



Experiment-A2

楽曲作成の実験A

作曲の例、コード生成の手順

トップ画面

[English](#)

Main Window

User : lesson

Dir :

Fn :

Command :

Message Window

Tue Jul 4 13:43:11 JST 2017
abc-main.mid
abc.dat
abc.html
abc.meb

Director Link Window

c	0123456789aBCDEF	Ch
C 00	CC	10
C 10		
C 11	GG	
C 12		
C 13		
C 14		
C 15	SS	
C 16		
C 17		
C 18	MM	
C 19	RR	
C 1a		
C 1b		
C 1c		
C 1d		
C 1e	BB	
C 1f		
c	0123456789aBCDE	

Musical Sym [abcrdf.dat](#)
Major Chord [abccpj.dat](#)
Minor Chord [abccpi.dat](#)
Instruments [abc.dat](#)
Note Book [abcnb.txt](#)

[abcmse-1473.html](#)

====Move & Change File====
Instrument Device PC# @inst cm.
@ (File) 74
74
1

 [概要](#)

A!ppyo_Music Server

ユーザIDを選択してください。
[pi](#) [pi0](#) [pi1](#) [pi2](#) [pi3](#) [lesson](#)
[作曲のレッスン](#) [マニュアル](#)

[利用ガイド](#)

C 18			0	6
C 19	RR		0	7
C 1a			0	8
			0	9
			0	10
			0	11
			0	12

[[abc.meg](#)] Play : [abc.mid](#)

[Back](#) [セットアップ・ガイド](#) [EXP Boxガイド](#)

ユーザ pi2 を選択

English

Main Window

User : lesson

Dir :

Fn :

Command :

Message Window

Tue Jul 4 13:43:11 JST 2017

abc-main.mid
abc.dat
abc.html
abc.meb

Director Link Window

====Move & Change File====

Instrument

Device PC# @inst cm.

74
74
1

概要

A!ppy_Music Server

ユーザIDを選択してください。
[pi](#) [pi0](#) [pi1](#) [pi2](#) [pi3](#) [lesson](#)
作曲のレッスン マニュアル

利用ガイド

Musical Sym [abcrdf.dat](#)
Major Chord [abccpj.dat](#)
Minor Chord [abccpi.dat](#)
Instruments [abc.dat](#)
Note Book [abcnb.txt](#)

[abcmse-1473.html](#)

[[abc.meg](#)] Play : [abc.mid](#)

[Back](#) [セットアップ・ガイド](#) [EXP Boxガイド](#)

画面サイズの選択で Middle をクリックします。

A!ppy_Music Server

画面サイズの選択、ブラウザの設定

作曲用の画面サイズをモニタの解像度によって
Small,Middle,Lerge,Mix から1つを選択してください。

解像度が1280 x 960以下の場合はSmallを選択してください。
Lerge:はモニタサイズが1600 x 1200程度必要です。

ブラウザの設定でWebページのキャッシングをしない設定をしてください。

テキスト入力でWindows IE は文字の上書きが可能です。
Chromeでは文字インサート後Deleteが必要です。

画面サイズ選択 [Small](#) [Middle](#) [Lerge](#) [Mix](#)

画面サイズを選択して「Main Window」が表示されましたら、
最初に[Begin]ボタンを押してから開始して、 最後は[Fin]ボタンを押して終了してください。
Cookieは[Fin]後に全ての画面を終了することでクリアされます。

最初に利用される方は下記のリンク先のLessonで使い方を学ぶことをお勧めします。

[トップ](#) [Lesson](#) [Manual](#) [FAQ](#)

[開始します。 Directory名、File名を入力すると次回も
Begin] ボタンで同じファイルの利用ができます。

Begin Window

User Name : pi2

Directory : yst

File Name : yst

Clr Begin

Middle size

Appyo Music Server

When you execute the [Begin] button, the main screen of the selected screen size is displayed.

You can start working quickly by entering the directory name and file name.

メイン画面 トップ

Main Window

User : pi2
Dir :
Fn :

Director Link
Window

c 0123456789aBCDEF Ch
C 00 C..... 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S..... 6
C 16 7
C 17 8
C 18 9
C 19 R..... 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B..... 15
C 1f 16
c 0123456789aBCDEF Ch
Musical Sym ystrds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

ystmse-5708.html

Command :
Message Window

Wed Feb 5 09:03:05 UTC 2020
makefile
yst.dat
yst.html
yst.meg

////////Default Score//////////!
=====Move & Change File,Bar,Port,Chan(1-16)=====!
Instruments File Bar Port Chan Memb Comments!
=====!
Sequence Channel Port Member!
0123456789ABCDEFGHIJKLMNQRSTUWXYZ 0123456789ABCDEF!
C!
C 00 C..... S..... 0 1!
C 10 S..... 1 2!
C 11 S..... 1 3!
C 12 S..... 1 4!
C 13 S..... 1 5!
C 14 S..... 1 6!
C 15 S..... S..... 1 7!
C 16 S..... 1 8!
C 17 S..... 1 9!
C 18 S..... 1 10!
C 19 R..... S..... 1 12!
C 1a S..... 1 13!
C 1b S..... 1 14!
C 1c S..... 1 15!
C 1d S..... 1 16!
C 1e B..... S..... 1 17!
C 1f S..... 1 18!
0123456789ABCDEFGHIJKLMNQRSTUWXYZ 0123456789ABCDEF!
megrdf1.dat -> .meg!
C(c) : Conductor score S : Select channel!
G(g) : Gclef score!
S(s) : Soprano score!
A(a) : Alto score!
B(b) : Bass score!
M(m) : Middle score (Piano)!
L(l) : Low score!
H(h) : High score!
R(r) : Rhythm score!
Upper Case(Active), Lower Case(sleep)!

& : Add file (From members top file)!
* : Copy & Move source file!
+ : Copy destination file!

[yst.meg]

Play : [yst.mid](#)

4. 作曲手順の例

Conductor をクリック

```
////Conductor staff////////////////////////////////////
(Reset tempo values)          <<          >>
>(Reset smpte values)         <<          >>
(Reset beautify values)       <<          >>
(Reset expand symbols)        <<          >>
(Reset dynamic values)        <<          >>
(Generate O note lines)        <<          >>
(Generate o/. note lines)      <<          >>
(Generate o/ note lines)       <<          >>
(Generate _/ note lines)       <<          >>
(Generate _/) note lines       <<          >>
(Generate _/)) note lines      <<          >>
(Generate rest lines)         <<          >>
(Generate global chord lines)  <<          >>
(Generate global chord select lines) <<          >>
(Delete note lines)           <<          >>
(Delete rest lines)           <<          >>
(Delete large brackets lines)  <<          >>
(Delete parenthesis lines)    <<          >>
(Delete square lines)         <<          >>
(Delete symbol lines)         <<          >>
(Delete plus lines)           <<          >>
(Delete comment lines)        <<          >>
(Delete chord lines)          <<          >>
(Delete global chord select lines) <<          >>
(Renumber bar lines)          <<          >>
(Exchange parenthesis to large brackets) <<          >>
(Exchange large brackets to parenthesis) <<          >>
(Exchange midi format to cueing format) <<          >>
(Exchange cueing format to midi format) <<          >>
(Decode dynamic expand note lines) unit = b << unit : time f q t b d s m >>
(Clear notes)                  <<          >>
(Exchange global chord select to progression lines) <<          >>
(Exchange global chord progression to select lines) <<          >>
(Change chord progression lines) <<          >>
(Sequence Transposition xx)    <<          >>
Sequence Title.....Sequence Name.....Title

===Start Time===
Smpte flame type = 3
Smpte start time = 00:00:00/00.00
Smpte lag time = 00:00:00/00.00

===Tempo===
{/60} -> m.m. _/ = 60
{/90} -> m.m. _/ = 90

===Global Gate Rate===
(define gate_rate parameter 25)
(define gate_rate [O] = 99)
(define gate_rate O = 98)
(define gate_rate O. = 97)
(define gate_rate O.. = 96)
(define gate_rate o/ = 95)
(define gate_rate o/. = 94)
(define gate_rate o/. = 95)
(define gate_rate _/ = 90)
(define gate_rate _/ = 91)
(define gate_rate _/.. = 92)

file name : yst_000.html rev/000 meb/000 undo/000 save/000
```

Command : Message Window min zoom

Wed Feb 5 09:03:05 UTC 2020
makefile
yst.dat
yst.html
yst.meg

User : pi2
Dir : yst
Fn : yst Clr
Begin

Director Link Window

Instruments	File	Bar	Port	Chan	Memb	Comments
Sequence Channel Port Member						
C	0123456789ABCDEF					
C 00	C			S	0	1
C 10				S	1	2
C 11				S	1	3
C 12				S	1	4
C 13				S	1	5
C 14				S	1	6
C 15	S			S	1	7
C 16				S	1	8
C 17				S	1	9
C 18				S	1	10
C 19	R			S	1	12
C 1a				S	1	13
C 1b				S	1	14
C 1c				S	1	15
C 1d				S	1	16
C 1e	B			S	1	17
C 1f				S	1	18

Musical Sym ystr ds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

ystmse-5708.html

megrdf1.dat -> .meg

C(c) : Conductor score S : Select channel
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score
Upper Case(Active), Lower Case(sleep)

& : Add file (From members top file)
* : Copy & Move source file
+ : Copy destination file

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid Fn

Conductor Staff
コンダクター・スタッフ・
ファイル表示

4. 作曲手順の例

Conductor をクリック

```
{#2:Voicing+Im_sVII_sVII_V7}
{#2:Voicing+Im_Vm_IVm_V7}
{#2:Chord_Name_Voicing_Test}
{#2:Canon}
#stop chord_progression /* off next progression chord */
#start chord_progression /* off pre progression chord */
#pose chord_progression /* store next progression chord */
#resume chord_progression /* resume before progression chord */

===Bar===
{#set renumber_start_value 0}

===Dynamic Velocity Sample===
*G ( 96.0 95.0 95.4 95.2)*16

===Standard Midi File===
*Line is SMF Meta Events for mec -smf, mlk -smfx option
*S <Sequence Name>
*C <Copyright Notice>
*X <Text Event>
*L <Lyric>

===Lesson===
{/60}
{#4/4}
{#define gate_rate o/ = 94}
{#define gate_rate / = 91}
{#define gate_rate ./ = 92}
{#define gate_rate / = 83}
{#2:Canon}
#start chord_progression
{IIV}

-c0000001 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000002 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000003 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000004 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000005 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000006 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000007 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000008 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000009 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000010 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000011 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000012 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000013 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000014 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000015 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000016 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000017 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000018 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000019 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000020 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000021 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000022 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
-c0000023 0 - 1 - 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
==00$====
final ..... final
####Conductor staff#####
file name : yst_000.html [rev/000] [meb/000] [undo/000] [save/000]
```

Main Window

Command : Message Window

User : pi2

Dir :

Fn :

Director Link Window

0123456789aBCDEF Ch

C 00 C..... 10

C 10 1

C 11 2

C 12 3

C 13 4

C 14 5

C 15 S..... 6

C 16 7

C 17 8

C 18 9

C 19 R..... 10

C 1a 11

C 1b 12

C 1c 13

C 1d 14

C 1e B..... 15

C 1f 16

c 0123456789aBCDEF Ch

Musical Sym ystr ds.dat

Major Chord ystopj.dat

Minor Chord ystopi.dat

Instruments yst.dat

Note Book ystnb.txt

ystmse-5708.html

Wed Feb 5 09:03:05 UTC 2020

makefile

yst.dat

yst.html

yst.meg

////////Default Score//////////

=====Move & Change File,Bar,Port,Chan(1-16)=====

Instruments File Bar Port Chan Memb Comments

=====

Sequence	Channel	Port	Member
0123456789aBCDEF	0123456789aBCDEF		
C			
C 00 C.....	S.....	0	1
C 10 S.....		1	2
C 11 S.....		1	3
C 12 S.....		1	4
C 13 S.....		1	5
C 14 S.....		1	6
C 15 S..... S.....		1	7
C 16 S.....		1	8
C 17 S.....		1	9
C 18 S.....		1	10
C 19 R..... S.....		1	12
C 1a S.....		1	13
C 1b S.....		1	14
C 1c S.....		1	15
C 1d S.....		1	16
C 1e B..... S.....		1	17
C 1f S.....		1	18
0123456789aBCDEF	0123456789aBCDEF		
meqrdf1.dat -> .meg			
C(c) : Conductor score	S : Select channel		
G(g) : Gclef score			
S(s) : Soprano score			
A(a) : Alto score			
B(b) : Bass score			
M(m) : Middle score (Piano)			
L(l) : Low score			
H(h) : High score			
R(r) : Rhythm score			
Upper Case(Active), Lower Case(sleep)			
& : Add file (From members top file)			
* : Copy & Move source file			
+ : Copy destination file			

Play :

Conductor Staff
スクロールしました

Conductor staff
拡大しました
左は上部、
右は下部です。

```

//Conductor staff//
{Reset tempo values} << >>
>{Reset smpte values} << >>
{Reset beautify values} << >>
{Reset expand symbols} << >>
{Reset dynamic values} << >>
{Generate O note lines} << >>
{Generate o/. note lines} << >>
{Generate o/ note lines} << >>
{Generate _/ note lines} << >>
{Generate _/) note lines} << >>
{Generate _/)) note lines} << >>
{Generate _/))) note lines} << >>
{Generate rest lines} << >>
{Generate global chord lines} << >>
{Generate global chord select lines} << >>
{Delete note lines} << First column space is >>
{Delete rest lines} << comment line. >>
{Delete large brackets lines} << >>
{Delete parenthesis lines} << >>
{Delete square lines} << >>
{Delete symbol lines} << >>
{Delete plus lines} << >>
{Delete comment lines} << >>
{Delete chord lines} << >>
{Delete global chord select lines} << >>
{Renumber bar lines} << >>
{Exchange parenthesis to large brackets} << >>
{Exchange large brackets to parenthesis} << >>
{Exchange midi format to cueing format} << >>
{Exchange cueing format to midi format} << >>
{Decode dynamic expand note lines} unit = b << unit : time f q t b d s m >>
{Clear notes} << >>
{Exchange global chord select to progression lines} << >>
{Exchange global chord progression to select lines} << >>
{Change chord progression lines} << >>
{Sequence_Transposition xx} << >>
Sequence Title.....Sequence Name.....Title

===Start Time===
Smpte flame type = 3
Smpte start time = 00:00:00/00.00
Smpte lag time = 00:00:00/00.00

===Tempo===
{/60} -> m.m. _/ = 60
{/90} -> m.m. _/ = 90

===Global Gate Rate===
{#define gate_rate_parameter 25}
{#define gate_rate |O| = 99}
{#define gate_rate O = 98}
{#define gate_rate O. = 97}
{#define gate_rate O.. = 98}
{#define gate_rate o/ = 93}
{#define gate_rate o/. = 94}
{#define gate_rate o/.. = 95}
{#define gate_rate _/ = 90}
{#define gate_rate _/. = 91}
{#define gate_rate _/.. = 92}

```

[illegible]

上記、先頭文字の空白を消去して「meh/000」をクリックして実行します。

file name : yst_000.html rev/000 meb/000 undo/000 save/000

file name : yst_000.html rev/000 meb/000 undo/000 save/000

Conductor Staff

[mcb/000] をクリックすると
各小節に4分音符が生成されます。
テンポは、 $\text{♩} = 60$ ですので、
タイムコードの時間表示は1小
節で4秒経過します。

```
*X <Text Event>
*L <Lyric>

===lesson===
{m.m. ♩ = 60}
{♩4/4 C Major}
{#define gate_rate o/ = 94}
{#define gate_rate _/ = 91}
{#define gate_rate _/. = 92}
{#define gate_rate _/ = 83}
{♩2:Canon}
#start chord_progression
{!IV}

-c0000001 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000002 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000003 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000004 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000005 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000006 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000007 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000008 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000009 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000010 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000011 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000012 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000013 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000014 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000015 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
-c0000016 0 _ _ 1 _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!}
s96 0
```

file name : yst_000.html

Conductor Staff

コード進行を入れる
ここでは、例として
ystcpj.datの
Yesterday_Once_More
を使います。

開始コードを記入します。
ここでは、Iのトニック
コードからスタートしま
す。

#start chord_progression
を設定して [mcb/000] ボタ
ンを実行します。

```
====Standard Midi File====
*Line is SMF Meta Events for meq -smf, mlk -smfx option
*S <Sequence Name>
*C <Copyright Notice>
*X <Text Event>
*L <Lyric>

====lesson====
{m.m. / = 60}
{4/4 C Major}
{#define gate_rate o/ = 94}
{#define gate_rate / = 91}
{#define gate_rate / = 92}
{#define gate_rate / = 83}
{#2:Canon}
{#2:Yesterday_Once_More}
#start chord_progression
{!IV}

-c0000001 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!I}
s96 0 ... 00 12.8 60.00 100.0% 00:00:00/00.00
-c0000002 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!}
s96 0 ... 00 12.8 60.00 100.0% 00:00:04/00.00
-c0000003 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!}
s96 0 ... 00 12.8 60.00 100.0% 00:00:08/00.00
-c0000004 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!}
s96 0 ... 00 12.8 60.00 100.0% 00:00:12/00.00
-c0000005 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!}
s96 0 ... 00 12.8 60.00 100.0% 00:00:16/00.00
-c0000006 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!}
s96 0 ... 00 12.8 60.00 100.0% 00:00:20/00.00
-c0000007 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!}
s96 0 ... 00 12.8 60.00 100.0% 00:00:24/00.00
-c0000008 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!}
s96 0 ... 00 12.8 60.00 100.0% 00:00:28/00.00
-c0000009 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!}
s96 0 ... 00 12.8 60.00 100.0% 00:00:32/00.00
-c0000010 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!}
s96 0 ... 00 12.8 60.00 100.0% 00:00:36/00.00
-c0000011 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!}
s96 0 ... 00 12.8 60.00 100.0% 00:00:40/00.00
-c0000012 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!}
s96 0 ... 00 12.8 60.00 100.0% 00:00:44/00.00
-c0000013 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
{!}
s96 0 ... 00 12.8 60.00 100.0% 00:00:48/00.00
-c0000014 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.fff
```

```
$2:IVM7 = "IVM7 $IVM7 $4:M7 $3:M7 -> I,I6,IM7"
$2:IV6 = "IV6 $IV6 $4:6 $3:6 -> I,I6,IM7"
$2:V = "V $V $4:M $3:M"
$2:V7 = "V7 $V7 $4:7 $3:7 -> I,I6,IM7,IIIm7,VIm7,IIm,Iv"
$2:VIm = "VIm $VIm $4:m $3:m -> IIm"
$2:VIm7 = "VIm7 $VIm7 $4:m7 $3:m7 -> V7,VIIIm7($5)"
$2:VIIIm7($5) = "VIIIm7($5) $VIIIm7($5) $4:m7($5) $3:m7($5) -> I,I6,IM7,IIIm7"
$2:VIIIm($5) = "VIIIm($5) $VIIIm($5) $4:m($5) $3:m($5)"
$2:END

$2:Yesterday_Once_More
$2:I = "I $I $4:M $3:M -> IIIm/VII"
$2:IIIm/VII = "IIIm/VII $IIIm $4:m $3:m -> VIm"
$2:VIm = "VIm $VIm $4:m $3:m -> VIm/V"
$2:VIm/V = "VIm/V $VIm $4:m $3:m -> IVM7"
$2:IVM7 = "IVM7 $IVM7 $4:M7 $3:M7 -> IIIm"
$2:IIIm = "IIIm $IIIm $4:m $3:m -> IIm7"
$2:IIm7 = "IIm7 $IIm7 $4:m7 $3:m7 -> V7"
$2:V7 = "V7 $V7 $4:7 $3:7 -> I~2"
$2:I~2 = "I $I $4:M $3:M -> IIIm/VII~2"
$2:IIIm/VII~2 = "IIIm/VII $IIIm $4:m $3:m -> VIm~2"
$2:VIm~2 = "VIm $VIm $4:m $3:m -> VIm/V~2"
$2:VIm/V~2 = "VIm/V $VIm $4:m $3:m -> IVM7~2"
$2:IVM7~2 = "IVM7 $IVM7 $4:M7 $3:M7 -> VIIIm7~(Minor_IIm7)"
$2:VIIIm7~(Minor_IIm7) = "VIIIm7 $VIIIm7 $4:m7 $3:m7 -> III7~(Minor_V7)"
$2:III7~(Minor_V7) = "III7 $III7 $4:7 $3:7 -> VIm~(Minor_IIm)"
$2:VIm~(Minor_IIm) = "VIm $VIm $4:m $3:m -> VIm7/V~3"
$2:VIm7/V~3 = "VIm7/V $VIm7 $4:m7 $3:m7 -> IVM7~3"
$2:IVM7~3 = "IVM7 $IVM7 $4:M7 $3:M7 -> IIm7~3"
$2:IIm7~3 = "IIm7 $IIm7 $4:m7 $3:m7 -> V7~3"
$2:V7~3 = "V7 $V7 $4:7 $3:7 -> IV~3"
$2:IV~3 = "IV $IV $4:M $3:M -> V7~4"
$2:V7~4 = "V7 $V7 $4:7 $3:7 -> I"
$2:END

$2:Dominant_Motion
$2:I7 = "I7 $I7 $4:7 $3:7 -> IV,IVm,IV7"
$2:IV7 = "IV7 $IV7 $4:7 $3:7 -> IV,IVm,IV7"
$2:IV7 = "IV7 $IV7 $4:7 $3:7 -> IV,IVm,IV7"
$2:II7 = "II7 $II7 $4:7 $3:7 -> V7"
$2:VI7 = "VI7 $VI7 $4:7 $3:7 -> V7"
$2:V7 = "V7 $V7 $4:7 $3:7 -> V7"
$2:III7 = "III7 $III7 $4:7 $3:7 -> VIm7"
```

file name : ystcpj.dat

file name : yst_000.html

Conductor Staff

コード進行を入れる
ここでは、例として
ystcpj.datの
Yesterday_Once_More
を使います。

開始コードを記入します。
ここでは、Iのトニック
コードからスタートしま
す。

#start chord_progression
を設定して [mcb/000] ボタ
ンを実行します。

コード進行が作成されました。I -> IIIm/VII -> Vim -

```

===Standard Midi File===
*Line is SMF Meta Events for mec -smf, mlk -smfx option
*S <Sequence Name>
*C <Copyright Notice>
*X <Text Event>
*L <Lyric>

===lesson===
{m.m. _/ = 60}
{#4/4 C_Major}
{#define gate_rate o/ = 94}
{#define gate_rate _/ = 91}
{#define gate_rate _/. = 92}
{#define gate_rate _/ ) = 83}
{ $2:Canon}
{ $2:Yesterday Once More}
#start chord_progression
{!IV}

-c0000001 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!I C Major chord ,Root+m3+P5 -> IIIm/VII}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:00/00.00
-c0000002 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> VIm}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:04/00.00
-c0000003 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:08/00.00
-c0000004 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!VIm/V Am minor on G chord ,Root+m3+P5 -> IVm7}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:12/00.00
-c0000005 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!IVm7 Fm7 Major 7th chord ,Root+m3+P5+M7 -> IIIm}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:16/00.00
-c0000006 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!IIIm Em minor chord ,Root+m3+P5 -> IIm7}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:20/00.00
-c0000007 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!IIm7 Dm7 minor 7th chord ,Root+m3+P5+m7 -> V7}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:24/00.00
-c0000008 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!V7 G7 Dominant 7th chord ,Root+m3+P5+m7 -> I-2}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:28/00.00
-c0000009 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!I C Major chord ,Root+m3+P5 -> IIIm/VII-2}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:32/00.00
-c0000010 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> VIm-2}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:36/00.00
-c0000011 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V-2}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:40/00.00
-c0000012 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!VIm/V Am minor on G chord ,Root+m3+P5 -> IVm7-2}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:44/00.00
-c0000013 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!IVm7 Fm7 Major 7th chord ,Root+m3+P5+M7 -> VIm7~(Minor_IIm7)}
s96 0 _ _ _ _ _ 00 12.8 60.00 100.0% 00:00:48/00.00
-c0000014 0 _ _ _ 1 _ _ _ 2 Exp tp velo tempo dymc hh:mm:ss/ff.ff

