Prints the contents of a Motif file.

This work was greatly helped by [the excellent work](http://www.motifator.com/index.php/forum/viewthread/460307/) done by Chris Webb, who did a lot of reverse engineering on the Motif file format, and wrote Python code based on that. His work was used as a starting point for this code.

*Installation:*

You will need to have a Python 3.x interpreter installed on your computer. One possibility is ActiveState’s [ActivePython](http://www.activestate.com/activepython/downloads), which is available as a free download for personal use.

The software is provided as a .zip file which will extract into a folder named printMotifFile. File pmf.py is contained in that folder, along with this PDF file.

Place pmf.py in a convenient location. Placing it in the same directory as the Motif file that you want to print is the simplest way to set things up.

*Usage:*

To print everything in a Motif file, type:

python pmf.py motifFileName

To print selected data types in a Motif file, specify those data types before the file name. The example below will print all Songs and all Patterns:

python pmf.py sg pt motifFileName

To get instructions for how to use pmf.py, type:

python pmf.py

This will include the two-letter abbreviations for the various data types.

If you want to save the output into a file, do this:

python pmf.py … > outputFileName

File factory.txt is a printout of the factory settings of a Motif xf.

*For Developers:*

The development environment used to write this code was [Eclipse](http://www.eclipse.org/), [PyDev](http://pydev.org/), and [Mercurial](http://mercurial.selenic.com/). The printMotifFile folder is an Eclipse/PyDev project which also contains a Mercurial repository.

The folder contains a subdirectory named cdw, which contains Chris Webb’s Python code and notes on the Motif file format. Read those notes before reading the following.

The target of a Master is contained in 3 bytes of the Data entry in the DMST block associated with the corresponding Entr entry in the EMST block.

*Byte Meaning* 36 target type (0: Voice, 1: Performance, 2: Pattern, 3: Song)  
 38 target bank (e.g. A-H)  
 39 target number

Bytes are numbered starting from zero.