

# Getting started with MusicXML

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# Compressed MXL Files

- The .MXL file uses zip compression.



META-INF

container.xml

lg-718142614595917830.xml

# Hello World

- a one-measure piece of music that contains a whole note on middle C, based in 4/4 time

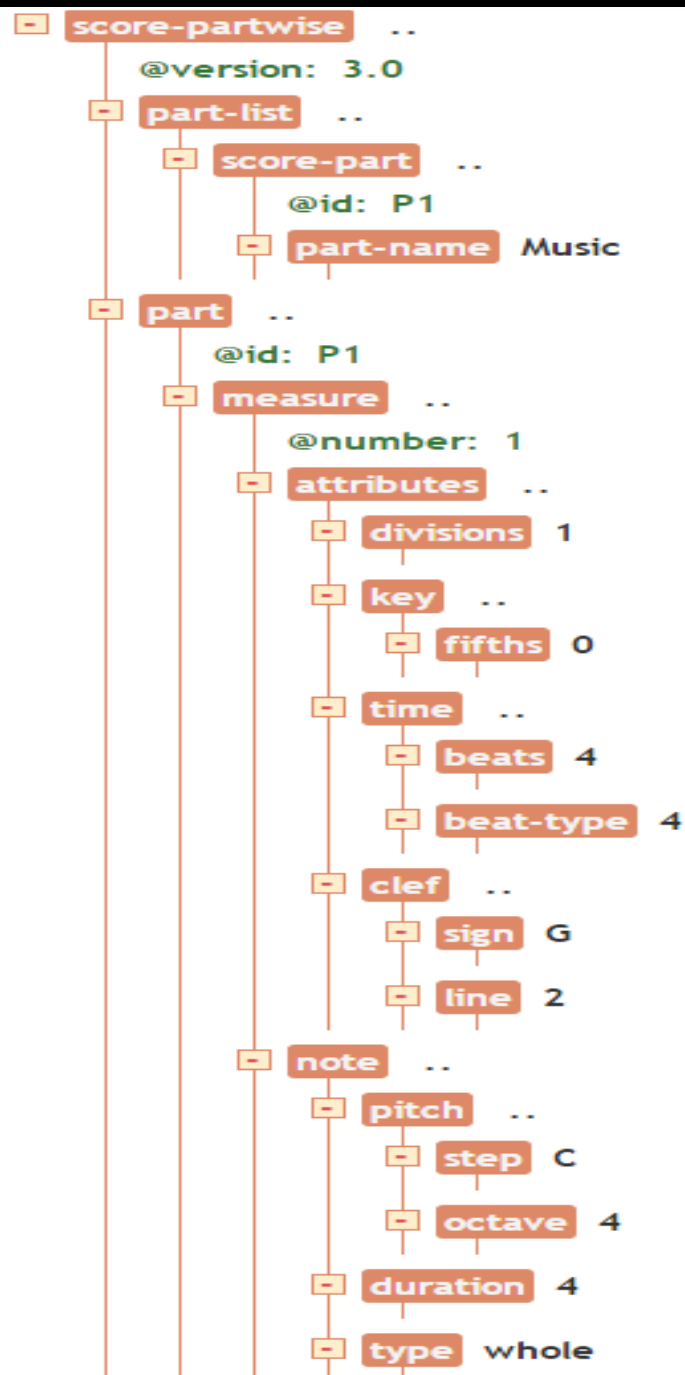


```
<?xml version="1.0" encoding="UTF-8"
standalone="no"?>
<!DOCTYPE score-partwise PUBLIC
    "-//Recordare//DTD MusicXML 3.0 Partwise//EN"
    "http://www.musicxml.org/dtds/partwise.dtd">
<score-partwise version="3.0">
  <part-list>
    <score-part id="P1">
      <part-name>Music</part-name>
    </score-part>
  </part-list>
  <part id="P1">
    <measure number="1">
      <attributes>
        <divisions>1</divisions>
        <key>
          <fifths>0</fifths>
        </key>
        <time>
          <beats>4</beats>
          <beat-type>4</beat-type>
        </time>
        <clef>
          <sign>G</sign>
          <line>2</line>
        </clef>
      </attributes>
      <note>
        <pitch>
          <step>C</step>
          <octave>4</octave>
        </pitch>
        <duration>4</duration>
        <type>whole</type>
      </note>
    </measure>
  </part>
</score-partwise>
```

