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AMENDMENT 16
2008-07-15

Information technology — Coding of audio-visual objects —

Part 5: **Reference software**

AMENDMENT 16: Symbolic Music Representation reference software

Technologies de l'information — Codage des objets audiovisuels —

Partie 5: Logiciel de référence

AMENDEMENT 16: Logiciel de référence pour la représentation musicale symbolique

Reference number
ISO/IEC 14496-5:2001/Amd.16:2008(E)

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Foreword

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International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

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Amendment 16 to ISO/IEC 14496-5:2001 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This Amendment adds the Reference Software of Symbolic Music Representation as defined in ISO/IEC 14496-23 and ISO/IEC 14496-11:2005/Amd.5.

There are two parts to the SMR reference software reference software — MPEG-4 Systems dependent and MPEG-4 Systems independent parts. The MPEG-4 Systems dependent part is implemented and made available as a revision to the IM1 reference software for MPEG-4 Systems. The MPEG-4 Systems independent part is available as an independent implementation.

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Information technology — Coding of audio-visual objects —

Part 5:
Reference software

AMENDMENT 16: Symbolic Music Representation reference software

In Clause 3: "Audio reference software", add a row to the table:

audio/SNHC/mpeg4smr	Symbolic Music Representation decoder and tools

In Clause 5: "Systems reference software", add a row to the table:

systems/IM1-SMR	IM1 supporting SMR nodes

Add Annex D: "Guidance on SMR reference software" and rename Annexes D and E as Annexes E and F respectively.

Annex D
(informative)

Guidance on SMR reference software

D.1 IM1 Reference Software update

In Systems/IM1-SMR directory the IM1 project has been enhanced to provide support for SMR, in more details:

— the Nodes.cpp, Nodes.h file has been updated to support the two new nodes (MusicScore and ScoreShape);

— the new *MusicScoreProxy* and *ScoreShapeProxy* classes have been created;

— the new SMRDecoder project to build the decoder dll has been created, it provides the interface needed for the integration with IM1, it uses the SMRDecoderLib to process the SMR bitstream, to generate a bitmap representing the score and it is used also to manipulate the SMR content itself.

— The MP4Enc application has been enhanced to allow the encoding in MP4 files of SMR information together with the BIFS scene description.

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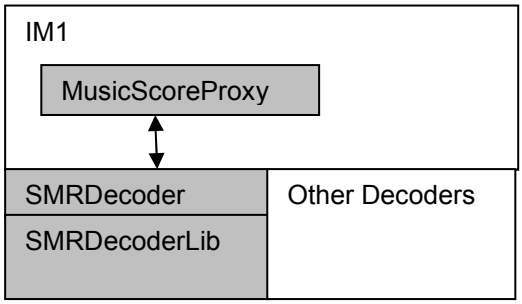


Figure D.1 — Structure of IM1 with SMR

In Figure D.2 a UML diagram describes the relations of the new classes with the IM1 existing classes.

The *ScoreShape* and *MusicScore* classes represent the data model, they has as attributes the fields defined in the nodes specification. The MusicScore class is derived from the *StreamConsumer* class since it has to present the data coming from SMR decoder. The *ScoreShapeProxy* and the *MusicScoreProxy* are used to render the nodes in the multimedia scene. The *MusicScoreProxy* class uses the *SMRDecoder* object to interact with the Partitura object that contains the music score coming from the SMR stream.

The *SMRDecoder* class derived from the *DecoderImp* class implements the interface to decode data coming from the SMR stream. The real decoding work is performed by the SMRInternalDecoder class that is a façade class defined in the strictly SMR related software that hides the interaction the SMR data structures (this was done to avoid to add to IM1 the dependency to SMR).

