

YAMAHA XF Format Tool

For Windows ver.1.05

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Section 1. Introduction

1.1. License

XF Format Tool for Windows is provided as 'freeware' such that the use and distribution of the program are free. However, Improvements or changes to the program are prohibited without the express permission of the YAMAHA corporation. The creation of derivative works based on the content of the Software is also prohibited.

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1.2. XF Format Overview

The new Yamaha XF format has been developed to allow optimum utilization of MIDI sequence data in advanced multimedia applications. The XF format expands on the SMF (Standard MIDI File) format defined by the MIDI RP-001 specifications, making it possible to take full advantage of the potential offered by increasingly complex and powerful computer-based applications. XF has been designed to effectively utilize the exceptional compressibility and interactivity of MIDI data while maintaining continued compatibility.

The XF format provides the following enhanced features:-

- An "XF Information Header" which contains important details about the song allowing searching and categorization.
- A clear "lyric Meta Event" specification (lyric handling is not clearly specified in the SMF format) for improved compatibility with Karaoke applications. This is compatible with the TUNE1000 corp. (Canada) "Standard MIDI Files with Lyrics" specification.
- Telop sequence data ("XF Karaoke Message") specifically aimed at Karaoke on-screen character generation.
- Future plans include style control data such as "chord section", linked sampling and MIDI data, and more.

The XF Format is based on the following three concepts:-

- 1) Compatibility - XF Data can be accurately reproduced on any XF compatible sequencer.
- 2) Scalability - Since XF is based on SMF, MIDI performance data and other base elements are fully compatible with SMF whilst the extended features can be handled as required by the end sequencer or application.
- 3) Expandability - The XF format will grow in step with future product development.

For further information please refer to the "XF Format Specifications" published by the YAMAHA Corporation.

Section 2. What is XF Format Tool?

The XF Format Tool is primarily designed for the purpose of adding XF lyric and header data to XG music data. The main windows used for data input are:-

- XF Information Sheet - Allows XF header data to be entered through a simple form.
- Score Editor Window - Allows lyric data to be entered and aligned to musical note data displayed on a stave.
- Karaoke Window - Allows entered Lyric data to be previewed on screen in a similar manner to a Karaoke device.

The application also provides features for the insertion and editing of musical note and controller data. These features are not essential for XF lyric creation and are therefore not discussed in detail within this manual. However the features are as follows:-

- Score Editor Window - Allows musical note data to be inserted and edited using a stave based display.
- Step Editor window - Allows music data to be inserted and edited in a textual list format.
- Mixer panel - Allows editing and display of controller data using a standard mixer panel representation.
- Track Sheet - provides an overview of global track parameters

In general you will want to create the MIDI song data in your preferred music sequencer (such as. Yamaha XGworks). This data should be saved as a standard midi file and imported into XFTool for the addition of XF specific lyric and header data.

Section 3. XF Information Sheet

The screenshot shows the 'XF Information Sheet' window. It contains the following fields and controls:

- SMFTitle:** Text box containing 'Mary Had A Little Dog'.
- XFVer:** Text box, currently empty.
- Status:** 00 17H (Information Header:1 Lyrics Meta Event:0 Karaoke Message:1)
- SmfBeat:** 4 / 4 Key: Fmaj Max Phrase Mark: - Melody1 CH: 1 Melody2 CH: -
- Copyright:** Text box containing 'YAMAHA 1996'.
- Data No.:** Text box containing 'Data Number'.
- <Information Header Event>** (Section Header)
- Common / Language:** Radio buttons for 'Common' and 'Language' (selected).
- <Language Header>** (Section Header)
- Language:** Dropdown menu showing '- '.
- Song Name:** Text box containing 'Mary had a little dog'.
- Composer:** Text box containing 'John Compostein'.
- Lyricist:** Text box containing 'Paul Words'.
- Arranger:** Text box containing 'George Arrangeman'.
- Performer:** Text box containing 'Ringo Singer'.
- Programmer:** Text box containing 'Georgie Martin'.

Figure 1 - XF Information Sheet Window (Language)

The XF Information sheet window provides a standard form for the entry of XF song information. The form enables XF Information Headers (both Common and Language Specific) to be created along with the required XF song identifier data.

All fields within the form should be completed. However those fields marked 'essential' below must be included in a properly formatted XF song. Those fields marked 'desirable' are considered indispensable by XF playback devices. The remaining fields may be completed as required

3.1. General Information

SMFTitle (desirable)

This field identifies the Song title which should be entered using US ASCII characters. The text entered is stored within the MIDI file Track Chunk Header as a standard SMF Sequence Track/name meta event at time 1:1:0.

Note: For maximum compatibility the song title should be restricted to less than 24 characters to ensure correct display on all playback devices.

XFVer (essential)

This field contains the XF Version ID and status allowing for future expandability and continued compatibility. The text entered is stored within the MIDI file Track Chunk Header as a standard Sequencer Specific meta event at time 1:1:0. For XF version 2.0 files the text "XF02" should be entered. Associated status bits identifying other XF related data item chunks (as shown by the adjacent status line of the form) will be automatically appended to the message within the midi file.

SmfBeat (desirable)

Identifies the initial Time Signature of the MIDI file in standard notation format. The text entered is stored within the MIDI file Track Chunk Header as a standard SMF Time Signature event at time 1:1:0.

Key (desirable)

Identifies the initial Key of the MIDI file (selected from the drop down list). The text entered is stored within the MIDI file Track Chunk Header as a standard SMF Key Signature event at time 1:1:0.

Melody 1 CH/Melody 2 CH (desirable)

Identifies the MIDI channel number of the part(s) containing the song melody line. The text entered is stored within the MIDI file Track Chunk Header as part of the XF Lyric Header at event time 1:1:0.

Copyright (desirable)

Identifies the copyright holder of the MIDI file. The text should contain the owner and year of the copyright (e.g. YAMAHA 1997). The text entered is stored within the MIDI file Track Chunk Header as a standard SMF Copyright event at time 1:1:0.

Data No.

Identifies additional data for the MIDI file. The text entered is stored within the MIDI file Track Chunk Header as a standard SMF sequencer specific meta event at time 1:1:0.

3.2. Information Header Event

The XF Information Header provides details of the type and characteristics of the song to allow for easy searching and categorization. Depending on the option used when saving the MIDI file (see Commands and Menus later), the Information Header may be written as a meta event within the Track chunk or as a separate chunk following the standard MIDI file track chunk(s).

XF format songs must include a Common Header Event which is specified in English text. Additional optional Language Specific headers may be included as determined by the Common/Language radio buttons.

Note: If Karaku mode is ON, only Language information is displayed and the Common information is not saved to the Midi file. Karaku is an established Macintosh application which preferentially displays Common data over any Language data. Consequently if you wish to maintain compatibility with the Macintosh Karaku and require the Language data to be displayed, then data should be entered and saved with Karaku mode ON. For further information on differences relating to Karaku mode please refer to Section 5.

3.2.1. Information Header Common

The Information Header Common fields should be completed using US ASCII characters. Data entered in the fields will appear within the MIDI file following the header ID ("XFhd") and will be displayed on most Karaoke devices.

Date

Identifies the production or release date of the MIDI file. The text entered should consist of Year, Month and Day separated by slashes e.g.

