

1 Documentation for the BMMusic Editor

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4 Contents

5	1 Introduction	1
6	2 Description of the editor	2
7	3 Fast and slow usage of the BMEditor	3
8	4 Some useful shortcuts	6
9	5 License Information	6

10 1 Introduction

11 The BMMusic Editor(Byzantine Music Editor) is a GUI that offers the
12 user the ability to type all the commands of the byzantinemusic package
13 without errors and at high speed. It is written by Mr. Zisis Tsiatsikas,
14 a doctoral candidate of the Department of Information & Communica-
15 tion Systems Engineering of the University of the Aegean using the Java
16 language, in collaboration with the designer of byzantinemusic package

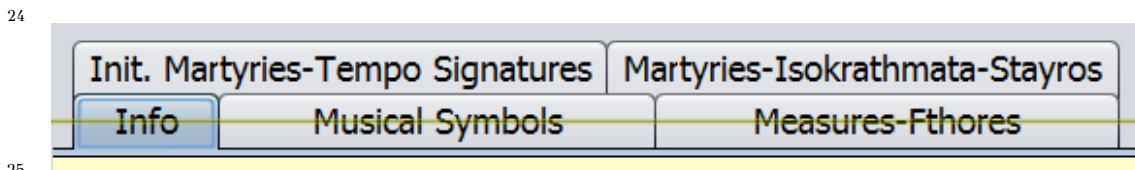
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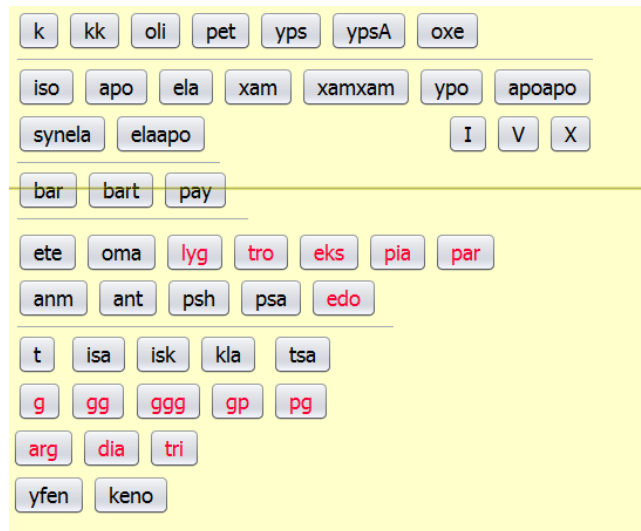
17 assistant professor Cornaros Charalampos. If you have installed Java Run-
18 time 8 or later then you could run the BMEditor.jar by double clicking
19 it or using the terminal.

20 2 Description of the editor

21 The editor consists of a main menu, from which we can choose any
22 of the following buttons: *Musical Symbols*, *Martyries-Isokrathmata-Stavros*,
23 *Init. Martyries- Tempo Signatures* and *Measures-Fthores*.



26 Pressing one of the above buttons, we enter a new menu that contains
27 several auxiliary buttons. For example, if we choose to press “Musical
28 Symbols”, we will get the following table of buttons of “Musical Symbols”.



30 The corresponding command is pasted into the middle text field, by
31 pressing any one of those buttons e.g. the third one on the top row (the
32 “oli”). . At the same time, the (most of the) alternations (that begin with
33 this command) are displayed in a transparent frame. For example, oli,

34 olit, olig, olid ... are all permitted commands that begin with the prefix oli.
35 Pressing one of these, we change the command displayed in the middle
36 field. If our intention were to write a very simple command, like the
37 command `\oli` then we have almost finished: We just check the `\` of the
38 checkbox on the left of the middle text field, write a syllable in the lower
39 field, for example, the word “test” and press the middle Enter button.
40 We will see the final result in our large window at the bottom: `\th{\oli`
41 `}{test}`. The “`\th`” is one of the many commands of the `byzantinemusic`
42 package to enter the notes with the corresponding syllables in our text.
43 If we have already installed the above package in our system, then we
44 could press the Run button and after a while the PDF button and then
45 we will have the opportunity to see the results we get using the `XYLATEX`
46 machine.