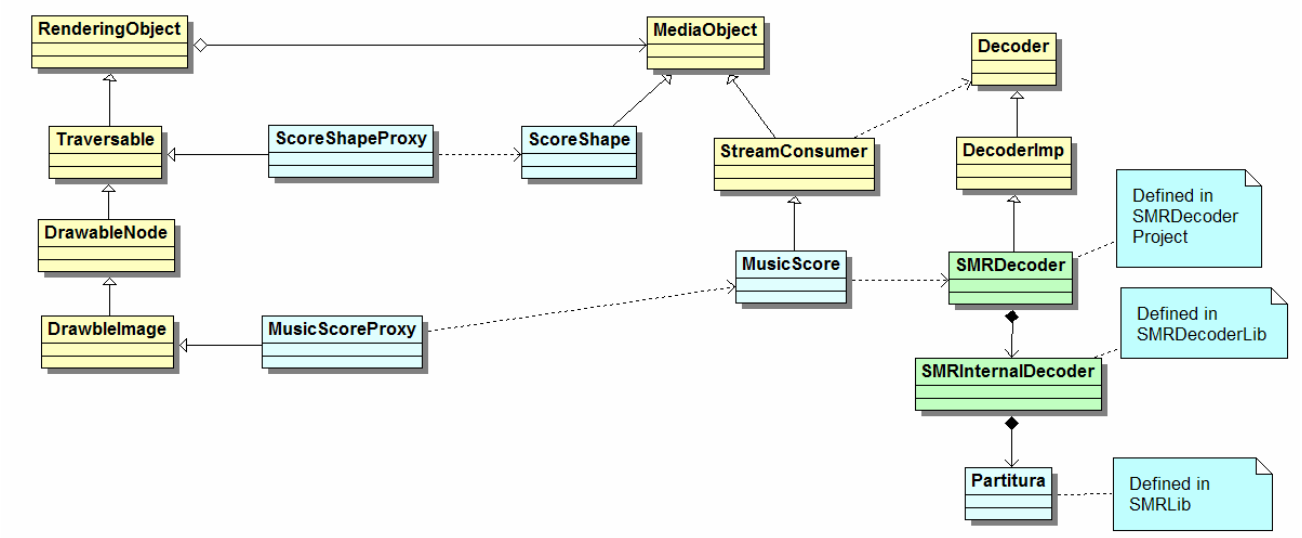


Figure D.2 — UML diagram of new classes

In Figure D.3 a snapshot of IM1 using MusicScore node is presented.

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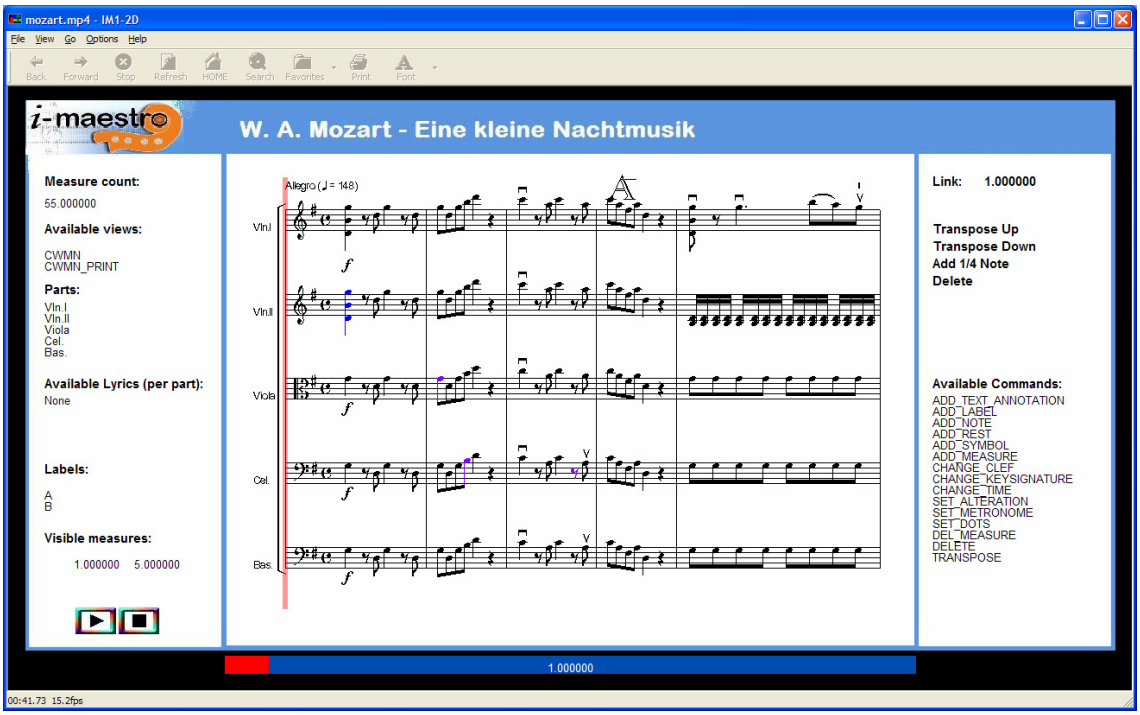