1994/09/28

1994// (year only)

1994/09/ (year and month only)

Country

Identifies the country in which the MIDI file was produced (selected from the drop down list - see Appendix B for a list of the defined country codes)

Category

Identifies the musical category or style of the MIDI file (selected from the drop down list). Multiple categories may be defined by using the category list fields.

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Choose from the following: Ballroom, Blues, Bossa-Samba, Children's Song, Christmas-Hymn, Classical, C&W, Dance, Easy Listening, Enka, Folk, GS, Jazz-Fusion, Kayoukyoku, Latin, March, NewAge, Reggae, Rock, Rock'n Roll-R&B, Pops, Soul-Funk, Soundtrack, Standard, Techno, World, Others

Beat

Identifies the type of beat used by the MIDI file (selected from the drop down list).

Choose from the following: 8 Beat, 16 Beat, Other 4/4, 12/8 (6/8), Waltz, Waltz(Swing), Other 3/4, 4 Beat(Swing), 2 Beat(March), Shuffle(Bounce), 24 Beat, Others

Instrument of Melody

Identifies the program change number of the main instrument to be used for the songs melody part. The program change number should correspond to one of the 128 GM standard voices and must be entered using decimal notation 0 through 127.

Vocal Type

Identifies the intended sex and number of singers required to perform the song (select from the drop down list).

fs: Female Solo
ms: Male solo
p: Plural Female & Male
fc: Female Chorus
mc: Male Chorus
no: Instrumental

Composer (desirable)

Identifies the name of the song's composer (using English text). The name should be entered as the given name followed by the family name (separated by a normal width space). A middle name or initial may also be include if necessary.

For multiple composers, names should be separated by slashes e.g. Lennon/McCartney

Lyricist (desirable)

Identifies the name of the song's lyricist (the format is the same as for composer).

Arranger

Identifies the name of the song's arranger (the format is the same as for composer).

Performer (desirable)

Identifies the name of the song's original performer(s) e.g. The Beatles (the format is the same as for composer).

Programmer

Identifies the name of the person who programmed the MIDI file (the format is the same as for composer).

3.2.2. Information Header - Language Specific

A Language Specific header may be included in the song where appropriate. The Information Header Language fields are identical to those defined within the common header (where present) but may be written using the appropriate foreign language character set. The data entered will appear in the MIDI file following the Language Specific header ID ("XFIn") and will be displayed on most Karaoke devices supporting the defined language code.

The following additional language specific fields are available:-

Language (desirable)

Identifies the character code of the language used within the header text (lyric language codes are defined separately using an XF Lyric Header). The code should be selected from the drop down list and entered in non em sized characters - See Appendix A for a list of language character codes.

Song Name (desirable)

Identifies the song name in the appropriate language.

If required Song name, Composer, Lyricist, Arranger, Performer and Programmer fields may be written using em (2 byte) characters. If so, an indication of their reading should be provided alongside in normal width brackets"()" to assist any search functions. Phonetic symbols may also be included using key brackets "[]", but they will not be displayed on the title page.

e.g. for a song title "U.S.A .1-2-3" write
U.S.A. (america)[you es eigh] 1-2-3(one two three)
displayed as: U.S.A. 1-2-3

Note: For maximum compatibility the song title should be restricted to less than 24 characters to ensure correct display on all playback devices.

Section 4. Lyric Display Cue and Control Codes

The Karaoke window on most devices is a four line display capable of showing 24 em-size characters (2 byte characters as used on Far East systems) or about 48 normal-width (European) characters per line depending on font. The Karaoke window of XFTool is only designed for previewing data and may not give the same results as the target device. Hence for best results, lyric (and header) text lines should be restricted to **less than 24 characters** in length and tested on the target device to ensure correct display.

In order to control the display and synchronization of lyrics within the display window, with respect to the audio playback, cue events and control codes are utilized in association with the Lyric text strings.

Note that all control and cue events must be entered as normal 1 byte characters as the use of 2 byte em-size characters will not work.

A description of the Cue events and Control codes employed is provided below.

4.1. Cue Codes

Cue codes provide information for cueing various display actions. Entered cue events are saved within the MIDI file as standard SMF Cue Point meta events.

\$Lyrc:c1,c2...:o:l (XF Lyrics Header)

Used to identify the midi channel containing the melody part(s), the lyric display offset and lyric language. Each parameter following the cue code must be separated by a colon.

c1,c2

Identifies the melody part(s) MIDI channel (multiple channels may be entered separated by commas)

o

Identifies the lyric display offset in MIDI clocks as a decimal number. The number specifies how much earlier lyrics will be displayed prior to their corresponding music data. The absolute time value depends on the time base resolution specified in the header chunk. (experience has shown that a value of 0.32 x song tempo, works well for Karaoke applications)

l

Identifies the character code corresponding to the language for text display (refer to Appendix A for a list of defined codes)

Example: **\$Lyrc:4,12:240:JP** - The melody part MIDI channels are 4 and 12, the offset value is 240 midi clocks and the language is Japanese.

#num (Scene Cue)

Used to identify logical sections in the song structure. The scene cue value "num" is a decimal number e.g. #001

Note: This function is not currently supported on Yamaha Karaoke device/keyboards

&m,&f,&c,&s,&p,&w,&x (Part Cues)

Used to identify the type of subsequent lyric events as follows:-

&m=male
 &f=Female
 &c=Chorus
 &s=Solo
 &p=Plural
 &w=Words
 &x=Non Vocal

A comment may also be appended preceded by a semi-colon. e.g. &m;John Doe, indicates a male solo to be sung by John Doe.

Lyrics displayed using &m,&f,&c,&s and &p are wiped (change colour in time with the music) on the Karaoke display. For displaying lyrics without wiping use &w (indicating spoken words).

Non Vocal part cue "&x" is used to display text events, without wiping, other than lyrics. For example "INTERLUDE" or "INTRO".

It should be noted that the cue event time dictates the initial display of subsequent lyric events. (The timing of the XFTool Karaoke window does not behave correctly in this respect, as its display timing is governed by the timing of the subsequent lyric/control code events).

Note:

- a) *Karaku mode alters the behavior of lyric display timing following cue events (see Section 5 for details)*
- b) *There is no difference between &m, &f, &c and &s on the CVP and PSR.*

4.2. Control Codes

Control codes provide a number of lyric control functions and are stored within the MIDI file as SMF Lyric meta events.

In the following examples the data is represented with each meta event separated by a vertical bar "|" for clarity.

^ (Space)

Used as an alternative method of specifying a standard space.

Example: |Ex^|ample.| will appear as Ex ample

Note:

- a) *The characters " ", and ">" may also be used to specify spaces. However ">" will show a two byte space on the CVP and is ignored on the PSR.*
- b) *Spaces should not be input at the head of Lyric events as this may cause a confusing display on devices which place a marker under the current word. e.g " She loves you" may display "_She loves you" instead of correctly displaying "She loves you"*

> (Tab)

If entered as the first character of a line, this code will display the lyric indented on the screen. (several ">" codes may be used to produce greater indents)

Example : |No |tab|/
|>Tab|

Displays : No tab
Tab

Note: If ">" is entered at any other position in a line, the code will produce a space (see "Space" above)

< (New Page)

Used to specify a new page (i.e the display will be cleared and the next lyric will appear at the top of the screen)

Example : |Exam|<ple.| will display as:-
First page : Exam
Second page : ple.

