

Concert for Computer Network / One Bit Motion Mix

How to perform

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One Bit Dance, One Bit Motion Mix and Concert for Computer Network are different titles for a family of musical works which are at the same time a composition cycle, a piece of computer software and an improvisation practice. Concert for Computer Network is a version of the work for a networked laptop ensemble. One Bit Motion Mix is a solo work for laptop or smartphone, based on the same software without the network part. One Bit Dance refers to a series of sound files created with an offline version of the software.

A typical performance of Concert for Computer Network / One Bit Motion Mix lasts about 20-30 minutes, though the duration is free so it can be less or more depending on the circumstances. The performance consists of a series of sections, each of which is about 2-3 minutes long.

Each section consists in a sequence of connected musical phrases. Each section starts with a simple repeating phrase which the performer gradually modifies through a series of steps until it reaches either

- a) a new, different, simple phrase which is also the beginning and "theme" of the next section, or
- b) a new, different, complex phrase after which a new simple phrase is introduced abruptly as a fresh start.

To perform you need to know four things:

- 1) to construct a phrase out of tones,
- 2) to transform one phrase into another,
- 3) to use the above transformations to create a section out of phrases
- 4) to change the tone center or sound texture occasionally by modifying the value of one of the six global parameters (MainPitch, Duration, Length, DecayRate, ScaleType and PolyphonyType).

The way to perform with laptop solo or in a networked laptop ensemble is the same. The difference is that in the networked ensemble the sound output is merged from the inputs from all the performers. The merging of melodic fragments is done like mixing stacks of cards. The compound melody played by all the Clients consists of: first notes from each melodic fragment in order of enrollment; afterwards, second notes for each melodic fragment, and so on. If there are differences in lengths of melodies, then shorter melodies are repeated until the length of the longest melody is reached. The compound melody has therefore the length of the longest individual melodic fragment multiplied by the number of performers.

Constructing phrases and creating sections

Each phrase in One Bit Net Dance is a sequence of tones. There are only 15 tones from which all the phrases can be built. The frequency of the first tone, or ground frequency, is configurable via MainPitch parameter which states its frequency in Hz. This main frequency is usually between 100 and 180Hz. The main tone and the remaining tones form a scale tuned according to the following fractions with respect to the ground frequency: $1/1$ $6/5$ $5/4$ $4/3$ $3/2$ $8/5$ $5/3$ $2/1$ $12/5$ $10/4$ $8/3$ $6/2$ $16/5$ $10/3$ $4/1$. This is summarized in Table 1.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$1/1$	$6/5$	$5/4$	$4/3$	$3/2$	$8/5$	$5/3$	$2/1$	$12/5$	$10/4$	$8/3$	$6/2$	$16/5$	$10/3$	$4/1$

Table 1. Each note shown as a fraction of the ground note

There are two ways in which the tones relate to each other:

1) Harmony: the higher numbers figure in a fraction, in other words, the more complex the fraction is, the more distant it is from the ground frequency in the harmonic sense and the more tense it feels compared to it. In this sense 7 and 14 are closest to 0. 4 and 11 are the next more distant. 3, 5, 10 and 12 are next more distant. 2 and 9 are the next. 1, 6, 8 and 13 are the most distant.

2) Pitch: the more distant the number is in pitch, the more remote it feels compared to the ground in the melodic sense. In this sense, 1 is closest to 0, 2 is the next most closest, then 3 and so on.

The length of a tone phrase should most often be a power of 2, like 2, 4, 8, 16 or 32. In somewhat less frequent cases it should be 3 multiplied by a power of 2, like 3, 6, 12 or 24. It should rarely be some other number.

When performing the work as a networked laptop ensemble, each performer's melody is merged into a single one. The length of the merged melody will approximately be the sum of the lengths of all the melodies. Therefore the more performers in the ensemble, the shorter the melodic fragments they should individually work with. The shorter fragments undergo the same rules as above, however, they are generally simpler to work with individually.

When you make a change in a phrase, the current state of the phrase is played out to the end and only then your change will take place and a new, changed phrase will be heard. For this reason very long phrases with more than 32 notes are undesirable, because the time for the change to take place becomes very long.