Figure D.3 — IM1 with SMR

D.2 SMR source code

D.2.1 Source files organization

In audio/SNHC/mpeg4smr is present the source code needed to build an SMR decoder to be used in IM1, a SMR viewer application and a SMR editor application.

Location	Content
errmsg	contains error messages used at runtime
errmsg/xsd	contains XML schemas used for validation
font	contains fonts, font tables and the SMFL rules file (smfl.xml) used for rendering the score
lib	contains the produced SMR library
samples	contains the source code for a music editor (wmusiceditor) and for a score viewer (wmusicviewer) using the SMR library (open the smr.dsw file with MS Visual Studio 6.0)
smrdecoderlib	contains the source code to implement the SMRDecoderLib used in IM1, it is built on top of the smr library
source	contains the source code used to build the SMR library, open the smr.dsw with MS Visual Studio 6.0 to build the library
source/abb	contains classes for ornaments (from italian abbellimenti)
source/alt	contains classes for accidentals (from italian alterazioni)

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source/aud	contains interface classes to link with an audio player
source/bat	contains classes for measure representation (from italian battuta)
source/bit	contains classes for SMR bitstream management
source/bitmaps	contains bitmaps resources
source/bra	contains classes for brackets connecting scores in the main score
source/drw	contains classes for basic drawing
source/fig	contains classes for musical figures representation (notes, rests, chords, beams)
source/fon	contains classes for font management
source/gui	contains classes for high level gui
source/img	contains classes for image management
source/imp	contains classes for MIDI import
source/ind	contains classes for indication symbols (expression symbols, fingering, mute, accents, etc.)
source/int	contains classes for horizontal symbols or interval symbols like slurs, crescendo, diminuendo etc.
source/kor	contains classes for Korean ornaments
source/lst	contains a class to manage lists
source/lyr	contains classes for lyric management
source/mdo	contains classes for MIDI production
source/mil	contains classes for SMFL rules interpretation
source/net	contains classes for network access
source/pag	contains classes for page objects (textbox, imagebox)
source/par	contains classes for main score management (from italian partitura)
source/sca	contains classes for jump symbols, metronome, labels (from italian scansione)
source/smr	contain classes to manage SMR content
source/spa	contains classes for single part management (from italian spartito)
source/str	contains classes for instrumental symbols (from italian strumenti)
source/txt	contains classes for textual indication
source/var	contains classes for duration variation (augmentation dots, corona)
source/xml	contains classes for xml loading using sax and dom

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D.2.2 Building dependencies

Other components needed to build the SMR library are:

— wxWindows v. 2.2.6 (http://www.wxwindows.org)

— xerces v. 2.6.0 (http://xml.apache.org/dist/xerces-c)

To build the library and the examples, use MS Visual Studio 6.0 and SET the following environment variables:

— WXWIN set to the path where the wxWindows home is (i.e. c:\wx2-226)

— XERCES set to the path where the xerces library is (i.e. c:\xerces-2_6_0)

D.2.3 Runtime dependencies

The SMR Editor, SMR Viewer and SMRDecoderLib need the following registry keys (normally are set by the SMR Editor)

HKEY_CURRENT_USER\Software\SMR\paths

— errpath contains the errpath directory (important for validation)

— fontpath contains the font path

— imgscore not used

— midipath not used

— smrpath path where to start searching for SMR files

D.2.4 SMR core classes

In Figures D.4 and D.5 some of the core classes defined to model the music score are reported

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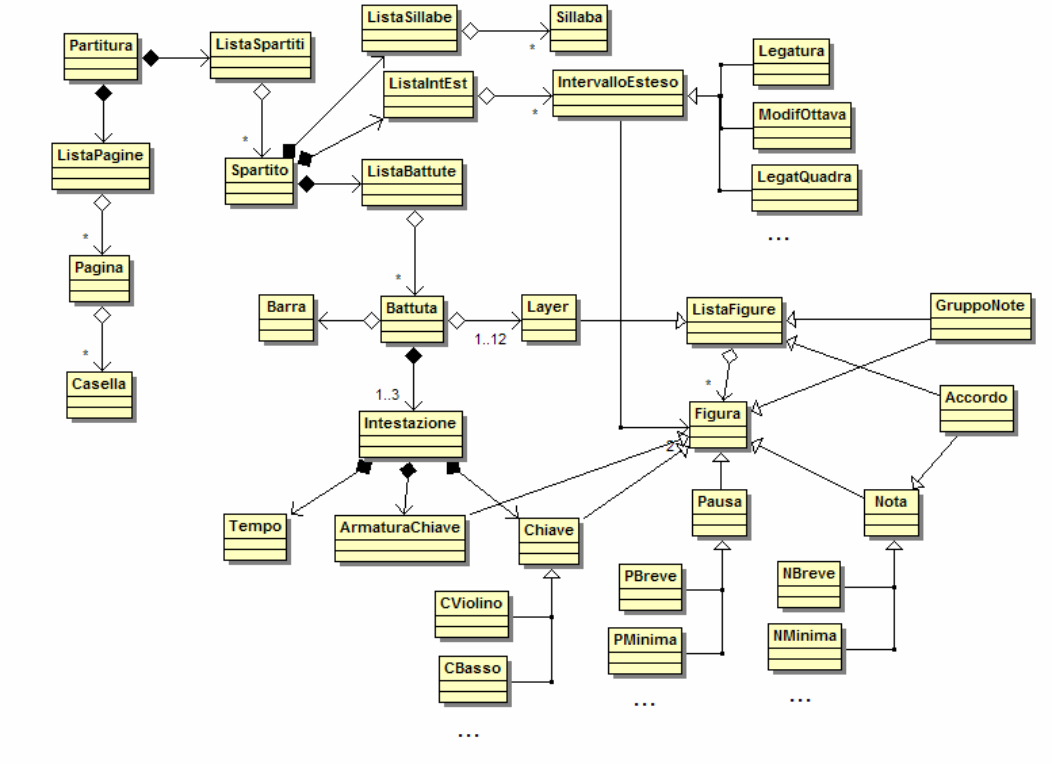