Note: In Karaku mode "<" may be ignored in some circumstances (see Section 5 for details)

/ (Line Break)

Used to force a line break. The code must be inserted before the character you wish to appear on the new line

Example : |Ex|/|ample.|

Displays as : Ex
ample

Note: In order to display and wipe lyrics correctly:-

- a) Line break should be input separately to lyric events for Yamaha devices (this differs from the XF spec which allows "/" to be combined with a lyric event. However in all cases "/" will not function correctly if placed at the start of a lyric event).
- b) Line break should be inserted at the same timing as the NOTE OFF for the note that corresponds to the last word of the line.
- c) Line break should be input after the last word prior to a vocal part cue event e.g. |love |you. |/&x|<INTERLUDE|/|
- d) Line break should be input after the last word prior to an event that includes new page "<" e.g. |love |you. |/<Monday|
- e) Line break should be input after the event "<Ending" at the same timing as the very last note e.g. |&w|<Ending|/|
- f) Line break, vocal cue and new page codes should always be input in the following order "/", "&s", "<"
- g) Karaku mode affects the behavior of "/" in some circumstances (see Section 5 for details)
- h) If you want to input line breaks using numeric codes, 0x0d, 0x0a can be used. In Score Editor and Step Editor, 0x0d is displayed as CR and 0x0a is displayed as LF. In both editors, you can input the codes using the Lyric Pallet. The codes must be input as separate events and will not work if input with a lyric.

% (Secondary Line Break)

Used to separate complete ideas or sentences within a display line and helps to achieve meaningful line breaks on low resolution displays.

Note: "%" produces the same effect as "/" on the CVP and PSR

[] () (Reading Text and Phonetic Codes)

Bracketed text is used for displaying reading text and phonetic characters to assist in the pronunciation of Chinese characters. Consequently these characters must not be used for normal Lyric entry. See Section 9 for more information.

The use of "{}" brackets is not recommended.

Section 5. XFTool Modes

XFTool provides three modes of operation which are selected using the Settings Menu "Karaku" and "Karaku2" check options. The mode of operation affects both the Karaoke Window display behavior and the contents of saved files (through modification of the XF Information Header dialog)

5.1. XF Mode

The default mode of operation (normal XF mode) is selected by clearing the check marks on both the Karaku and Karaku2 Settings menu options. This mode should be used for the production of most XF songs.

5.2. Karaku Mode

Karaku Mode is used for making song files compatible with the Macintosh "Karaku" Karaoke software. Karaku mode is enabled by checking the Settings menu "Karaku" menu option. In Karaku mode the following changes affect the Karaoke Window display features and saved file contents.

XFhd HF header

When the Karaku mode is on, the XF Information Common Header is disabled in the XF Information sheet and is not saved to MIDI files.

[Karaku preferentially displays Common data over any Language data. Consequently if you wish to maintain compatibility with Karaku and require the Language header information to be displayed, then data should be entered and saved with Karaku mode ON]

&s (Vocal part cue - Solo)

When the Karaku mode is on, part cue "&s" forces a new page and subsequent lyric display at the cue timing.

&x (Vocal part cue - Non vocal)

When the Karaku mode is on, part cue "&x" forces a new page and subsequent lyric display at the cue timing. In addition subsequent lyric events are shown at the center of the second line on the Karaoke display.

[], () (Phonetic Symbols)

When Karaku mode is on, text in both "[]" and "()" brackets is treated as phonetic symbols (i.e. as small characters above the lyrics).. When Karaku mode is off, the text in normal-width parentheses "()" is displayed in red (to warn you) and the text in normal-width key parentheses "[]" is displayed as phonetic symbols

{ } (Auxiliary text)

The use of "{ }" brackets is not recommended. However, when Karaku mode is on, the text in brackets is displayed as lyrics. When Karaku mode is off, the text in brackets is displayed in red (to warn you).

/ (Line Break)

When Karaku mode is on, the sequence "&x" "/" "&s" forces a new page and subsequent lyrics to be displayed at the line break timing (note that part cue "&s" and any new page "<" code prior to the subsequent lyric events will not cause a further new page).

When Karaku mode is on, "/" will automatically force a new page after the 4th line of displayed lyrics.

% (Secondary Line Break)

When Karaku mode is on, % works as Line Break. When Karaku mode is off, "%" is displayed as lyric text in red (to warn you).

5.3. Karaku2 Mode

Karaku2 mode is enabled by checking the Settings menu "Karaku2" menu option.

In Karaku2 mode behavior is identical to Karaku mode with the exception that only two lines of lyrics are displayed on screen.

Section 6. Lyric Input Using The Score Editor

6.1. Score Edit Window

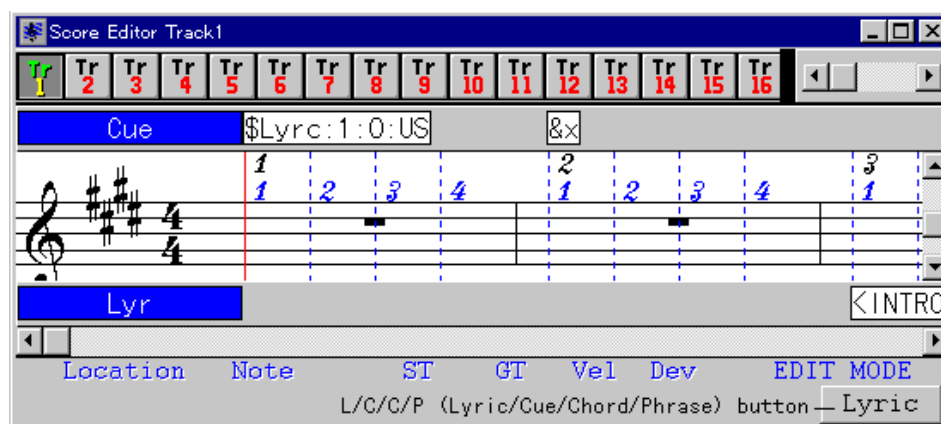


Figure 2 Score Editor window

Figure 2 shows the XFTool Score Edit Window. The function of the major controls are described below:-

Cue

This row is used to display cue symbols, such as &x, &s etc.

Lyr

This row is used to display song lyrics and associated display control statement characters such as "<","/",">".

Lyric/Cue/Chord/Phrase button

This button is used to select the type of event for editing within the Score Editor. Clicking this button will open the palette for each of the corresponding event types.

Track

These buttons are used to select the track (melody) to be displayed and edited on the Score Editor staff.

Score Editor Button

This button opens the Score Editor.

Display Range Buttons

These buttons zoom the range displayed is in the Score Edit window.

Grid buttons

These buttons select the quantisation (snap) grid of the Score Edit window.