```

file name : yst_000.html
rev/000
meb/000
undo/000
save/000

```

$2:IVM7 = "IVM7 $IVM7 $4:M7 $3:M7 -> I,I6,IM7"
$2:IV6 = "IV6 $IV6 $4:6 $3:6 -> I,I6,IM7"
$2:V = "V $V $4:M $3:M"
$2:V7 = "V7 $V7 $4:7 $3:7 -> I,I6,IM7,IIIm7,VIm7,IIIm,Iv"
$2:VIm = "VIm $VIm $4:m $3:m -> IIm"
$2:VIm7 = "VIm7 $VIm7 $4:m7 $3:m7 -> V7,VIIIm7($5)"
$2:VIIIm7($5) = "VIIIm7($5) $VIIIm7($5) $4:m7($5) $3:m7($5) -> I,I6,IM7,IIIm7"
$2:VIIIm($5) = "VIIIm($5) $VIIIm($5) $4:m($5) $3:m($5)"
$2:END

$2:Yesterday_Once_More
$2:I = "I $I $4:M $3:M -> IIIm/VII"
$2:IIIm/VII = "IIIm/VII $IIIm $4:m $3:m -> VIm"
$2:VIm = "VIm $VIm $4:m $3:m -> VIm/V"
$2:VIm/V = "VIm/V $VIm $4:m $3:m -> IVM7"
$2:IVM7 = "IVM7 $IVM7 $4:M7 $3:M7 -> IIIm"
$2:IIIm = "IIIm $IIIm $4:m $3:m -> IIm7"
$2:IIm7 = "IIm7 $IIm7 $4:m7 $3:m7 -> V7"
$2:V7 = "V7 $V7 $4:7 $3:7 -> I-2"
$2:I-2 = "I $I $4:M $3:M -> IIIm/VII-2"
$2:IIIm/VII-2 = "IIIm/VII $IIIm $4:m $3:m -> VIm-2"
$2:VIm-2 = "VIm $VIm $4:m $3:m -> VIm/V-2"
$2:VIm/V-2 = "VIm/V $VIm $4:m $3:m -> IVM7-2"
$2:IVM7-2 = "IVM7 $IVM7 $4:M7 $3:M7 -> VIIIm7~(Minor_IIm7)"
$2:VIIIm7~(Minor_IIm7) = "VIIIm7 $VIIIm7 $4:m7 $3:m7 -> III7~(Minor_V7)"
$2:III7~(Minor_V7) = "III7 $III7 $4:7 $3:7 -> VIm~(Minor_IIm)"
$2:VIm~(Minor_IIm) = "VIm $VIm $4:m $3:m -> VIm7/V-3"
$2:VIm7/V-3 = "VIm7/V $VIm7 $4:m7 $3:m7 -> IVM7-3"
$2:IVM7-3 = "IVM7 $IVM7 $4:M7 $3:M7 -> IIm7-3"
$2:IIm7-3 = "IIm7 $IIm7 $4:m7 $3:m7 -> V7-3"
$2:V7-3 = "V7 $V7 $4:7 $3:7 -> IV-3"
$2:IV-3 = "IV $IV $4:M $3:M -> V7-4"
$2:V7-4 = "V7 $V7 $4:7 $3:7 -> I"
$2:END

$2:Dominant_Motion
$2:I7 = "I7 $I7 $4:7 $3:7 -> IV,IVm,IV7"
$2:IV7 = "IV7 $IV7 $4:7 $3:7 -> IV,IVm,IV7"
$2:$IV7 = "$IV7 $IV7 $4:7 $3:7 -> IV,IVm,IV7"
$2:II7 = "II7 $II7 $4:7 $3:7 -> V7"
$2:$VI7 = "$VI7 $VI7 $4:7 $3:7 -> V7"
$2:$V7 = "$V7 $V7 $4:7 $3:7 -> V7"
$2:II7 = "II7 $II7 $4:7 $3:7 -> VIm7"

```

file name : ystcpj.dat

rev/cpj

save/cpj

Conductor Staff

開始コードを記入します。
ここでは、Iのトニックコードからスタート
します。

コード進行は、I -> IIIIm/VII -> VIIm -> Vim/V ->
IVM7 -> IIIIm -> IIIm7 -> V7 -> I

です。

```
$2:IVM7 = "IVM7 $IVM7 $4:M7 $3:M7 -> I,I6,IM7"
$2:IV6 = "IV6 $IV6 $4:6 $3:6 -> I,I6,IM7"
$2:V = "V $V $4:M $3:M"
$2:V7 = "V7 $V7 $4:7 $3:7 -> I,I6,IM7,IIIm7,VIm7,IIm,Iv"
$2:VIm = "VIm $VIm $4:m $3:m -> IIm"
$2:VIIm7 = "VIIm7 $VIIm7 $4:m7 $3:m7 -> V7,VIIm7(&5)"
$2:VIIm7(&5) = "VIIm7(&5) $VIIm7(&5) $4:m7(&5) $3:m7(&5) -> I,I6,IM7,IIIm7"
$2:VIIm(&5) = "VIIm(&5) $VIIm(&5) $4:m(&5) $3:m(&5)"
$2:END

$2:Yesterday_Once_More
$2:I = "I $I $4:M $3:M -> IIIIm/VII"
$2:IIIIm/VII = "IIIIm/VII $IIIIm $4:m $3:m -> VIm"
$2:VIm = "VIm $VIm $4:m $3:m -> VIm/V"
$2:VIm/V = "VIm/V $VIm $4:m $3:m -> IVM7"
$2:IVM7 = "IVM7 $IVM7 $4:M7 $3:M7 -> IIIIm"
$2:IIIIm = "IIIIm $IIIIm $4:m $3:m -> IIm7"
$2:IIm7 = "IIm7 $IIm7 $4:m7 $3:m7 -> V7"
$2:V7 = "V7 $V7 $4:7 $3:7 -> I~2"
$2:I~2 = "I $I $4:M $3:M -> IIIIm/VII~2"
$2:IIIIm/VII~2 = "IIIIm/VII $IIIIm $4:m $3:m -> VIm~2"
$2:VIm~2 = "VIm $VIm $4:m $3:m -> VIm/V~2"
$2:VIm/V~2 = "VIm/V $VIm $4:m $3:m -> IVM7~2"
$2:IVM7~2 = "IVM7 $IVM7 $4:M7 $3:M7 -> VIIm7~(Minor_IIm7)"
$2:VIIm7~(Minor_IIm7) = "VIIm7 $VIIm7 $4:m7 $3:m7 -> IIII7~(Minor_V7)"
$2:IIII7~(Minor_V7) = "IIII7 $IIII7 $4:7 $3:7 -> VIm~(Minor_IIm)"
$2:VIm~(Minor_IIm) = "VIm $VIm $4:m $3:m -> VIm7/V~3"
$2:VIm7/V~3 = "VIm7/V $VIm7 $4:m7 $3:m7 -> IVM7~3"
$2:IVM7~3 = "IVM7 $IVM7 $4:M7 $3:M7 -> IIm7~3"
$2:IIm7~3 = "IIm7 $IIm7 $4:m7 $3:m7 -> V7~3"
$2:V7~3 = "V7 $V7 $4:7 $3:7 -> IV~3"
$2:IV~3 = "IV $IV $4:M $3:M -> V7~4"
$2:V7~4 = "V7 $V7 $4:7 $3:7 -> I"
$2:END

$2:Dominant_Motion
$2:I7 = "I7 $I7 $4:7 $3:7 -> IV,IVm,IV7"
$2:&V7 = "&V7 $&V7 $4:7 $3:7 -> IV,IVm,IV7"
$2:#IV7 = "#IV7 $#IV7 $4:7 $3:7 -> IV,IVm,IV7"
$2:II7 = "II7 $II7 $4:7 $3:7 -> V7"
$2:&VI7 = "&VI7 $&VI7 $4:7 $3:7 -> V7"
$2:#V7 = "#V7 $#V7 $4:7 $3:7 -> V7"
$2:IIII7 = "IIII7 $IIII7 $4:7 $3:7 -> VIm7"
```

file name : ystcpj.dat

rev/cpj

save/cpj

Conductor Staff

各小節にコード進行が作成されました。

I -> IIIm/VII -> VIIm -> VIIm/V -> IVM7 -> IIIm ->
IIIm7 -> V7 -> I

曲の調は、C_Major ですので、
トニックの I はコード名 C Major です。

上記のコード進行をコード名で記載すると

C -> Em/B -> Am -> Am/G -> FM7 -> Em ->
Dm7 -> G7 -> C

です。

```
====Standard Midi File====
*Line is SMF Meta Events for meq -smf, mlk -smfx option
*S <Sequence Name>
*C <Copyright Notice>
*X <Text Event>
*L <Lyric>

====lesson====
{m.m. _/ = 60}
{$4/4 C_Major}
{#define gate_rate o/ = 94}
{#define gate_rate _/ = 91}
{#define gate_rate _/. = 92}
{#define gate_rate _/) = 83}
{$2:Canon}
{$2:Yesterday_Once_More}
#start chord_progression
{!IV}

-c0000001 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!I C Major chord ,Root+M3+P5 -> IIIm/VII}
s96 O ... 00 12.8 60.00 100.0% 00:00:00/00.00
-c0000002 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> VIIm}
s96 O ... 00 12.8 60.00 100.0% 00:00:04/00.00
-c0000003 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!VIIm Am minor chord ,Root+m3+P5 -> VIIm/V}
s96 O ... 00 12.8 60.00 100.0% 00:00:08/00.00
-c0000004 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!VIIm/V Am minor on G chord ,Root+m3+P5 -> IVM7}
s96 O ... 00 12.8 60.00 100.0% 00:00:12/00.00
-c0000005 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 -> IIIm}
s96 O ... 00 12.8 60.00 100.0% 00:00:16/00.00
-c0000006 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!IIIm Em minor chord ,Root+m3+P5 -> IIIm7}
s96 O ... 00 12.8 60.00 100.0% 00:00:20/00.00
-c0000007 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!IIIm7 Dm7 minor 7th chord ,Root+m3+P5+m7 -> V7}
s96 O ... 00 12.8 60.00 100.0% 00:00:24/00.00
-c0000008 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!V7 G7 Dominant 7th chord ,Root+M3+P5+m7 -> I~2}
s96 O ... 00 12.8 60.00 100.0% 00:00:28/00.00
-c0000009 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!I C Major chord ,Root+M3+P5 -> IIIm/VII~2}
s96 O ... 00 12.8 60.00 100.0% 00:00:32/00.00
-c0000010 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> VIIm~2}
s96 O ... 00 12.8 60.00 100.0% 00:00:36/00.00
-c0000011 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!VIIm Am minor chord ,Root+m3+P5 -> VIIm/V~2}
s96 O ... 00 12.8 60.00 100.0% 00:00:40/00.00
-c0000012 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!VIIm/V Am minor on G chord ,Root+m3+P5 -> IVM7~2}
s96 O ... 00 12.8 60.00 100.0% 00:00:44/00.00
-c0000013 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 -> VIIm7~(Minor_IIm7)}
s96 O ... 00 12.8 60.00 100.0% 00:00:48/00.00
-c0000014 0____.1____.2 Exp tp velo tempo dymc hh:mm:ss/ff.ff
```

file name : yst_000.html

rev/000

meb/000

undo/000

save/000

メイン画面 トップ

楽曲の楽器設定

ここでは、例として
メイン画面に既に作成済の
S、R、Bのパートに加えて
ピアノパートを追加します。

手順 1

Sパートのコピーをします。

Main Window
Command :
Message Window
min
zoom

User : pi2
Dir : yst
Fn : yst Ctr
Begin

Director Link
Window

c 0123456789aBCDEF Ch
C 00 C..... 10
C 10 C..... 1
C 11 C..... 2
C 12 C..... 3
C 13 C..... 4
C 14 C..... 5
C 15 S..... 6
C 16 S..... 7
C 17 C..... 8
C 18 C..... 9
C 19 R..... 10
C 1a C..... 11
C 1b C..... 12
C 1c C..... 13
C 1d C..... 14
C 1e B..... 15
C 1f C..... 16
c 0123456789aBCDEF Ch
Musical Sym ystr ds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

ystmse-5708.html

```

Wed Feb 5 09:03:05 UTC 2020
makefile
yst.dat
yst.html
yst.meg

////////Default Score//////////
=====Move & Change File,Bar,Port,Chan(1-16)=====
Instruments      File      Bar      Port      Chan      Memb      Comments
=====
Sequence                      Channel      Port      Member
0123456789ABCDEF 0123456789ABCDEF

C
C 00 C..... S..... 0 1
C 10 C..... S..... 1 2
C 11 C..... S..... 1 3
C 12 C..... S..... 1 4
C 13 C..... S..... 1 5
C 14 C..... S..... 1 6
C 15 S..... S..... 1 7
C 16 C..... S..... 1 8
C 17 C..... S..... 1 9
C 18 C..... S..... 1 10
C 19 R..... S..... 1 12
C 1a C..... S..... 1 13
C 1b C..... S..... 1 14
C 1c C..... S..... 1 15
C 1d C..... S..... 1 16
C 1e B..... S..... 1 17
C 1f C..... S..... 1 18

0123456789ABCDEF 0123456789ABCDEF
megrdfl.dat -> .meg

C(c) : Conductor score      S : Select channel
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score
Upper Case(Active), Lower Case(sleep)

& : Add file (From members top file)
* : Copy & Move source file
+ : Copy destination file

```

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid Fn

メイン画面 トップ

楽曲の楽器設定

ここでは、例として
メイン画面に既に作成済の
S、R、Bのパートに加えて
ピアノパートを追加します。

手順 1

Sパートのコピーをします。

コピー元に、* 文字
コピー先に、+ 文字
を上書きします。

Main Window
Command :
Message Window
min
zoom

User : pi2
Dir : yst
Fn : yst Ctr
Begin

Director Link
Window

c 0123456789aBCDEF Ch
C 00 C..... 10
C 10 C..... 1
C 11 C..... 2
C 12 C..... 3
C 13 C..... 4
C 14 C..... 5
C 15 S..... 6
C 16 S..... 7
C 17 C..... 8
C 18 C..... 9
C 19 R..... 10
C 1a C..... 11
C 1b C..... 12
C 1c C..... 13
C 1d C..... 14
C 1e B..... 15
C 1f C..... 16
c 0123456789aBCDEF Ch
Musical Sym ystr ds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

ystmse-5708.html

Wed Feb 5 09:03:05 UTC 2020
makefile
yst.dat
yst.html
yst.meg

////////Default Score//////////
=====Move & Change File,Bar,Port,Chan(1-16)=====
Instruments File Bar Port Chan Memb Comments
=====

	Sequence	Channel	Port	Member	
	0123456789ABCDEFGHIJKLMN	0123456789ABCDEF			
C					
C 00	C.....	S.....	0	1	
C 10		S.....	1	2	
C 11		S.....	1	3	
C 12		S.....	1	4	
C 13		S.....	1	5	
C 14		S.....	1	6	
C 15	S.....	S.....	1	7	
C 16		S.....	1	8	
C 17		S.....	1	9	
C 18		S.....	1	10	
C 19	R.....	S.....	1	12	
C 1a		S.....	1	13	
C 1b		S.....	1	14	
C 1c		S.....	1	15	
C 1d		S.....	1	16	
C 1e	B.....	S.....	1	17	
C 1f		S.....	1	18	

0123456789ABCDEFGHIJKLMN 0123456789ABCDEF
megrdfl.dat -> .meg
C(c) : Conductor score S : Select channel
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score
Upper Case(Active), Lower Case(sleep)

& : Add file (From members top file)
* : Copy & Move source file
+ : Copy destination file

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid Fn

メイン画面 トップ

楽曲の楽器設定

ここでは、例として
メイン画面に既に作成済の
S、R、Bのパートに加えて
ピアノパートを追加します。

手順 1

Sパートのコピーをします。

コピー元に、* 文字
コピー先に、+ 文字
を上書きします。

コピー先は複数のパートにしま
した。

Main Window
Command :
Message Window
min
zoom

User : pi2
Dir : yst
Fn : yst Clr
Begin

Director Link
Window

```

c 0123456789aBCDEF Ch
C 00 C..... 10
C 10 ..... 1
C 11 ..... 2
C 12 ..... 3
C 13 ..... 4
C 14 ..... 5
C 15 S..... 6
C 16 ..... 7
C 17 ..... 8
C 18 ..... 9
C 19 R..... 10
C 1a ..... 11
C 1b ..... 12
C 1c ..... 13
C 1d ..... 14
C 1e B..... 15
C 1f ..... 16
c 0123456789aBCDEF Ch

```

Musical Sym ystrds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

ystmse-1966.html

```

Sun Mar 15 05:09:50 UTC 2020
bak
yst.dat
yst.html
yst.meb

```

```

=====Move & Change File,Bar,Port,Chan(1-16)=====
Instruments      File      Bar      Port  Chan  Memb  Device  PC# @inst cm.
@ (MusicBox)     015_...  S_       1_...  6_...  7      GM       11
@ (Drum)         019_...  R_       1_...  10_... 11      GM
@ (Bass)         01e_...  B_       1_...  15_... 16      GM       33

```

```

=====Read instruments from meb.dat(fn.dat) file=====
Sequence          Channel      Port Member
0123456789ABCDEF 0123456789ABCDEF
C 00 C..... S..... 0 1
C 10 ..... S..... 1 2
C 11 ..... S..... 1 3
C 12 ..... S..... 1 4
C 13 ..... S..... 1 5
C 14 ..... S..... 1 6
C 15 *..... S..... 1 7
C 16 ..... S..... 1 8
C 17 +..... S..... 1 9
C 18 ..... S..... 1 10
C 19 R..... S..... 1 11
C 1a ..... S..... 1 12
C 1b ..... S..... 1 13
C 1c ..... S..... 1 14
C 1d ..... S..... 1 15
C 1e B..... S..... 1 16
C 1f ..... S..... 1 17

```

```

0123456789ABCDEF 0123456789ABCDEF
megrdf1.dat -> .meg
C(c) : Conductor score      S : Select channel
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score
Upper Case(Active), Lower Case(sleep)

```

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid Fin

メイン画面 トップ

楽曲の楽器設定

ここでは、例として
メイン画面に既に作成済の
S、R、Bのパートに加えて
ピアノパートを追加します。

手順 1

Sパートのコピーをします。

コピー元に、* 文字
コピー先に、+ 文字
を上書きします。

コピー先は複数のパートにしま
した。

[mef] を実行します。

The screenshot shows the 'Main Window' of a software application. On the left is the 'Director Link Window' with fields for 'User : pi2', 'Dir : yst', 'Fn : yst', and a 'Begin' button. Below these are lists of musical symbols and a file path 'ystmse-1966.html'. On the right is the 'Command' window, which displays a table of instruments and a sequence of commands. A red circle highlights the '*' character in the 'C 16' row of the sequence table. At the bottom, there is a row of buttons including '[yst.meg]', 'rev/drs', 'mef', 'mec', 'mlk', 'make', 'save', 'Play : yst.mid', and 'Fin'.