Figure D.4 — Core SMR classes, part 1

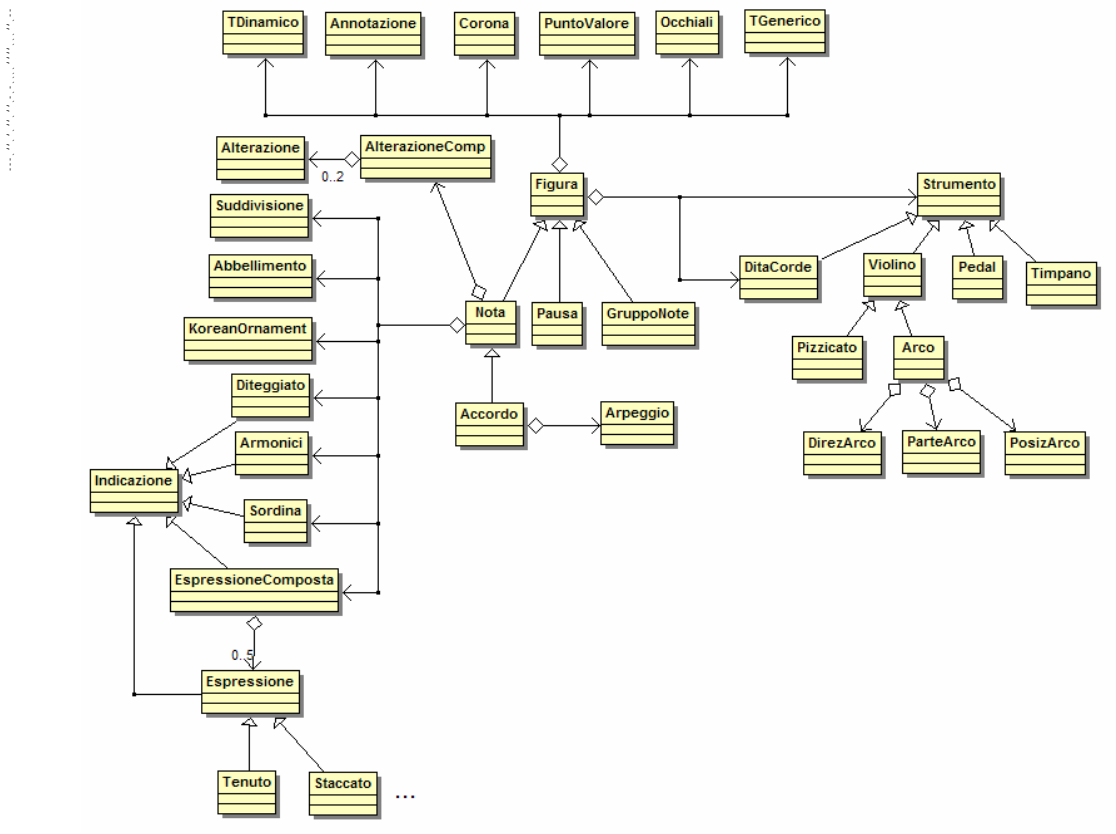


Figure D.5 — Core SMR classes, part 2

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These classes support:

— score positioning and drawing (as main score or as a single part) the score positioning is performed using the SMFL rules (loaded form file);

— score editing;

— load and save as XML;

— MIDI generation;

— generation of MP4 files containing the plain XML, gzipped XML or BiM encoded XML;

— loading from MP4 files;

D.3 SMR Music Editor

Using the SMR library a simple music editor has been implemented, in Figure D.6 the user interface is presented.

