Song Builder - Tutorial

Songs

The ***Song Builder*** System opens with the ***Songs*** form for managing your songs. You can use the **/durations** column to specify whether numeric note durations within a song are expressed as decimal values of a whole note or as pulses, where 32 pulses represents a quarter note.

To ensure that the different voices in a song are synchronized, all note durations should equate to a whole number of pulses. When using triplets, you should use numeric durations. A quarter note divided into three triplets should be given durations of 11, 11 and 10 pulses, or 12, 10 and 10 pulses if you want to give more emphasis to the first triplet.

To edit a cell, either select the cell and type something into it or double-click on the cell. To copy data in a cell, highlight the text to be copied and press Ctrl-C. To paste, press Ctrl-V. This only works if the cell is in edit mode (yellow).

The **Strings** button opens a form for defining the ***JFugue*** MusicStrings in a selected song and the **Patterns** button opens a form for declaring the Patterns in the song.

Use *File/Tree View* to display the structure of Patterns and MusicStrings in a selected song.

Strings

The ***Strings*** form is used to define the MusicStrings in the selected song. MusicString notation is described in ***Chapter 2 of The Compete Guide to JFugue***.

MusicStrings can be edited within this form or, if they are more than two lines long, the **Popup Editor** can be used to provide an editing window.

MusicStrings can be imported from other songs by using *File/Import Strings*.

Patterns

The ***Patterns*** form is used to declare the Patterns in the selected song. A Pattern is a container for other Patterns and MusicStrings.

The **Components** button opens a form for picking the Patterns and MusicStrings that are to be contained within a selected Pattern.

The **Play** button will play the selected Pattern.

The *File* options are *Export to MIDI* and *Export to MusicXML*.

Components

The ***Components*** form is used to pick the Patterns and MusicStrings that are to be contained within the selected Pattern and to specify their position in the sequence in which they are to be played. Picking is done via a drop down list which is displayed when you click on a **Component** cell.

The **Insert** and **Renumber** buttons can be used to insert components into an existing sequence.

The **Drill Down** button allows you to drill down to the child components of a selected Pattern. Drilling down on a MusicString will provide a window for editing that MusicString. When selecting a component for **Drill Down** it is advisable to click on the **Position** cell otherwise the component pick list will be displayed.

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Style

The naming of MusicStrings is independant from the naming of Patterns. You may find it helpful to name MusicStrings in lower case and Patterns with an initial capital.

MusicXML

If you export a Pattern to a MusicXML file, suitable for importing to a music publishing system, then for best results:

- Tempo should be the first token in the Pattern and each different Voice token should appear only once in the Pattern and be followed by one each of Instrument and Key tokens.
- Combined harmony and melody should be represented by separate voices. Notes connected to chords using the _ character will not be exported to the MusicXML file.
- Bar lines should be used.
- If numeric note durations are used they should match exactly to durations within the range whole note going down by halves to 128th note (dotted or undotted, but not a dotted 128th note).

Useful Links

MuseScore

Audacity

SynthFont

FreeverbToo

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