**Input File Format (.claw)**

key := value as per output format, passed through

// comments as per output format.

[xxx]ffff play a note on specified string(s), leaves # <> alone.

so x120 means not play 1, fret 1 string 2,fret 2 string 3

fret 0 string 4,not play 5. If this is different to the current

fretting in that fingering will need to change to play it

then it overwrites it entirely

-f /f Pull off, hammer on or slide applied to the previous note,

which must be a note (e.g. xxxffff) but with only one played

note. The f is the second note. The current fretting is

adjusted appropriately.

(x) Set display chord and current fretting to chord\_<x>

! Play the current fretting as the top three fretted notes.

. Add a pluck-5

& Single rest.

**Fretting**

0123456789tlwhufsve

**T**en e**L**even t**W**elve t**H**irteen fo**U**rteen

fi**F**teen **S**ixteen se**V**enteen **E**ighteen

**OutputFile Format (.plux)**

A music line (1 bar per line) begins with a ‘|’. Empty bar lines are ignored. There are 8 notes in a bar irrespective of the beats.

Bar line data is :

1-5 select string

a-z set fretting and pluck that string this note

+ add hammer on 1 (multiple)

- sub pull off 1 (multiple)

/ slide 1 (multiple)

= Change the width of the slide from 2 notes to 1 note.

. go to next note.

(Chord) set display chord

The + - / modifiers mean the fretting specifies the start position**.** So 2/4 would be 2//.

An information list begins with a ‘.’ and has the format .<name> := <value> (no spaces)

Supported information items are : (default values in brackets)

beats default beats per bar (4)

tempo default beats per minute play speed (80)

step amount tempo increases every play when on speed-up (4)

tuning current tuning. Supports gcgcd and (gdgbd)

others are ignored.

Lines beginning with // are comments and ignored.

**Different Display Usage**

Minimising the interface for different displays.

*float Interface(command as integer,bar ref as bar,dispInfo ref as dispInfo,params as IFParams)*

Initialise

Load Resources for the display.

Create

(param 1 : bars in tune)

Draw background, set up for specific tune (if full page tab display sizes for example)

Create empty display information records for each bar which are all non-displayed

Destroy

Remove background

(Hide all display resources is done by the caller)

Visible

(bar,param 1 : position in music in bars float)

Returns non-zero if the given bar is partially displayed at that music position.

Show

(bar,param 1 : position in music in bars float)

Move the bar at a given position, creating if necessary, modifying if necessary.

Hide

if drawn , Free up all the bars display resources.

ID allocation (10000 onwards)

+0...+19 Note#1 0..4 note specific 5x3 for each displayed note.

+20..+39 Note#2

+40..+59 Note#3

+140..+159 Note#8

+160..+199 Reserved Allocated for general use.