Command : Message Window

User : pi2
Dir :
Fn :

Director Link Window

c 0123456789aBCDEF Ch
C 00 C..... 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S..... 6
C 16 7
C 17 8
C 18 9
C 19 R..... 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B..... 15
C 1f 16
c 0123456789aBCDEF Ch

Musical Sym ystrds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

ystmse-1966.html

Sun Mar 15 05:09:50 UTC 2020
bak
yst.dat
yst.html
yst.meb

=====Move & Change File,Bar,Port,Chan(1-16)=====

Instruments	File	Bar	Port	Chan	Memb	Device	PC#	@inst	cm.
@(MusicBox)	015_...	S_	1_	6_	7	GM	11		
@(Drum)	019_...	R_	1_	10_	11	GM			
@(Bass)	01e_...	B_	1_	15_	16	GM	33		

=====Read instruments from meb.dat(fn.dat) file=====

Sequence	Channel	Port	Member
0123456789aBCDEF	0123456789aBCDEF		
C 00 C.....	S.....	0	1
C 10	S.....	1	2
C 11	S.....	1	3
C 12	S.....	1	4
C 13	S.....	1	5
C 14	S.....	1	6
C 15 *	S.....	1	7
C 16 +.....	S.....	1	8
C 17 +.....	S.....	1	9
C 18 +.....	S.....	1	10
C 19 R.....	S.....	1	11
C 1a	S.....	1	12
C 1b	S.....	1	13
C 1c	S.....	1	14
C 1d	S.....	1	15
C 1e B.....	S.....	1	16
C 1f	S.....	1	17

0123456789aBCDEF

megrdf1.dat -> .meg

C(c) : Conductor score
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score
Upper Case(Active), Lower Case(sleep)

S : Select channel

[yst.meg] rev/drs mef mec mlk make save Play : yst.mid Fin

メイン画面 トップ

楽曲の楽器設定

ここでは、例として
メイン画面に既に作成済の
S、R、Bのパートに加えて
ピアノパートを追加します。

Sパートが2つ
コピーされました。

yst_017.meg
yst_018.meg
です。

Main Window
Command :
Message Window
min
zoom

User : pi2
Dir : yst
Fn : yst Clr
Begin

Director Link
Window

c 0123456789aBCDEF Ch
C 00 C 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S 6
C 16 7
C 17 S 8
C 18 S 9
C 19 R 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B 15
C 1f 16
c 0123456789aBCDEF Ch
Musical Sym ystrds.dat
Major Chord ystepj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt
Open Mse Window

```

File yst_015.meg was copied to yst_017.meg
File yst_015.meg was copied to yst_018.meg
Beautify yst_000.meg 23 bars, 192 lines end
Beautify yst_015.meg 23 bars, 208 lines end
Beautify yst_017.meg 23 bars, 208 lines end

=====Move & Change File,Bar,Port,Chan(1-16)=====
Instruments File Bar Port Chan Memb Device PC# @inst cm. !
@(MusicBox) 015_... S_ 1_... 6_... 7 GM 11 !
@(E_Guitar) 017_... S_ 1_... 8_... 9 GM 28 !
@(Piano) 018_... S_ 1_... 9_... 10 GM 1 !
@(Drum) 019_... R_ 1_... 10_... 11 GM !
@(Bass) 01e_... B_ 1_... 15_... 16 GM 33 !

=====Read instruments from meb.dat(fn.dat) file !
Sequence Channel Port Member !
0123456789ABCDEFGHIJKLMN... 0123456789ABCDEF !

C 00 - ..... 0 1 !
C 10 C ..... S ..... 1 2 !
C 11 ..... S ..... 1 3 !
C 12 ..... S ..... 1 4 !
C 13 ..... S ..... 1 5 !
C 14 ..... S ..... 1 6 !
C 15 S ..... S ..... 1 7 !
C 16 ..... S ..... 1 8 !
C 17 S ..... S ..... 1 9 !
C 18 S ..... S ..... 1 10 !
C 19 R ..... S ..... 1 11 !
C 1a ..... S ..... 1 12 !
C 1b ..... S ..... 1 13 !
C 1c ..... S ..... 1 14 !
C 1d ..... S ..... 1 15 !
C 1e B ..... S ..... 1 16 !
C 1f ..... S ..... 1 17 !

0123456789ABCDEFGHIJKLMN... 0123456789ABCDEF !
megrdf1.dat -> .meg

C(c) : Conductor score S : Select channel
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score

```

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid Fin

メイン画面 トップ

パートファイルを開く

Director Link Window

017 をクリック

yst_017.meg

Main Window
Command :
Message Window
min
zoom

User : pi2
Dir : yst
Fn : yst
Clr
Begin

Director Link Window

```

File yst_015.meg was copyed to yst_017.meg
File yst_015.meg was copyed to yst_018.meg
Beautify yst_000.meg 23 bars, 192 lines end
Beautify yst_015.meg 23 bars, 208 lines end
Beautify yst_017.meg 23 bars, 208 lines end

=====Move & Change File,Bar,Port,Chan(1-16)=====
Instruments      File      Bar      Port      Chan      Memb      Device      PC#  @inst cm.
@(MusicBox)      015_...  S_...    1_...     6_...     7    GM        11
@(E_Guitar)      017_...  S_...    1_...     8_...     9    GM        28
@(Piano)         018_...  S_...    1_...     9_...    10    GM         1
@(Drum)          019_...  R_...    1_...    10_...    11    GM
@(Bass)          01e_...  B_...    1_...    15_...    16    GM        33

=====Read instruments from meb.dat(fn.dat) file=====
Sequence          Channel          Port Member
0123456789ABCDEF 0123456789ABCDEF

C 00 - C.....S.....0 1
C 10 - .....S.....1 2
C 11 - .....S.....1 3
C 12 - .....S.....1 4
C 13 - .....S.....1 5
C 14 - .....S.....1 6
C 15 - S.....S.....1 7
C 16 - .....S.....1 8
C 17 - S.....S.....1 9
C 18 - S.....S.....1 10
C 19 - R.....S.....1 11
C 1a - .....S.....1 12
C 1b - .....S.....1 13
C 1c - .....S.....1 14
C 1d - .....S.....1 15
C 1e - B.....S.....1 16
C 1f - .....S.....1 17

0123456789ABCDEF 0123456789ABCDEF
megrdf1.dat -> .meg

C(c) : Conductor score      S : Select channel
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score

```

Musical Sym ystr ds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

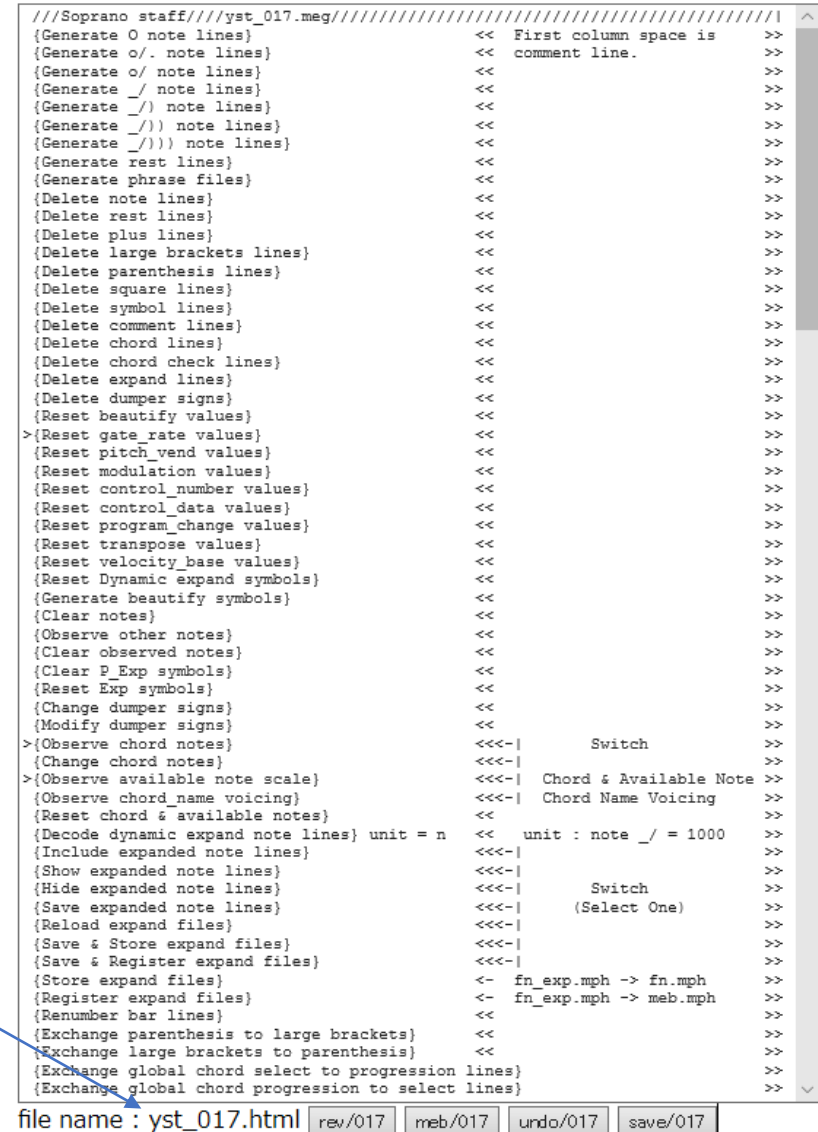
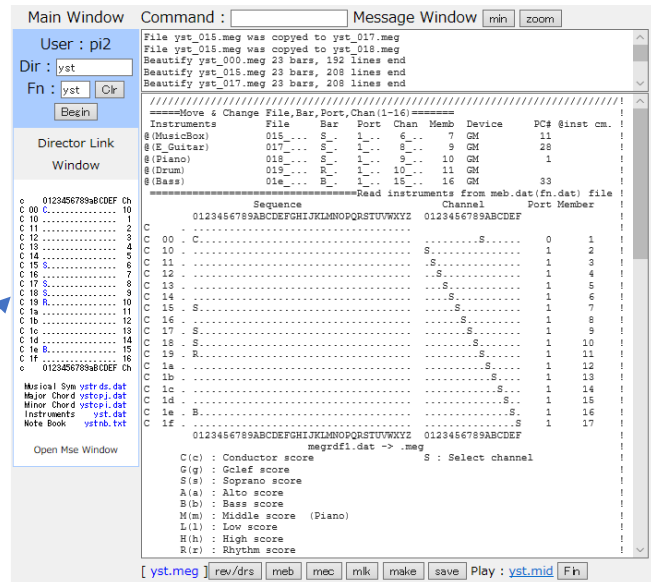
Open Mse Window

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid Fh

メイン画面 トップ

パートファイルを開く

Director Link Window
017 をクリック
yst_017.meg 画面



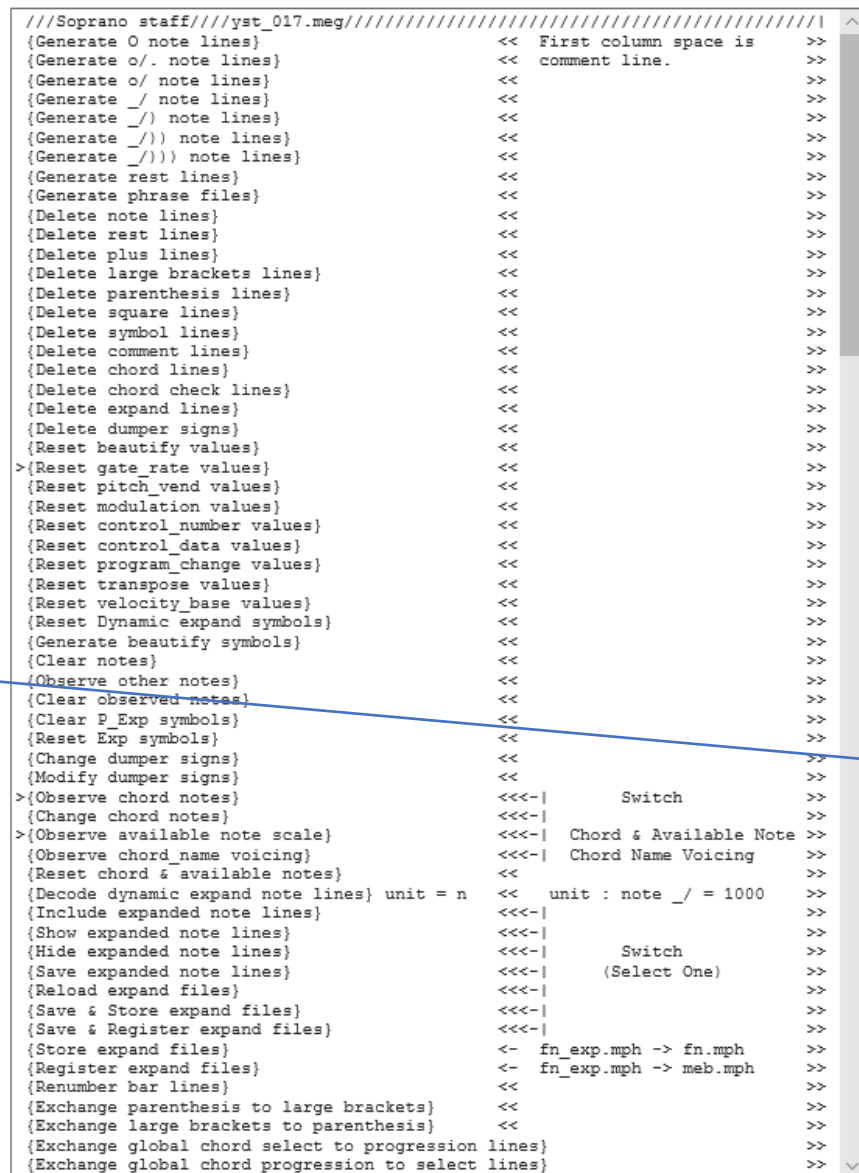
パート・ファイル yst_017.meg

パートファイルを開く

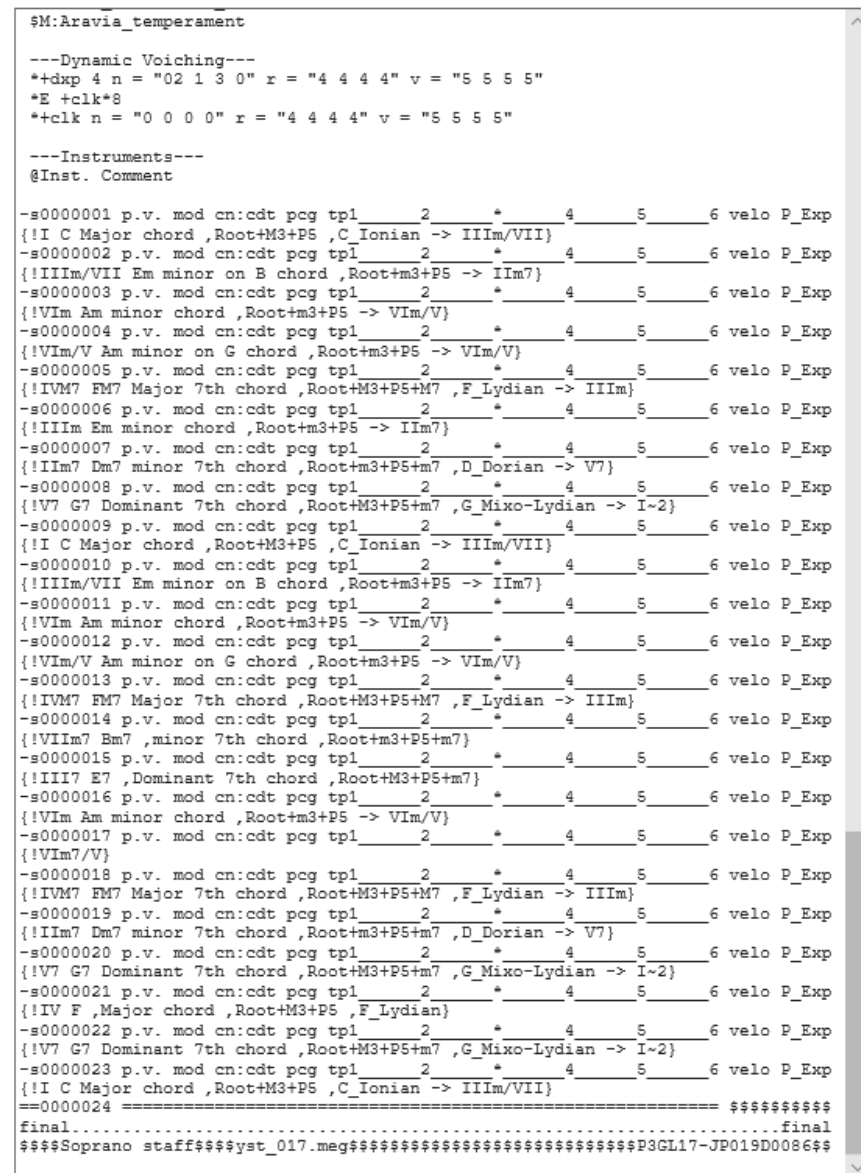
Director Link Window
yst 017.meg

スクロールした画面

各小節のコード進行は、
コンダクター・パート
からコピーされます。



file name : yst_017.html rev/017 meib/017 undo/017 save/017



file name : yst_017.html rev/017 meh/017 undo/017 save/017

パート・ファイル yst_017.meg

パートファイルを開く

Director Link Window
yst_017.meg

次、
ノート行を追加します。

音符を選んでコメントを
はずします。
(先頭カラムを削除)

```

//Soprano staff//Jst 017.meg//
{Generate 0 note lines} << First column space is >>
{Generate o/. note lines} << comment line. >>
{Generate o/ note lines} << >>
{Generate _/ note lines} << >>
{Generate _/) note lines} << >>
{Generate _/)) note lines} << >>
{Generate _/))) note lines} << >>
{Generate rest lines} << >>
{Generate phrase files} << >>
{Delete note lines} << >>
{Delete rest lines} << >>
{Delete plus lines} << >>
{Delete large brackets lines} << >>
{Delete parenthesis lines} << >>
{Delete square lines} << >>
{Delete symbol lines} << >>
{Delete comment lines} << >>
{Delete chord lines} << >>
{Delete chord check lines} << >>
{Delete expand lines} << >>
{Delete dumper signs} << >>
{Reset beautify values} << >>
>{Reset gate_rate values} << >>
{Reset pitch_vend values} << >>
{Reset modulation values} << >>
{Reset control_number values} << >>
{Reset control_data values} << >>
{Reset program_change values} << >>
{Reset transpose values} << >>
{Reset velocity_base values} << >>
{Reset Dynamic expand symbols} << >>
{Generate beautify symbols} << >>
{Clear notes} << >>
{Observe other notes} << >>
{Clear observed notes} << >>
{Clear P_Exp symbols} << >>
{Reset Exp symbols} << >>
{Change dumper signs} << >>
{Modify dumper signs} << >>
>{Observe chord notes} <<--| Switch >>
{Change chord notes} <<--| >>
>{Observe available note scale} <<--| Chord & Available Note >>
{Observe chord_name voicing} <<--| Chord Name Voicing >>
{Reset chord & available notes} << >>
{Decode dynamic expand note lines} unit = n << unit : note _/ = 1000 >>
{Include expanded note lines} <<--| >>
{Show expanded note lines} <<--| >>
{Hide expanded note lines} <<--| >>
{Save expanded note lines} <<--| Switch >>
{Reload expand files} <<--| (Select One) >>
{Save & Store expand files} <<--| >>
{Save & Register expand files} <<--| >>
{Store expand files} <- fn_exp.mph -> fn.mph >>
{Register expand files} <- fn_exp.mph -> meb.mph >>
{ReNUMBER bar lines} << >>
{Exchange parenthesis to large brackets} << >>
{Exchange large brackets to parenthesis} << >>
{Exchange global chord select to progression lines} << >>
{Exchange global chord progression to select lines} << >>

