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The Lemur use an ASCII XML format to create and modify the user Interfaces. When reading the XML structure the Lemur select or create the objects designed by the XML TAGS. Optional XML tags are intended to send specific commands.

This document is relative to the specifications of the Lemur v1.3 and may be subject to changes that does not allow **forward compatibility** : XML of Lemur v1.4 and later may contain new fields and tags.

The project hierarchy is reproduced by the TAGS :

<pre>Interface "Default"   Object Fader "Master"     Expression "a=35"    =&gt;</pre>	<pre>&lt;WINDOW class="JazzInterface" text="Default"&gt;   &lt;WINDOW class="Fader" text="Master"&gt;     &lt;VARIABLE name="a=35/&gt;   &lt;/WINDOW&gt; &lt;/WINDOW&gt;</pre>
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## List of tags and fields

**<JZML>**            Begin a JZML tag list.  
**</JZML>**            End a JZML tag list.

**<RESET/>**            Reset Command to clear all interfaces and set data to default values.

### **<WINDOW class text x y width height ...>**

<b>class</b>	Object in the project hierarchy, including Interfaces.
<b>text</b>	type of the object (Fader, Multiball, Leds, RingArea, JazzInterface ...).
<b>x y width height</b>	name of the object.
<b>...</b>	size and position relative to the parent.
	optional fields specific to the object class.

### **<PARAM name value send>**

	Built-In parameter of an object.
<b>name</b>	parameter name (x, y, z, ...).
<b>value</b>	list of decimal values separated by a comma.

**send** see Lemur flags.

**<VARIABLE name send>**

Built-In or User variables.

**name** variable name including expression : “a=cos(time)”

**send** see Lemur flags.

**<FUNCTION name >**

Built-In or User functions.

**name** function name including expression : “f(x)=3\*x”

**<MIDIOUT name message data1 data2 flag>**

Custom MIDI Message.

**name** User name for the custom MIDI.

**message** hexadecimal value of the status byte.

**data1** User expression for the first parameter of the MIDI message.

**data2** User expression for the second parameter of the MIDI message.

**flag** see Lemur flags.

**<RENAME text>** Begin of a rename level, each object after will be renamed with value of field “text”.

**</RENAME>** End of a rename level. Only ONE rename level is actually supported.

**<DELETE>** Begin of a Delete level, each object after will be deleted.

**</DELETE>** End of a Delete level.

**<COPY>** Begin of a Copy level, each object after will be duplicated and automatically renamed if they already exist, this is how Copy & Paste is done remotely.

**</COPY>** End of a Copy level.

## **Lemur flags**

The flags values are binary combination of the following states:

<b>SEND</b>	1	Send active for this OBJECT / PARAM / VARIABLE / MIDIOUT
<b>SCALE_VALUE1</b>	16	AutoScale data1 for MIDI
<b>SCALE_VALUE2</b>	32	AutoScale data2 for MIDI

Avoid using other values as they are internally used by the program for other purposes.