6.2. Editing Events

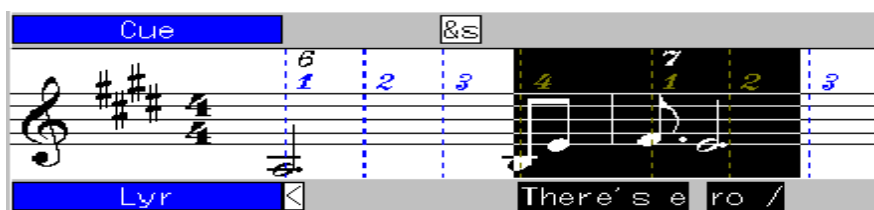


Figure 3 Lyrics are selected by dragging in Score Editor.

You may select either individual events or multiple events within the Score Edit window.

- To select a single event, click the event in the "Lyr" or "Cue" field.
- To select multiple events, drag the mouse over a range of the notation part. Note that when selecting in this way, the staff "notes" are also shown selected (displayed in inverted color), however only the events corresponding to the type set by the FUNCTION button are actually selected for editing (e.g. for Lyric events set the FUNCTION button to Lyric, and for Cue events set the FUNCTION button to Cue).

Selected events can be manipulated using the Edit menu commands "Cut", "Erase", "Move" and "Copy".

Note that the "Cut" menu item will cut events from the track, such that subsequent events will move forward to fill the cut section. If you do not want to alter the position of the later events then you should use the "Erase" command.

Sometimes lyrics may overlap on the edit screen, however you may still select them using the cursor. Alternatively you may use the range zoom buttons to zoom the display so that they no longer overlap (note that overlapped events will display properly on the Karaoke Window).

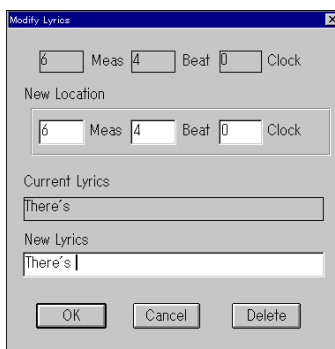


Figure 4 Modify Lyrics window

If you click on a event which has been input into the Score, the Modify dialog will open. This dialog allows the event text and event timing be altered. Alternatively the event may be deleted from the Score using the "Delete" button.

6.3. Lyric and Cue Palettes

Lyrics are input within the Score Editor window by combining cue events such as "&x" "&s" with textual lyric events (including control statement characters such as "<" "/" ">"). Data input is performed by first selecting the grid point at the desired display time (the grid or corresponding note will change to red) and then entering the event using the Lyric or Cue Palettes.

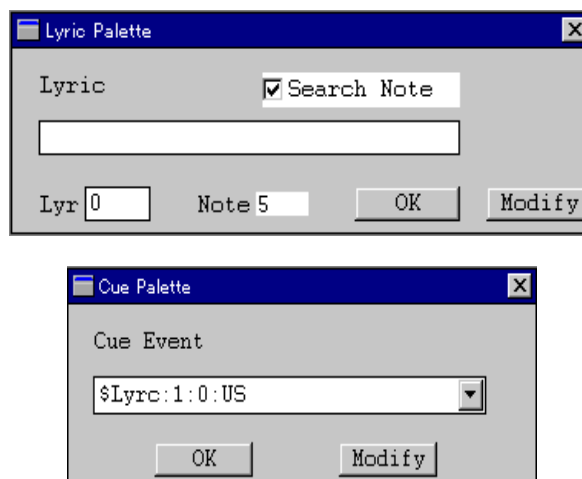


Figure 5 Lyric Palette and Cue Palette

The Lyric and Cue palettes contain the following fields:-

Search Note

Checking this field will force the cursor to automatically advance to the next melody note after each lyric event is entered.

Lyric

This field is used to display/enter the current lyric text.

Lyr

This field is used to slightly offset the alignment of lyrics to the score. Positive values cause the lyrics to be input slightly to the right of the selected time (i.e. delayed), whilst negative values cause lyrics to appear to the left of the selected time (i.e. in advance)

Note

This field operates in a similar manner to the "Lyr" field but affects the timing of the actual score note.

OK

Enters the current Lyric/Cue into the Score. (Note that this does not replace any data which may already be located at the same grid time.)

Modify

Enters the current lyric/cue into the Score, replacing any previous event at the same grid time.

Cue Event

This field is used to enter the current cue event code.

6.4. Synchronization of Score Editor with Other Windows

Score Editor and Step Editor Windows

Normally the Score Editor and Step Editor window cursors will remain synchronized. However, if the Score Editor grid position does not corresponding to an event in the Step Editor, then the Step Editor cursor will move to the nearest event. Conversely, If the cursor in the Step Editor is on an event which does not correspond to a Score Editor grid position, then the cursor in the Score Editor will move to the nearest grid position.

e.g When the cursor in the Step Editor is at 1:1:442, the cursor in Score Editor becomes 1:1:240.

Score Editor and Karaoke Window

To display the Score/Step editor lyrics at the current cursor position within the Karaoke window, use the UPDATE button in the Karaoke window (CTRL + U).

The display of lyrics in the Karaoke window is not cleared when you stop playback. Hence if you wish to re-initialize the display you must re-wind to the beginning of the song.

6.5. Entering the Example Song Lyrics

This section describes how to enter the lyrics for the example song xftoolex.mid in normal XF mode (the complete lyrics for the song are shown in Appendix C).

Note lyrics may be input manually using the Score Editor, or may be imported from a text file and then aligned within the Score Editor. This tutorial describes the manual input process, however an example import text file is shown in Appendix D.

6.5.1. XF Lyrics Header Input



Figure 6 XF Lyrics Header

The XF Lyrics Header is input at the beginning of the song (timing 1:1:0) using the XF Lyrics Header cue event format (described in section 4.1)

In the example MIDI file lyrics are entered in US English, with channel 1 of the MIDI file containing the melody. Lyric display is not globally offset in advance or delay of the music playback (hence the MIDI clock offset value is zero). Therefore the Lyrics Header cue event consists of \$Lyrc:1:0:US.

To enter this value:-

- Open the Score Editor (by clicking the Score Editor button)
- Click the grid line at 1:1:0. (The grid line colour will change to red).
- Click the FUNCTION button until the Cue Palette dialog is displayed.
- Select the "\$Lyrc" event from the Cue palette dropdown menu (or input the text "\$Lyrc" in the cue field) and then append the text ":1:0:US".
- Click the "OK" button to enter the event into the score.

The cue event "\$Lyrc:1:0:US" will appear in the cue row, aligned to the grid position 1:1:0.

6.5.2. Input of "INTRO"

Next we want to display a cue page indicating that the songs intro is being played. Cue events such as "INTRO", "INTERLUDE" or "ENDING" are input in a different way to normal lyrics, as we require them to be displayed on a new page without wiping (i.e. without the lyric text changing colour in time with the music playback)

- Input the non vocal cue event "&x" at time 2:1:0 using the same procedure as for the Lyrics Header.
- Now click on the timing grid line at position 3:1:0 such that the grid line turns red.
- Click on the FUNCTION button until the Lyrics Palette dialog is displayed.
- Enter "<INTRO" into the Lyric field and click the "OK" button. (note the "<" control statement character must be used to force "INTRO" to be displayed on a new page.)

Note: If "<" is omitted the "INTRO" text will not be displayed in normal mode. However when the Karaku mode is on, page change and lyric display are performed at the timing of the cue event even in the absence of the "<" control code).

