**File 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)

. go to next note.

(Chord) set display chord

The + - / modifiers mean the fretting specifies the END position not the start position. So if you have slide 1-3 that would be 3// **not 1//**

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.

**Clawhammer Format (number 1) (.banjo)**

Always 8 notes in a bar.

<xxx><frets><modifier> Play those given notes. If any fretting overrides the

current fretting then the fretting is cleared.

Advance 2 positions.

& Advance 2 positions

(name) Set the display chord

! Play the brush on the count set by the “brush” parameter.

(default 3). Advance 2 positions.

. Play string 5 fret 0 (irrespective) on the *previous* note.

- Back one note position.

Applies to all formats

{id} Macro expansion. Each line before processing for bars

is repeatedly scanned for {xxxx} and substitutes for equate

xxxx in the line, without the curly brackets.

## Comment, anything following this is ignored.

| Bar seperator.

Fretting values are 0-9 t:10 e:11 w:12 h:13 u:14 f:15 s:16

**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.