47 *Comment.*

48 If we don't see any pdf file been created, we will need to edit a file named

49 `BYZANTINE-MUSIC-EDITOR.conf`

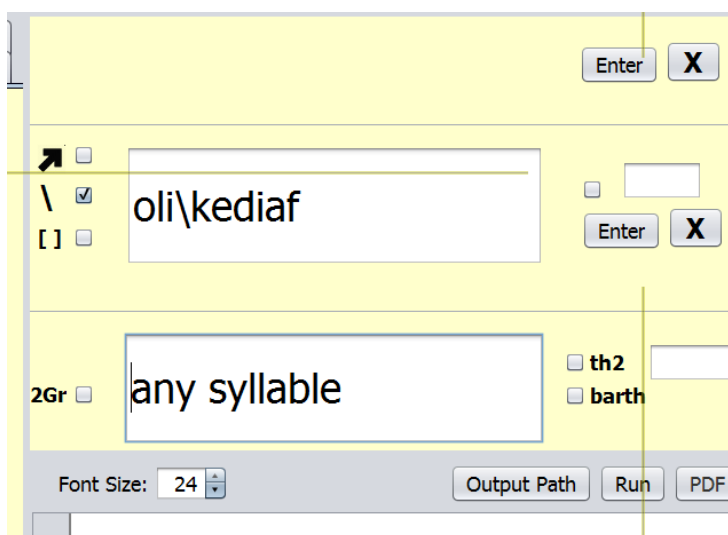
50 located in the same folder as the `BMEditor.jar` file. As we can see, the first
51 line is the `PATH = xelatex`. Instead `xelatex`, we should write `xelatex.exe`, if
52 we are working on Windows. Generally, we should define the appropriate
53 path of the `XYLATEX` engine on the right of the `=`. Then we save the new
54 conf file and press Run. If we have not yet managed to see our pdf file,
55 then we could open the `byzantinemusic-temp.tex` file that was generated
56 using the editor and run it with `XYLATEX` engine and check for all possible
57 errors.

58 **3 Fast and slow usage of the BMEditor**

59 The main purpose of BMEditor is to type our commands with the
60 minimum effort and therefore managing better typing speed. The most
61 common commands are `\th`, `\barth`, `\syn` and other similar commands.
62 If we want to use `\barth` instead `\th`, eg. `\barth {\oli}{test}`, then we
63 will need to tick the `barth` option on the right before pressing the Enter
64 button. If we want to enter the `\lth` or `\syn`, or any other command
65 instead of `\th` then we should check the `th2` check box and put in the

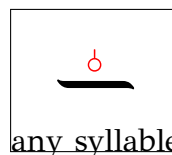
66 adjacent field the command lth, syn or any other command we desire.
 67 We go back to the use of “\th” command just un-checking the th2 or
 68 barth checkbox.

69 There are some complicated cases of musical symbols combinations
 70 that do not correspond to any of the pre-defined commands of byzantine-
 71 music package. For example, there is no command to put the “\kediaf
 72 fthora” above the “\oli”. In this case, we simply type “\kediaf” after
 73 typing the first command oli and press the Enter key.