A phrase always forms an arc using notes above. An arc can be complete or incomplete, straight or inverted, simple and combined. When these three divisions are taken into account then there are eight different kinds of arc, out of which there are four simple arcs:

1) Simple, complete, straight arc: 0 1 2 1, 0 4 7 4, 0 3 4 3, 0 4 7 11 7 4 etc

2) Simple, Incomplete straight arc: 0 4 7, 0 4 7 11, 0 3 5 7, 0 7 14 etc

3) Simple, complete Inverted arc: 0 7 4, 0 7 4 7, 7 4 0 4, 7 4 3 0 3 4 etc

4) Simple, incomplete, inverted arc, 7 4 3 0, 7 4 0, 11 4 0, 3 2 1 0 etc

The combined arcs are created by combining shorter arcs listed above to create an arc of a higher order, like for example 0 4 7 4 0 7 11 7 4 7 14 7 0 7 11 7, or 0 4 7 4 11 4 7 4 etc.

Taking into account harmony and pitch, 0 feels like "ground", like the beginning and end. 7 and 14 feel also somewhat like ground as well, but they also are distant from ground in the pitch sense, therefore their role is also good as peaks of a phrase arc (if the arc is taken as a type straight and not inverted).

A section should also be an arc of a higher order. Therefore a good starting and/or ending point for a musical section can be made using only the three notes 0, 7 and 14:

1) 0 0 0 0 0 0 0 0

2) 0 7 0 7 0 7 0 7

3) 7 0 7 0 7 0 7 0

4) 0 0 7

5) 0 7 14

6) 0 7 14 7

7) 0 14 7 14

And also any of the above combinations that involves 14s in place of 7s. A different starting or ending point for a section that is an inverted arc would be:

1) 9 9 9 9 9 9 9 9

2) 9 0 9 0 9 0 9 0

3) 9 8 9 8 7 6 7 6

A middle ground between the above two groups would introduce 4 and 5 at the start:

1) 4 0 4 0 4 0 4 0

2) 4 4 0 4 4 0 5 0

etc.

4 and 11 are the next notes with respect to harmonic tension, as already mentioned. Phrases involving these notes can be 0 4 7 11, or 0 4 7 4, or 0 0 7 7 0 0 4 4, or 0 4 7 0 4 7 0 4 and so on.

Starting from one of the phrases described above, we proceed to change it step by step.

Transforming phrases

Transforming phrases is a stepwise process which creates a section from a phrase.

Transformation of a phrase is a small change in it that increases or decreases the tension of it or changes its sound in a small way. Transformations should follow one after another to create a section that also has an arc form of one of the types described above. Possible transformations are the following:

1. Increase or decrease a tone by 1. This usually increases the tension in the phrase by having one tone be more harmonically tense than the previous one.
2. Replace a tone with one whose harmonic tension is less. This usually decreases the tension of the phrase.
3. Replace a tone with one whose harmonic tension is greater. This usually increases the tension of the phrase.
4. Insert a zero somewhere and delete the last note. This creates a new rhythmical situation by shortening one of the phrase parts and inserting a ground tone in front of it.
5. Replace a number with 0.
6. Copy & paste a section: this extends a short, simple phrase into a longer phrase consisting of multiple repetitions. This creates more ground for other transformations.
7. Delete half of the phrase. This shortens the phrase and prepares ground either for creating a short final phrase before passing to the next section or for a low point of a section in the shape of an inverted arc.
8. Reorder the parts of the phrase.

Examples of a section or a part of a section can be:

1) Start with sixteen zeros: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0. In each iteration replace one of the zeros with the iteration count, which will create new phrases where tones 1, 2, 3 etc seemingly randomly emerge:

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0
 0 0 0 0 0 0 0 0 1 0 0 0 2 0 0 0
 0 0 0 0 0 0 0 3 1 0 0 0 2 0 0 0
 0 0 0 4 0 0 0 3 1 0 0 0 2 0 0 0
 0 0 0 4 0 0 0 3 1 0 0 0 2 0 5 0

etc until we arrive to something like this:

14 13 0 4 9 6 0 3 1 7 8 0 2 11 5 10

2) Start from 0 4 7 4 and duplicate it 8 times:

0 4 7 4 0 4 7 4 0 4 7 4 0 4 7 4 0 4 7 4 0 4 7 4 0 4 7 4 0 4 7 4

Gradually replace some 4s with 5 and 3:

