

Harmonious Music System

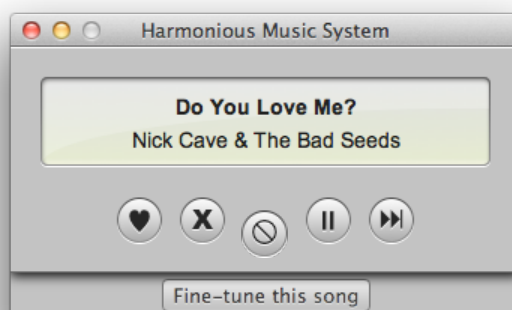
The Harmonious Music System selects and plays music from your collection based on emotional matches between the music and the game.



Getting Started




From the game's preferences window, select a folder of music files that you would like to use with Harmonious. The system will then begin analysing the music in that folder to determine its emotional content. Analysis can take some time, up to 6 hours per 1000 files. As soon as each file is analysed it is available for use, so you can begin hearing your music straight away, however Harmonious is obviously more effective once all the files have been analysed.

To play the game with your own music via Harmonious, select the 'Harmonious Music System' from the Music options.

Playing Music with the Game



When you are playing the game you will see the Harmonious window onscreen. This will show you the name and artist of the currently playing track. You can pause and skip tracks with the  pause and  skip buttons, or with the '4' and '5' keys respectively.

If you think that the system has made a particularly good match between the gameplay and music, click the  like button, or press '1', and harmonious will update the database to make this track more likely to be chosen for this type of gameplay. Alternatively, you can click the  dislike button or hit '2' to indicate to the system that it has made a poor match. This will update the database to prevent this track being chosen for this type of gameplay, and begin playing an alternative track. If Harmonious plays a track that you do not wish to hear when playing the game, click the  ban button or hit '3' to ban this track from the game.

If Harmonious plays a track that that you think is a completely inappropriate choice for the gameplay, you can adjust Harmonious' emotional interpretation for the track by clicking the 'Fine-tune this song' button. This will show a pair of sliding controls labelled 'Sad/Happy' and 'Laid Back/Energetic'. The position of these sliders will be set to Harmonious' interpretation of the track's emotional content. You can override this interpretation by adjusting these sliders manually.