If you play back the song now, you should find that the Karaoke window display will change at time 3:1:0 from the song title (song title, artist name, lyricist and composer) to "INTRO".

Figure 7 Bar 1 - 3

6.5.3. Lyric Input

The first vocal melody note is at 11:1:0. However we need the lyrics to be displayed before this to allow the singer to prepare. Hence we input the lyric cue event "&s" at a time which is in advance the first lyrics' timing.

- Input the lyric event cue "&s" at time 10:4:0.
- Input the new page lyric control event "<" at time 10:1:0 using the Lyric Palette (this will clear the display of "INTRO")
- Next, click the grid at the first melody note (11:1:0) so that the note turns red.
- Using the Lyric Palette, input "Ma" (type the text and press the Enter key or click the OK button to enter the text into the score).
- If "Search Note" is checked in the Lyric dialog, the cursor will automatically move to the next note (G at time 11:2:240)
- Input "ry " and press the Enter-key or click the "OK" button. Note that a space is required after the "y" of "ry " so that the words are separated correctly when displayed on the Karaoke screen.
- Similarly, input "had " under the F of 11:3:0 and "a " under the G of 11:4:0.

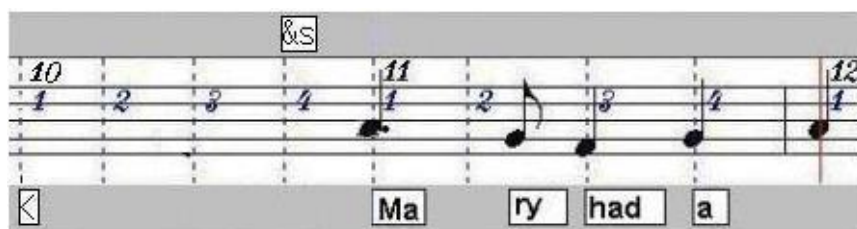


Figure 8 Bar 10 - 11

Note that words may overlap on the Score Editor lyric display line so that some text becomes obscured. However, playback will function correctly



range buttons may be used to zoom the score display and remove the on screen overlap.

Now play back the song and confirm that the display behaves correctly..... you should see the color of the lyric characters change (wipe) in time with music.

1:1:000

Mary had a little dog

Ringo Singer

Lyricist: Paul Words

Composer: John Compstein

3:1:000

INTRO

10:1:000

Mary had a

11:1:000

Mary had a

11:2:240

Mary had a

11:3:000

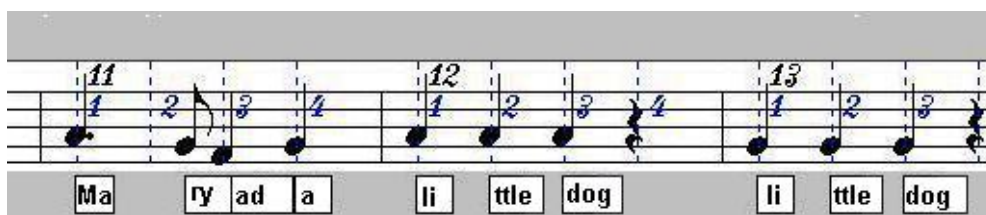
Mary had a

11:4:000

Mary had a

Now input the following lyrics:-

"li" "ttle" "dog" "li" "ttle" "dog" "li" "ttle" "dog"



Note: Some lyrics have more than one note per word. When using the Lyric Palette's "Search Note" feature, you can skip a note which doesn't correspond to the beginning of a word by hitting the Enter-key or clicking the "OK" button without entering text into the Lyric field

Similarly, input "Ma" "ry" "had" "a" "li" "ttle" "dog" "fleece" "was" "white" "as" "snow"

6.5.4. Correction And Layout Of Lyrics



If you play back the song to this point, you will notice that the lyrics protrude from the Karaoke window (the amount will depend on the selected XFTool font).

We need to enter a line break control character “/” after the first “dog “ to force the lyric text to wrap correctly onto the next line.

Click on the first “dog “ in the Score Editor, and add “/” after “g” by using the Lyric Palette.

Similarly, add “/” to the third and fourth “dog ”. Note that to ensure correct display on all devices we must restrict line lengths to 23 characters or less.

Playing the song now should display the text correctly wrapped onto new lines within the Karaoke window.

To generate a new page, we can use the "<" control code. The easiest way to do this is to click on the Lyric and use the Modify Lyric dialog.

Note if Karaku mode is ON, then new pages are automatically generated after the forth lyric line of each display. However, for compatibility we should always enter the new page code where appropriate.

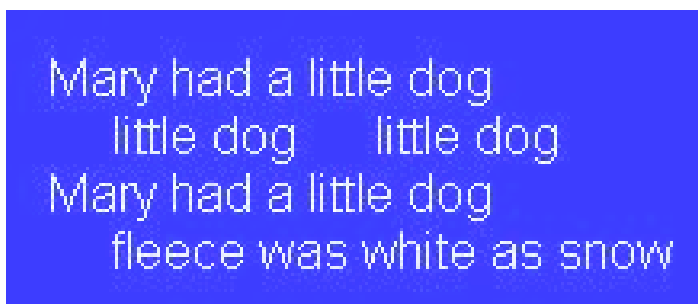
Moreover, to indicate the position of split lyric lines we can indent the follow on lyrics. To do this, input the tab control character “>” in front of the lyrics “li” and “li” of the second line. (So they become “>li” and “>li”). The result should be as follows:-

[Ma][ry][had][a][little][dog/]

[>little][dog][>little][dog/]

[Ma][ry][had][a][little][dog/]

[>fleece][was][white][as][snow]



Mary had a little dog
little dog little dog
Mary had a little dog
fleece was white as snow

6.5.5. Input of "INTERLUDE"

When you have finished entering the first part of the song, you may wish to insert a page which displays "INTERLUDE" to show there is a short instrumental bridge.

If you want to display "INTERLUDE" at time 27:1:0.

- Input "&x" at 26:3:0 using the Cue Palette.
- Input "<INTERLUDE" at 27:1:0 using the Lyric Palette.

Note If you wanted to display two or more words after "&x". (e.g. to display "INTERLUDE" and "SOLO") then you must precede each word with the new page "<" control character.

6.5.6. Input Of Lyrics - After "INTERLUDE" -

"INTERLUDE" is cleared at the beginning of the second set of lyrics at 30:1:0.

- Input cue event "&s" and the control character for new page "<" at 30:1:0.
- Continue with the input of "Ma" at 31:1:0 and the remainder of the verse lyric up to "ENDING"

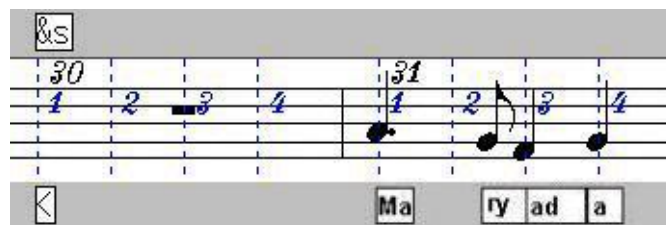


Figure 9 Bar 30 - 31

6.5.7. Input of "ENDING"

Let's clear the display of the last part of the lyric at 66:3:0 and have the "ENDING" at 67:1:0.