0 4 7 4 0 5 7 5 0 4 7 4 0 3 7 3 0 4 7 4 0 5 7 5 0 4 7 4 0 3 7 3

Then gradually replace some 7s with higher tones until you reach something like this:

0 4 14 4 0 5 13 5 0 4 7 4 0 3 8 3 0 4 9 4 0 5 12 5 0 4 11 4 0 3 10 3

Then divide it in half

0 4 14 4 0 5 13 5 0 4 7 4 0 3 8 3

and gradually replace every odd tone with 0:

0 4 0 4 0 5 0 5 0 4 0 4 0 3 0 3

Then gradually replace every even tone with 4:

0 4 0 4 0 4 0 4 0 4 0 4 0 4 0 4

And so on. See chapter Example sections for more detailed examples.

Global parameters and changing texture

Global parameters influence the way each note is performed. There are six global parameters and all of them influence the texture of the currently sounding phrase. Change these sparingly, for example between two sections, or in the middle of one section. There can, though, appear a section or a part of a section where a simple phrase is lead through a sequence of texture changes and transpositions by changing these parameters. This should also be used very sparingly.

If a Master of Ceremonies is specified in the ServerConfiguration.txt file, then only that person can change global parameters. This is necessary if there are more than two performers, because frequent changes by different performers can annul the changes of global parameters.

`MainPitch` - frequency in Hz of the note 0. Usually between 100 and 180.

`Duration` - time in milliseconds between two subsequent notes

`Length` - time in milliseconds between the start of a note and its end

`DecayRate` - degree to which a note is decaying after attack.

`ScaleType` - number of harmonics used in constructing the scale. Only 6 is supported as a value. Value 6 creates a scale described at the beginning with 7 notes per octave.

`PolyphonyType` - this parameter contains a list of fractions. Namely each tone above is accompanied by one or more additional tones as these fractions indicate. If there is only one fraction then there is only one tone. If there are two (the most common way to performing with this program) and these are, say, 1/1 and 1/2 then each tone is accompanied by another tone half its frequency. If it is 1/1 3/2 then each tone is accompanied by another one which is 3/2 its frequency. In other words, the number of fractions indicate the number of "voices". If there are two fractions then there are two parallel voices. Three fractions creates three parallel voices at the given interval fractions. A fraction can be negative as well. This indicates that the second (or third) voice is moving contrary instead of in parallel with the first one. The performance should consist mostly of two-voice polyphony in parallel fifths, fourths or octaves. Only exceptionally there should be one or three or more voices and only exceptionally or never there should be other intervals between the voices.

Performing together

When performing in a networked ensemble (duo, trio, quartet), you will see the input of all the other performers. Do make frequent use of it by copying it and creating your variations of it, or weaving your melody closely around the input of another performer. If there are more than two performers it is necessary to create a performance plan or to use the one supplied in this Guide. Performance plan consists of a number of sections. Each section contains a selected set of notes and in that section only the specified notes are available. Each section also has its own setup of global parameters. Each section lasts between 1 and 4 minutes in performance. The section in the Performance Plan below lists 25 sections for a total duration of about an hour.

Example sections

Example 1:

4, 0, 4, 0, 4, 0, 4, 0, 4, 0, 4, 0, 4, 0, 4, 0
14, 0, 4, 0, 4, 0, 4, 0, 4, 0, 4, 0, 4, 0, 4, 0
14, 4, 4, 0, 4, 0, 4, 0, 4, 0, 4, 0, 4, 0, 4, 0
14, 4, 4, 0, 4, 0, 4, 0, 4, 0, 4, 4, 0, 4, 0, 4
14, 4, 4, 0, 4, 0, 4, 0, 10, 0, 4, 4, 0, 4, 0, 4
14, 4, 4, 0, 5, 0, 4, 0, 10, 0, 4, 4, 0, 4, 0, 4
14, 4, 4, 0, 5, 0, 4, 0, 10, 0, 4, 4, 0, 4, 4, 0
14, 4, 4, 0, 5, 0, 4, 0, 10, 0, 4, 4, 0, 4, 4, 0
14, 4, 4, 0, 5, 0, 4, 0, 10, 0, 4, 4, 0, 4, 4, 0
14, 4, 4, 0, 5, 0, 4, 0, 10, 0, 7, 4, 0, 4, 4, 0
14, 7, 4, 0, 5, 0, 4, 0, 10, 0, 7, 4, 0, 4, 4, 0
14, 7, 4, 0, 5, 4, 0, 4, 10, 0, 7, 4, 0, 4, 4, 0
14, 7, 7, 0, 5, 4, 0, 4, 10, 0, 7, 4, 0, 4, 4, 0
14, 7, 7, 0, 5, 4, 0, 4, 10, 0, 7, 7, 0, 4, 4, 0

