

Title: SipInput environment
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SipInput conformity: v4.08

This document describes the system components of SipInput, their function, and how they are called by SIP.

SIP is a Windows application which has a button on the main panel to call the SipInput function. The button is disabled if the feature is not installed.

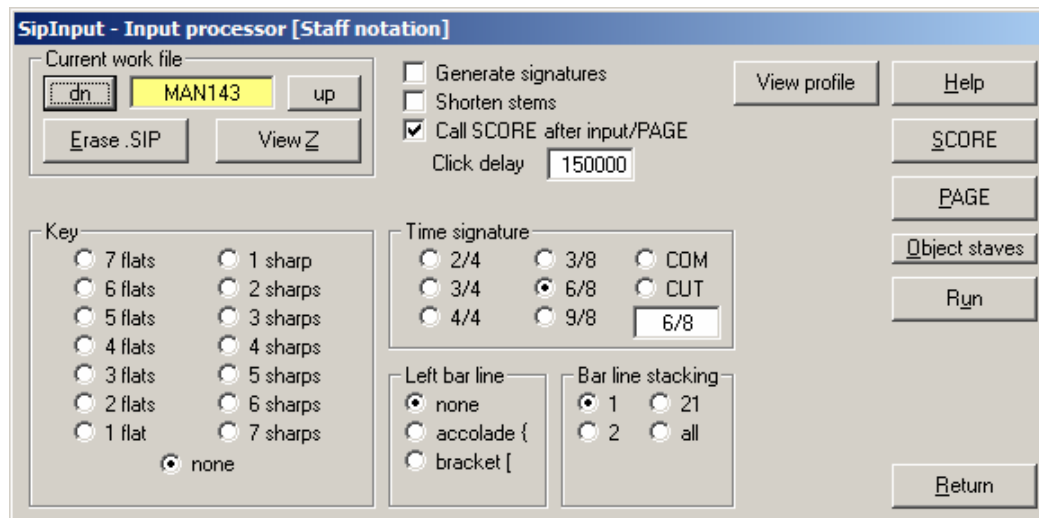
The directory where SIP is installed needs to contain the following three files:

SIPINPUT.EXE
SIPC.EXE
SIPINPUT.TXT

Only if all three are present will the button be enabled.

The first two files are DOS executables while the last is a text file containing help information.

If installed, this button brings you to a panel which looks like this:



The Run button will:

- (1) copy the three above mentioned files to the directory where SCORE or SCOR4 is installed. Note that these files are not removed. This copy is necessary because SipInput only works in the directory where Score resides. Also, when you work alternatively with SCORE or SCOR4, this allows you this flexibility.
- (2) creates a procedure called SIPINPUT.BAT in the Score directory which contains the calls to the DOS applications SIPINPUT.EXE, SIPC.EXE and if the 'Call SCORE after input' checkmark is set, the call to SCORE itself.
- (3) make the file SIPINPUT.INI in the Score directory which contains the options which the DOS applications consult. This is the interface between the Windows SIP application and the DOS executables. This file can be viewed with the 'View profile' button.
- (4) execute the dynamically created SIPINPUT.BAT. This switches to the DOS application SIPINPUT.EXE which creates or updates a file with the SIP suffix. Then when this program is terminated, SIPC.EXE is run which converts the file with SIP suffix into one which has the SCO suffix. That SCO file will also be copied to a file simply called Z. Then when the Score check was set, Score will be executed and the user can enter RES Z to input the result of the input phase.

Name your files always as letters and numbers for instance BACH001 etc. This will cause the creation of file BACH001.SIP, BACH001.SCO and Z. The naming of files happens in SIPINPUT.EXE, not in this panel, though the prefix of the current file is shown.

Files with the SIP suffix have a format which is private to SIPINPUT.EXE and SIPC.EXE. No other program can process such files.

Files with the SCO suffix are text files which correspond to text input for Score. The filename currently being processed is given in the top left corner of the panel.

The 'View Z' button shows the most recent text file and you can use this to see what SipInput has created. You do not need this button in normal operation.

The 'Erase .SIP' button is only to be used in exceptional cases. You do not need this button in normal operation.

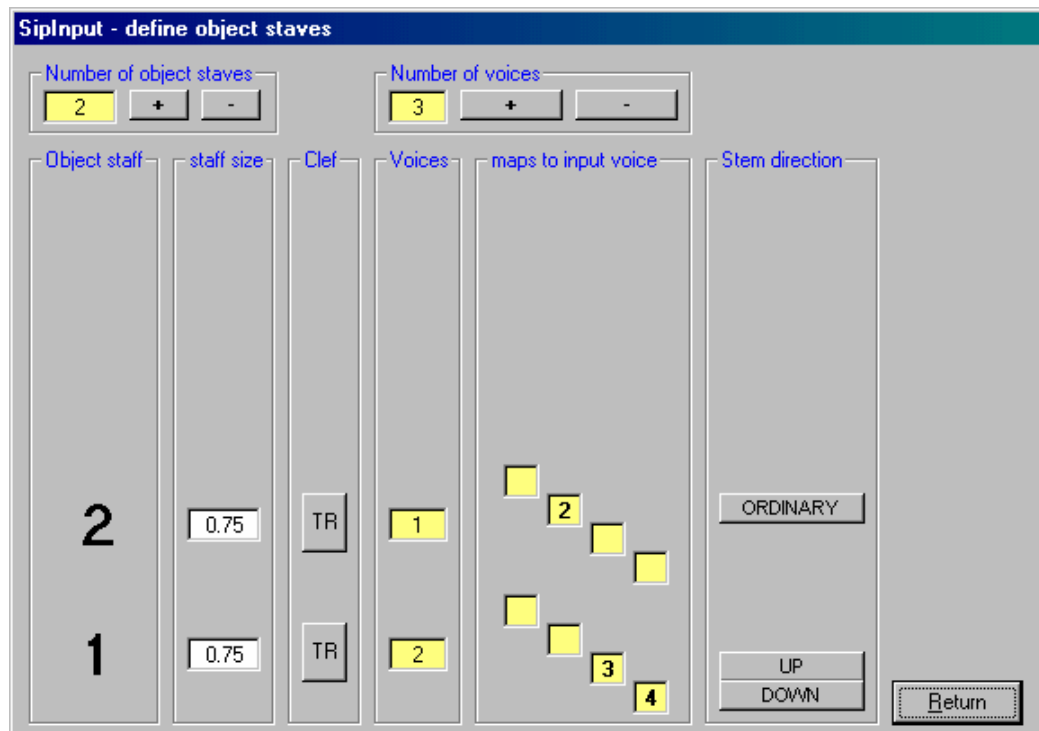
The 'down' and 'up' button allow you to increment or decrement the numeric portion of a filename. You do not need this button in normal operation.

Global input options are the generation of signatures (time and key) and stem shortening. Clefs are always generated.

The 'Click delay' field should be kept at the default value of 5000. Only when SipInput causes mouse problems, this value can be adapted after consultation with the originator.

Other options from this panel are self-explanatory.

The button 'Object staves' brings you to a separate panel shown here:



With SipInput you can input from one to four voices at a time. The voices can be one per staff (four staves), two voices on two staves, or any other combination such as voice and guitar shown above. Per staff one can define the staff size and the clef. Per voice one can define the stem direction.

For input of more than four voices, multiple units must be prepared and you can select to number your files accordingly and combine them later automatically with SipCombi. For instance, a guitar quintet

would be one set for the strings (four voices, one per staff) named BOCH001 and up and another set for the guitar (two voices on one staff) named BOCH101 and up.