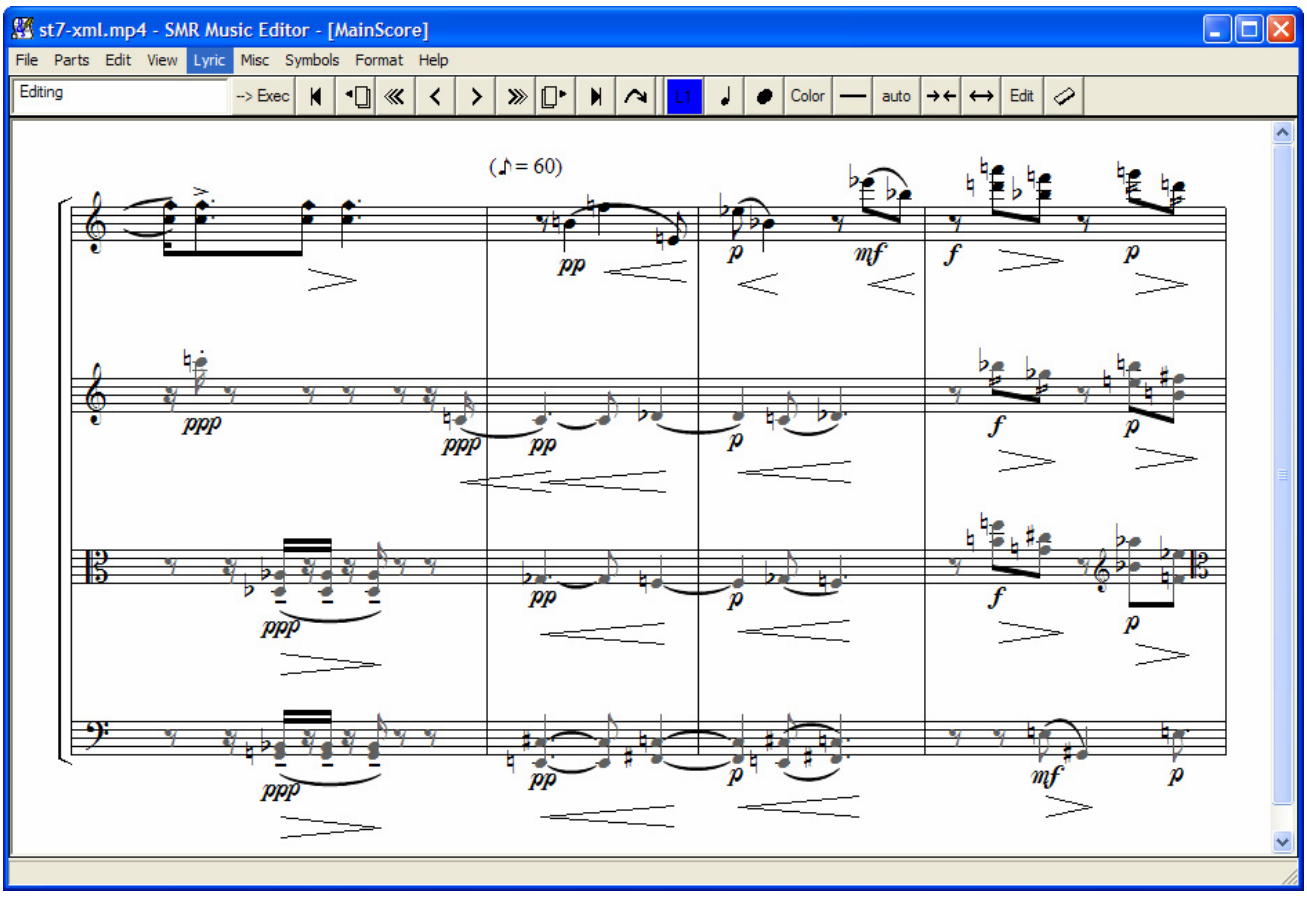


Figure D.6 — SMR Music Editor

The main functionalities provided are:

— create a new score form scratch;

— load and save from/to the XML format and MP4 files;

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— save bitstream for integration in the BIFS scene (using MP4Enc)

— browse the score;

— see the score as main score or as single parts (a different window is opened)

— MIDI execution;

— score editing;

— score transposition;

— score formatting;

— use and debug of SMFL rules.

D.4 SMR Music Viewer

Using the SMR library the SMR Music Viewer has been implemented, in Figure 7 a snapshot is provided.

