3. Recording

SoundCells only permits playing one live note at a time. Future releases may make use of multitouch
code (DynaStab, are you reading this? Contact me please!)

To get around this limitation, as well as to make SoundCells more fun, SoundCells has 3 recordable
"tracks". To record, holding the Y-button down, followed by a specified track: A, B or X. Recording
begins when you tap the first note.

To play back the recorded track, tap the appropriate track button (A, B or X) by itself. Record an
accompaniment, and then jam along with it!

*Hint: It is possible to play back several recorded tracks at once by holding several track buttons down.
But you can only record to one track at a time.

4. Technique

As this is SoundCells' first release, not much technique has been developed. One technique is to slide the point of contact up and down between octaves to obtain a kind of "mandolin" sound. Also, SoundCells is particularly good for trills.

5. Additional Features

Bagpipe mode.   Press the L button to start a drone sound like you'd get on a bagpipe. Combine this with using up/down to modify your tone.

Double-your-octaves mode: Press Select to subdivide each octave row into two more octaves.