```

file name : yst_017.html

```

$M:Aravia_temperament
---Dynamic Voicing---
*+dxxp 4 n = "02 1 3 0" r = "4 4 4 4" v = "5 5 5 5"
*E +clk*8
*+clk n = "0 0 0 0" r = "4 4 4 4" v = "5 5 5 5"

---Instruments---
@Inst. Comment

-s=0000001 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{! I C Major chord ,Root+m3+p5 ,C Ionian -> IIIm/VII}
-s=0000002 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+p5 -> IIm7}
-s=0000003 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!VIm Am minor chord ,Root+m3+p5 -> VIm/V}
-s=0000004 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!Vim/V Am minor on G chord ,Root+m3+p5 -> Vim/V}
-s=0000005 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+m3+p5+m7 ,F Lydian -> IIIIm}
-s=0000006 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!IIIIm Em minor chord ,Root+m3+p5 -> IIIm7}
-s=0000007 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!IIIm7 Dm7 minor 7th chord ,Root+m3+p5+m7 ,D Dorian -> V7}
-s=0000008 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!V7 G Dominant 7th chord ,Root+m3+p5+m7 ,G Mixo-Lydian -> I~2}
-s=0000009 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{! I C Major chord ,Root+m3+p5 ,C Ionian -> IIIm/VII}
-s=0000010 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+p5 -> IIIm7}
-s=0000011 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!VIm Am minor chord ,Root+m3+p5 -> VIm/V}
-s=0000012 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!Vim/V Am minor on G chord ,Root+m3+p5 -> Vim/V}
-s=0000013 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+m3+p5+m7 ,F Lydian -> IIIIm}
-s=0000014 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!VIIIm7 Bm7 ,minor 7th chord ,Root+m3+p5+m7}
-s=0000015 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!IIIIm7 E7 ,Dominant 7th chord ,Root+m3+p5+m7}
-s=0000016 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!VIm Am minor chord ,Root+m3+p5 -> VIm/V}
-s=0000017 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!Vim7/V}
-s=0000018 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+m3+p5+m7 ,F Lydian -> IIIIm}
-s=0000019 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!IIIm7 Dm7 minor 7th chord ,Root+m3+p5+m7 ,D Dorian -> V7}
-s=0000020 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!V7 G7 Dominant 7th chord ,Root+m3+p5+m7 ,G Mixo-Lydian -> I~2}
-s=0000021 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!IV F ,Major chord ,Root+m3+p5 ,F Lydian}
-s=0000022 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{!V7 G7 Dominant 7th chord ,Root+m3+p5+m7 ,G Mixo-Lydian -> I~2}
-s=0000023 p.v. mod cn:cdt pcg tpl_2_*_4_5_6 velo P_Exp
{! I C Major chord ,Root+m3+p5 ,C Ionian -> IIIm/VII}
==0000024 ===== $$$$$$$$
final
$$$$Soprano staff$$$$syst_017.meg$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$P3GL17-JPD01SD0086$$$

```

file name : yst_017.html rev/017 meb/017 undo/017 save/017

パート・ファイル yst_017.meg

パートファイルを開く

Director Link Window
yst_017.meg

次、
ノート行を追加します。

音符を選んでコメントを
はずします。

先頭カラムを削除
o/ を選択します。

[mef/017] を実行します。

```
//Soprano staff//yst_017.meg//////////////////////////////////////
{Generate 0 note lines} << First column space is >>
{Generate o/. note lines} << comment line. >>
{Generate o/ note lines} << >>
{Generate / note lines} << >>
{Generate /) note lines} << >>
{Generate /)) note lines} << >>
{Generate /))) note lines} << >>
{Generate rest lines} << >>
{Generate phrase files} << >>
{Delete note lines} << >>
{Delete rest lines} << >>
{Delete plus lines} << >>
{Delete large brackets lines} << >>
{Delete parenthesis lines} << >>
{Delete square lines} << >>
{Delete symbol lines} << >>
{Delete comment lines} << >>
{Delete chord lines} << >>
{Delete chord check lines} << >>
{Delete expand lines} << >>
{Delete dumper signs} << >>
{Reset beautify values} << >>
>{Reset gate_rate values} << >>
{Reset pitch_vend values} << >>
{Reset modulation values} << >>
{Reset control_number values} << >>
{Reset control_data values} << >>
{Reset program_change values} << >>
{Reset transpose values} << >>
{Reset velocity_base values} << >>
{Reset Dynamic expand symbols} << >>
{Generate beautify symbols} << >>
{Clear notes} << >>
{Observe other notes} << >>
{Clear observed notes} << >>
{Clear P_Exp symbols} << >>
{Reset Exp symbols} << >>
{Change dumper signs} << >>
{Modify dumper signs} << >>
>{Observe chord notes} <<<-| Switch >>
{Change chord notes} <<<-| >>
>{Observe available note scale} <<<-| Chord & Available Note >>
{Observe chord_name voicing} <<<-| Chord Name Voicing >>
{Reset chord & available notes} << >>
{Decode dynamic expand note lines} unit = n << unit : note _/ = 1000 >>
{Include expanded note lines} <<<-| >>
{Show expanded note lines} <<<-| >>
{Hide expanded note lines} <<<-| >>
{Save expanded note lines} <<<-| Switch >>
{Reload expand files} <<<-| (Select One) >>
{Save & Store expand files} <<<-| >>
{Save & Register expand files} <<<-| >>
{Store expand files} <- fn_exp.mph -> fn.mph >>
{Register expand files} <- fn_exp.mph -> meb.mph >>
{Renumbar bar lines} << >>
{Exchange parenthesis to large brackets} << >>
{Exchange large brackets to parenthesis} << >>
{Exchange global chord select to progression lines} << >>
{Exchange global chord progression to select lines} << >>
```

file name : yst_017.html rev/017 meb/017 undo/017 save/017

```
-s0000001 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!I C Major chord ,Root+m3+P5 ,C_Ionian -> IIIm/VII}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000002 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIIm7}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000003 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000004 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000005 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+m3+P5+m7 ,F_Lydian -> IIIm}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000006 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!IIIm Em minor chord ,Root+m3+P5 -> IIIm7}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000007 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!IIm7 Dm7 minor 7th chord ,Root+m3+P5+m7 ,D_Dorian -> V7}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000008 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!V7 G7 Dominant 7th chord ,Root+m3+P5+m7 ,G_Mixo-Lydian -> I-2}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000009 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!I C Major chord ,Root+m3+P5 ,C_Ionian -> IIIm/VII}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000010 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIIm7}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000011 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000012 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000013 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+m3+P5+m7 ,F_Lydian -> IIIm}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000014 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!VIIIm7 Bm7 ,minor 7th chord ,Root+m3+P5+m7}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
-s0000015 p.v. mod cn:cdt pcg tpl 2 * 4 5 6 velo P_Exp
{!III7 E7 ,Dominant 7th chord ,Root+m3+P5+m7}
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
#93 o/ 0 0 0: 0 ... 0 ... ..x... 12.8 ....
```

file name : yst_017.html rev/017 meb/017 undo/017 save/017

パート・ファイル yst_017.meg

パートファイルを開く

Director Link Window
yst_017.meg

次、
ノート行を追加します。

音符を選んでコメントを
はずします。

先頭カラムを削除
o/ を選択します。

o/ のノート行が生成されます。

```
-s0000001 p.v. mod cn:cdt pcg tpt1_____2_____4_____5_____6 velo P_Exp
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
-s0000002 p.v. mod cn:cdt pcg tpt1_____2_____4_____5_____6 velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
```

```
-s0000001 p.v. mod cn:cdt pcg tpt1_____2_____4_____5_____6 velo P_Exp
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
-s0000002 p.v. mod cn:cdt pcg tpt1_____2_____4_____5_____6 velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
-s0000003 p.v. mod cn:cdt pcg tpt1_____2_____4_____5_____6 velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
-s0000004 p.v. mod cn:cdt pcg tpt1_____2_____4_____5_____6 velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
-s0000005 p.v. mod cn:cdt pcg tpt1_____2_____4_____5_____6 velo P_Exp
```

```
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
-s0000013 p.v. mod cn:cdt pcg tpt1_____2_____4_____5_____6 velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
-s0000014 p.v. mod cn:cdt pcg tpt1_____2_____4_____5_____6 velo P_Exp
{!VIIm7 Bm7 ,minor 7th chord ,Root+m3+P5+m7}
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
-s0000015 p.v. mod cn:cdt pcg tpt1_____2_____4_____5_____6 velo P_Exp
{!III7 E7 ,Dominant 7th chord ,Root+M3+P5+m7}
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
%93 o/      0  0  0:  0  ...  0  ...      ...x....      12.8  _....
```

file name : yst_017.html rev/017 meb/017 undo/017 save/017

パート・ファイル yst_017.meg

パートファイルを開く

Director Link Window
yst_017.meg

次、
ノート行を追加します。

音符を選んでコメントを
はずします。

先頭カラムを削除
o/ を選択します。

o/ のノート行が生成されます。

ピアノの小節行に変更します。

-s → -m

```
-s0000001 p.v. mod cn:cdt pcg tpt1____2____*____4____5____6 velo P_Exp
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
-s0000002 p.v. mod cn:cdt pcg tpt1____2____*____4____5____6 velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIIm7}
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
```

```
-s0000001 p.v. mod cn:cdt pcg tpt1____2____*____4____5____6 velo P_Exp
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
-s0000002 p.v. mod cn:cdt pcg tpt1____2____*____4____5____6 velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIIm7}
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
-s0000003 p.v. mod cn:cdt pcg tpt1____2____*____4____5____6 velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
-s0000004 p.v. mod cn:cdt pcg tpt1____2____*____4____5____6 velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
-s0000005 p.v. mod cn:cdt pcg tpt1____2____*____4____5____6 velo P_Exp
```

```
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
-s0000013 p.v. mod cn:cdt pcg tpt1____2____*____4____5____6 velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
-s0000014 p.v. mod cn:cdt pcg tpt1____2____*____4____5____6 velo P_Exp
{!VIIm7 Bm7 ,minor 7th chord ,Root+m3+P5+m7}
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
-s0000015 p.v. mod cn:cdt pcg tpt1____2____*____4____5____6 velo P_Exp
{!III7 E7 ,Dominant 7th chord ,Root+M3+P5+m7}
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
%93 o/      0 0 0: 0 ... 0 ...      ...x....      12.8 _....
```

file name : yst_017.html rev/017 meb/017 undo/017 save/017

メイン画面 トップ

楽曲の楽器設定

ここでは、例として
メイン画面に既に作成済の
S、R、Bのパートに加えて
ピアノパートを追加します。

SパートをMパートに変えます。

Main Window
Command :
Message Window
min
zoom

User : pi2
Dir : yst
Fn : yst Clr
Begin

Director Link
Window

c 0123456789aBCDEF Ch
C 00 C..... 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S..... 6
C 16 7
C 17 S..... 8
C 18 S..... 9
C 19 R..... 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B..... 15
C 1f 16
c 0123456789aBCDEF Ch
Musical Sym ystrds.dat
Major Chord ystepj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt
Open Mse Window

```

File yst_015.meg was copied to yst_017.meg
File yst_015.meg was copied to yst_018.meg
Beautify yst_000.meg 23 bars, 192 lines end
Beautify yst_015.meg 23 bars, 208 lines end
Beautify yst_017.meg 23 bars, 208 lines end

=====Move & Change File,Bar,Port,Chan(1-16)=====
Instruments      File      Bar      Port      Chan      Memb      Device      PC# @inst cm. !
@(MusicBox)      015_...  S_       1_...     6_...     7         GM          11          !
@(E_Guitar)      017_...  S_       1_...     8_...     9         GM          28          !
@(Piano)         018_...  S_       1_...     9_...    10        GM          1           !
@(Drum)          019_...  R_       1_...    10_...    11        GM          1           !
@(Bass)          01e_...  B_       1_...    15_...    16        GM          33          !

=====Read instruments from meb.dat(fn.dat) file !
Sequence          Channel          Port Member
0123456789ABCDEF 0123456789ABCDEF

C 00 - ..... 0 1 !
C 10 - ..... S..... 1 2 !
C 11 - ..... S..... 1 3 !
C 12 - ..... S..... 1 4 !
C 13 - ..... S..... 1 5 !
C 14 - ..... S..... 1 6 !
C 15 - S..... S..... 1 7 !
C 16 - ..... S..... 1 8 !
C 17 - S..... S..... 1 9 !
C 18 - S..... S..... 1 10 !
C 19 - R..... S..... 1 11 !
C 1a - ..... S..... 1 12 !
C 1b - ..... S..... 1 13 !
C 1c - ..... S..... 1 14 !
C 1d - ..... S..... 1 15 !
C 1e - B..... S..... 1 16 !
C 1f - ..... S..... 1 17 !

0123456789ABCDEF 0123456789ABCDEF
megrdf1.dat -> .meg

C(c) : Conductor score
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score

```

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid Fin

メイン画面 トップ

楽曲の楽器設定

ここでは、例として
メイン画面に既に作成済の
S、R、Bのパートに加えて
ピアノパートを追加します。

SパートをMパートに変えます。

[mef] をクリックします。

The screenshot shows the 'Main Window' of a music software application. The interface includes a 'User' field set to 'pi2', a 'Dir' field set to 'yst', and a 'Fn' field set to 'yst' with a 'Clr' button. A 'Begin' button is also present. Below these is a 'Director Link Window' displaying a list of musical symbols and their corresponding files, such as 'Musical Sym ystrds.dat', 'Major Chord ystopj.dat', 'Minor Chord ystopi.dat', 'Instruments yst.dat', and 'Note Book ystnb.txt'. A blue box highlights the 'ystmse-122p.html' file. The main area of the window is a 'Command' window showing a sequence editor. It displays a table of instruments and their settings, including 'File', 'Bar', 'Port', 'Chan', 'Memb', 'Device', 'PC#', and '@inst cm.'. The table lists instruments like MusicBox, E_Guitar, Piano, Drum, and Bass. Below the table, there is a 'Sequence' section showing a list of channels and their corresponding members. A blue arrow points from the text 'SパートをMパートに変えます。' to the 'M' member in the sequence editor. Another blue arrow points from the text '[mef] をクリックします。' to the 'mef' button in the bottom toolbar. The bottom toolbar includes buttons for '[yst.meg]', 'rev/drs', 'mef', 'mec', 'mlk', 'make', 'save', 'Play : yst.mid', and 'Fin'.

Main Window Command : Message Window min zoom

User : pi2
Dir : yst
Fn : yst Clr
Begin

Director Link Window

c 0123456789aBCDEF Ch
C 00 C..... 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S..... 6
C 16 7
C 17 S..... 8
C 18 S..... 9
C 19 B..... 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B..... 15
C 1f 16
c 0123456789aBCDEF Ch

Musical Sym ystrds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

ystmse-122p.html

Sat Apr 4 01:04:07 UTC 2020
bak
yst.dat
yst.html
yst.meb

=====Move & Change File,Bar,Port,Chan(1-16)=====

Instruments	File	Bar	Port	Chan	Memb	Device	PC#	@inst cm.
@(MusicBox)	015_...	S_	1_	6_	7	GM	11	!
@(E_Guitar)	017_...	S_	1_	8_	9	GM	28	!
@(Piano)	018_...	S_	1_	9_	10	GM	1	!
@(Drum)	019_...	R_	1_	10_	11	GM		!
@(Bass)	01e_...	B_	1_	15_	16	GM	33	!

=====Read instruments from meb.dat(fn.dat) file=====

Sequence	Channel	Port	Member
0123456789ABCDEF	0123456789ABCDEF		
C 00 - C.....	S.....	0	1
C 10 - C.....	S.....	1	2
C 11 - C.....	S.....	1	3
C 12 - C.....	S.....	1	4
C 13 - C.....	S.....	1	5
C 14 - C.....	S.....	1	6
C 15 - S.....	S.....	1	7
C 16 - C.....	S.....	1	8
C 17 - M.....	S.....	1	9
C 18 - S.....	S.....	1	10
C 19 - R.....	S.....	1	11
C 1a - C.....	S.....	1	12
C 1b - C.....	S.....	1	13
C 1c - C.....	S.....	1	14
C 1d - C.....	S.....	1	15
C 1e - B.....	S.....	1	16
C 1f - C.....	S.....	1	17

0123456789ABCDEF

megrdf1.dat -> .meg

C(c) : Conductor score
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score

S : Select channel

[yst.meg] rev/drs mef mec mlk make save Play : yst.mid Fin

メイン画面 トップ

楽曲の楽器設定

ここでは、例として
メイン画面に既に作成済の
S、R、Bのパートに加えて
ピアノパートを追加します。

SパートをMパートに変えます。

[mef] をクリックします。

Mパートに変わります。
Mをクリックするとピアノパー
トファイルが表示されます。

Main Window
Command :
Message Window
min
zoom

User : pi2
Dir : yst
Fn : yst Clr
Begin

Director Link
Window

c 0123456789aBCDEF Ch
C 00 C..... 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S..... 6
C 16 7
C 17 M..... 8
C 18 S..... 9
C 19 R..... 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B..... 15
C 1f 16
c 0123456789aBCDEF Ch
Musical Sym ystrds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt
Open Mse Window

```

Beautify yst_000.meg 23 bars, 192 lines end
Beautify yst_015.meg 23 bars, 208 lines end
Beautify yst_017.meg 23 bars, 254 lines end
Beautify yst_018.meg 23 bars, 208 lines end
Beautify yst_019.meg 23 bars, 208 lines end

=====Move & Change File,Bar,Port,Chan(1-16)=====
Instruments      File      Bar      Port      Chan      Memb      Device      PC# @inst cm. !
@(MusicBox)      015_...  S_       1_...     6_...     7         GM         11          !
@ (E_Guitar)     017_...  M_       1_...     8_...     9         GM         28          !
@ (Piano)        018_...  S_       1_...     9_...    10        GM         1           !
@ (Drum)         019_...  R_       1_...    10_...    11        GM         1           !
@ (Bass)         01e_...  B_       1_...    15_...    16        GM         33          !

=====Read instruments from meb.dat(fn.dat) file !
Sequence          Channel          Port Member
0123456789ABCDEF 0123456789ABCDEF
C 00 C..... S..... 0 1 !
C 10 ..... S..... 1 2 !
C 11 ..... S..... 1 3 !
C 12 ..... S..... 1 4 !
C 13 ..... S..... 1 5 !
C 14 ..... S..... 1 6 !
C 15 S..... S..... 1 7 !
C 16 ..... S..... 1 8 !
C 17 M..... S..... 1 9 !
C 18 S..... S..... 1 10 !
C 19 R..... S..... 1 11 !
C 1a ..... S..... 1 12 !
C 1b ..... S..... 1 13 !
C 1c ..... S..... 1 14 !
C 1d ..... S..... 1 15 !
C 1e B..... S..... 1 16 !
C 1f ..... S..... 1 17 !

0123456789ABCDEF 0123456789ABCDEF
megrdf1.dat -> .meg
C(c) : Conductor score      S : Select channel
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score

```

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid Fn

楽曲の楽器設定

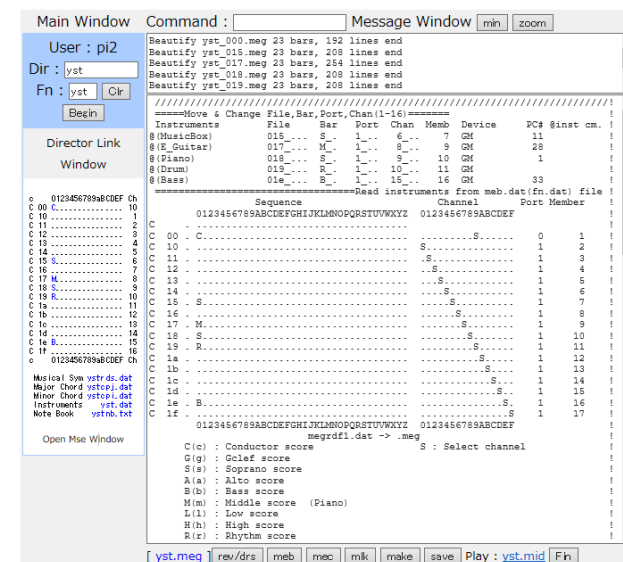
ここでは、例として
メイン画面に既に作成済の
S、R、Bのパートに加えて
ピアノパートを追加します。

SパートをMパートに変えます。

[meb] をクリックします。

Mをクリックするとピアノパート
ファイルが表示されます。

```
-m0000001 -1_0_1_2_*_4_5_6_7velo P_Exp
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIIm/VII}
%93 o/
%93 o/
-m0000002 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IIIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/
%93 o/
-m0000003 -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/
%93 o/
-m0000004 -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/
%93 o/
-m0000005 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIIm}
%93 o/
%93 o/
-m0000006 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IIm Em minor chord ,Root+m3+P5 -> IIm7}
%93 o/
%93 o/
-m0000007 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IIm7 Dm7 minor 7th chord ,Root+m3+P5+m7 ,D_Dorian -> V7}
%93 o/
%93 o/
-m0000008 -1_0_1_2_*_4_5_6_7velo P_Exp
{!V7 G7 Dominant 7th chord ,Root+M3+P5+m7 ,G_Mixo-Lydian -> I~2}
```



```
-m0000001 -1_0_1_2_*_4_5_6_7velo P_Exp
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIIm/VII}
%93 o/
%93 o/
-m0000002 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IIIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/
%93 o/
-m0000003 -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/
%93 o/
-m0000004 -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/
%93 o/
-m0000005 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIIm}
file name : yst_017.html [rev/017] [meb/017] [undo/017] [save/017]
```

ピアノパート小節行の説明

```

-m00000001  -1____0____1____2____*____4____5____6____7velo P_Exp
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/
          . . . . .          ...x....          12.8  _....
%93 o/
          . . . . .          ...x....          12.8  _....
-m00000002  -1____0____1____2____*____4____5____6____7velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/
          . . . . .          12.8  _....
%93 o/
          . . . . .          12.8  _....
-m00000003  -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/
          . . . . .          12.8  _....
%93 o/
          . . . . .          12.8  _....
-m00000004  -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/
          . . . . .          12.8  _....
%93 o/
          . . . . .          12.8  _....
-m00000005  -1____0____1____2____*____4____5____6____7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}

```

Middle C
 上図

-m小節行の * の位置は3で、中央 C (Middle C) です。
 4 はオクターブ上、2はオクターブ下の音の位置を示します。

ノート行コード進行の説明

```

-m00000001  -1____0____1____2____*____4____5____6____7velo P_Exp
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/          . . .          ...x....          12.8  _....
%93 o/          . . .          ...x....          12.8  _....
-m00000002  -1____0____1____2____*____4____5____6____7velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/          . . .          . . .          12.8  _....
%93 o/          . . .          . . .          12.8  _....
-m00000003  -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/          . . .          . . .          12.8  _....
%93 o/          . . .          . . .          12.8  _....
-m00000004  -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/          . . .          . . .          12.8  _....
%93 o/          . . .          . . .          12.8  _....
-m00000005  -1____0____1____2____*____4____5____6____7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}