Example 2:

7

Example 3:

Example 4:

8

9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9
9, 9, 9, 9, 9, 9, 0, 9, 9, 9, 9, 9, 9, 9, 9, 9
0, 9, 9, 9, 9, 9, 0, 9, 9, 9, 9, 9, 9, 9, 9, 9
0, 9, 0, 9, 9, 9, 0, 9, 9, 9, 9, 9, 9, 9, 9, 9
0, 9, 0, 9, 0, 9, 0, 9, 9, 9, 9, 9, 9, 9, 9, 9
0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 9, 9, 9, 9, 9, 9
0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 9, 9, 9, 9
0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 9, 9
0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9
0, 9, 0, 8, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9
0, 9, 0, 8, 0, 9, 0, 9, 0, 9, 0, 9, 0, 8, 0, 9
0, 9, 0, 8, 0, 8, 0, 9, 0, 9, 0, 9, 0, 8, 0, 9
0, 9, 0, 8, 0, 8, 0, 9, 0, 9, 0, 9, 0, 8, 0, 8

Example 5:

0, 12, 0, 8, 0, 8, 0, 9, 0, 9, 0, 9, 0, 8, 0, 8
0, 12, 0, 8, 0, 8, 0, 12, 0, 9, 0, 9, 0, 8, 0, 8
0, 12, 0, 8, 0, 8, 0, 9, 0, 12, 0, 9, 0, 8, 0, 8
0, 14, 0, 8, 0, 8, 0, 9, 0, 12, 0, 9, 0, 8, 0, 8
0, 14, 0, 8, 0, 8, 0, 9, 0, 12, 0, 9, 0, 8, 0, 10
0, 14, 0, 8, 0, 8, 0, 9, 10, 12, 0, 9, 0, 8, 0, 10
0, 14, 10, 8, 0, 8, 0, 9, 10, 12, 0, 9, 0, 8, 0, 10
0, 14, 10, 8, 0, 8, 0, 9, 10, 12, 0, 9, 8, 7, 0, 10
0, 14, 10, 8, 6, 8, 0, 9, 10, 12, 0, 9, 8, 7, 0, 10
0, 14, 10, 8, 6, 8, 0, 9, 10, 12, 10, 9, 8, 7, 0, 10
10, 14, 10, 8, 6, 8, 0, 9, 10, 12, 10, 9, 8, 7, 0, 10
10, 14, 10, 8, 6, 8, 0, 9, 10, 12, 10, 9, 8, 7, 12, 10
10, 0, 10, 8, 6, 8, 0, 9, 10, 12, 10, 9, 8, 7, 12, 10
10, 0, 10, 0, 6, 8, 0, 9, 10, 12, 10, 9, 8, 7, 12, 10
10, 0, 10, 0, 6, 0, 8, 9, 10, 12, 10, 9, 8, 7, 12, 10
10, 0, 10, 0, 6, 0, 8, 0, 10, 12, 10, 9, 8, 7, 12, 10
10, 0, 10, 0, 6, 0, 8, 0, 10, 0, 10, 9, 8, 7, 12, 10
10, 0, 10, 0, 6, 0, 8, 0, 10, 0, 10, 0, 8, 7, 12, 10

10, 0, 10, 0, 6, 0, 8, 0, 10, 0, 10, 0, 8, 0, 12, 0
10, 0, 10, 0, 6, 0, 8, 0, 10, 0, 10, 0, 8, 0, 12, 0
7, 0, 10, 0, 6, 0, 8, 0, 10, 0, 10, 0, 8, 0, 12, 0
7, 0, 7, 0, 6, 0, 8, 0, 10, 0, 10, 0, 8, 0, 12, 0
7, 0, 7, 0, 6, 0, 8, 0, 7, 0, 7, 0, 8, 0, 12, 0
7, 0, 7, 0, 6, 0, 8, 0, 7, 0, 7, 0, 7, 0, 7, 0
7, 0, 7, 0, 7, 0, 7, 0, 7, 0, 7, 0, 7, 0, 7, 0

