

## Books

1. [Musik-Programmierung](#)
2. [Beyond MIDI - The Handbook of Musical Codes](#)
3. [Musiknotation](#)
4. [The Virtual Score: Representation, Retrieval, Restoration](#)
5. [Nicola Tangari: Standard e documenti musicali. I numeri, i modelli, i formati](#)  
[Standards and musical documents. Numbers, models, formats]

### 1. Musik-Programmierung

by Justus Noll, publishing house [Addison-Wesley, Bonn](#) (1994)(German). explains good, comprehensive and platform independent all standard variants of the [MIDI format](#) . The following short part is a Windows specific implementation of a MIDI recorder and player. Real programs on this topic are much better.

Very recommendable.

a book about MIDI is replaceable. The following books are unique and it's very hard to obtain the respective information in nanother way.

### 2. Beyond MIDI - The Handbook of Musical Codes

Editor Eleanor Selfridge-Field, published by [MIT Press](#) Cambridge and London (1997).

See also their [page with updates und reviews](#) .

Music notation is so complex that it's hard to define an exchange format that doesn't loose too much of the information. The most widespread format [MIDI](#) also is the least suited.

The most obvious idea ist to extend [MIDI-Format](#) for music notation. Many programers had this idea. Each did it differently and no MIDI extension prevailed The book discusses four MIDI extensions. Look at them before you make your own one.

Beyond MIDI continues with sound formats. I wouldn' buy the book only for the covered sound formats. This information is available elsewhere, too.

The most complicated subject are codes for music notation and its exchange. This is the pointe where Beyond MIDI is unique in its completeness. See also where i point to the book on this page.

Codes for data management and analysis are also included.

The book closes with very interesting explanations which non obvious usecases have to be considered for new codes. This part closes with design rules. There is much experience in this design rules. Follow them, even if you are designing a non public code.

Many authors contributed full descriptions of codes, sometimes there is just meta-information. In the latter case you get enough hints to find the desired information elsewhere.

The bible for music programmers and a solid foundation for desicions for a specific code.

To my knowledge, there are three chapters available online:

- \* [Chapter 12: DARMS: The Note-Processor Dialect](#) by J. Stephen Dydo.
- \* [Chapter 21: The Nightingale Notelist](#) by Tim Crawford (with Donald Byrd and John Gibson).
- \* [Chapter 27: The MuseData Representation of Musical Information](#) by Walter B. Hewlett.

### 3. Musiknotation

### 4. The Virtual Score: Representation, Retrieval, Restoration

This book is also known as [Computing in Musicology 12](#) .

### 5. Nicola Tangari: Standard e documenti musicali. I numeri, i modelli, i formati [Standards and musical documents. Numbers, models, formats]

[www.internetbookshop.it/ser/serdsp.asp?shop=1&c=PLKNJ9UUNAASS](http://www.internetbookshop.it/ser/serdsp.asp?shop=1&c=PLKNJ9UUNAASS) The book covers three categories of standards used in music documentation: standard numbers to identify documents and works, standard models to describe musical documents, new standard formats of digital musical documents.

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