```

コード進行

コンダクター・パートのコード進行がパート・ファイルに反映されます。

上記は、 I → IIm/VII → VIm → VIm/V → IVM7

コードの説明

```

-m00000001  -1____0____1____2____*____4____5____6____7velo P_Exp  ^
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/                . . . . .          ...x....          12.8  _....
%93 o/                . . . . .          ...x....          12.8  _....
-m00000002  -1____0____1____2____*____4____5____6____7velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/                . . . . .          12.8  _....
%93 o/                . . . . .          12.8  _....
-m00000003  -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/                . . . . .          12.8  _....
%93 o/                . . . . .          12.8  _....
-m00000004  -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/                . . . . .          12.8  _....
%93 o/                . . . . .          12.8  _....
-m00000005  -1____0____1____2____*____4____5____6____7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}

```

コード音(Chord note) → ドットの位置

アベイラブル・ノートの説明

```

-m00000001  -1  0  1  2  *  4
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/
%93 o/
          . . .
          . . .
-m00000002  -1  0  1  2  *  4
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/
%93 o/
          . . .
          . . .
-m00000003  -1  0  1  2  *  4
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/
%93 o/
          . . .
          . . .
-m00000004  -1  0  1  2  *  4
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/
%93 o/
          . . .
          . . .
-m00000005  -1  0  1  2  *  4
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian ->

```

```

{Reset control data values} << >>
{Reset program_change values} << >>
{Reset transpose values} << >>
{Reset velocity_base values} << >>
{Reset Dynamic expand symbols} << >>
{Generate beautify symbols} << >>
{Clear notes} << >>
{Observe other notes} << >>
{Clear observed notes} << >>
{Clear P_Exp symbols} << >>
{Reset Exp symbols} << >>
{Change dumper signs} << >>
{Modify dumper signs} << >>
>{Observe chord notes} <<<-| Switch >>
>{Change chord notes} <<<-| >>
>{Observe available note scale} <<<-| Chord & Available Note >>
>{Observe chord_name voicing} <<<-| Chord Name Voicing >>
>{Reset chord & available notes} << >>
{Decode dynamic expand note lines} unit = n << unit : note _/ = 1000 >>
{Include expanded note lines} <<<-| >>
{Show expanded note lines} <<<-| >>
{Hide expanded note lines} <<<-| Switch >>
{Save expanded note lines} <<<-| (Select One) >>
{Reload expand files} <<<-| >>
{Save & Store expand files} <<<-| >>
{Save & Register expand files} <<<-| >>
{Store expand files} <- fn_exp.mph -> fn.mph >>
{Register expand files} <- fn_exp.mph -> meb.mph >>
{Renumber bar lines} << >>
{Exchange parenthesis to large brackets} << >>
{Exchange large brackets to parenthesis} << >>
{Exchange global chord select to progression lines} << >>
{Exchange global chord progression to select lines} << >>
{Change chord progression lines} << >>
{Hide chord progression lines} << >>

---Note Velocity---
#define Chord_base_position 2
#define Available_note_scale_base_position 4
#define Chord_velocity "55555555"
#define Available_note_scale_velocity "55555555"
#define Chord_name_voicing_velocity "55555555"
Title////////Sequence Name////////Title
{m.m. _/ = 60}
{$4/4 C Major}
{$2:Yesterday_Once_More}

---Part Gate rate--
#set gate_rate_parameter 25
#set gate_rate 0 = 98
#set gate_rate o/ = 93
#set gate_rate o/. = 94
#set gate_rate _/ = 90
#set gate_rate _/. = 91
#set gate_rate _/) = 82
#set gate_rate _/)) = 76

---Chord Voicings---
$5:Default
$5:Close

```

アベイラブル・ノート(Available note) → ドットの位置

アベイラブルノートのドット位置設定

アベイラブル・ノートの説明

```

-m00000001  -1_0_1_2_*_4_5_6_7velo P_Exp
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/          . . .          ...x....          12.8  _....
%93 o/          . . .          ...x....          12.8  _....
-m00000002  -1_0_1_2_*_4_5_6_7velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIIm7}
%93 o/          . . .          . . .          12.8  _....
%93 o/          . . .          . . .          12.8  _....
-m00000003  -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/          . . .          . . .          12.8  _....
%93 o/          . . .          . . .          12.8  _....
-m00000004  -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/          . . .          . . .          12.8  _....
%93 o/          . . .          . . .          12.8  _....
-m00000005  -1_0_1_2_*_4_5_6_7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}

```

アベイラブル・ノート(Available note)

xは、アボイド (avoid note) ノートです。
コードノート、アベイラブルノートのドットは、
音符を入力する参考にしてください。
コードによっては、アベイラブルノートの表示をしません。

ピアノパート小節行の説明

```
-m00000001  -1__0__1__2__*__4__5__6__7velo P_Exp  ^
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/                . . . . .    ...x....    12.8  _....
%93 o/                . . . . .    ...x....    12.8  _....
-m00000002  -1__0__1__2__*__4__5__6__7velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/                . . . . .                12.8  _....
%93 o/                . . . . .                12.8  _....
-m00000003  -1__0__1__2__*__4__5__6__7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/                . . . . .                12.8  _....
%93 o/                . . . . .                12.8  _....
-m00000004  -1__0__1__2__*__4__5__6__7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/                . . . . .                12.8  _....
%93 o/                . . . . .                12.8  _....
-m00000005  -1__0__1__2__*__4__5__6__7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}
```

-m は、ピアノ用小節行です。
0000001 はシーケンス、小節番号です。

-1__0__1__ は、音域になります。
velo は、音符の強さの積値です。
p_Exp は、ペダル、拡張記号に利用します。

ノート行の説明

```
-m00000001  -1____0____1____2_____*____4____5____6____7velo P_Exp  ^
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/                . . .                ...x....                12.8  _....
%93 o/                . . .                ...x....                12.8  _....
-m00000002  -1____0____1____2_____*____4____5____6____7velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/                . . .                12.8  _....
%93 o/                . . .                12.8  _....
-m00000003  -1____0____1____2_____*____4____5____6____7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/                . . .                12.8  _....
%93 o/                . . .                12.8  _....
-m00000004  -1____0____1____2_____*____4____5____6____7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/                . . .                12.8  _....
%93 o/                . . .                12.8  _....
-m00000005  -1____0____1____2_____*____4____5____6____7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}
```

%93 はゲートタイム (98%)です。o/ は2分音符です。

12.8 は、音符の強さの積値です。

例、ノート値(0 -9)に5を入力した場合 $5 \times 12.8 = 64$
64 はMIDI のベロシティ値 0 -127 の中間になります。

コードの説明

```

-m00000001  -1____0____1____2____*____4____
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/
          . . . . .X..
%93 o/
          . . . . .X..
-m00000002  -1____0____1____2____*____4____
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/
          . . . . .
%93 o/
          . . . . .
-m00000003  -1____0____1____2____*____4____
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/
          . . . . .
%93 o/
          . . . . .
-m00000004  -1____0____1____2____*____4____
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/
          . . . . .
%93 o/
          . . . . .
-m00000005  -1____0____1____2____*____4____
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -

```

コード音(Chord note) → ドットの位置

ドットの位置の設定

```

{Reset control_data values} <<< >>>
{Reset program_change values} <<< >>>
{Reset transpose values} <<< >>>
{Reset velocity_base values} <<< >>>
{Reset Dynamic expand symbols} <<< >>>
{Generate beautify symbols} <<< >>>
{Clear notes} <<< >>>
{Observe other notes} <<< >>>
{Clear observed notes} <<< >>>
{Clear P_Exp symbols} <<< >>>
{Reset Exp symbols} <<< >>>
{Change dumper signs} <<< >>>
{Modify dumper signs} <<< >>>
>{Observe chord notes} <<<-| Switch >>>
{Change chord notes} <<<-| >>>
>{Observe available note scale} <<<-| Chord & Available Note >>>
{Observe chord_name voicing} <<<-| Chord Name Voicing >>>
{Reset chord & available notes} <<< >>>
{Decode dynamic expand note lines} unit = n <<< unit : note _/ = 1000 >>>
{Include expanded note lines} <<<-| >>>
{Show expanded note lines} <<<-| >>>
{Hide expanded note lines} <<<-| Switch >>>
{Save expanded note lines} <<<-| (Select One) >>>
{Reload expand files} <<<-| >>>
{Save & Store expand files} <<<-| >>>
{Save & Register expand files} <<<-| >>>
{Store expand files} <- fn_exp.mph -> fn.mph >>>
{Register expand files} <- fn_exp.mph -> meb.mph >>>
{Renumber bar lines} <<< >>>
{Exchange parenthesis to large brackets} <<< >>>
{Exchange large brackets to parenthesis} <<< >>>
{Exchange global chord select to progression lines} <<< >>>
{Exchange global chord progression to select lines} <<< >>>
{Change chord progression lines} <<< >>>
{Hide chord progression lines} <<< >>>

---Note Velocity---
#define Chord_base_position 2
#define Available_note_scale_base_position 4
#define Chord_velocity "55555555"
#define Available_note_scale_velocity "55555555"
#define Chord_name_voicing_velocity "55555555"
Title////////Sequence Name////////Title
{m.m. _/ = 60}
{5/4 C_Major}
{5:Yesterday_Once_More}

---Part Gate rate--
#set gate_rate_parameter 25
#set gate_rate 0 = 98
#set gate_rate o/ = 93
#set gate_rate o/. = 94
#set gate_rate _/ = 90
#set gate_rate _/. = 91
#set gate_rate _/) = 82
#set gate_rate _/)) = 76

---Chord Voicings---
$5:Default
$5:Close
$5:Close

```

コードの説明

```
-m00000001  -1____0____1____2____*____4____5____6____
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/
           5 5 5           ...X....
%93 o/
           5 5 5           ...X....
-m00000002  -1____0____1____2____*____4____5____6____
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/
           5 5 5 5
%93 o/
           5 5 5 5
-m00000003  -1____0____1____2____*____4____5____6____
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/
           5 5 5
%93 o/
           5 5 5
-m00000004  -1____0____1____2____*____4____5____6____
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/
           55 5 5
%93 o/
           55 5 5
-m00000005  -1____0____1____2____*____4____5____6____
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}
```

```
{Reset control_data values} << >>
{Reset program_change values} << >>
{Reset transpose values} << >>
{Reset velocity_base values} << >>
{Reset Dynamic expand symbols} << >>
{Generate beautify symbols} << >>
{Clear notes} << >>
{Observe other notes} << >>
{Clear observed notes} << >>
{Clear P_Exp symbols} << >>
{Reset Exp symbols} << >>
{Change dumper signs} << >>
{Modify dumper signs} << >>
>{Observe chord notes} <<<-| Switch >>
{Change chord notes} <<<-| >>
>{Observe available note scale} <<<-| Chord & Available Note >>
{Observe chord_name voicing} <<<-| Chord Name Voicing >>
{Reset chord & available notes} << >>
{Decode dynamic expand note lines} unit = n << unit : note _/ = 1000 >>
{Include expanded note lines} <<<-| >>
{Show expanded note lines} <<<-| >>
{Hide expanded note lines} <<<-| Switch >>
{Save expanded note lines} <<<-| (Select One) >>
{Reload expand files} <<<-| >>
{Save & Store expand files} <<<-| >>
{Save & Register expand files} <<<-| >>
{Store expand files} <- fn_exp.mph -> fn.mph >>
{Register expand files} <- fn_exp.mph -> meb.mph >>
{Renumber bar lines} << >>
{Exchange parenthesis to large brackets} << >>
{Exchange large brackets to parenthesis} << >>
{Exchange global chord select to progression lines} << >>
{Exchange global chord progression to select lines} << >>
{Change chord progression lines} << >>
{Hide chord progression lines} << >>

---Note Velocity---
#define Chord_base_position 2
#define Available_note_scale_base_position 4
#define Chord_velocity "55555555"
#define Available_note_scale_velocity "55555555"
#define Chord_name_voicing_velocity "55555555"
Title/////////.....Sequence Name...../////////Title
{m.m. _/ = 60}
{$4/4 C_Major}
{$2:Yesterday_Once_More}

---Part Gate rate---
#set gate_rate_parameter 25
#set gate_rate 0 = 98
#set gate_rate o/ = 93
#set gate_rate o/. = 94
#set gate_rate _/ = 90
#set gate_rate _/. = 91
#set gate_rate _/) = 82
#set gate_rate _/)) = 76

---Chord Voicings---
$5:Default
$5:Close
$5:New_Chord
```

コード・ノート(Chord note) → ドットの位置変更

コードに音符を設定(自動)

コード・ノートに左から右へ数値を割り当て

例、“5555”

コードの説明

```

-m00000001  -1____0____1____2____*____4____5____6____7
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIIm/VII}
%93 o/                5 5 5                ...x....
%93 o/                5 5 5                ...x....
-m00000002  -1____0____1____2____*____4____5____6____7
{!IIIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%93 o/                5 5 5 5
%93 o/                5 5 5 5
-m00000003  -1____0____1____2____*____4____5____6____7
{!VIIm Am minor chord ,Root+m3+P5 -> VIIm/V}
%93 o/                5 5 5
%93 o/                5 5 5
-m00000004  -1____0____1____2____*____4____5____6____7
{!VIIm/V Am minor on G chord ,Root+m3+P5 -> VIIm/V}
%93 o/                55 5 5
%93 o/                55 5 5
-m00000005  -1____0____1____2____*____4____5____6____7
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIIm}

```

コードに音符を設定（自動）

> は # シャープ記号と同じに扱います。
矢印の15小節目の和音は、コード E7 でミ ソ# シ レ です。
確認してください。
例にはありませんが、
< は & フラット記号と同じに扱います。

```

-m00000010 -1 0 1 2 * 4 5 6 7velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIIm7}
%93 o/ 5 5 5 5 12.8 _...
%93 o/ 5 5 5 5 12.8 _...
-m00000011 -1 0 1 2 * 4 5 6 7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/ 5 5 5 12.8 _...
%93 o/ 5 5 5 12.8 _...
-m00000012 -1 0 1 2 * 4 5 6 7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%93 o/ 5 5 5 12.8 _...
%93 o/ 5 5 5 12.8 _...
-m00000013 -1 0 1 2 * 4 5 6 7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}
%93 o/ 5 5 5 5 12.8 _...
%93 o/ 5 5 5 5 12.8 _...
-m00000014 -1 0 1 2 * 4 5 6 7velo P_Exp
{!VIIIm7 Bm7 ,minor 7th chord ,Root+m3+P5+m7}
%93 o/ 5 5 > 5 12.8 _...
%93 o/ 5 5 > 5 12.8 _...
-m00000015 -1 0 1 2 * 4 5 6 7velo P_Exp
{!III7 E7 ,Dominant 7th chord ,Root+M3+P5+m7}
%93 o/ 5 > 5 5 12.8 _...
%93 o/ 5 > 5 5 12.8 _...
-m00000016 -1 0 1 2 * 4 5 6 7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%93 o/ 5 5 5 12.8 _...
%93 o/ 5 5 5 12.8 _...
-m00000017 -1 0 1 2 * 4 5 6 7velo P_Exp
{!VIm7/V Am7 minor 7th on G chord ,Root+m3+P5+m7 ,A_Aeolian -> IVM7}
%93 o/ 5 5 5 5 .....x.. 12.8 _...
%93 o/ 5 5 5 5 .....x.. 12.8 _...
-m00000018 -1 0 1 2 * 4 5 6 7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}
%93 o/ 5 5 5 5 12.8 _...
%93 o/ 5 5 5 5 12.8 _...
-m00000019 -1 0 1 2 * 4 5 6 7velo P_Exp
{!IIIm7 Dm7 minor 7th chord ,Root+m3+P5+m7 ,D_Dorian -> V7}
%93 o/ 5 5 5 5 .....x.. 12.8 _...
%93 o/ 5 5 5 5 .....x.. 12.8 _...
-m00000020 -1 0 1 2 * 4 5 6 7velo P_Exp
{!V7 G7 Dominant 7th chord ,Root+M3+P5+m7 ,G_Mixo-Lydian -> I~2}
%93 o/ 5 5 5 5 .....x.... 12.8 _...
%93 o/ 5 5 5 5 .....x.... 12.8 _...
-m00000021 -1 0 1 2 * 4 5 6 7velo P_Exp
{!IV F ,Major chord ,Root+M3+P5 ,F_Lydian}
%93 o/ 5 5 5 ..... 12.8 _...
%93 o/ 5 5 5 ..... 12.8 _...
-m00000022 -1 0 1 2 * 4 5 6 7velo P_Exp
{!V7 G7 Dominant 7th chord ,Root+M3+P5+m7 ,G_Mixo-Lydian -> I~2}
%93 o/ 5 5 5 5 .....x.... 12.8 _...
%93 o/ 5 5 5 5 .....x.... 12.8 _...
-m00000023 -1 0 1 2 * 4 5 6 7velo P_Exp
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIm/VII}
%93 o/ 5 5 5 .....x.... 12.8 _...
%93 o/ 5 5 5 .....x.... 12.8 _...
==00000024 ===== $$$$$$$$
final.....final
$$$$$Middle staff$$$$$yst 017.meg$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$P3GL17-JP019D0086$$

```

メイン画面 トップ

楽曲の楽器設定

ピアノパートを追加します。
SパートをMパートに変えます。

[mef] をクリックします。

The screenshot shows the 'Main Window' of a software application. It has a top bar with 'Command :', 'Message Window', and 'min'/'zoom' buttons. Below this is a 'User : pi2' section with 'Dir : yst', 'Fn : yst', and 'Clr' buttons, and a 'Begin' button. To the right of this is a 'Director Link Window' containing a list of channels (C 00 to C 1f) and their corresponding instrument settings. Below the list are links for 'Musical Sym', 'Major Chord', 'Minor Chord', 'Instruments', 'Note Book', and 'ystmse-3409.html'. The main area of the window displays a table of instruments and their settings, including 'File', 'Bar', 'Port', 'Chan', 'Memb', 'Device', 'PC#', and '@inst cm.'. The table lists instruments like '@(MusicBox)', '@(E_Guitar)', '@(Piano)', '@(Drum)', and '@(Bass)'. Below the table is a 'Sequence' section with a 'Channel' and 'Port Member' column. The bottom of the window features a status bar with buttons for '[yst.meg]', 'rev/drs', 'mef', 'mec', 'mlk', 'make', 'save', 'Play : yst.mid', and 'Fn'.

Command : Message Window min zoom

User : pi2

Dir : yst

Fn : yst Clr

Begin

Director Link Window

0123456789aBCDEF Ch

C 00 C..... 10

C 10 1

C 11 2

C 12 3

C 13 4

C 14 5

C 15 S..... 6

C 16 7

C 17 M..... 8

C 18 S..... 9

C 19 R..... 10

C 1a 11

C 1b 12

C 1c 13

C 1d 14

C 1e B..... 15

C 1f 16

0123456789aBCDEF Ch

Musical Sym ystrds.dat

Major Chord ystopj.dat

Minor Chord ystopi.dat

Instruments yst.dat

Note Book ystnb.txt

ystmse-3409.html

====Move & Change File,Bar,Port,Chan(1-16)=====

Instruments	File	Bar	Port	Chan	Memb	Device	PC#	@inst cm.
@(MusicBox)	015_...	S_	1_	6_	7	GM	11	!
@(E_Guitar)	017_...	M_	1_	8_	9	GM	28	!
@(Piano)	018_...	S_	1_	9_	10	GM	1	!
@(Drum)	019_...	R_	1_	10_	11	GM	!	!
@(Bass)	01e_...	B_	1_	15_	16	GM	33	!