# Hello World



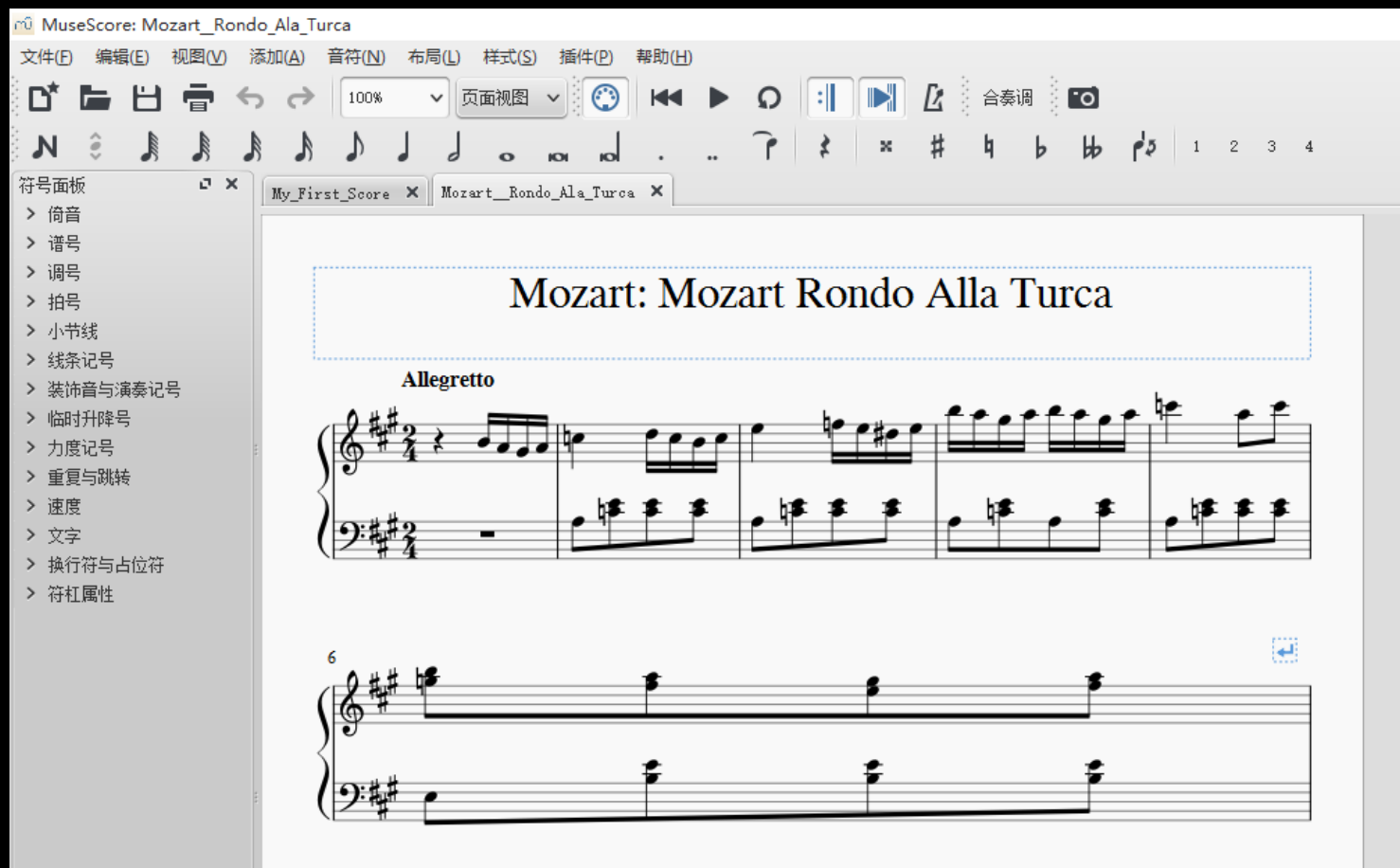
part	声部
measure	小节
key (signature)	调号
clef	谱号
beat	拍
pitch	音高
step	音级/度/半音
octave	八度音阶



# Related Libs

- C++          libmusicxml
  - <http://libmusicxml.sourceforge.net/>
- Java          Jfugue
  - <http://www.jfugue.org/>

# MuseScore 2



# What's Next

- Get familiar with related libs
- Coding: feature extract (?)