

Example 1: 

Example 2: 

A: Example 1 not encoded
Example 2

0 1 2 3 1 2 0 4 3 2 1 1 0
* pitches represented in mode 1

B: Example 1

%KS 1- %TS 12:8 *=BAR 1=* =1= (F5 G5 F5) 72 C6 48 (A5 F5 E5 F5) 96 R 48 F5
24 / [other voices in Bar 1 would follow; then --] *=Bar 2=* =1= (G5 F5 F5) 72 C5
48 (G5 A5 G5 F5) 96 - - -

* Example is assumed to be Bar 1, and "voice" number 1 of a multi-part texture.
Spaces are not significant.

Example 2

%KS 0 %TS 4:2 C3 192 (D3 E3 F3 D3) 192 / E3 48 C3 48 G3 192 F3 96 / J F3 96 E3
96 D3 144 D3 48 / C3 192

* Example is encoded as an isolated part. Bar numbers and voice numbers are not required.

C: Example 1

F 2 1 5 3 1 -2 1 2 1 2 -4 2 3 2 1

Example 2

C 2 3 4 2 3 1 5 4 3 2 1

* System is concerned only with pitch class incipits. Rhythm, duration, and octave are not included.

D: Example 1

[1%; 12/8; 3]: 3(f "q" f " "), 2A(C " " a), 3(f "e" f " "), ?2A(f " ") | 3(q "f " q"), 2A(c "q"), 3(a "g" f " ")

Example 2

[; 4/2; 1]: 1(c), 4(defd) | 3B(e c g) - 2(gf) - | - 2(fe), 2A(dd) | 1(c)

E: Example 1

1 2 1 5 3 1 D7 U1 1 2 1 2 D5 U2 3 2 1

Example 2

1 2 3 4 2 3 1 5 4 3 2 1