=====Read instruments from meb.dat(fn.dat) file=====

Sequence	Channel	Port	Member
0123456789ABCDEFGHIJKLMNPOQRSTUVWXYZ	0123456789ABCDEF		
C			
C 00	C.....	S.....	0 1
C 10		S.....	1 2
C 11		S.....	1 3
C 12		S.....	1 4
C 13		S.....	1 5
C 14		S.....	1 6
C 15	S.....	S.....	1 7
C 16		S.....	1 8
C 17	M.....	S.....	1 9
C 18	M.....	S.....	1 10
C 19	R.....	S.....	1 11
C 1a		S.....	1 12
C 1b		S.....	1 13
C 1c		S.....	1 14
C 1d		S.....	1 15
C 1e	B.....	S.....	1 16
C 1f		S.....	1 17
0123456789ABCDEFGHIJKLMNPOQRSTUVWXYZ	0123456789ABCDEF		

megrdf1.dat -> .meg

C(c) : Conductor score S : Select channel

G(g) : Gclef score

S(s) : Soprano score

A(a) : Alto score

B(b) : Bass score

M(m) : Middle score (Piano)

L(l) : Low score

H(h) : High score

R(r) : Rhythm score

[yst.meg] rev/drs mef mec mlk make save Play : yst.mid Fn

メイン画面 トップ

楽曲の楽器設定

ピアノパートを追加します。
SパートをMパートに変えます。

[mef] をクリックします。

Mパートに変わります。
Mをクリックするとピアノパート
トファイルが表示されます。

Main Window
Command :
Message Window
min
zoom

User : pi2
Dir : yst
Fn : yst Clr
Begin

Director Link
Window

c 0123456789aBCDEF Ch
C 00 C..... 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S..... 6
C 16 7
C 17 M..... 8
C 18 M..... 9
C 19 R..... 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B..... 15
C 1f 16
c 0123456789aBCDEF Ch
Musical Sym ystrds.dat
Major Chord ystepj.dat
Minor Chord ystepi.dat
Instruments yst.dat
Note Book ystnb.txt
Open Mse Window

```

Beautify yst_000.meg 23 bars, 192 lines end
Beautify yst_015.meg 23 bars, 208 lines end
Beautify yst_017.meg 23 bars, 254 lines end
Beautify yst_018.meg 23 bars, 208 lines end
Beautify yst_019.meg 23 bars, 208 lines end

//////////////////////////////////////
=====Move & Change File,Bar,Port,Chan(1-16)=====
Instruments      File      Bar      Port  Chan  Memb  Device      PC# @inst cm. !
@(MusicBox)      015_... S_      1_...  6_...  7    GM          11          !
@(E_Guitar)      017_... M_      1_...  8_...  9    GM          28          !
@(Piano)         018_... M_      1_...  9_...  10   GM          1           !
@(Drum)          019_... R_      1_...  10_... 11   GM          !
@(Bass)          01e_... B_      1_...  15_... 16   GM          33          !

=====Read instruments from meb.dat(fn.dat) file !
Sequence          Channel          Port Member !
0123456789ABCDEF 0123456789ABCDEF !
C - ..... !
C 00 C..... !
C 10 ..... S..... 0 1 !
C 11 ..... .S..... 1 2 !
C 12 ..... .S..... 1 3 !
C 13 ..... .S..... 1 4 !
C 14 ..... .S..... 1 5 !
C 15 S..... .S..... 1 6 !
C 16 ..... .S..... 1 7 !
C 17 M..... .S..... 1 8 !
C 18 M..... .S..... 1 9 !
C 19 R..... .S..... 1 10 !
C 1a ..... .S..... 1 11 !
C 1b ..... .S..... 1 12 !
C 1c ..... .S..... 1 13 !
C 1d ..... .S..... 1 14 !
C 1e B..... .S..... 1 15 !
C 1f ..... .S..... 1 16 !
0123456789ABCDEF 0123456789ABCDEF !
megrdf1.dat -> .meg !
C(c) : Conductor score S : Select channel !
G(g) : Gclef score !
S(s) : Soprano score !
A(a) : Alto score !
B(b) : Bass score !
M(m) : Middle score (Piano) !
L(l) : Low score !
H(h) : High score !
R(r) : Rhythm score !

```

[yst.meg] rev/drs mef mec mlk make save Play : yst.mid Fn

メイン画面 トップ

楽曲の楽器設定

ピアノパートを追加します。
SパートをMパートに変えます。

[mef] をクリックします。

Mパートに変わります。
Mをクリックするとピアノパート
トファイルが表示されます。

ファイル名 yst_018.meg
リンク yst_018.html

The screenshot shows the main interface of the yst_018.meg software. The interface is divided into several sections:

- Main Window:** Displays a musical score. The score is organized into columns labeled 'c' (Chord), '0123456789aBCDEF' (Chord names), and 'Ch' (Chord type). The piano part (M) is highlighted in blue.
- Command:** A list of commands for the software, including 'Beautify yst', 'Delete note lines', 'Delete rest lines', 'Delete plus lines', 'Delete large brackets lines', 'Delete parenthesis lines', 'Delete square lines', 'Delete symbol lines', 'Delete comment lines', 'Delete chord lines', 'Delete chord check lines', 'Delete expand lines', 'Delete dumper signs', 'Reset beautify values', 'Reset gate_rate values', 'Reset pitch_vend values', 'Reset modulation values', 'Reset control_number values', 'Reset control_data values', 'Reset program_change values', 'Reset transpose values', 'Reset velocity_base values', 'Reset Dynamic expand symbols', 'Generate beautify symbols', 'Clear notes', 'Observe other notes', 'Clear observed notes', 'Clear P_Exp symbols', 'Reset Exp symbols', 'Change dumper signs', 'Modify dumper signs', 'Observe chord notes', 'Change chord notes', 'Observe available note scale', 'Observe chord_name voicing', 'Reset chord & available notes', 'Decode dynamic expand note lines', 'Include expanded note lines', 'Show expanded note lines', 'Hide expanded note lines', 'Save expanded note lines', 'Reload expand files', 'Save & Store expand files', 'Save & Register expand files', 'Store expand files', 'Register expand files', 'Renumbar bar lines', 'Exchange parenthesis to large brackets', 'Exchange large brackets to parenthesis', 'Exchange global chord select to progression lines', and 'Exchange global chord progression to select lines'.
- Director Link Window:** A window for linking the score to the software.
- File List:** A list of files at the bottom, including 'yst_018.meg', 'yst_018.html', 'yst_018.dat', 'yst_018.txt', 'yst_018.mph', 'yst_018.meb', 'yst_018.undo', and 'yst_018.save'.

Arrows from the text on the left point to the corresponding elements in the screenshot: 'ピアノパートを追加します。' points to the piano part (M) in the score; 'SパートをMパートに変えます。' points to the piano part (M) in the score; '[mef] をクリックします。' points to the 'mef' command in the Command list; 'Mパートに変わります。' points to the piano part (M) in the score; 'Mをクリックするとピアノパートトファイルが表示されます。' points to the piano part (M) in the score; 'ファイル名 yst_018.meg' points to the 'yst_018.meg' file in the File List; 'リンク yst_018.html' points to the 'yst_018.html' file in the File List.

メイン画面 トップ

楽曲の楽器設定

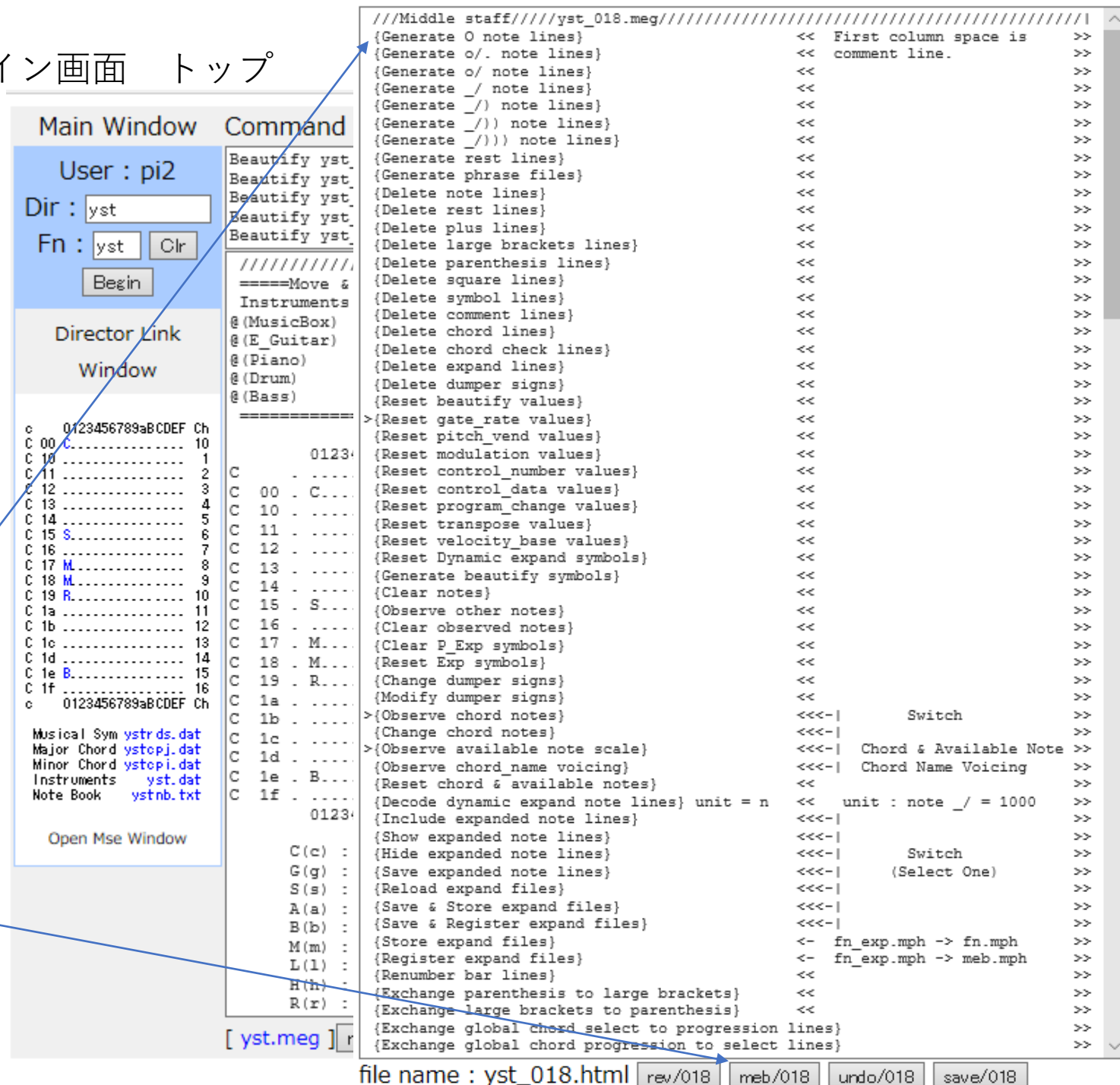
ピアノパートを追加します。
SパートをMパートに変えます。

[mef] をクリックします。

Mパートに変わります。
Mをクリックするとピアノパート
トファイルが表示されます。

ファイル名 yst_018.meg
リンク yst_018.html

全音符のノート行を生成します。
(先頭の空白文字を削除)



The screenshot displays the main interface of the yst_018.meg software. It is divided into three main sections: Main Window, Command, and Director Link Window.

Main Window: Shows the user 'pi2' and the directory 'yst'. It includes a 'Fn' field with 'yst' and a 'Clr' button. A 'Begin' button is also present. Below this, the 'Director Link Window' displays a list of musical notation links, including '0123456789aBCDEF Ch', 'C 00', 'C 10', 'C 11', 'C 12', 'C 13', 'C 14', 'C 15', 'C 16', 'C 17', 'C 18', 'C 19', 'C 1a', 'C 1b', 'C 1c', 'C 1d', 'C 1e', 'C 1f', and '0123456789aBCDEF Ch'. Below the list, there are links for 'Musical Sym ystr ds.dat', 'Major Chord ystopj.dat', 'Minor Chord ystopi.dat', 'Instruments yst.dat', and 'Note Book ystnb.txt'. An 'Open Mse Window' button is at the bottom.

Command: A list of commands for generating and editing musical notation, including 'Beautify yst', 'Delete note lines', 'Delete rest lines', 'Delete plus lines', 'Delete large brackets lines', 'Delete parenthesis lines', 'Delete square lines', 'Delete symbol lines', 'Delete comment lines', 'Delete chord lines', 'Delete chord check lines', 'Delete expand lines', 'Delete dumper signs', 'Reset beautify values', 'Reset gate_rate values', 'Reset pitch_vend values', 'Reset modulation values', 'Reset control_number values', 'Reset control_data values', 'Reset program_change values', 'Reset transpose values', 'Reset velocity_base values', 'Reset Dynamic expand symbols', 'Generate beautify symbols', 'Clear notes', 'Observe other notes', 'Clear observed notes', 'Clear P_Exp symbols', 'Reset Exp symbols', 'Change dumper signs', 'Modify dumper signs', 'Observe chord notes', 'Change chord notes', 'Observe available note scale', 'Observe chord_name voicing', 'Reset chord & available notes', 'Decode dynamic expand note lines', 'Include expanded note lines', 'Show expanded note lines', 'Hide expanded note lines', 'Save expanded note lines', 'Reload expand files', 'Save & Store expand files', 'Save & Register expand files', 'Store expand files', 'Register expand files', 'Renumbar bar lines', 'Exchange parenthesis to large brackets', 'Exchange large brackets to parenthesis', 'Exchange global chord select to progression lines', and 'Exchange global chord progression to select lines'.

Director Link Window: A list of links for the musical notation, including '0123456789aBCDEF Ch', 'C 00', 'C 10', 'C 11', 'C 12', 'C 13', 'C 14', 'C 15', 'C 16', 'C 17', 'C 18', 'C 19', 'C 1a', 'C 1b', 'C 1c', 'C 1d', 'C 1e', 'C 1f', and '0123456789aBCDEF Ch'.

At the bottom, the file name 'yst_018.html' is displayed, along with buttons for 'rev/018', 'mef/018', 'undo/018', and 'save/018'.

メイン画面 トップ

楽曲の楽器設定

ピアノパートを追加します。
SパートをMパートに変えます。

[mef] をクリックします。

Mパートに変わります。
Mをクリックするとピアノパート
ファイルが表示されます。

ファイル名 yst_018.meg
リンク yst_018.html

全音符のノート行が生成されます。

Main Window Command :

User : pi2
Dir : yst
Fn : yst Ctr
Begin

Director Link Window

0123456789aBCDEF Ch
C 00 C..... 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S..... 6
C 16 7
C 17 M..... 8
C 18 M..... 9
C 19 R..... 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B..... 15
C 1f 16
c 0123456789aBCDEF Ch

Musical Sym ystr.ds.dat
Major Chord ystepj.dat
Minor Chord ystepi.dat
Instruments yst.dat
Note Book ystnb.txt

Open Mse Window

Command :

Beautify yst_00
Beautify yst_01
Beautify yst_01
Beautify yst_01
Beautify yst_01

/////////
=====Move & Ch
Instruments
(MusicBox)
(E_Guitar)
(Piano)
(Drum)
(Bass)

=====

0123456
C.....
C 00 C.....
C 10
C 11
C 12
C 13
C 14
C 15 S.....
C 16
C 17 M.....
C 18 M.....
C 19 R.....
C 1a
C 1b
C 1c
C 1d
C 1e B.....
C 1f
0123456
C(c) : Co
G(g) : Gc
S(s) : So
A(a) : Al
B(b) : Ba
M(m) : Mi
L(l) : Lo
H(h) : Hi
R(r) : Rh

[yst.meg] rev/

file name : yst_018.html rev/018 mef/018 undo/018 save/018

メイン画面 トップ

楽曲の楽器設定

ピアノパートを追加します。
SパートをMパートに変えます。

[mcb] をクリックします。

Mパートに変わります。
Mをクリックするとピアノパートファイルが表示されます。

ファイル名 yst_018.meg
リンク yst_018.html

全音符のノート行が生成されます。
コードのルートに音を割り当てます。

Main Window Command :

User : pi2

Dir : yst

Fn : yst Clr

Begin

Director Link Window

0123456789aBCDEF Ch

C 00 C..... 10

C 10 1

C 11 2

C 12 3

C 13 4

C 14 5

C 15 S..... 6

C 16 7

C 17 M..... 8

C 18 M..... 9

C 19 R..... 10

C 1a 11

C 1b 12

C 1c 13

C 1d 14

C 1e B..... 15

C 1f 16

c 0123456789aBCDEF Ch

Musical Sym ystr ds.dat

Major Chord ystepi.dat

Minor Chord ystepi.dat

Instruments yst.dat

Note Book ystnb.txt

Open Mse Window

Command :

```
-----Instruments-----
@Inst. Comment

-m00000001 -1_0_1_2_*_4_5_6_7velo P_Exp
{!I C Major chord ,Root+m3+P5 ,C_Ionian -> IIIIm/VII}
%96 O .....x.... 12.8 _...

-m00000002 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IIIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%96 O .....x.... 12.8 _...

-m00000003 -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%96 O .....x.... 12.8 _...

-m00000004 -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%96 O .....x.... 12.8 _...

-m00000005 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+m3+P5+M7 ,F_Lydian -> IIIIm}
%96 O .....x.... 12.8 _...

-m00000006 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IIIIm Em minor chord ,Root+m3+P5 -> IIm7}
%96 O .....x.... 12.8 _...

-m00000007 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IIm7 Dm7 minor 7th chord ,Root+m3+P5+m7 ,D_Dorian -> V7}
%96 O .....x.... 12.8 _...

-m00000008 -1_0_1_2_*_4_5_6_7velo P_Exp
{!V7 G7 Dominant 7th chord ,Root+m3+P5+m7 ,G_Mixo-Lydian -> I~2}
%96 O .....x.... 12.8 _...

-m00000009 -1_0_1_2_*_4_5_6_7velo P_Exp
{!I C Major chord ,Root+m3+P5 ,C_Ionian -> IIIIm/VII}
%96 O .....x.... 12.8 _...

-m00000010 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IIIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%96 O .....x.... 12.8 _...

-m00000011 -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%96 O .....x.... 12.8 _...

-m00000012 -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%96 O .....x.... 12.8 _...

-m00000013 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+m3+P5+M7 ,F_Lydian -> IIIIm}
%96 O .....x.... 12.8 _...

-m00000014 -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIIIm7 Bm7 ,minor 7th chord ,Root+m3+P5+m7}
%96 O .....x.... 12.8 _...

-m00000015 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IIII7 E7 ,Dominant 7th chord ,Root+m3+P5+m7}
%96 O .....x.... 12.8 _...

-m00000016 -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%96 O .....x.... 12.8 _...

-m00000017 -1_0_1_2_*_4_5_6_7velo P_Exp
{!VIm7/V Am7 minor 7th on G chord ,Root+m3+P5+m7 ,A_Aeolian -> IVM7}
%96 O .....x.... 12.8 _...

-m00000018 -1_0_1_2_*_4_5_6_7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+m3+P5+M7 ,F_Lydian -> IIIIm}
%96 O .....x.... 12.8 _...

-m00000019 -1_0_1_2_*_4_5_6_7velo P_Exp
```

file name : yst_018.html rev/018 mcb/018 undo/018 save/018

メイン画面 トップ

楽曲の楽器設定

ピアノパートを追加します。
SパートをMパートに変えます。

[mef] をクリックします。

Mパートに変わります。
Mをクリックするとピアノパートファイルが表示されます。

ファイル名 yst_018.meg
リンク yst_018.html

全音符のノート行が生成されます。
コードのルートに音を割り当てます。

The screenshot displays the 'Main Window' of a music software application. The interface is divided into several sections:

- Top Bar:** 'Main Window' and 'Command : '.
- User Information:** 'User : pi2', 'Dir : yst', 'Fn : yst', and a 'Begin' button.
- Director Link Window:** A list of instruments: @ (MusicBox), @ (E_Guitar), @ (Piano), @ (Drum), and @ (Bass).
- Musical Notation:** A staff showing notes and chords. The notes are: C 00, C 10, C 11, C 12, C 13, C 14, C 15, C 16, C 17, C 18, C 19, C 1a, C 1b, C 1c, C 1d, C 1e, C 1f. The chords are: C, C, C, C, C, C, S, M, M, R, S, M, M, R, B.
- File List:** A list of files: Musical Sym ystr.ds.dat, Major Chord ystcpj.dat, Minor Chord ystcpf.dat, Instruments yst.dat, Note Book ystnb.txt.
- Open Mse Window** button.
- Command Window:** A large text area containing various commands and settings, including: 'Beautify yst_000', 'Beautify yst_018', 'Beautify yst_017', 'Beautify yst_018', 'Beautify yst_019', 'Move & Change Instruments', 'Note Velocity', 'Chord base position', 'Available note scale base position', 'Chord velocity', 'Available note scale velocity', 'Chord name voicing velocity', 'Title', 'Sequence Name', 'Part Gate rate', 'Gate rate parameter', 'Chord Voicings', 'Default', 'Close', '3Way_Close', '4Way_Close', '5Way_Close', '6Way_Close', '7Way_Close', '8Way_Close', 'Open', 'Drop2&4', 'Drop2&4_Close', '4Way_Spread', '5Way_Spread', '2Way_Base', '3Way_Base'.
- Bottom Bar:** 'file name : yst_018.html', 'rev/018', 'mef/018', 'undo/018', 'save/018'.