Example 6:

7, 0, 5, 0, 4, 0, 5, 0
12, 0, 5, 0, 4, 0, 5, 0
12, 0, 5, 0, 4, 0, 5, 0, 11, 0, 5, 0, 4, 0, 5, 0
12, 0, 5, 0, 4, 0, 5, 0, 11, 0, 5, 0, 4, 7, 5, 0
12, 0, 5, 0, 7, 0, 5, 0, 11, 0, 5, 0, 4, 7, 5, 0
12, 0, 5, 7, 7, 0, 5, 0, 11, 0, 5, 0, 4, 7, 5, 0
12, 0, 5, 7, 7, 5, 5, 0, 11, 4, 5, 0, 4, 7, 5, 0
12, 0, 5, 7, 7, 5, 5, 0, 11, 4, 5, 0, 4, 7, 5, 0
12, 0, 5, 0, 7, 0, 5, 0, 11, 4, 5, 0, 4, 7, 5, 0
12, 0, 5, 0, 7, 0, 5, 0, 7, 4, 5, 0, 4, 7, 5, 0
12, 0, 5, 0, 7, 0, 5, 0, 7, 0, 4, 0, 5, 0, 4, 7, 5, 0, 7, 0, 7, 0
12, 0, 5, 0, 7, 0, 5, 0, 4, 0, 4, 0, 5, 0, 4, 7, 5, 0, 7, 0, 7, 0
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12, 10, 8, 7, 1, 7, 5, 4, 5, 1, 2, 3, 5, 0, 7, 10, 7, 1
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12, 10, 8, 7, 1, 7, 5, 4, 5, 1, 2, 3, 5, 0, 7, 10, 7, 1

12, 10, 8, 7, 1, 7, 5, 4, 5, 12, 2, 3, 5, 0, 7, 10, 7, 1
12, 10, 8, 7, 12, 7, 5, 4, 5, 12, 2, 3, 5, 0, 7, 10, 7, 1
12, 10, 8, 7, 12, 7, 5, 4, 5, 12, 2, 3, 5, 10, 7, 10, 7, 1

Example 7:

0, 4, 0, 7, 0, 12, 0, 7, 0, 4
12, 4, 0, 7, 0, 12, 0, 7, 0, 4
12, 4, 0, 7, 0, 12, 0, 7, 0, 4, 12, 4, 0, 7, 0, 12, 0, 7, 0, 4, 12, 4, 0, 7,
0, 12, 0, 7, 0, 4
12, 4, 0, 7, 0, 12, 0, 7, 0, 5, 12, 4, 0, 7, 0, 12, 0, 7, 0, 4, 12, 4, 0, 7, 0, 12, 0, 7, 0, 5, 12, 4, 0, 7,
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0, 0, 12, 0, 7, 0, 4
12, 0, 0, 0, 0, 12, 0, 0, 0, 12, 12, 0, 0, 8, 8, 12, 0, 0, 0, 12, 12, 4, 0, 0, 0, 12, 0, 8, 0, 5, 12, 5, 0,
0, 0, 12, 0, 7, 0, 4
12, 0, 0, 0, 0, 12, 0, 0, 0, 12, 12, 0, 0, 8, 8, 12, 0, 0, 0, 12, 12, 0, 0, 0, 0, 12, 0, 8, 0, 5, 12, 0, 0,
0, 0, 12, 0, 7, 0, 4
12, 0, 0, 0, 0, 12, 0, 0, 0, 12, 12, 0, 0, 8, 8, 12, 0, 0, 0, 12, 12, 0, 0, 0, 0, 12, 0, 0, 0, 5, 12, 0, 0,
0, 0, 12, 0, 0, 0, 4

Example 8:

