

CMPSR & Arrownotes

Starter Activities - Explore



Getting Started

Follow these steps to get going.

1 Charge CMPSR

Make sure CMPSR (kom-poh-zah) is charged overnight on first use. USB C Cable Included. [Power On/Off Here](#)

2 Download CMPSR: Swipe

Download from the App Store or Play Store.



Try CMPSR with a laptop or computer running any music software:

[>> Connect iOS Bluetooth Video](#)

[>> Cable Connection Video](#)

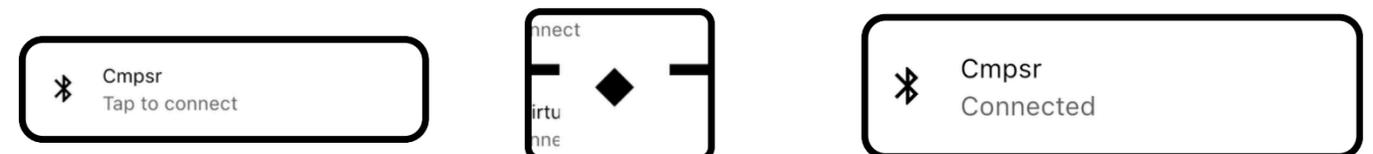


Connect iOS

A Open CMPSR: Swipe app and go to Settings > Connection Settings



B [Advertise Bluetooth](#) by pressing the power button on CMPSR, or connecting a cable. Press refresh.



C Tap to Connect. Connecting. Connected and ready



D When you move the joystick you will see a white arrow. You can play the app interface at the same time too!

Connect Android

Attach CMPSR to your device with a cable, follow step A, hit refresh and follow from step C.

Setting up CMPSR

If your students use an electric wheelchair they might recognise the shape of CMPSR. It's designed to look and feel like a power chair controller.

Traditional Setup



Attach the clamp directly to a table, microphone stand, wheelchair, or any surface that fits inside its jaws. Position CMPSR by slightly loosening the clamp and turning the device until the player is comfortable.

This setup is popular for most students and music-making situations.

Switch Setup



Attach the clamp directly to a microphone stand or any suitable surface that fits inside the jaws. Turn CMPSR on its side so it can be played similarly to a switch. Move CMPSR or the position of the stand to access a variety of notes.

This setup is popular for exploring cause and effect with students with complex needs. It's used by Occupational Therapists to promote movement.

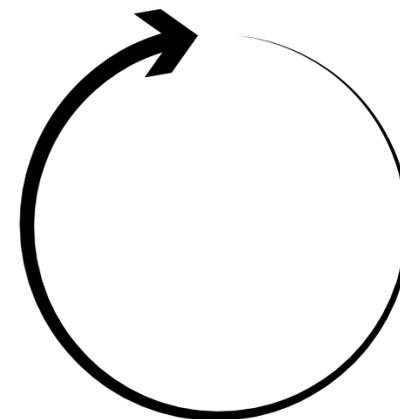
Set CMPSR up in different ways with the Perform Pack to find the perfect playing position.

If using without a Perform Pack hold CMPSR in the best position for the player.

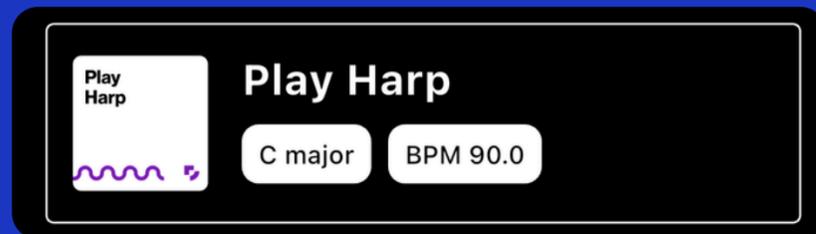
Explore The Joystick

First, explore the joystick as this is how you play CMPSR. Ignore the pads for now, we'll take a look at those later. If CMPSR has gone to sleep i.e. no lights from the pads, press any pad to wake the unit back up.

