

Example 1: 

Example 2: 

L: Example 1

key = f1; timesig = 12 8. f g f c> a f ev f _> f |
 * assuming automatic beaming

Example 2

--- clef = b a>> "Glo" b "-" c d "-" b |.....

M: Example 1

\$ G&B 12:4\$ 8''FGF 4''C8''A FEF 4-8F / GFG 4C8G AGF

Example 2

\$ F4 2:2\$ 1,C (Glo) 4DEFD/FC 1G 2F+/FE 2.D 4D (ri)/ 1C (a)

N: Example 1

Key F

P: F4 G F C5 A F E F R (F G)2 C G A G F

R: (8)3 (4 (8)4)3

Example 2

P: C2 D E F D E C G F E (D)2 C

R: 1 (4)6 (1)2 2 2. 4 1

O: Example 1

tonal(-1).

temp(12,8).

bar([[1, inst_id], [[f(4,e)], [g(4,e)], [f(4,e)], [c(5,q)], [a(4,e)],
 [f(4,e)], [e(4,e)], [f(4,e)], [r(,q)], [f(4,e)]]).

bar([[2], ints_id], [[g(4,e)], [f(4,e)], [g(4,e)], [c(4,q)], [g(4,e)],
 [a(4,e)], [g(4,e)], [f(4,e)],.....

* This shows the format in database. Input is done using interactive system.

Example 2

tempo(8,4).

bar([[1], voice], [[c(2,w)], [d(2,q)], [e(2,q)], [f(2,q)], [d(2,q)]]).

bar([[2], voice], [[e(2,q)], [c(2,q)], [g(2,w)], [f(2),tie_start]]).

bar([[3], voice], [[f(2,h),tie_end], [e(2,h)], [d(2,dh)], [d(2,e)]]).

bar([[4], voice], [[c(2,w)],.....