5, 0, 5, 0, 4, 0, 4, 0
5, 0, 5, 0, 4, 0, 4, 0, 5, 0, 5, 0, 4, 0, 4, 0
5, 0, 5, 0, 4, 0, 4, 0, 5, 0, 5, 0, 5, 0, 4, 0
5, 0, 5, 0, 4, 0, 4, 0, 5, 0, 4, 0, 5, 0, 4, 0
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4, 0, 5, 0, 4, 0, 4, 0, 5, 0, 4, 0, 4, 0, 4, 0
7, 0, 5, 0, 4, 0, 4, 0, 5, 0, 4, 0, 4, 0, 4, 0
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7, 0, 5, 0, 4, 0, 4, 0, 7, 0, 4, 0, 5, 0, 4, 0
7, 0, 5, 0, 4, 0, 4, 0, 7, 0, 4, 6, 5, 0, 4, 0
7, 8, 5, 0, 4, 0, 4, 0, 7, 0, 4, 6, 5, 0, 4, 0
7, 8, 5, 0, 4, 3, 4, 0, 7, 0, 4, 6, 5, 0, 4, 0
7, 8, 5, 1, 4, 3, 4, 0, 7, 0, 4, 6, 5, 0, 4, 0
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12, 8, 5, 1, 4, 3, 4, 0, 7, 8, 4, 6, 5, 0, 4, 0
12, 8, 5, 1, 4, 3, 4, 0, 11, 8, 4, 6, 5, 0, 4, 0
12, 8, 5, 1, 4, 3, 4, 0, 11, 8, 4, 6, 5, 0, 4, 0
12, 8, 5, 11, 4, 3, 4, 0, 11, 8, 4, 6, 5, 0, 4, 0
12, 8, 5, 11, 4, 3, 4, 0, 11, 8, 4, 6, 12, 0, 4, 0
12, 8, 5, 11, 4, 3, 4, 0, 11, 8, 4, 6, 12, 4, 10, 0
12, 11, 5, 11, 4, 3, 4, 0, 11, 8, 4, 6, 12, 4, 10, 0
12, 11, 5, 11, 4, 10, 4, 0, 11, 8, 4, 6, 12, 4, 10, 0
12, 11, 5, 11, 4, 10, 4, 7, 11, 8, 4, 6, 12, 4, 10, 0
12, 11, 5, 11, 4, 10, 4, 7, 11, 8, 12, 6, 12, 4, 10, 0
0, 11, 5, 11, 4, 10, 4, 7, 11, 8, 12, 6, 12, 4, 10, 0
12, 11, 5, 11, 4, 10, 4, 7, 11, 8, 12, 6, 12, 4, 10, 0
12, 11, 5, 11, 4, 10, 4, 7, 11, 8, 12, 6, 12, 4, 10, 13
12, 0, 5, 11, 4, 10, 4, 7, 11, 8, 12, 6, 12, 4, 10, 13
12, 0, 5, 0, 4, 10, 4, 7, 11, 8, 12, 6, 12, 4, 10, 13
12, 0, 5, 0, 4, 0, 4, 7, 11, 8, 12, 6, 12, 4, 10, 13
12, 0, 5, 0, 4, 0, 4, 0, 11, 8, 12, 6, 12, 4, 10, 13
12, 0, 5, 0, 4, 0, 4, 0, 11, 0, 12, 6, 12, 4, 10, 13
12, 0, 5, 0, 4, 0, 4, 0, 11, 0, 12, 0, 12, 4, 10, 13

12, 0, 5, 0, 4, 0, 4, 0, 11, 0, 12, 0, 12, 0, 10, 13
12, 0, 5, 0, 4, 0, 4, 0, 11, 0, 12, 0, 12, 0, 10, 0
12, 0, 7, 0, 4, 0, 4, 0, 11, 0, 12, 0, 12, 0, 10, 0
12, 0, 7, 0, 4, 0, 4, 0, 7, 0, 12, 0, 12, 0, 10, 0

Example 9:

