

LCMIDI Grammar (old name was pmd2.0 grammar in makeSMF133)

-- HyperTalk's PLAY command notes --

Pitch name

Do Re Mi Fa Sol La Si = C D E F G A B
sharp C ... C# flat C ... Cb rest ... R

Octave

from 1 to 8 (center 4 initially)
center C ... C4 upper C ... C5
with accidental mark ... C#5
If not specify octave then hand over from prev note.

Absolute pitch by numeric

center C ... 60 D ... 62 D# ... 63
rest ... 0

Note value (length)

1/1 ... w 1/2 ... h 1/4 ... q 1/8 ... e
1/16 ... s 1/32 ... t 1/64 ... x
dotted note ... Cq. triplet 3 ... Cq3
If not specify length then hand over from prev note.

***** Extended pmd format *****

(cc# : MIDI's control change number)

-- extended note --

octave

can use octave 0 (zero)

accidental mark

Double sharp

ex. G## This note is same to A

bb Double flat

ex. Abb This note is same to G

_ Flat (same to b)

ex A_ This note is equal to Ab

___ Double flat (same to bb)

ex A___ This note is equal to Abb

^ Natural

ex G^ This note ignores a Alternate command.

extended note value (length)

max 8 dotted.

Cq. = q + q/2 Cq.. = q + q/2 + q/4 Cq... = q + q/2 + q/4 + q/8

any divided beat note.

Cq/5 Cq/7 ets.

length addition.

Cwe = w + e Cwq3 = w + q3

@ gate time

percentage sound of note.

Cq@5 = q/2 sound and q/2 silent.

range 0-20 initially 10

If not specify gate time then hand over from prev note.

V velocity

velocity(volume) of note.

CqV5 = 1/2 volume

range 0-10 initially 10

If not specify velocity then hand over from prev note.

() chord

max 32 notes sound at a time on each parts.

(C E G)q ... C & E & G sound q time.

(C4 E G C5)h ... C & E & G & C5 sound h time.

each notes are able to have those length.

(C E Ge)q ... C & E sound q time. But G sound e time.

each notes are able to have gate time & velocity too.

(C E G@7V5) ... only G, gate time 7 and velocity 5.

those length, gate time and velocity effect only that note.

dont hand over to next note.

A note is ...

note name + octave + length + gate time + velocity

ex. (C#4qe.@10V10)qe.@10V10

-- part and part option --

\$ partition.

C \$ D \$ G

are 3 parts.

Partition max 32.

instrument option

\$1 C \$17 C

are Piano and Organ play.

volume option

\$V10 nomaly volume.

default 10 renege 0-10

-- attribute commands --

On Octave setting command

ex. O5 Default octave of next note is 5.

Ln Step time (note length) setting command

ex. Le Default length of next note is e.

@n Gate time (sound ratio) setting command

ex. @7 Default gate-time of next note is 7.

Vn Velocity setting command

ex. V8 Default velocity of next note is 8.

-- effect commands --

M modulation

vibrato effect. (cc#1)

depth renege 0-10 default 0 ex. M7

transition time attachable ex. Mq7

Y expression

intonation effect. (cc#11)

loud range 0-10 default 10 ex. Y7

transition time attachable ex. Yq7

% pitch bend

pitch control. (PitchBend)

%10 ... halftone up %20 ... 1tone up %-20 ... 1tone down

default 0

transition time attachable ex. %q60

max +-30 to SMF.

P panpot

position change. (cc#10)

range 0(left)-10(right) default 5 ex. P7

transition time attachable ex. Pq7

no effect on 68k with QT instrument.

Z acoustics

Z1 ... reverb on (cc#91)

no effect on 68k with QT instrument.

Z0 ... all of acoustics to off.

range 0,1,2,3,4,5 default 0

H pedal hold

H1 ... hold pedal on (cc#64)

H0 or H-1 ... pedal off.

range 0,1,2,3,-1,-2,-3 default 0

release time attachable ex. H1q .. after q pedal off

& portament

portament effect. (cc#5)

C & 5 D E ... D is C-D, E is D-E pronounce.

range 0(non)-10(transition on all note time) default 0

no effect on chord.

T tempo

change music tempo.

it's relatively by XCMD parameter 'tempo'

Caution: effect to only one part.

-- alternate & key sift command --

Alternate

Sharp displacement command

ex. #CF C is C#, F is F# after the command

Double sharp displacement command.

ex. ##F F is G after the command

_ Flat displacement command

ex. _BE B is Bb, E is Eb after the command

__ Double flat displacement command.

ex. _B B is A after the command

^ Natural displacement command (Cancel alternate)

ex. ^B B is B after the command

If pitch name is omitted then all pitch is changed to natural.

You can join # or _ just after that.

ex. ^#F all pitch is to natural, and displacement F to F#.

Those does not influence a note of numerical value expression. (60q as Cq)

Accidental sticking to a note is given priority to.

key shift

~n ex ~12 All note after the command is up to 12 half pitch.

ex ~-12 All note after the command is down to 12 half pitch

ex ~ (parameter is omitted) All note after the command is changed to origin.

-- comment --

Comment out

bar comment bar ('|' or '/') to next space.

line comment double bar ('||' or '//') to end of line.

block comment '|*' or '/*' to '*|' or '*/'.

-- special comment --

TimeSign '//s '

example: //s 3/4

Only one word after "//s " is effective.

Only one exists in music.

It is written in at SMF as a 'time sign' meta event.

Copytight '//c '

example: //c Chopin / Puppy Waltz

It effective till end of line.

Only one exists in music.

Copyright is written in at movie file and SMF.

Information text '//i '

example: //i Made by UDI with UxPlayMIDI

It effective till end of line.

A music can have some lines.

This text is written in at movie file and SMF.

DataName '//n '

example: //n Puppy Waltz

It effective till end of line.

Only one exists in music.

DataName is written in at movie file (as FullName) and SMF (as Sequence name).

-- other --

return character is equal space character.

bar ('|' or '/') is equal space character.

Instrument number

GM instrument 1-128

GS instrument 129-16383

drum kit 16385-16441

Volume controls

V velocity ... C5V7 (range 0-10 initially 10)

each note's volume.

Y expression command (range 0-10 initially 10)

freestyle volume.

\$V part volume. (range 0-10 initially 10)

barance of some parts.

XCMD parameter 'volume' (range 0-100 initially 100)

playing volume.

If all of volumes is initially then normaly volume playing.

-- 'pmd' text file format --

1st line as pmd header.

//pmd,version,tempo,instNum

version 'pmd' version

tempo play speed (same as XCMD 2nd parameter)

instNum instrument number (same as XCMD 3rd parameter)

-- devided beat note --

orign	divid by	indicate1	indicate2
q	3	e3	q/3
q	5	s5	q/5
q	6	s6	q/6
q	7	s7	q/7
q	9	t9	q/9
q	11	t11	q/11
q.	2	q2.	q./2
q.	4	e4.	q./4
q.	5	e5.	q./5
q.	7	s7.	q./7
q.	8	s8.	q./8
q.	10	s10.	q./10

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