Move the joystick anyway you like. Move fast or slow, in a straight line, in a circle, or wiggle it all around. How does it sound? Which do you like most?



In CMPSR: Swipe, go to Settings > Sound Settings > Tap to select a Project and select: Play Harp

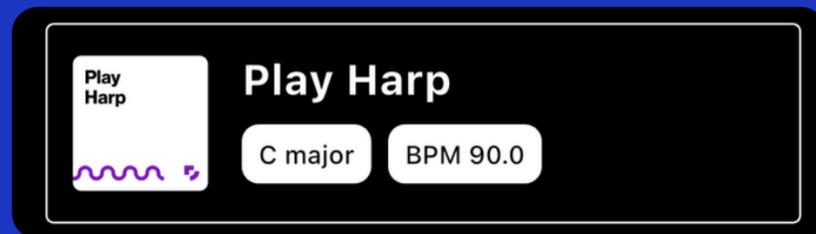


Then press < back twice and x to exit settings.

Explore The Pads

The pads change how the notes sound when you move the joystick. You can make the notes deeper or higher or play more than one note at a time which is called a chord.

In CMPSR: Swipe, go to Settings > Sound Settings > Tap to select a Project and select: Play Harp



Then press < back twice and x to exit settings.



Press pad 7 bottom left to make the sound deeper.

Move the joystick to see how it sounds.

The lights will change to show you are in a different octave.



Now press pad 8 a few times to make the sound higher

Do they sound different? Which do you prefer?



Press pad 4 to turn on Chord Mode so you play more than one note at a time.

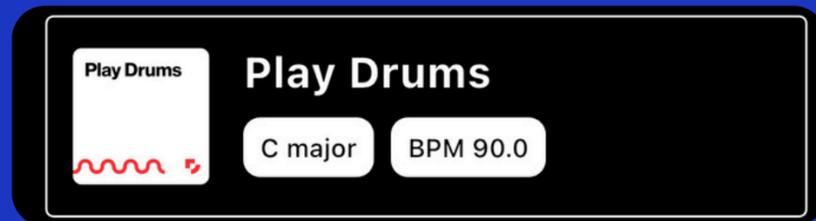
Now play some directions on the joystick. Which are your favourites?



Explore Drums

We've made it easy to play drums and create simple rhythms with CMPSR. Load the Play Drums project to experiment with a drum kit.

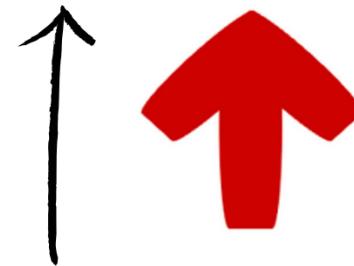
In CMPSR: Swipe, go to Settings > Sound Settings > Tap to select a Project and select: Play Drums



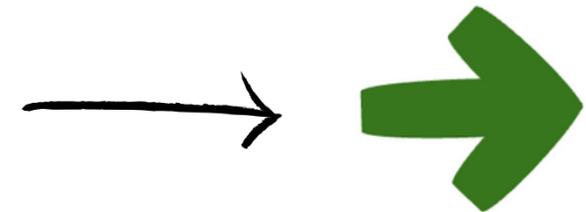
Then press < back twice and x to exit settings.



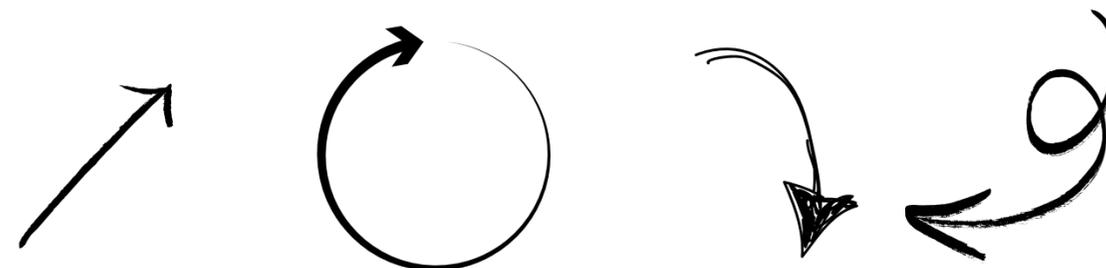
Which drum sound did you hear?



