

SeeScoreLib

The SeeScore MusicXML Rendering Library for Android

SeeScoreLib is a cross-platform library for rendering a MusicXML score into a platform-native graphics context. The Android version has a fully documented Android Java API, and it is extremely simple to use

Features

- The graphical output is entirely vector-based so it can be rendered at any scale.
- Bar layout is automatic, and fully justified at the scale and width specified.
- Individual parts or sets of parts can be rendered.
- A complete Java API in 3 main classes - SScore, SSystem and PlayData
- A free evaluation SDK builds a simple demonstration Android app with 'watermark' text. Purchase of a licence removes the watermark text, and allows required features to be enabled.

Platforms

At the time of writing there are versions of the SeeScore library for four platforms:

- iOS supported by SeeScoreLib.framework
- OS X supported by SeeScoreLib.framework
- Windows 8 supported by SeeScoreLib.dll
- Android supported by SeeScoreLib.so

Coordinate system

In all coordinates x increases to the left and y increases downwards.

Threading

All functions in this interface must be called from a single thread (probably the main thread), EXCEPT for SScore.layout(), which can be called on a background thread. NB The callback function LayoutCallback.addSystem() is called on the same thread as SScore.layout(), but it must still call other functions in this interface on the main thread

Licensing terms

Additional functions can be enabled by purchasing a licence key system. See the javadoc (doc/index.html) for detailed information about which functions require additional licences

Note that the evaluation version includes some of these licence keys, and unlicensed functions work for a limited time for evaluation. The app can be restarted to reset the limited licences.

Any App using SeeScoreLib should display an acknowledgement in the App or its documentation: "SeeScore MusicXML rendering is used under license (c) Dolphin Computing <http://dolphin-com.co.uk>"

The SeeScoreLib library must not be copied to a third party, but should always be obtained direct from Dolphin Computing. <http://www.dolphin-com.co.uk>