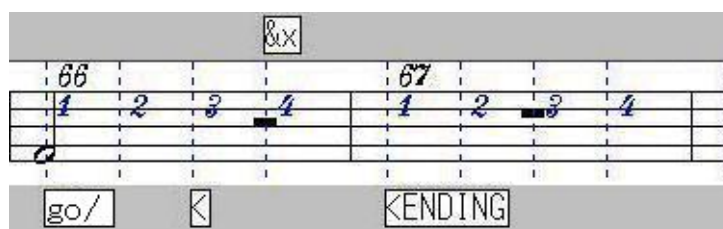


Figure 10 Bar 66 - 67

- Input "<" at 66:3:0 using the Lyric Palette. This will provide a blank page for one measure.
- Input "&x" between 66:3:0 and 67:1:0 using the Cue Palette.
- Input "<ENDING" at 67:1:0 using the Lyric Palette.

That concludes the input of the lyrics.

Section 7. Chord And Phrase Input

Chord and phrase markers may be input to the score by selecting the grid insertion point and using the FUNCTION button to bring up the Chord or Phrase Palette dialogs.

Note that Chords and Phrases are not displayed in the Karaoke window but may affect playback on the target device. Hence input events should be checked on the target device.

7.1. Chord Palette



Figure 11 Chord Palette

Chord Selection Boxes

The Upper row of drop down menus selects the numerator for the chord (including the scale note, number of sharps/flats and scale type). Similarly the lower row of drop down menus select the denominator for the chord.

OK

This button enters the chord into the score.

PLAY

Plays back the measure in which the cursor is currently located.

Note:

- a) Chords should be entered where chords change and the actual performance checked on the target device.
- b) On the PSR8000,730,630 chord names are displayed on screen.
- c) On the PSR8000 in chordal mode, chords may be used to add harmony to vocal parts utilizing the AD inputs from microphones.
- d) If you want to input "No Chord", select "cc" (Cancel Chord). You must also simultaneously input a dummy chord root.

7.2. Phrase Palette

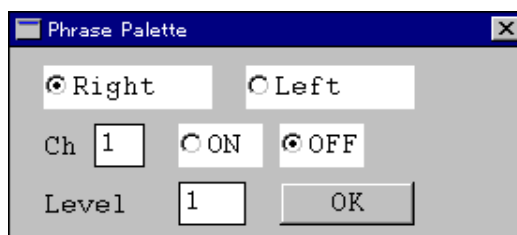


Figure 12Phrase Palette

Right/Left

Specifies right hand or left hand phrase.

Ch

Specifies the active phrase mark channel (0: channel 1...31:channel32).

ON/OFF

Specifies whether the channel information is active (set to off when a phrase is common to all channels).

Level

Sets the phrase mark level. (see below)

OK

Enters the phrase into the score.

Notes:

- a) Level 8 (DOC phrase level) should be used to specify sections for repeat practice. Since this level specifies repeat of all tracks, the On/Off channel active check box should be set to OFF.
- b) Level 8 Phrase marks should be input immediately following the last note (irrespective of track) prior to where the phrase commences, such that there are no problems when all tracks are repeated.
- c) The first phrase mark should be at time 1:0;0 and the final phrase mark at the end of the song
- d) Level 1 (guide phrase level) can be used for short sections (i.e. up to a maximum of 32 notes).

Section 8. Menus And Commands

This section describes the purpose of each of the XFTool menu commands.

8.1. File Menu

New

Initializes XFTool with a new file, deleting any data currently loaded (If you have made any changes to existing data in XFTool you will be prompted to save it before proceeding).

Open...

Opens an existing (.mid) MIDI file from disc. (If you have made any changes to existing data in XFTool you will be prompted to save it before proceeding).

Exchange Midi Data...

Allows the current MIDI song data to be replaced with an alternate MIDI file (note that all current XF data will be retained in XFTool, only the note event data will be replaced by the selected file)

Save

Saves the current data to disc as a (.mid) XF MIDI file. (If you have not previously saved the file, you will be prompted for the directory and file name you wish to create/overwrite).

Note that the XF data saved to the file is affected by the XFTool mode (i.e. whether Karaku mode is on or off). Also you will be prompted to select whether XF data is saved to the SMF MIDI chunk or to a separate chunk (*Saving to a separate chunk is preferred*)

Save As...

As the Save command, but you will always be prompted for the file directory and file name to create/overwrite.

Import Text...

Allows Lyric data to be imported from a correctly formatted text file (produced by an external editor see Appendix D for an example file showing the required format).

Export Lyric Text...

Exports all XF data in a textual format. This may be used to verify lyrics, but **cannot** be re-imported using the import text function!

Print...

Prints the current score. (You will be prompted for the Track and Measure range you wish to print)

Printer Settings...

Allows the Windows printer to be selected and its options configured.

Exit...

Exits the XFTool application (if you have any unsaved data, you will be prompted to save it before proceeding)

Song Load Log

Provides a list of the most recently opened files. If you select a file from the list it will be opened (if you have any unsaved data, you will be prompted to save it before proceeding)

8.2. Edit Menu

Note that all edit menu functions relate only to the currently selected event type (as determined by the current edit window mode, i.e. Lyric, Cue, Chord or Phrase)

Undo

Undoes the last edit action.

Redo

Re-applies the last edit action.

Cut

Cuts the currently selected events. And moving subsequent events forward to fill the space left behind.

Copy

Copies the currently selected events to the clipboard.

Paste

Pastes the events in the clipboard to the currently selected position.

Erase

Erases the currently selected events. Note that unlike Cut, the position of subsequent events will remain unaltered.

Move...

Moves events by the number of MIDI clocks entered into the Move dialog (positive values cause events to be delayed and negative values cause an advance). Absolute timing is determined by the time base resolution of the file.

Select Range...

Allows a range of events from the measure containing the cursor to the end of the entered measure to be selected. e.g. If the cursor is at 3:3:0 and you enter 5 in the Select Range dialog, events in the range 3:1:0 to 5:4:479 (from the beginning of measure 3 to the end of measure 5) will be selected.

Select All

Selects all events of the current edit mode type.

Show Lyric

Forces Lyrics to be displayed in the Score Editor

Show Phrase

Forces Phrase marks to be displayed in the Score Editor

Make Chord Data

Used for making chord data tracks

8.3. Search Menu**Jump To...**

Moves the cursor and updates the display to show the measure number entered into the dialog.

8.4. Setting Menu**Recording Settings...**

Opens the recording options dialog. The dialog determines whether recorded event data replaces (overwrites) existing data or is mixed with (added to) existing data. The dialog also allows a count in number of measures to be defined, before recording starts.

Key Signature...

Opens the key signature dialog to allow score key signatures to be entered.. The dialog enables the key signature and the range of measures affected to be specified. In addition the notation form button performs the same command as the Staff Settings menu command.

Staff Settings...

Opens the Staff Settings dialog, allowing the display of the Score edit staff for each track to be altered (i.e. whether notes are displayed using the G (treble) clef, F (bass) clef or both (piano style) clefs.

Time Signature Settings...

Opens the time signature dialog to allow score time signatures to be entered. The dialog enables the time signature and the range of measures affected to be specified.