How about in this direction?



How does it sound when you move the joystick like one of these examples?



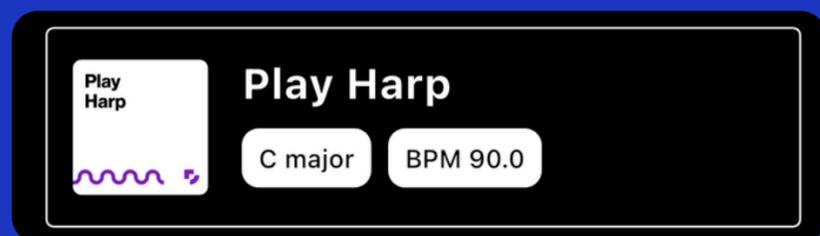
Can you come up with your own rhythm?

Explore Arrows

We use Arrownotes, CMPSR's notation that turns musical notes into colours and and/or directions, making it easier to understand.

CMPSR loads into the C major scale which means the red up and down arrows are both the note of C but different pitch.

In CMPSR: Swipe, go to Settings > Sound Settings > Tap to select a Project and select: Play Harp



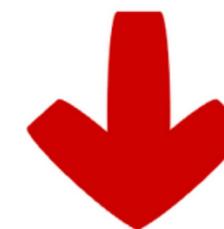
Then press < back twice and x to exit settings.



Move the joystick up to play this note.

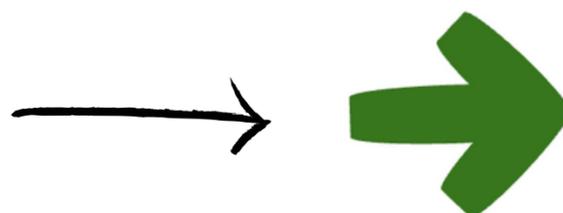


Move the joystick down to play this note.

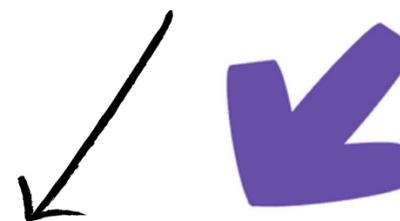


Do they sound different? In what way? Which do you prefer?

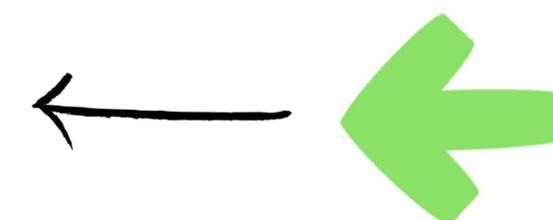
Now try this arrow.



And this arrow.



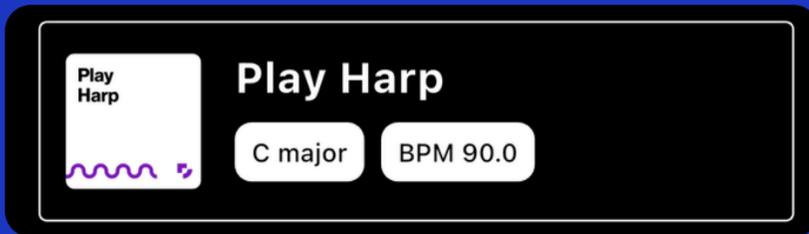
This one too.



Explore Sounds

Play any sound you like with CMPSR. We have lots of sounds ready for you in the CMPSR: Swipe app.

In CMPSR: Swipe, go to Settings > Sound Settings > Tap to select a Project and select: Play Harp



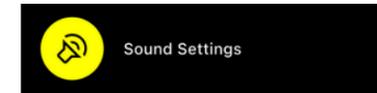
Then press < back twice and x to exit settings.

