The Guido library
A toolbox for musical scores rendering

C. Daudin    D.Fober    S.Letz    Y.Orlarey

Grame
Centre national de création musicale

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Existing systems

Score edition:
- Closed commercial systems: Finale, Sibelius
- LISP: Common Music Notation, Expressive Notation Package
- Compilers: MusicTex (Tex), LilyPond
The Guido library

One of its kind: embeds musical score rendering capabilities in a stand-alone application.

- C/C++
- Multi-platforms (Windows, Mac, Linux)
- Open-source
Summary

1. Introduction
   - Existing systems
   - GuidoLib

2. Guido Music Notation

3. GuidoLib
   - Guido Engine
   - Mapping
   - Drawing
   - API

4. Conclusion
   - Future plans
   - Get the Guidolib
The Guido Music Notation (1997 : H. Hoos, K. Hamel) : a musical score description language :

- textual
- readable

Simple musical concepts should be noted in a simple way.
The Guido Engine

2002 : Kai Renz.

- Abstract representation (AR)
- AR → AR algorithms
- AR → GR conversion
- GR → GR algorithms
Mapping

Musical time ↔ Score element ↔ Graphical position

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\[\begin{array}{cccc}
\text{Start date} & \text{End date}
\end{array}\]
The VGSystem, a graphic device abstraction.

- GDI (Windows)
- Quartz (Mac OS X)
- GTK (GNU Linux)
- OpenGL
- Qt
API

- Documentation
- Qt code example
Future plans

- Enhance the GuidoSceneComposer's graphical possibilities
- Support more import/export formats
- Extend the score combination language
Get the Guidolib

http://guidolib.sourceforge.net