メイン画面 トップ

楽曲の楽器設定

ピアノパートを追加します。
SパートをMパートに変えます。

[mcb] をクリックします。

Mパートに変わります。
Mをクリックするとピアノパートファイルが表示されます。

ファイル名 yst_018.meg
リンク yst_018.html

全音符のノート行が生成されます。
コードのルートに音を割り当てます。
ベロシティ $5 \times 12.8 = 64$ でベース音が生成されます。

Main Window Command :

User : pi2
Dir : yst
Fn : yst Clr
Begin

Director Link
Window

0123456789aBCDEF Ch
C 00 C 10
C 10 2
C 11 3
C 12 4
C 13 5
C 14 6
C 15 S 7
C 16 8
C 17 M 9
C 18 M 10
C 19 R 11
C 1a 12
C 1b 13
C 1c 14
C 1d 15
C 1e B 16
C 1f 17
c 0123456789aBCDEF Ch

Musical Sym ystr.ds.dat
Major Chord ystcpj.dat
Minor Chord ystcpj.dat
Instruments yst.dat
Note Book ystrnb.txt

Open Mse Window

Command :

```
Beautify yst_0
Beautify yst_0
Beautify yst_0
Beautify yst_0
Beautify yst_0
Beautify yst_0

//////////
=====Move & C
Instruments
@ (MusicBox)
@ (E_Guitar)
@ (Piano)
@ (Drum)
@ (Bass)

=====
012345
C .....
C 00 C .....
C 10 .....
C 11 .....
C 12 .....
C 13 .....
C 14 .....
C 15 S .....
C 16 .....
C 17 M .....
C 18 M .....
C 19 R .....
C 1a .....
C 1b .....
C 1c .....
C 1d .....
C 1e B .....
C 1f .....
012345
C(c) : C
G(g) : G
S(s) : S
A(a) : A
B(b) : B
M(m) : M
L(l) : L
H(h) : H
R(r) : R
```

file name : yst_018.html rev/018 mcb/018 undo/018 save/018

ピアノ

右手

```

+*clk n = "0 0 0 0" r = "3 4 4 4 4" v = "5 5 5 5"

---Instruments---
@Inst. Comment

-m00000001 -1____0____1____2____*____4____5____6____7velo P_Exp
{!I C Major chord ,Root+m3+P5 ,C_Ionian -> IIm/VII}
%96 O 5 . . . . .x.... 12.8 .....
-m00000002 -1____0____1____2____*____4____5____6____7velo P_Exp
{!IIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%96 O 5 . . . . . 12.8 .....
-m00000003 -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%96 O 5 . . . . . 12.8 .....
-m00000004 -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%96 O 5 . . . . . 12.8 .....
-m00000005 -1____0____1____2____*____4____5____6____7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+m3+P5+M7 ,F_Lydian -> IIIm}
%96 O 5 . . . . .x.... 12.8 .....
-m00000006 -1____0____1____2____*____4____5____6____7velo P_Exp
{!IIIm Em minor chord ,Root+m3+P5 -> IIm7}
%96 O 5 . . . . . 12.8 .....
-m00000007 -1____0____1____2____*____4____5____6____7velo P_Exp
{!IIm7 Dm7 minor 7th chord ,Root+m3+P5+m7 ,D_Dorian -> V7}
%96 O 5 . . . . .x.... 12.8 .....
-m00000008 -1____0____1____2____*____4____5____6____7velo P_Exp
{!V7 G7 Dominant 7th chord ,Root+m3+P5+m7 ,G_Mixo-Lydian -> I-2}
%96 O 5 . . . . .x.... 12.8 .....
-m00000009 -1____0____1____2____*____4____5____6____7velo P_Exp
{!I C Major chord ,Root+m3+P5 ,C_Ionian -> IIm/VII}
%96 O 5 . . . . .x.... 12.8 .....
-m00000010 -1____0____1____2____*____4____5____6____7velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIm7}
%96 O 5 . . . . . 12.8 .....
-m00000011 -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%96 O 5 . . . . . 12.8 .....
-m00000012 -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIm/V Am minor on G chord ,Root+m3+P5 -> VIm/V}
%96 O 5 . . . . . 12.8 .....
-m00000013 -1____0____1____2____*____4____5____6____7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+m3+P5+M7 ,F_Lydian -> IIIm}
%96 O 5 . . . . .x.... 12.8 .....
-m00000014 -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIIIm7 Bm7 ,minor 7th chord ,Root+m3+P5+m7}
%96 O 5 . . . . . 12.8 .....
-m00000015 -1____0____1____2____*____4____5____6____7velo P_Exp
{!IIIm7 E7 ,Dominant 7th chord ,Root+m3+P5+m7}
%96 O 5 . . . . . 12.8 .....
-m00000016 -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIm Am minor chord ,Root+m3+P5 -> VIm/V}
%96 O 5 . . . . . 12.8 .....
-m00000017 -1____0____1____2____*____4____5____6____7velo P_Exp
{!VIm7/V Am7 minor 7th on G chord ,Root+m3+P5+m7 ,A_Aeolian -> IVM7}
%96 O 5 . . . . .x.... 12.8 .....
-m00000018 -1____0____1____2____*____4____5____6____7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+m3+P5+M7 ,F_Lydian -> IIIm}
%96 O 5 . . . . .x.... 12.8 .....
-m00000019 -1____0____1____2____*____4____5____6____7velo P_Exp

```

file name : yst_018.html

rev/018

meb/018

undo/018

save/018

```

-m0000010 -1 0 1 2 * 4 5 6 7velo P_Exp
{!IIIm/VII Em minor on B chord ,Root+m3+P5 -> IIIm7}
%93 o/ 5 5 5 5 12.8 _....
%93 o/ 5 5 5 5 12.8 _....
-m0000011 -1 0 1 2 * 4 5 6 7velo P_Exp
{!VIIm Am minor chord ,Root+m3+P5 -> VIIm/V}
%93 o/ 5 5 5 12.8 _....
%93 o/ 5 5 5 12.8 _....
-m0000012 -1 0 1 2 * 4 5 6 7velo P_Exp
{!VIIm/V Am minor on G chord ,Root+m3+P5 -> VIIm/V}
%93 o/ 5 5 5 12.8 _....
%93 o/ 5 5 5 12.8 _....
-m0000013 -1 0 1 2 * 4 5 6 7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}
%93 o/ 5 5 5 5 ..... 12.8 _....
%93 o/ 5 5 5 5 ..... 12.8 _....
-m0000014 -1 0 1 2 * 4 5 6 7velo P_Exp
{!VIIm7 Bm7 ,minor 7th chord ,Root+m3+P5+m7}
%93 o/ 5 5 > 5 12.8 _....
%93 o/ 5 5 > 5 12.8 _....
-m0000015 -1 0 1 2 * 4 5 6 7velo P_Exp
{!III7 E7 ,Dominant 7th chord ,Root+M3+P5+m7}
%93 o/ 5 > 5 5 12.8 _....
%93 o/ 5 > 5 5 12.8 _....
-m0000016 -1 0 1 2 * 4 5 6 7velo P_Exp
{!VIIm Am minor chord ,Root+m3+P5 -> VIIm/V}
%93 o/ 5 5 5 12.8 _....
%93 o/ 5 5 5 12.8 _....
-m0000017 -1 0 1 2 * 4 5 6 7velo P_Exp
{!VIIm7/V Am7 minor 7th on G chord ,Root+m3+P5+m7 ,A_Aeolian -> IVM7}
%93 o/ 5 5 5 5 .....x... 12.8 _....
%93 o/ 5 5 5 5 .....x... 12.8 _....
-m0000018 -1 0 1 2 * 4 5 6 7velo P_Exp
{!IVM7 FM7 Major 7th chord ,Root+M3+P5+M7 ,F_Lydian -> IIIm}
%93 o/ 5 5 5 5 ..... 12.8 _....
%93 o/ 5 5 5 5 ..... 12.8 _....
-m0000019 -1 0 1 2 * 4 5 6 7velo P_Exp
{!IIIm7 Dm7 minor 7th chord ,Root+m3+P5+m7 ,D_Dorian -> V7}
%93 o/ 5 5 5 5 .....x... 12.8 _....
%93 o/ 5 5 5 5 .....x... 12.8 _....
-m0000020 -1 0 1 2 * 4 5 6 7velo P_Exp
{!V7 G7 Dominant 7th chord ,Root+M3+P5+m7 ,G_Mixo-Lydian -> I~2}
%93 o/ 5 5 5 5 ...x.... 12.8 _....
%93 o/ 5 5 5 5 ...x.... 12.8 _....
-m0000021 -1 0 1 2 * 4 5 6 7velo P_Exp
{!IV F ,Major chord ,Root+M3+P5 ,F_Lydian}
%93 o/ 5 5 5 ..... 12.8 _....
%93 o/ 5 5 5 ..... 12.8 _....
-m0000022 -1 0 1 2 * 4 5 6 7velo P_Exp
{!V7 G7 Dominant 7th chord ,Root+M3+P5+m7 ,G_Mixo-Lydian -> I~2}
%93 o/ 5 5 5 5 ...x.... 12.8 _....
%93 o/ 5 5 5 5 ...x.... 12.8 _....
-m0000023 -1 0 1 2 * 4 5 6 7velo P_Exp
{!I C Major chord ,Root+M3+P5 ,C_Ionian -> IIIIm/VII}
%93 o/ 5 5 5 .....x.... 12.8 _....
%93 o/ 5 5 5 .....x.... 12.8 _....
==0000024 =====
final.....final
$$$Middle staff$$$$$yst_017.meg$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$P3GL17-JP019D0086$$$

```

file name : yst_017.html

rev/017

meb/017

undo/017

save/017

楽曲の楽器設定 ピアノ

右手

```

+clk n = "0 0 0 0" r = "4 4 4 4" v = "5 5 5 5"

---Instruments---
@Inst. Comment

-m00000001 -1_0_1_2_*_4_
{|I C Major chord ,Root+m3+p5 ,C_Ionian -> IIIm/V}
%96 O 5 . . . .

-m00000002 -1_0_1_2_*_4_
{|IIIm/VII Em minor on B chord ,Root+m3+p5 -> IIm7}
%96 O 5 . . . .

-m00000003 -1_0_1_2_*_4_
{|VIm Am minor chord ,Root+m3+p5 -> VIm/V}
%96 O 5 . . . .

-m00000004 -1_0_1_2_*_4_
{|VIm/V Am minor on G chord ,Root+m3+p5 -> VIm/V}
%96 O 5 . . . .

-m00000005 -1_0_1_2_*_4_
{|IVM7 FM7 Major 7th chord ,Root+m3+p5+m7 ,F_Lydia}
%96 O 5 . . . .

-m00000006 -1_0_1_2_*_4_
{|IIIm Em minor chord ,Root+m3+p5 -> IIm7}
%96 O 5 . . . .

-m00000007 -1_0_1_2_*_4_
{|IIm7 Dm7 minor 7th chord ,Root+m3+p5+m7 ,D_Doria}
%96 O 5 . . . .

-m00000008 -1_0_1_2_*_4_
{|V7 G7 Dominant 7th chord ,Root+m3+p5+m7 ,G_Mixolydian}
%96 O 5 . . . .

-m00000009 -1_0_1_2_*_4_
{|I C Major chord ,Root+m3+p5 ,C_Ionian -> IIIm/V}
%96 O 5 . . . .

-m00000010 -1_0_1_2_*_4_
{|IIIm/VII Em minor on B chord ,Root+m3+p5 -> IIm7}
%96 O 5 . . . .

-m00000011 -1_0_1_2_*_4_
{|VIm Am minor chord ,Root+m3+p5 -> VIm/V}
%96 O 5 . . . .

-m00000012 -1_0_1_2_*_4_
{|VIm/V Am minor on G chord ,Root+m3+p5 -> VIm/V}
%96 O 5 . . . .

-m00000013 -1_0_1_2_*_4_
{|IVM7 FM7 Major 7th chord ,Root+m3+p5+m7 ,F_Lydia}
%96 O 5 . . . .

-m00000014 -1_0_1_2_*_4_
{|VIIIm7 Bm7 ,minor 7th chord ,Root+m3+p5+m7}
%96 O 5 . . . .

-m00000015 -1_0_1_2_*_4_
{|III7 E7 ,Dominant 7th chord ,Root+m3+p5+m7}
%96 O 5 . . . .

-m00000016 -1_0_1_2_*_4_
{|VIm Am minor chord ,Root+m3+p5 -> VIm/V}
%96 O 5 . . . .

-m00000017 -1_0_1_2_*_4_
{|VIm7/V Am7 minor 7th on G chord ,Root+m3+p5+m7 ,F_Lydia}
%96 O 5 . . . .

-m00000018 -1_0_1_2_*_4_
{|IVM7 FM7 Major 7th chord ,Root+m3+p5+m7 ,F_Lydia}
%96 O 5 . . . .

-m00000019 -1_0_1_2_*_4_

```

Main Window

User : pi2

Dir :

Fn :

Director Link Window

c 0123456789aBCDEF Ch

C 00 C..... 10

C 10 1

C 11 2

C 12 3

C 13 4

C 14 5

C 15 S..... 6

C 16 7

C 17 M..... 8

C 18 M..... 9

C 19 R..... 10

C 1a 11

C 1b 12

C 1c 13

C 1d 14

C 1e B..... 15

C 1f 16

c 0123456789aBCDEF Ch

Musical Sym ystr ds.dat

Major Chord ystopj.dat

Minor Chord ystopi.dat

Instruments yst.dat

Note Book ystnb.txt

Command :

Message Window

```

Beautify yst_000.meg 23 bars, 192 lines end
Beautify yst_015.meg 23 bars, 208 lines end
Beautify yst_017.meg 23 bars, 254 lines end
Beautify yst_018.meg 23 bars, 208 lines end
Beautify yst_019.meg 23 bars, 208 lines end

=====Move & Change File,Bar,Port,Chan(1-16)=====
Instruments      File      Bar      Port      Chan      Memb      Device      PC# @inst cm.
@ (MusicBox)      015      S      1      6      7      GM      11
@ (E Guitar)      017      M      1      8      9      GM      28
@ (Piano)         018      M      1      9      10     GM      1
@ (Drum)          019      R      1      10     11     GM
@ (Bass)          01e      B      1      15     16     GM

=====Read instruments from meb.dat(fn.dat) file=====
Sequence                      Channel      Port Member
0123456789ABCDEFGHIJKLMN
OPQRSTUVWXYZ 0123456789ABCDEF

C 00 C..... S..... 0 1
C 10 ..... S..... 1 2
C 11 ..... S..... 1 3
C 12 ..... S..... 1 4
C 13 ..... S..... 1 5
C 14 ..... S..... 1 6
C 15 S..... S..... 1 7
C 16 ..... S..... 1 8
C 17 M..... S..... 1 9
C 18 M..... S..... 1 10
C 19 R..... S..... 1 11
C 1a ..... S..... 1 12
C 1b ..... S..... 1 13
C 1c ..... S..... 1 14
C 1d ..... S..... 1 15
C 1e B..... S..... 1 16
C 1f ..... S..... 1 17

0123456789ABCDEFGHIJKLMN
OPQRSTUVWXYZ 0123456789ABCDEF

megrdf1.dat -> .meg

C(c) : Conductor score      S : Select channel
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score

```

[yst.meg]

undo/018

save/018

file name : yst_017.html

```
*           4         5         6         7velo P_Exp
ot+m3+P5 -> IIm7}
S S S               12.8 _....
S S S               12.8 _....
*           4         5         6         7velo P_Exp
> VIm/V}
S S S               12.8 _....
S S S               12.8 _....
*           4         5         6         7velo P_Exp
m3+P5 -> VIm/V}
SS S S             12.8 _....
SS S S             12.8 _....
*           4         5         6         7velo P_Exp
{3+P5+M7 ,F_Lydian -> IIIm)}
S S S S             12.8 _....
S S S S             12.8 _....
*           4         5         6         7velo P_Exp
+m3+P5+m7}
S S > S            12.8 _....
S S > S            12.8 _....
*           4         5         6         7velo P_Exp
t+M3+P5+m7}
S > S S            12.8 _....
S > S S            12.8 _....
*           4         5         6         7velo P_Exp
> VIm/V}
S S S              12.8 _....
S S S              12.8 _....
*           4         5         6         7velo P_Exp
,Root+m3+P5+m7 ,A_Aeolian -> IVm7}
SS S S S           ....x.. 12.8 _....
SS S S S           ....x.. 12.8 _....
*           4         5         6         7velo P_Exp
{3+P5+M7 ,F_Lydian -> IIIIm)}
S S S              12.8 _....
S S S              12.8 _....
*           4         5         6         7velo P_Exp
{3+P5+m7 ,D_Dorian -> V7}
S S S S           ....x.. 12.8 _....
S S S S           ....x.. 12.8 _....
*           4         5         6         7velo P_Exp
{3+P5+m7 ,G_Mixo-Lydian -> I~2)}
S S S S           ....x... 12.8 _....
S S S S           ....x... 12.8 _....
*           4         5         6         7velo P_Exp
Lydian}
S S S             12.8 _....
S S S             12.8 _....
*           4         5         6         7velo P_Exp
{3+P5+m7 ,G_Mixo-Lydian -> I~2)}
S S S S           ....x... 12.8 _....
S S S S           ....x... 12.8 _....
*           4         5         6         7velo P_Exp
onian -> IIIIm/VII}
S S                ...x... 12.8 _....
S S                ...x... 12.8 _....
===== $$$$$$final
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$P3GL17-JP019D0086$$
```

楽曲の楽器設定 ピアノ

Main Window Command : Message Window min zoom

User : pi2
Dir : yst
Fn : yst Clr
Begin

Director Link Window

0123456789aBCDEF Ch
C 00 C..... 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S..... 6
C 16 7
C 17 M..... 8
C 18 M..... 9
C 19 R..... 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B..... 15
C 1f 16
c 0123456789aBCDEF Ch

Musical Sym ystr ds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

Open Mse Window

Beautify yst_000.meg 23 bars, 192 lines end
Beautify yst_015.meg 23 bars, 208 lines end
Beautify yst_017.meg 23 bars, 254 lines end
Beautify yst_018.meg 23 bars, 208 lines end
Beautify yst_019.meg 23 bars, 208 lines end

=====Move & Change File,Bar,Port,Chan(1-16)=====

Instruments	File	Bar	Port	Chan	Memb	Device	PC#	@inst	cm.
@(MusicBox)	015_...	S_	1_	6_	7	GM	11		!
@(E_Guitar)	017_...	M_	1_	8_	9	GM	28		!
@(Piano)	018_...	M_	1_	9_	10	GM	1		!
@(Drum)	019_...	R_	1_	10_	11	GM			!
@(Bass)	01e_...	B_	1_	15_	16	GM	33		!

=====Read instruments from meb.dat(fn.dat) file=====

Sequence	Channel	Port	Member
0123456789ABCDEFGHIJKLMN	0123456789ABCDEF		
C 00 C.....	S.....	0	1
C 10 S.....		1	2
C 11 S.....		1	3
C 12 S.....		1	4
C 13 S.....		1	5
C 14 S.....		1	6
C 15 S..... S.....		1	7
C 16 S.....		1	8
C 17 M..... S.....		1	9
C 18 M..... S.....		1	10
C 19 R..... S.....		1	11
C 1a S.....		1	12
C 1b S.....		1	13
C 1c S.....		1	14
C 1d S.....		1	15
C 1e B..... S.....		1	16
C 1f S.....		1	17

0123456789ABCDEFGHIJKLMN 0123456789ABCDEF
megrdf1.dat -> .meg

C(c) : Conductor score S : Select channel
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid F'n

yst_017.meg ファイルの楽器が
E_Guiter になっています。
これを、ピアノに変更します。

楽器設定ファイルを開きます。

楽曲の楽器設定 ピアノ

Main Window Command : Message Window min zoom

User : pi2
Dir : yst
Fn : yst Clr
Begin

Director Link Window

0123456789aBCDEF Ch
C 00 C 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S 6
C 16 M 7
C 17 M 8
C 18 M 9
C 19 R 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B 15
C 1f 16
c 0123456789aBCDEF Ch

Musical Sym ystrds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

Open Mse Window

Command :
Beautify yst_000.meg 23 bars, 192 lines end
Beautify yst_015.meg 23 bars, 208 lines end
Beautify yst_017.meg 23 bars, 254 lines end
Beautify yst_018.meg 23 bars, 260 lines end
Beautify yst_019.meg 23 bars, 266 lines end

Appyo-Lab 2015.3.4

====GM=====

Port 0 GM sound 1
Instruments Device Port Hex Ch PC# Out Comment
@piccolo GM 0 0) 1 73 int Pipe(73-80)
@Flute GM 0 1) 2 74 int Pipe(73-80)
@Oboe GM 0 2) 3 69 int Reed(65-72)
@Pad GM 0 3) 4 90 int Pad.
@Marimba GM 0 4) 5 13 int Perc.
@MusicBox GM 0 5) 6 11 int Melody(Vocal)
@A_Guitar GM 0 6) 7 25 int Guitar(25-32)
@E_Guitar GM 0 7) 8 28 int Guitar(25-32)
@Piano GM 0 8) 9 1 int Piano(1-8)
@Drum GM 0 9) 10 int Drum
@Percussion GM 0 A) 11 14 int Percussion(9-16)
@Organ GM 0 B) 12 18 int Organ(17-24)
@Choir GM 0 C) 13 92 int Synth(81-104)
@Violin GM 0 D) 14 41 int Strings
@Bass GM 0 E) 15 33 int AC Bass
@Cbass GM 0 F) 16 44 int Strings

Port 1 GM sound 1
Instruments Device Port Hex Ch PC# Out Comment
@piccolo GM 1 0) 1 73 int Pipe(73-80)
@Flute GM 1 1) 2 74 int Pipe(73-80)
@Oboe GM 1 2) 3 69 int Reed(65-72)
@Pad GM 1 3) 4 90 int Pad.
@Marimba GM 1 4) 5 13 int Perc.
@MusicBox GM 1 5) 6 11 int Melody(Vocal)
@A_Guitar GM 1 6) 7 25 int Guitar(25-32)
@E_Guitar GM 1 7) 8 28 int Guitar(25-32)
@Piano GM 1 8) 9 1 int Piano(1-8)
@Drum GM 1 9) 10 int Drum
@Percussion GM 1 A) 11 14 int Percussion(9-16)
@Organ GM 1 B) 12 18 int Organ(17-24)
@Choir GM 1 C) 13 92 int Synth(81-104)
@Violin GM 1 D) 14 41 int Strings
@Bass GM 1 E) 15 33 int AC Bass
@Cbass GM 1 F) 16 44 int Strings

Port 2 GM sound 1
Instruments Device Port Hex Ch PC# Out Comment

file name : yst.dat rev/inst save/inst

yst_017.meg ファイルの楽器が
E_Guiter になっています。
これを、ピアノに変更します。

楽器設定ファイルを開きます。

ここではピアノを、Port1 Ch 9
の割り当てを使います。

注、楽器設定ファイルは編集可
能ですがここでは変更しません。

楽曲の楽器設定 ピアノ

yst_017.meg ファイルの楽器が
E_Guiter になっています。
これを、ピアノに変更します。

楽器設定ファイルを開きます。

ここではピアノを、Port1 Ch 9
の割り当てを使います。

Ch 8 → Ch 9 に変更

Main Window

User : pi2

Dir : yst

Fn : yst Clr

Begin

Director Link Window

0123456789aBCDEF Ch

00 C..... 10

01 C..... 1

02 C..... 2

03 C..... 3

04 C..... 4

05 C..... 5

06 C..... 6

07 M..... 7

08 M..... 8

09 M..... 9

10 B..... 10

11 B..... 11

12 B..... 12

13 B..... 13

14 B..... 14

15 B..... 15

16 B..... 16

0123456789aBCDEF Ch

Musical Sym ystrds.dat

Major Chord ystopj.dat

Minor Chord ystopi.dat

Instruments yst.dat

Note Book ystnb.txt

Open Mse Window

Command :

Message Window

min zoom

Beautify yst_000.meg 23 bars, 192 lines end

Beautify yst_015.meg 23 bars, 208 lines end

Beautify yst_017.meg 23 bars, 254 lines end

Beautify yst_018.meg 23 bars, 208 lines end

Beautify yst_019.meg 23 bars, 208 lines end

=====Move & Change File, Bar, Port, Chan (1-16)=====

Instruments	File	Bar	Port	Chan	Memb	Device	PC#	@inst cm.
@(MusicBox)	015_...	S_	1_	6_	7	GM	11	!
@(E_Guitar)	017_...	M_	1_	8_	9	GM	28	!
@(Piano)	018_...	M_	1_	9_	10	GM	1	!
@(Drum)	019_...	R_	1_	10_	11	GM		!
@(Bass)	01e_...	B_	1_	15_	16	GM	33	!