Auto Load

This check item determines whether the last file you worked on is automatically opened next time you start XFTool.

Show (Lyric/Cue/Chord/Phrase) Palette

These check items determine which data palettes are open (this provides an alternate mechanism to the Score Edit FUNCTION button for opening palettes).

Font Setting...

Opens the font selection dialog. The selected font will be used for XFTool displays (note that the XFTool application must be re-started for the font selection to take affect)

Karaku/Karaku2 Mode

These check items determine the current mode of the XFTool. See Section 5 for details on XFTool modes. (note that modes also affect the format of saved files and the behavior of the Karaoke Window)

Mutes Melody Part

This check item is used to mute the melody part during playback (i.e. for vocalist that prefer not to have a guide melody).

8.5. MIDI

Port Settings..

Opens the midi port selection dialog. The dialog determines which of the currently installed Windows Multimedia drivers are used for midi input and output. Up to four output devices may be selected and one input device.

Thru Settings..

Opens the MIDI Thru selection dialog. The dialog determines which of the currently selected MIDI output ports is used for the software thru of data from the MIDI input port. To disable MIDI thru select a port assigned to NONE.

Sound Module Settings..

Opens the Sound Module allocation dialog. This dialog allows you to specify the type of sound module connected to each of the midi ports.

Panic..

Opens a dialog which allows an "All Notes Off" midi message to be transmitted. This is useful if you are left with hanging (sounding) notes.

8.6. Window

Tile/Cascade/Icons In Order/Close All

These options provide the standard Windows functions for re-arranging the layout of open editor windows and icons.

Open Score/Step Editor

These options provide an alternate mechanism for opening the Score and Step editor Windows.

Window List

The remainder of the Window menu shows a list of the currently open windows. Selecting a window from the list will bring that window to the front.

8.7. Help

About XF Format Tool...

Display the XFTool about dialog, providing useful information on the application and its status.

Section 9. Chinese Characters And Phonetic Symbols

To provide assistance for unusual pronunciation of Chinese characters the XF format allows phonetic symbols to be associated with Lyric text.

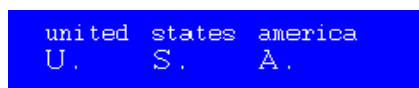
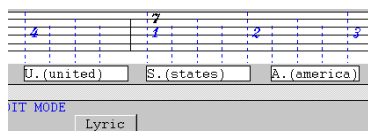
When Karaku mode is on, characters input in normal-width parentheses “()” and normal-width key parentheses “[]” are displayed as small characters on top of the Chinese characters.

When Karaku mode is off, the characters input in normal-width parentheses “()” are displayed as lyrics in red (to warn you) whilst the characters in normal-width key parentheses “[]” are displayed as small characters on top of the Chinese characters.

In Japanese, letters in “()” may not be displayed (depending on the playback device), but letters in “[]” will always be displayed.



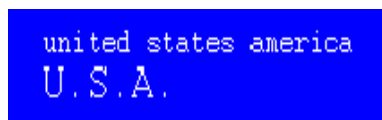
ex: |U.(united)||S.(states)||A.(america)|



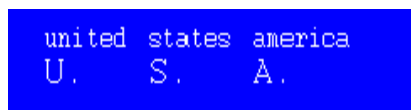
Phonetic symbols should be attached to each Chinese character.

ex: |U.S.A.|

(wrong) |U.S.A.[united states america]|



(correct) |U.[united] ||S.[states] ||A.[america] |



When attaching phonetic symbols to spoken lyrics (spoken lyrics do not change color), it is necessary to input each Chinese character and its phonetic symbol as separate events. To input multiple events at the same timing, uncheck the Lyric Palette “Search Note” box, then input each event separately (you need to press the “Enter-key” or click the “OK” button to enter each event)

Appendix

Appendix A. Character Conversion Codes

The following table shows the character codes used within the XF Information header and lyrics etc..

| Symbol | Character Code | Language |
|--------|---|---|
| L1 | Latin 1 (US ASCII + ISO 8859-1) | English/French/German/Italian/ Spanish/Portuguese etc. |
| JP | Shift-JIS | Japanese |
| KR | ISO-2022-KR (US ASCII + KS C 5601- 1992 incl. Johab) | Korean |
| HZ | HZ-GB-2312 | Simplified Chinese |
| B5 | Big Five | Traditional Chinese (including Taiwanese) |
| CY | KOI8-R | Russian etc. |
| VN | TCVN-5773:1993 | Vietnamese |

- Symbol: Two letter abbreviations used for specifying the character conversion code in the XF Information Header or XF Lyrics Header.
- Character Code: Character conversion code specified by the corresponding symbol.
- Language: The Language(s) which can be displayed using the corresponding character conversion code

Appendix B. Country Of Origin Code

The following (2 letter) symbols are used to define “Country” in the XF Information Header -common.