4, 0, 7, 0, 12, 0
4, 0, 7, 0, 12, 0, 4, 0, 7, 0, 12, 0, 14, 0, 7, 0, 12, 0, 4, 0, 7, 0, 12, 0
4, 0, 7, 0, 14, 0, 4, 0, 7, 0, 12, 0, 14, 0, 7, 0, 12, 0, 4, 0, 7, 0, 12, 0
14, 0, 7, 0, 14, 0, 4, 0, 7, 0, 12, 0, 14, 0, 7, 0, 12, 0, 4, 0, 7, 0, 12, 0
14, 0, 7, 0, 5, 0, 4, 0, 7, 0, 12, 0, 14, 0, 7, 0, 12, 0, 4, 0, 7, 0, 12, 0
14, 0, 7, 0, 5, 0, 4, 0, 7, 0, 12, 0, 5, 0, 7, 0, 10, 0, 4, 0, 7, 0, 12, 0
14, 0, 7, 0, 5, 0, 4, 0, 7, 0, 12, 0, 5, 0, 7, 0, 10, 0, 4, 0, 7, 0, 10, 0
14, 0, 7, 0, 5, 0, 4, 0, 8, 0, 12, 0, 5, 0, 8, 0, 10, 0, 4, 0, 7, 0, 10, 0
14, 0, 7, 0, 5, 0, 4, 0, 8, 14, 12, 0, 5, 0, 8, 0, 10, 0, 4, 0, 7, 0, 10, 0
14, 0, 7, 0, 5, 0, 4, 0, 8, 14, 12, 7, 5, 0, 8, 0, 10, 0, 4, 0, 7, 0, 10, 0
14, 0, 7, 0, 5, 0, 4, 0, 8, 14, 12, 7, 5, 0, 8, 0, 10, 7, 4, 0, 7, 0, 10, 0
14, 0, 7, 0, 5, 0, 4, 0, 8, 14, 12, 7, 5, 0, 8, 9, 10, 7, 4, 0, 7, 0, 10, 0
14, 0, 7, 5, 5, 0, 4, 0, 8, 14, 12, 7, 5, 0, 8, 9, 10, 7, 4, 0, 7, 0, 10, 0
14, 0, 7, 5, 5, 0, 4, 0, 8, 14, 12, 7, 5, 0, 8, 9, 10, 7, 4, 4, 7, 0, 10, 0
14, 4, 7, 5, 5, 0, 4, 0, 8, 14, 12, 7, 5, 0, 8, 9, 10, 7, 4, 4, 7, 0, 10, 0
14, 4, 7, 5, 5, 0, 4, 0, 8, 14, 12, 7, 5, 0, 8, 9, 10, 7, 4, 4, 7, 0, 10, 7
14, 4, 0, 5, 5, 0, 4, 0, 8, 14, 12, 7, 5, 0, 8, 9, 10, 7, 4, 4, 7, 0, 10, 7
14, 4, 0, 5, 0, 0, 4, 0, 8, 14, 12, 7, 5, 0, 8, 9, 10, 7, 4, 4, 7, 0, 10, 7
14, 4, 0, 5, 0, 0, 4, 0, 8, 14, 12, 7, 5, 0, 8, 9, 0, 7, 4, 4, 7, 0, 0, 7
7, 0
7, 0
7, 0

Example 10:

