

Rules

Attributes

Please note the code is case insensitive.

Code	Name	Description
AU	Author	Author of this sheet
BPM	Beat per Min.	Determine the speed of notes are played
TI	Title	Title of this sheet

Basic Notation

Code	Description	Action
'	Reamrks	Ignore whole line
[xx:xxx]	Attributes	Refer to each attributes
	Standard Bar	Ignored
	End Line	Stop playing (There's no Double Bar)
:	Begin Repeat	Mark a section for repeat
:	End Repeat	Mark a section for repeat
: :	B&E Repeat	Mark two sections for repeat
0	Pause Note	Stop the sound for 1 beat
1 - 7	Music Note	Play the sound for 1 beat, 1 means C4

Adjustment Mark of Music Note

The sequence of a note should be Note`Raise/Lower`Sharp/Flat`Beat`Shorten/Extend
e.g., 5vv#---. means G2# with 6 beats

Code	Description	Effects
^	Raise Mark	Raise the note by an octave, repeatable
v	Lower Mark	Lower the note by an octave, repeatable
#	Sharp Mark	Raise the note by a semitone

Code	Description	Effects
b	Flat Mark	Lower the note by a semitone
-	Beat Mark	Increase the note length by 1 beat, repeatable
⏏	Shorten Mark	Shorten the note length by half, repeatable
.	Extend Mark	Extend the note length by half