Music keyboard example in Qt

Introduction

The keyboard demo shows a music keyboard that can play tones in either square, saw or triangle sound wave.

In portrait mode, the user can choose a waveform and adjust the volume. A small keyboard for sound-test is provided in the bottom. In landscape mode, the whole screen is filled with a keyboard to be used for actual playing of a song.

The whole user interface is implemented with `QGraphicsWidgets` in a `QGraphicsScene`. Animated transitions between portrait and landscape are provided. Switching modes by rotating the device is provided using the `QOrientationSensor`.

Sound playback is provided when compiled for S60 using native code. As soon as the is a backend for Qt multimedia for Symbian is available, the example will be ported to use the Qt audio system. Playback will then on both mobile and desktop using the same code path.

Because the sensor framework from QtMobility needs `ReadDeviceData` capability the example cannot be self signed. Use Symbian Signed online for your own testing.

Planned updates

As soon as a solution is found for https://bugreports.qt-project.org/browse/QTMOBILITY-999 a version with a Qt-based backend will be released As soon as nokia provides a qt-ish way to lock the screen orientation, this will be added as well

History

6 April 2010	Initial version that was submitted to the QtMobility-contest. This one was actually not using QtMobility but the so called "Qt Mobile Extensions"
21 September 2010	Use QtMobility instead of Qt Mobile Extensions - Remove own emulator in favor of NokiaQtSDK's new emulator

Screenshot

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File:Keyboard.zip

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