

Style-Programmierung für OKEY32 (Es weihnachtet sehr)

(MIDI-Kanal- und Instrumenten-Zuordnung im Pegasus-Style-Editor)

INTRO

The image displays a MIDI score for the introduction of the piece 'Es weihnachtet sehr'. The score is organized into eight channels, each with a specific instrument assignment:

- Acc1 (CH1):** Guitar (treble clef, 4/4 time)
- Bass (CH2):** Bass (bass clef, 4/4 time)
- Acc2 (CH3):** Strings (treble clef, 4/4 time)
- Acc3 (CH4):** Bells (treble clef, 4/4 time)
- Acc4 (CH5):** Strings (treble clef, 4/4 time)
- Acc-Adv+ (CH6):** Strings (treble clef, 4/4 time)
- Drm-Adv+ (CH7):** Drums (drum clef, 4/4 time)
- Drums (CH8):** Drums (drum clef, 4/4 time)

The score consists of five measures. The first four measures are mostly silent, with some activity in the Acc2 and Acc3 channels. The fifth measure features a prominent drum pattern in the Drums (CH8) channel, including a bass drum (BD) pattern and a crash cymbal. The Acc2 and Acc3 channels also have some activity in the fifth measure.

OKEY32-Style-Programmierung

MAIN 1

The musical score for MAIN 1 consists of eight channels:

- Acc1 (CH1):** Treble clef, playing a sequence of eighth-note chords.
- Bass (CH2):** Bass clef, playing a sequence of eighth-note chords.
- Acc2 (CH3):** Treble clef, containing rests.
- Acc3 (CH4):** Treble clef, containing rests.
- Acc4 (CH5):** Treble clef, containing rests.
- Acc-Adv+ (CH6):** Treble clef, playing a sustained chord.
- Sleigh-Bells (CH7):** Treble clef, playing a rhythmic pattern of eighth notes.
- Drums (CH8):** Bass clef, playing a drum pattern with HH (Hi-Hat) and SD (Snare Drum) markings.

OKEY32-Style-Programmierung

MAIN 2

Acc1 (CH1)

Bass (CH2)

Acc2 (CH3)

Acc3 (CH4)

Acc4 (CH5)

Acc-Adv+ (CH6)

Drm-Adv+ (CH7)

Drums (CH8)

Big Crash

OKEY32-Style-Programmierung

FILL 1

FILL 2 (Break)

The musical score is organized into two main sections: FILL 1 and FILL 2 (Break). The tracks are as follows:

- Acc1 (CH1):** Treble clef. FILL 1: Rest. FILL 2: Quarter note G4, eighth note A4, eighth note B4, quarter note C5.
- Bass (CH2):** Bass clef. FILL 1: Rest. FILL 2: Quarter note G2, quarter rest.
- Acc2 (CH3):** Treble clef. FILL 1: Rest. FILL 2: Rest.
- Acc3 (CH4):** Treble clef. FILL 1: Rest. FILL 2: Quarter note G4, eighth note A4, eighth note B4, quarter note C5.
- Acc4 (CH5):** Treble clef. FILL 1: Rest. FILL 2: Rest.
- Acc-Adv+ (CH6):** Treble clef. FILL 1: Rest. FILL 2: Quarter note G4, quarter rest.
- Drm-Adv+ (CH7):** Percussion clef. FILL 1: Rest. FILL 2: Rest.
- Drums (CH8):** Percussion clef. FILL 1: Big Crash, followed by a sequence of eighth notes: G4, F4, E4, D4, C4, B3, A3. FILL 2: Sequence of eighth notes: G4, F4, E4, D4, C4, B3, A3.

OKEY32-Style-Programmierung

ENDING (1-3)

The musical score is arranged in eight staves, each representing a different channel:

- Acc1 (CH1):** Treble clef, melodic line with eighth and sixteenth notes.
- Bass (CH2):** Bass clef, accompaniment with quarter and eighth notes.
- Acc2 (CH3):** Treble clef, block chords with quarter notes.
- Acc3 (CH4):** Treble clef, melodic line similar to Acc1.
- Acc4 (CH5):** Treble clef, empty staff.
- Acc-Adv+ (CH6):** Treble clef, block chords with quarter notes.
- Drm-Adv+ (CH7):** Treble clef, empty staff.
- Drums (CH8):** Treble clef, drum notation with various rhythmic patterns.

OKEY32-Style-Programmierung

ENDING (4-6)

The musical score is arranged in eight staves, each representing a different channel:

- Acc1 (CH1):** Treble clef, melodic line with eighth and quarter notes.
- Bass (CH2):** Bass clef, accompaniment with eighth and quarter notes.
- Acc2 (CH3):** Treble clef, sustained chords with a long slur over the second and third measures.
- Acc3 (CH4):** Treble clef, melodic line with eighth and quarter notes.
- Acc4 (CH5):** Treble clef, empty staff.
- Acc-Adv+ (CH6):** Treble clef, sustained chords with a long slur over the second and third measures.
- Drm-Adv+ (CH7):** Empty staff with a few horizontal lines.
- Drums (CH8):** Treble clef, drum notation with various rhythmic patterns and accents.