| | | | | | |
|----|--------------------------------------|----|-----------------------------|----|--|
| AD | Andorra | AE | United Arab Emirates | AF | Afghanistan |
| AG | Antigua and Barbuda | AI | Anguilla | AL | Albania |
| AM | Armenia | AN | Netherlands Antilles | AO | Angola |
| AQ | Antarctica | AR | Argentina | AS | American Samoa |
| AT | Austria | AU | Australia | AW | Aruba |
| AZ | Azerbaijan | BA | Bosnia-Herzegovina | BB | Barbados |
| BD | Bangladesh | BE | Belgium | BF | Burkina Faso |
| BG | Bulgaria | BH | Bahrain | BI | Burundi |
| BJ | Benin | BM | Bermuda | BN | Brunei Darussalam |
| BO | Bolivia | BR | Brazil | BS | Bahamas |
| BT | Bhutan | BV | Bouvet Island | BW | Botswana |
| BY | Belarus | BZ | Belize | CA | Canada |
| CC | Cocos (Keeling) Islands | CF | Central African Republic | CG | Congo |
| CH | Switzerland | CI | Cote d'Ivoire | CK | Cook Islands |
| CL | Chile | CM | Cameroon | CN | China |
| CO | Colombia | CR | Costa Rica | CU | Cuba |
| CV | Cape Verde | CX | Christmas Island | CY | Cyprus |
| CZ | Czech Republic | DE | Germany | DJ | Djibouti |
| DK | Denmark | DM | Dominica | DO | Dominican Republic |
| DZ | Algeria | EC | Ecuador | EE | Estonia |
| EG | Egypt | EH | Western Sahara | ES | Spain |
| ET | Ethiopia | FI | Finland | FJ | Fiji |
| FK | Falkland Islands | FM | Micronesia | FO | Faroe Islands |
| FR | France | GA | Gabon | GD | Grenada |
| GE | Georgia | GF | French Guiana | GH | Ghana |
| GI | Gibraltar | GL | Greenland | GM | Gambia |
| GN | Guinea | GP | Guadeloupe | GQ | Equatorial Guinea |
| GR | Greece | GT | Guatemala | GU | Guam |
| GW | Guinea-Bissau | GY | Guyana | HK | Hong Kong |
| HM | Heard and McDonald Islands | HN | Honduras | HR | Croatia |
| HT | Haiti | HU | Hungary | ID | Indonesia |
| IE | Ireland | IL | Israel | IN | India |
| IO | British Indian Ocean Territory | IQ | Iraq | IR | Iran |
| IS | Iceland | IT | Italy | JM | Jamaica |
| JO | Jordan | JP | Japan | KE | Kenya |
| KG | Kyrgyzstan | KH | Cambodia | KI | Kiribati |
| KM | Comoros | KN | Saint Kitts and Nevis | KR | Korea |
| KW | Kuwait | KY | Cayman Islands | KZ | Kazakhstan |
| LA | Lao People's Democratic Republic | LB | Lebanon | LC | Saint Lucia |
| LI | Liechtenstein | LK | Sri Lanka | LR | Liberia |
| LS | Lesotho | LT | Lithuania | LU | Luxembourg |
| LV | Latvia | LY | Libyan Arab Jamahiriya | MA | Morocco |
| MC | Monaco | MD | Moldova | MG | Madagascar |
| MH | Marshall Islands | ML | Mali | MM | Myanmar |
| MN | Mongolia | MO | Macau | MP | Northern Mariana Islands |
| MQ | Martinique | MR | Mauritania | MS | Montserrat |
| MT | Malta | MU | Mauritius | MV | Maldives |
| MW | Malawi | MX | Mexico | MY | Malaysia |
| MZ | Mozambique | NA | Namibia | NC | New Caledonia |
| NE | Niger | NF | Norfolk Island | NG | Nigeria |
| NI | Nicaragua | NL | Netherlands | NO | Norway |
| NP | Nepal | NR | Nauru | NT | Neutral Zone (between Saudi Arabia & Iraq) |
| NU | Niue | NZ | New Zealand | OM | Oman |
| PA | Panama | PE | Peru | PF | French Polynesia |
| PG | Papua New Guinea | PH | Philippines | PK | Pakistan |
| PL | Poland | PM | Saint Pierre and Miquelon | PN | Pitcairn |
| PR | Puerto Rico | PT | Portugal | PW | Palau |
| PY | Paraguay | QA | Qatar | RE | Re'union |
| RO | Romania | RU | Russian Federation | RW | Rwanda |
| SA | Saudi Arabia | SB | Solomon Islands | SC | Seychelles |
| SD | Sudan | SE | Sweden | SG | Singapore |
| SH | Saint Helena | SI | Slovenia | SJ | Svalbard and Jan Mayen islands |
| SK | Slovakia | SL | Sierra Leone | SM | San Marino |
| SN | Senegal | SO | Somalia | SR | Suriname |
| ST | Sao Tome and Principe | SU | Former Soviet Union | SV | El Salvador |
| SY | Syria | SZ | Swaziland | TC | Turks and Caicos Islands |
| TD | Chad | TF | French Southern Territories | TG | Togo |
| TH | Thailand | TJ | Tajikistan | TK | Tokelau |
| TM | Turkmenistan | TN | Tunisia | TO | Tonga |
| TP | East Timor | TR | Turkey | TT | Trinidad and Tobago |
| TV | Tuvalu | TW | Taiwan | TZ | Tanzania |
| UA | Ukraine | UG | Uganda | UK | United Kingdom |
| UM | United States Minor Outlying Islands | US | United States | UY | Uruguay |
| UZ | Uzbekistan | VA | Vatican City State | VC | Saint Vincent and the Grenadines |
| VE | Venezuela | VG | Virgin Islands (British) | VI | Virgin Islands (U.S.) |
| VN | Vietnam | VU | Vanuatu | WF | Wallis & Futuna Islands |
| WS | Samoa | YE | Yemen | YU | Yugoslavia |
| ZA | South Africa | ZM | Zambia | ZR | Zaire |
| ZW | Zimbabwe | | | | |

Appendix C. CVP/PSR XF Data Compatibility

| XF Item | Contents | Purpose | CVP | | | | PSR | | |
|---------------------------------------|-------------------------------|---|-----|----|----|----|-----|-----|------|
| | | | 92 | 94 | 96 | 98 | 630 | 730 | 8000 |
| Lyric | | Displayed on LCD | OK | OK | OK | OK | OK | OK | OK |
| Chord Name | | Displayed on LCD | | | OK | OK | OK | OK | OK |
| | | Vocal Harmony | | | | | | | OK |
| Phrase Mark | | Repeat Play | | | OK | OK | | | |
| Guide Track Flag (part assignment) | Right hand Left Hand | Assign guide-lamp part (right hand and left hand) | | | OK | OK | | | |
| XF Information Header | Artist, lyricist, Composer | Displayed on LCD | | | OK | OK | OK | OK | OK |
| Song Title | | Displayed on LCD | OK | OK | OK | OK | OK | OK | OK |
| Copyright | | Displayed on LCD | | | OK | OK | OK | OK | OK |
| XF Version ID | | Identify XF Version | OK | OK | OK | OK | OK | OK | OK |

Language Support

| | |
|------------------|--|
| CVP 96,98 | English, German, French, Spanish, Japanese |
| PSR 630,730,8000 | English, German, French, Spanish |

Appendix D. Tutorial Song Text Import File

[SmfMeta]
 SmfTitle:Mary Had A Little Dog
 XFVer:
 SmfBeat:4/4
 SmfKey:Cmaj
 Melody1 Ch:1
 Melody2 Ch:-
 Copyright:YAMAHA 1996
 DataNo:Data Number

[Information Header]

<Common Header>

Date:
 Country:
 Category:
 Beat:
 MelodyTone:
 VocalType:
 Composer:
 Lyricist:
 Arranger:
 Performer:
 Programmer:

<Language Header>

Language:
 SongName:Mary had a little dog
 Composer:John Compostein
 Lyricist:Paul Words
 Arranger:George Arrangement
 Performer:Ringo Singer
 Programmer:Georgie Martin

[Lyric]

INTRO

Mary had a little dog
 little dog little dog
 Mary had a little dog
 fleece was white as snow
 Everywhere that Mary went
 Mary went Mary went
 Everywhere that Mary went
 dog was sure to go

INTERLUDE

It followed her to school one day
 school one day school one day
 It followed her to school one day
 which was against the rules
 Made the children laugh and play
 laugh and play laugh and play
 Made the children laugh and play
 to see a dog in school
 Mary had a little dog
 little dog little dog
 Mary had a little dog
 fleece was white as snow
 Everywhere that Mary went
 Mary went Mary went
 Everywhere that Mary went
 dog was sure to go
 ENDING
 Thank you

[Cue]

1:0=\$Lrc:1:0:US
 2:0=&x
 10:960=&s
 26:960=&x
 30:0=&s
 66:1440=&x

[Chord]

[Phrase]

Appendix E. Tutorial Song Lyrics and Layout

Mary had a little dog
Little dog , little dog
Mary had a little dog
Its fleece was white as snow

Everywhere that Mary went
Mary went, Mary went
Everywhere that Mary went
The dog was sure to go

It followed her to school one day
School one day, school one day
It followed her to school one day
Which was against the rules

It made the children laugh and play
Laugh and play, laugh and play
It made the children laugh and play
To see a dog in school

Mary had a little dog
Little dog , little dog
Mary had a little dog
Its fleece was white as snow

Everywhere that Mary went
Mary went, Mary went
Everywhere that Mary went
The dog was sure to go