74

75 We will get the output

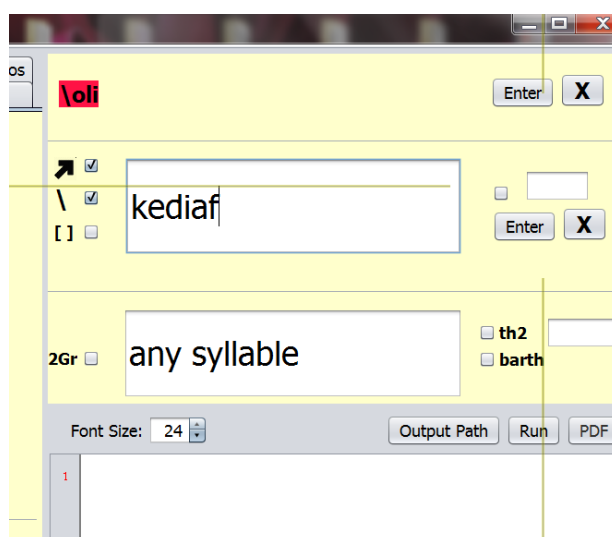


76

$\backslash\text{th}\{\backslash\text{oli}\backslash\text{kediaf}\}\{\text{any syllable}\}$ i.e. \Rightarrow any syllable.

77 This is the fastest way of typing complex musical commands. We should
 78 be very familiar with the use of the package and quite careful of what and
 79 where the output is pasted inside the large lower window. Any syntax
 80 error will produce no output! For example, the $\backslash\text{th}\{\backslash\text{oli}\backslash\text{kedia}\}\{\text{any}$
 81 $\text{syllable}\}$ would naturally create a problem because there is no command
 82 named $\backslash\text{kedia}$. We could confirm this by pressing the Measures-Fthores
 83 menu and write in the middle text field the word kedia. As we can soon
 84 see, there are many options starting with kedia, like kediaf, kediafA, and

85 kediafD, but there is no kedia command! In such cases, it is better to
86 use the slow input method of inserting musical commands. Following
87 this method, we build any musical combination step by step using the
88 top text field. First, we check the up arrow checkbox and then type our
89 first command eg. oli. The \oli command rises on the top text field after
90 pressing the Enter key. Then, we continue writing another command in
91 the middle text field, such as the “kediaf” command, having selected the
92 appropriate menu (in this case the Measures-Fthores).



93

94 the result goes up after pressing the Enter key and we get the \oli \kediaf
95 combination. We could continue building a whole musical combination
96 of commands one after the other. Once we have built up our musical
97 combination and have written the syllable in the appropriate field, then
98 we can pass them into the main window by pressing the Enter button on
99 the right of the upper input field or by pressing the Alt C key combination.
100 If we have made a mistake we could fix it using X button before pressing
101 the Enter button.

102 *Comment*

103 The [] checkbox is useful when you want to enter commands that should
104 be put in square brackets, eg. the \bm[\kediaf, 0.1]. In such cases, we
105 first insert the outer command (eg. \bm) into the top text field and then
106 we write kediaf, 0.1 in the middle of the field and check the [] checkbox.

107 The [\kediaf, 0.1] will come next to the previous \bm once we press the
108 Enter button. In this way, we will get the right result \oli \bm [\kediaf,
109 0.1] with the minimum typing effort. The 2Gr button is useful when we
110 want our syllables be exclusively inserted in Greek even if we use the
111 Latin keyboard in the lower input field.

112 **4 Some useful shortcuts**

113 Using the Alt K key combination brings us to the middle text field
114 while using the Alt L combination to the middle bottom field. With Alt
115 M we go to the bottom large window.

116 **5 License Information**

117 The byzantinemusic package is intended for personal use under the
118 GPLv3 or later license. We aim at the individual user and lover of Byzan-
119 tine music, the easy writing of musical texts and the free exchange of mu-
120 sical documents between the users of the package. Also, we aim at the
121 research of traditional and church music and the construction of a large
122 data base of Byzantine Music texts that will be hosted by the Aegean
123 University, Greece. We would like you to indicate “this text was written
124 using the byzantinemusic ©Cornaros 2016” in any text written using the
125 BMMusic editor and/or byzantinemusic package.

126 For any comments, musical texts that you have built and want to
127 send us, or any partnership request for the byzantinemusic package or
128 BMMusic Editor improvement you could send email to the authors.