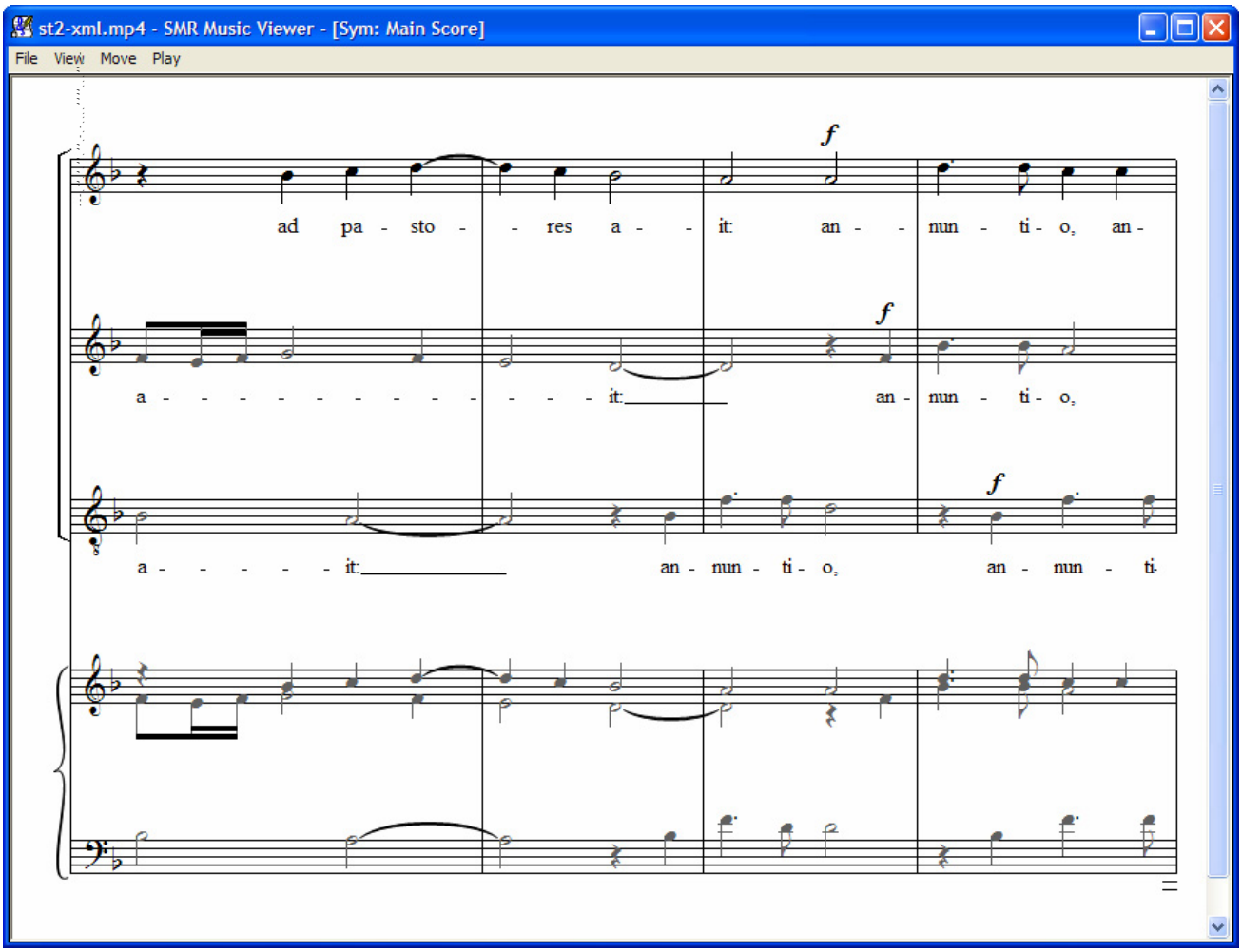


Figure D.7 — SMR Music Viewer

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The main functionalities provided are:

— load from the XML format and MP4 files;

— browse the score;

— see the score as main score or as single parts;

— MIDI execution;

— score transposition;

In Annex E "Providers of Reference software add:

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