0, 4, 7, 4
0, 4, 7, 4, 14, 4, 7, 4

0, 4, 10, 4, 14, 4, 7, 4
0, 4, 0, 10, 0, 4, 14, 4, 7, 4
0, 4, 0, 10, 0, 4, 0, 14, 0, 4, 0, 7, 0, 4, 0
0, 4, 0, 7, 0, 4, 0, 14, 0, 4, 0, 7, 0, 4, 0, 0, 4, 0, 7, 0, 4, 0, 14, 0, 4, 0, 7, 0, 4, 0
0, 4, 0, 7, 0, 4, 0, 14, 0, 4, 0, 7, 0, 4, 0, 0, 4, 0, 7, 0, 4, 0, 10, 0, 4, 0, 7, 0, 4, 0
0, 5, 0, 7, 0, 5, 0, 14, 0, 5, 0, 7, 0, 5, 0, 0, 4, 0, 7, 0, 4, 0, 10, 0, 4, 0, 7, 0, 4, 0
0, 5, 0, 7, 0, 5, 0, 14, 0, 5, 0, 7, 0, 5, 0, 0, 4, 0, 7, 0, 4, 0, 10, 0, 4, 0, 7, 0, 4, 0
0, 5, 0, 7, 0, 5, 0, 14, 0, 5, 0, 7, 0, 5, 0, 0, 4, 0, 7, 0, 4, 0, 10, 0, 4, 0, 7, 0, 4, 0
0, 5, 0, 7, 0, 5, 0, 14, 0, 5, 0, 7, 0, 5, 0, 0, 4, 0, 7, 0, 4, 0, 10, 0, 4, 0, 7, 0, 4, 0
0, 5, 0, 7, 0, 5, 0, 14, 0, 5, 0, 7, 0, 5, 0, 0, 4, 0, 7, 0, 4, 0, 10, 0, 4, 0, 7, 0, 4, 0
0, 5, 8, 7, 0, 5, 0, 14, 0, 5, 0, 7, 0, 5, 0, 0, 4, 0, 7, 0, 4, 0, 10, 0, 4, 0, 7, 0, 4, 0
0, 5, 8, 7, 0, 5, 0, 14, 0, 5, 0, 7, 0, 5, 0, 0, 4, 0, 7, 0, 4, 0, 10, 0, 4, 6, 7, 0, 4, 0
0, 5, 8, 7, 0, 5, 0, 14, 0, 5, 0, 7, 0, 5, 5, 0, 4, 0, 7, 0, 4, 0, 10, 0, 4, 6, 7, 0, 4, 0
0, 5, 8, 7, 0, 5, 0, 14, 0, 5, 0, 7, 0, 5, 5, 0, 4, 4, 7, 0, 4, 0, 10, 0, 4, 6, 7, 0, 4, 0
0, 5, 8, 7, 0, 5, 0, 14, 0, 5, 0, 7, 0, 5, 5, 0, 4, 4, 7, 0, 4, 0, 10, 0, 4, 6, 7, 0, 4, 0
0, 5, 8, 7, 0, 5, 13, 14, 0, 5, 0, 7, 0, 5, 5, 0, 4, 4, 7, 0, 4, 0, 10, 0, 4, 6, 7, 0, 4, 0
0, 5, 8, 7, 0, 5, 13, 14, 0, 5, 0, 7, 0, 5, 5, 0, 4, 4, 7, 0, 4, 0, 10, 9, 4, 6, 7, 0, 4, 0
0, 5, 8, 7, 0, 5, 13, 14, 0, 5, 0, 7, 0, 5, 5, 0, 4, 4, 7, 3, 4, 0, 10, 9, 4, 6, 7, 0, 4, 0
0, 5, 8, 7, 0, 5, 13, 14, 0, 5, 0, 7, 6, 5, 5, 0, 4, 4, 7, 3, 4, 0, 10, 9, 4, 6, 7, 0, 4, 0

Performance Plan

MainPitch: 100

Duration: 64

Length: 200

PolyphonyType: 2/1 1/1

01. 0 3 14

MainPitch: 90

02. 0 2 11 14

PolyphonyType: 3/2 1/1

03. 0 1 2 3 4 10 11 14

Length: 300

04. 0 2 3 6 7 8 9 10 13 14

PolyphonyType: 2/1 1/1

05. 0 3 5 9 10

Length: 400

06. 0 2 3 5 7 9 10 11 13

MainPitch: 100

07. 0 2 4 5 7 9 10 13

Length: 800

08. 0 3 4 8 9 10 11 13 14

MainPitch: 110

09. 0 2 3 4 5 7 8 10 11

Length: 300

10. 0 3 4 11

Duration: 128

11. 0 3 5 6 8 10 14

MainPitch: 100

12. 0 2 5 7 9

PolyphonyType: 3/2 1/1

13. 0 3 4 7 9

Length: 400

14. 0 4 10

Length: 800

Duration: 256

15. 0 3 7 14

PolyphonyType: 2/1 1/1

16. 0 3 4 7 11 14

PolyphonyType: 3/2 1/1

17. 0 1 2 3 4 5 10 13

Duration: 128

18. 0 2 5 13 14

Length: 400

19. 0 3 7 11 14

Duration: 64

20. 0 3 4 11 14

PolyphonyType: 8/3 1/1

21. 0 5 7 14

Length: 300

22. 0 1 2 5 6 7 11 13 14

MainPitch: 100

23. 0 2 3 4 5 7 11 13

PolyphonyType: 3/2 1/1

24. 0 8 9 13

PolyphonyType: 2/1 1/1

25. 0 7 10 11