=====Read instruments from meb.dat (fn.dat) file=====

Sequence	Channel	Port	Member
0123456789ABCDEF	0123456789ABCDEF		
C	S	0	1
C	S	1	2
C	S	1	3
C	S	1	4

Appo-Lab 2015.3.4

Port 0 GM sound 1

Instruments	Device	Port	Hex	Ch	PC#	Out	Comment
@piccolo	GM	0	0	1	73	int	Pipe (73-80)
@flute	GM	0	1	2	74	int	Pipe (73-80)
@oboe	GM	0	2	3	69	int	Reed (65-72)
@pad	GM	0	3	4	90	int	Pad
@marimba	GM	0	4	5	13	int	Perc.
@musicbox	GM	0	5	6	11	int	Melody (Vocal)
@guitar	GM	0	6	7	25	int	Guitar (25-32)
@guitar	GM	0	7	8	28	int	Guitar (25-32)
@piano	GM	0	8	9	1	int	Piano (1-8)
@drum	GM	0	9	10		int	Drum
@percussion	GM	0	A	11	14	int	Percussion (9-16)
@organ	GM	0	B	12	18	int	Organ (17-24)
@choir	GM	0	C	13	92	int	Synth (81-104)
@violin	GM	0	D	14	41	int	Strings
@bass	GM	0	E	15	33	int	AC Bass
@chass	GM	0	F	16	44	int	Strings

Port 1 GM sound 1

Instruments	Device	Port	Hex	Ch	PC#	Out	Comment
@piccolo	GM	1	0	1	73	int	Pipe (73-80)
@flute	GM	1	1	2	74	int	Pipe (73-80)
@oboe	GM	1	2	3	69	int	Reed (65-72)
@pad	GM	1	3	4	90	int	Pad
@marimba	GM	1	4	5	13	int	Perc.
@musicbox	GM	1	5	6	11	int	Melody (Vocal)
@guitar	GM	1	6	7	25	int	Guitar (25-32)
@guitar	GM	1	7	8	28	int	Guitar (25-32)
@piano	GM	1	8	9	1	int	Piano (1-8)
@drum	GM	1	9	10		int	Drum
@percussion	GM	1	A	11	14	int	Percussion (9-16)
@organ	GM	1	B	12	18	int	Organ (17-24)
@choir	GM	1	C	13	92	int	Synth (81-104)
@violin	GM	1	D	14	41	int	Strings
@bass	GM	1	E	15	33	int	AC Bass
@chass	GM	1	F	16	44	int	Strings

Port 2 GM sound 1

Instruments	Device	Port	Hex	Ch	PC#	Out	Comment
@piccolo	GM	2	0	1	73	int	Pipe (73-80)
@flute	GM	2	1	2	74	int	Pipe (73-80)
@oboe	GM	2	2	3	69	int	Reed (65-72)
@pad	GM	2	3	4	90	int	Pad
@marimba	GM	2	4	5	13	int	Perc.
@musicbox	GM	2	5	6	11	int	Melody (Vocal)
@guitar	GM	2	6	7	25	int	Guitar (25-32)
@guitar	GM	2	7	8	28	int	Guitar (25-32)
@piano	GM	2	8	9	1	int	Piano (1-8)
@drum	GM	2	9	10		int	Drum
@percussion	GM	2	A	11	14	int	Percussion (9-16)
@organ	GM	2	B	12	18	int	Organ (17-24)
@choir	GM	2	C	13	92	int	Synth (81-104)
@violin	GM	2	D	14	41	int	Strings
@bass	GM	2	E	15	33	int	AC Bass
@chass	GM	2	F	16	44	int	Strings

file name : yst.dat

rev/inst save/inst

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid F'n

楽曲の楽器設定 ピアノ

Main Window Command : Message Window min zoom

User : pi2
Dir : yst
Fn : yst Ctr
Begin

Director Link Window

0123456789aBCDEF Ch
C 00 C..... 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S..... 6
C 16 7
C 17 M..... 8
C 18 M..... 9
C 19 R..... 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B..... 15
C 1f 16
c 0123456789aBCDEF Ch

Musical Sym ystrds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

Open Mse Window

Beautify yst_015.meg 23 bars, 208 lines end
Beautify yst_017.meg 23 bars, 254 lines end
Beautify yst_018.meg 23 bars, 208 lines end
Beautify yst_019.meg 23 bars, 208 lines end
Beautify yst_01e.meg 23 bars, 208 lines end

=====Move & Change File,Bar,Port,Chan(1-16)=====

Instruments	File	Bar	Port	Chan	Memb	Device	PC#	@inst	cm.
@(MusicBox)	015...	S...	1...	6...	7	GM	11		!
@(E_Guitar)	017...	M...	1...	8-9	9	GM	28		!
@(Piano)	018...	M...	1...	9...	10	GM	1		!
@(Drum)	019...	R...	1...	10...	11	GM			!
@(Bass)	01e...	B...	1...	15...	16	GM	33		!

=====Read instruments from meb.dat(fn.dat) file=====

Sequence	Channel	Port	Member
0123456789aBCDEFGHIJKLMNOPQRSTUVWXYZ	0123456789aBCDEF		
C			
C 00	C.....	S.....	0 1
C 10		S.....	1 2
C 11		S.....	1 3
C 12		S.....	1 4
C 13		S.....	1 5
C 14		S.....	1 6
C 15	S.....	S.....	1 7
C 16		S.....	1 8
C 17	M.....	S.....	1 9
C 18	M.....	S.....	1 10
C 19	R.....	S.....	1 11
C 1a		S.....	1 12
C 1b		S.....	1 13
C 1c		S.....	1 14
C 1d		S.....	1 15
C 1e	B.....	S.....	1 16
C 1f		S.....	1 17

0123456789aBCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789aBCDEF
megrdf1.dat -> .meg

C(c) : Conductor score
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score

S : Select channel

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid Fn

yst_017.meg ファイルの楽器が
E_Guiter になっています。
これを、ピアノに変更します。

楽器設定ファイルを開きます。

ここではピアノを、Port1 Ch 9
の割り当てを使います。

Ch 8 → Ch 9 に変更

楽曲の楽器設定 ピアノ

Main Window Command : Message Window min zoom

User : pi2
Dir : yst
Fn : yst Clr
Begin

Director Link Window

0123456789aBCDEF Ch
C 00 C..... 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S..... 6
C 16 7
C 17 M..... 9
C 18 M..... 9
C 19 R..... 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B..... 15
C 1f 16
c 0123456789aBCDEF Ch

Musical Sym ystrds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

Open Mse Window

Beautify yst_000.meg 23 bars, 192 lines end
Beautify yst_015.meg 23 bars, 208 lines end
Beautify yst_017.meg 23 bars, 254 lines end
Beautify yst_018.meg 23 bars, 231 lines end
Beautify yst_019.meg 23 bars, 208 lines end

=====Move & Change File,Bar,Port,Chan(1-16)=====

Instruments	File	Bar	Port	Chan	Memb	Device	PC#	@inst	cm.
@(MusicBox)	015_...	S_	1_	6_	7	GM	11		!
@(Piano)	017_...	M_	1_	9_	9	GM	1		!
@(Piano)	018_...	M_	1_	9_	10	GM	1		!
@(Drum)	019_...	R_	1_	10_	11	GM			!
@(Bass)	01e_...	B_	1_	15_	16	GM	33		!

=====Read instruments from meb.dat(fn.dat) file=====

Sequence	Channel	Port	Member
0123456789ABCDEF	0123456789ABCDEF		
C			
C 00	C.....	S.....	0 1
C 10		S.....	1 2
C 11		S.....	1 3
C 12		S.....	1 4
C 13		S.....	1 5
C 14		S.....	1 6
C 15	S.....	S.....	1 7
C 16		S.....	1 8
C 17	M.....	S.....	1 9
C 18	M.....	S.....	1 10
C 19	R.....	S.....	1 11
C 1a		S.....	1 12
C 1b		S.....	1 13
C 1c		S.....	1 14
C 1d		S.....	1 15
C 1e	B.....	S.....	1 16
C 1f		S.....	1 17
0123456789ABCDEF	0123456789ABCDEF		

megrdf1.dat -> .meg

C(c) : Conductor score S : Select channel
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid F'n

yst_017.meg ファイルの楽器が
E_Guiter になっています。
これを、ピアノに変更します。

楽器設定ファイルを開きます。

ここではピアノを、Port1 Ch 9
の割り当てを使います。

Ch 8 → Ch 9 に変更

yst_017.meg ファイルの
楽器がピアノに変更されます。

楽曲の楽器設定 ピアノ

yst_017.meg ファイルの楽器が
E_Guiter になっています。
これを、ピアノに変更します。

楽器設定ファイルを開きます。

ここではピアノを、Port1 Ch 9
の割り当てを使います。

Ch 8 → Ch 9 に変更

yst_017.meg ファイルの
楽器がピアノに変更されます。

[make] ボタンを押すと
コンパイル、リンクが実行され
yst.mid linkが作成されます。

Main Window Command : Message Window min zoom

User : pi2
Dir : yst
Fn : yst Clr
Begin

Director Link Window

c 0123456789aBCDEF Ch
C 00 C..... 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S..... 6
C 16 7
C 17 M..... 9
C 18 M..... 9
C 19 R..... 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B..... 15
C 1f 16
c 0123456789aBCDEF Ch

Musical Sym ystr ds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

Open Mse Window

====Move & Change File,Bar,Port,Chan(1-16)=====

Instruments	File	Bar	Port	Chan	Memb	Device	PC#	@inst	cm.
@ (MusicBox)	015_...	S_	1_	6_	7	GM	11		!
@ (Piano)	017_...	M_	1_	9_	9	GM	1		!
@ (Piano)	018_...	M_	1_	9_	10	GM	1		!
@ (Drum)	019_...	R_	1_	10_	11	GM			!
@ (Bass)	01e_...	B_	1_	15_	16	GM	33		!

=====Read instruments from meb.dat(fn.dat) file=====

Sequence	Channel	Port	Member
0123456789ABCDEFGHIJKLMN O P Q R S T U V W X Y Z	0123456789ABCDEFGHI		
C			
C 00	C	S	0 1
C 10		S	1 2
C 11		S	1 3
C 12		S	1 4
C 13		S	1 5
C 14		S	1 6
C 15	S	S	1 7
C 16		S	1 8
C 17	M	S	1 9
C 18	M	S	1 10
C 19	R	S	1 11
C 1a		S	1 12
C 1b		S	1 13
C 1c		S	1 14
C 1d		S	1 15
C 1e	B	S	1 16
C 1f		S	1 17

0123456789ABCDEFGHIJKLMN O P Q R S T U V W X Y Z 0123456789ABCDEFGHI

megrdf1.dat -> .meg

C(c) : Conductor score S : Select channel
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(r) : Rhythm score

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid Fn

楽曲の楽器設定 ピアノ

yst_017.meg ファイルの楽器が
E_Guiter になっています。
これを、ピアノに変更します。

楽器設定ファイルを開きます。

ここではピアノを、Port1 Ch 9 の
割り当てを使います。

Ch 8 → Ch 9 に変更

yst_017.meg ファイルの
楽器がピアノに変更されます。

[make] ボタンを押すと
コンパイル、リンクが実行され
MIDIファイルのリンクの
実際のファイル名は yst-main.mid
になります。

Main Window Command : Message Window

User : pi2
Dir :
Fn :

Director Link Window

c	0123456789aBCDEF	Ch
C 00	C	10
C 10	C	1
C 11	C	2
C 12	C	3
C 13	C	4
C 14	C	5
C 15	S	6
C 16	S	7
C 17	M	9
C 18	M	9
C 19	R	10
C 1a	C	11
C 1b	C	12
C 1c	C	13
C 1d	C	14
C 1e	B	15
C 1f	C	16

Musical Sym ystr ds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

Command

```
Mec yst_000.meg 23 bars, 192 lines end
Mec yst_015.meg 23 bars, 208 lines end
Mec yst_017.meg 23 bars, 254 lines end
Mec yst_018.meg 23 bars, 231 lines end
Mec yst_019.meg 23 bars, 208 lines end
```

Message Window

```
=====Move & Change File,Bar,Port,Chan(1-16)=====
Instruments      File      Bar      Port      Chan      Memb      Device      PC# @inst cm.
@ (MusicBox)      015_...  S_       1_...     6_...     7 GM       11          !
@ (Piano)         017_...  M_       1_...     9_...     9 GM       1          !
@ (Piano)         018_...  M_       1_...     9_...     10 GM      1          !
@ (Drum)          019_...  R_       1_...    10_...    11 GM      1          !
@ (Bass)          01e_...  B_       1_...    15_...    16 GM      33         !

=====Read instruments from meb.dat(fn.dat) file=====
Sequence          Channel          Port Member
0123456789ABCDEF 0123456789ABCDEF

C 00 - C.....S..... 0 1
C 10 - S..... 1 2
C 11 - S..... 1 3
C 12 - S..... 1 4
C 13 - S..... 1 5
C 14 - S..... 1 6
C 15 - S..... 1 7
C 16 - S..... 1 8
C 17 - M.....S..... 1 9
C 18 - M.....S..... 1 10
C 19 - R.....S..... 1 11
C 1a - S..... 1 12
C 1b - S..... 1 13
C 1c - S..... 1 14
C 1d - S..... 1 15
C 1e - B.....S..... 1 16
C 1f - S..... 1 17

0123456789ABCDEF 0123456789ABCDEF
megrdf1.dat -> .meg

C(c) : Conductor score      S : Select channel
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(x) : Rhythm score
```

[yst.meg] : yst.mid

楽曲の楽器設定 ピアノ

[make] ボタンを押すと
コンパイル、リンクが実行され
MIDIファイルのリンクの
実際のファイル名は yst-main.mid
になります。

リンクのクリックで演奏が可能です。
(MIDIデータの演奏はそれぞ
れの環境で異なります。)

MIDIデータは、SMFですので
ポート情報はありません。



Main Window Command : Message Window min zoom

User : pi2
Dir : yst
Fn : yst Ctr
Begin

Director Link Window

c 0123456789aBCDEF Ch
C 00 C 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S 6
C 16 7
C 17 M 9
C 18 M 9
C 19 R 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B 15
C 1f 16
c 0123456789aBCDEF Ch

Musical Sym ystr ds.dat
Major Chord ystopj.dat
Minor Chord ystopi.dat
Instruments yst.dat
Note Book ystnb.txt

Open Mse Window

====Move & Change File,Bar,Port,Chan(1-16)=====

Instruments	File	Bar	Port	Chan	Memb	Device	PC#	@inst	cm.
@(MusicBox)	015_...	S_	1_	6_	7	GM	11		!
@(Piano)	017_...	M_	1_	9_	9	GM	1		!
@(Piano)	018_...	M_	1_	9_	10	GM	1		!
@(Drum)	019_...	R_	1_	10_	11	GM			!
@(Bass)	01e_...	B_	1_	15_	16	GM	33		!

=====Read instruments from meb.dat(fn.dat) file=====

Sequence	Channel	Port	Member
0123456789ABCDEFGHIJKLMN	0123456789ABCDEF		
C 00 - C	S	0	1
C 10 -	S	1	2
C 11 -	S	1	3
C 12 -	S	1	4
C 13 -	S	1	5
C 14 -	S	1	6
C 15 - S	S	1	7
C 16 -	S	1	8
C 17 - M	S	1	9
C 18 - M	S	1	10
C 19 - R	S	1	11
C 1a -	S	1	12
C 1b -	S	1	13
C 1c -	S	1	14
C 1d -	S	1	15
C 1e - B	S	1	16
C 1f -	S	1	17

0123456789ABCDEFGHIJKLMN 0123456789ABCDEF
megrdf1.dat -> .meg

C(c) : Conductor score
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(x) : Rhythm score

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid Fin

おつかれさまです。

休憩のため一旦終了します。

[Fin] ボタン

Main Window Command : Message Window min zoom

User : pi2
Dir : yst
Fn : yst Ctr
Begin

Director Link Window

c 0123456789aBCDEF Ch
C 00 C 10
C 10 1
C 11 2
C 12 3
C 13 4
C 14 5
C 15 S 6
C 16 7
C 17 M 9
C 18 M 9
C 19 R 10
C 1a 11
C 1b 12
C 1c 13
C 1d 14
C 1e B 15
C 1f 16
c 0123456789aBCDEF Ch

Musical Sym ystr ds. dat
Major Chord ystopj. dat
Minor Chord ystopi. dat
Instruments yst. dat
Note Book ystnb. txt

Open Mse Window

Mec yst_000.meg 23 bars, 192 lines end
Mec yst_015.meg 23 bars, 208 lines end
Mec yst_017.meg 23 bars, 254 lines end
Mec yst_018.meg 23 bars, 231 lines end
Mec yst_019.meg 23 bars, 208 lines end

=====Move & Change File,Bar,Port,Chan(1-16)=====

Instruments	File	Bar	Port	Chan	Memb	Device	PC#	@inst	cm.
@(MusicBox)	015_...	S_	1_	6_	7	GM	11		
@(Piano)	017_...	M_	1_	9_	9	GM	1		
@(Piano)	018_...	M_	1_	9_	10	GM	1		
@(Drum)	019_...	R_	1_	10_	11	GM			
@(Bass)	01e_...	B_	1_	15_	16	GM	33		

=====Read instruments from meb.dat(fn.dat) file=====

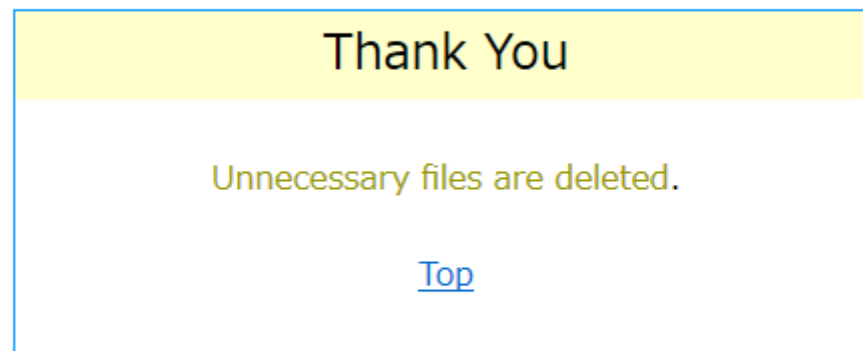
Sequence	Channel	Port	Member
0123456789ABCDEFGHIJKLMNPOQRSTUVWXYZ	0123456789ABCDEF		
C 00 - C.....	S.....	0	1
C 10 - S.....		1	2
C 11 - S.....		1	3
C 12 - S.....		1	4
C 13 - S.....		1	5
C 14 - S.....		1	6
C 15 - S.....		1	7
C 16 - S.....		1	8
C 17 - M.....	S.....	1	9
C 18 - M.....	S.....	1	10
C 19 - R.....	S.....	1	11
C 1a - S.....		1	12
C 1b - S.....		1	13
C 1c - S.....		1	14
C 1d - S.....		1	15
C 1e - B.....	S.....	1	16
C 1f - S.....		1	17

megrdf1.dat -> .meg

C(c) : Conductor score
G(g) : Gclef score
S(s) : Soprano score
A(a) : Alto score
B(b) : Bass score
M(m) : Middle score (Piano)
L(l) : Low score
H(h) : High score
R(x) : Rhythm score

[yst.meg] rev/drs meb mec mlk make save Play : yst.mid Fin

Finish



Select Sequence

終了は[Shutdown] ボタンを押してください。

サーバー本体の電源を落とす場合は、サーバの
ACTIVE/SHUTDOWN ボタンを押してから、
MAIN SW を OFF にして電源を切ってください。



ありがとうございました。
説明が長くなりましたが操作を覚えた後は、
実際の操作は数分で終了可能になります。
お試しください。

2020/04/11

アップミュージックスタジオ事務所

URL <https://appyo.jp>