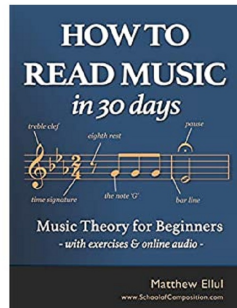

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This method helps you to read music more fluently and easily. You'll be able to read and play by ear in less time. This method is also ideal for singers who want to read music faster. In *How to Read Music Easily in 30 Days*, we will have 10 chapters that will include: 1. What is Rhythmic Reading? 2. Rhythmic Reading Style 3. What is the Metric System? 4. How to Count and Write Time Signatures 5. How to Read a Music Score 6. How to Count and Name the Notes 7. What are the Note Names and the Sound Each Note Makes 8. How to Count Beats and Name the Meter 9. How to Read a Music Score 10. How to Sing a Song . This is the most complete e-book available for learning how to read music. We will also include a special section on learning to read music for singers. Learn to read music fluently in 30 days!
Q: Unity3D - Settings with dropdown - action with change? I want to have a settings with a dropdown list. On click the item with the dropdownlist I want to execute an action. At the moment I have the settings with the dropdownlist. But how can I execute an action on change of the item. I created a "Change" action for

my dropdownlist, but I want to execute the action after the change was made. How can I do this? A: If you set up your action with a method, it will get called if you choose something from your dropdownlist. Add the following code to your method: `private void Doh() { Debug.Log(string.Format("{0}: {1}", nameof(Doh), nameof(settingsDropdown.value))); }` And set up your settings in your `OnEnable()` like this: `var settingsDropdown = serializedObject.FindProperty("settingsDropdown"); var actions = new List(); var Doh = new MethodOverride("Doh"); actions.Add(Doh); settingsDropdown.overrideDefaultCompiled = false; settingsDropdown.overrideDefaultObject = true; settingsDropdown.overrideDefaultValue = true; settingsDropdown.overrideDefault 82157476af`

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