

F: Example 1

ff8 gg ff ccc4 aa8 ff ee ff r4 ff8 // gg ff gg cc4 gg8 aa gg ff

Example 2

c1 D4 E F D // E C G1 F2+ // F E D2. D4 // C1

* This code was worked out for short tunes of limited range, with ease of input for ordinary music readers a high priority.

G: Example 1

1 2 1 5 _ 3 1 - 7 1 0 ~ ~ 2 1 2 - 5 _ 2 3 2 1 ~ ~

* ~ = space. There is a headline for each song where the key-note (f) and the smallest duration of a tone (♩ = 08) are coded.

Example 2

1 _ _ 2 3 4 2 ~ ~ 3 1 5 _ _ 4 _ ~ ~ ^ _ 3 _ 2 _ . 2 ~ ~ 1 _ _

* ~ = space. Key-note = c, smallest duration (♩ = 04).

H: Example 1

event(F,5,0,1). event(G,5,1,1). event(F,5,2,1). event(C,6,3,2). etc.

* Implied format: event(pitch class, register, attack point, duration). No clefs, key signature, time signature. Coding is very minimal; intended for specific kinds of analysis, not score representation.

Example 2

event(C,3,0,4). event(D,3,4,1). event(E,3,5,1) . . . event(G,3,10,4). event(F,3,14,4).
event(E,3,18,2) . . .

I: Example 1

1,0,.5, 3,0,.5, 1,0,.5, 2,0,1, 5,0,.5, 1,0,.5, 6,0,.5, 1,0,.5, 0,1, 1,0,.5, 3,0,.5, 1,0,.5, 3,0,.5, 2,0,1,
3,0,.5, 5,0,.5, 3,0,.5, 1,0,.5,

Example 2

2,0,4, 4,0,1, 6,0,1, 1,0,1, 4,0,1, 6,0,1, 2,0,1, 3,0,4, 1,0,2, 1,0,2, 6,0,2, 4,0,3, 4,0,1, 2,0,4,

* where F = 1, C = 2, G = 3, . . . ; 0 indicates the following number is a duration value (measured in quarter notes); and the comma (,) denotes the use of data entry or "continue" key. [spaces added for clarity of presentation]

J: Example 1

/1/ = 12:8 = F48 G4 F4 C54 A48 F4 E4 F4 R4 F48 /2/ G4 F4 G4 C44 G48 A4 G4 F4

Example 2 not encoded

K: Example 1

[^ F/G/F/ C ^ A/F/E/F/ R F/ | G/F/G/ C G/A/G/F/]

* No key signature or time signature. ^ means up octave. [^ . . .] means all notes up octave. / = half duration. Quarter note is default.

Example 2

[v C00 D E F D | E C G00 (F0 F0) E0 D0. D | C00]

* [v . . .] means all notes down octave. 0 = double duration. (. . .) = tie.