1



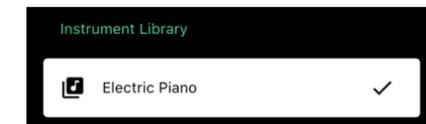
Go to settings

2



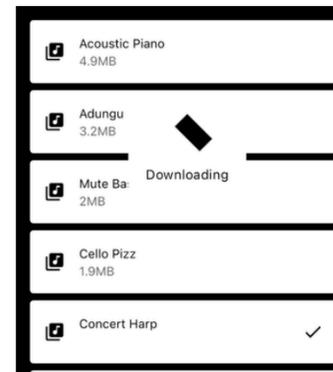
Sound Settings

3



And press the instrument name to see the full library

4



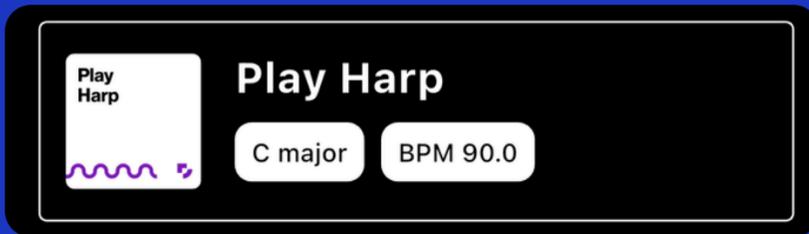
Press any instrument you'd like to play to download and select it.

Move the joystick to hear your new instrument

Explore Beats

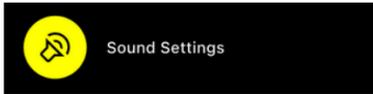
Playing along to drums is a great way to feel like you're part of a band. There is a selection of backing beats available in the CMPSR: Swipe app.

In CMPSR: Swipe, go to Settings > Sound Settings > Tap to select a Project and select: Play Harp



Then press < back twice and x to exit settings.

- 1**

Go to settings
- 2**

Sound Settings
- 3**

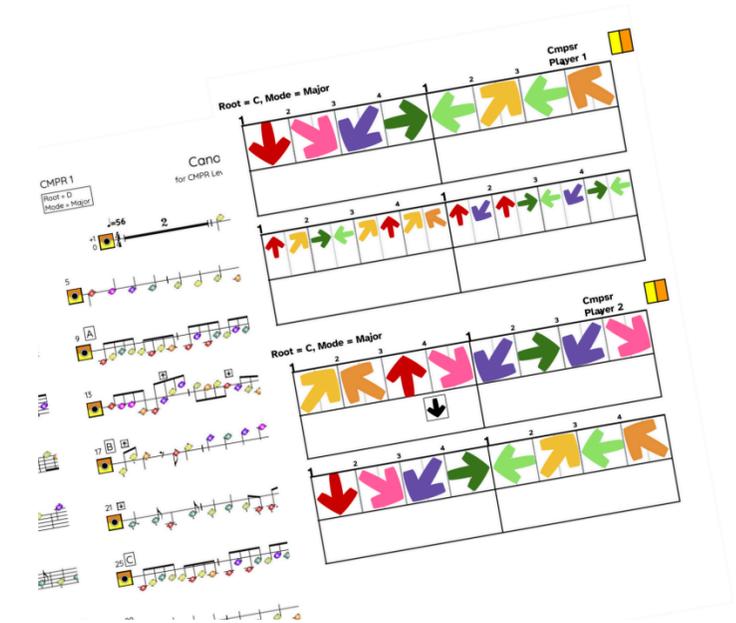
And press the backing beat name to see the full library
- 4**

Press back to return to the main playing interface.
- 5** Then press the play button to hear your backing beat and play along.


What next?

Arrownotes

[Click here](#) to get a better understanding of our notation system and find lots of practical resources to use in the classroom.



GarageBand

CMPSR can connect to any music-making software, from free mobile apps to professional recording environments. [Click here](#) to connect to GarageBand





Get in touch...

Find out more about Digit Learning and how we can support you in delivering inclusive music experiences.

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