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Introduction

b.suite and b.note can handle musical scores from print to braille and back again, and can also play them.

b.suite, the application that runs on a b.book or on a PC, also provides advanced playback functions: play a range of measures, pause, stop, optional announcement of measure numbers, and the ability to make speech synthesis speak or sing. It can announce note names (do re mi...) or the lyrics of a part. We will use the official musical braille notation whenever possible and adapt it when needed, as explained in this guide.

It is possible to open scores prepared by sighted users with notation software such as MuseScore or others. You can also find scores on the internet. Since each program uses its own file format, we use the MusicXML format, which is the

most portable format across score editors. If you have a file from MuseScore in its native format, usually `mscz`, you can export it from MuseScore as a MusicXML file. The same applies to other notation editors.

Conversely, you can type a score in braille, listen to it, and export it to the other supported format: a BXML file can be exported to MusicXML, and a MusicXML file can be exported to BXML.

b.note uses two file types: MusicXML files, which allow exchange between blind and sighted users, BXML files, which are a native format created by Eurobraille to preserve information that is not covered by the MusicXML format.

You can customize which information is shown in braille when you open a file for reading, for example whether clef indications should be shown. On the other hand, if you want to create or modify a score, you will need to display much more information so that the software can correctly handle difficulties related to larger or smaller note values. In braille, for example, a whole-note C is written like a sixteenth-note C. To avoid any ambiguity when the software interprets the score, it is currently mandatory to use an eight-dot input mode, which is explained below.

Opening a file

Like any other file in b.note or b.suite, music files are opened from the explorer: go to the file and press Enter, or perform a strong routine-cursor click on its name. Two file types can be used:

- MusicXML files
- BXML files

MusicXML files

Any score editor intended for sighted users can save scores in MusicXML format. These files contain multiple pieces of information such as:

- The score title
- Its subtitle
- Its composer
- Its author
- The number of parts and their characteristics
- The time signature
- The key signature
- And of course the different measures and notes that make up the score, etc.

All this information can be shown in braille. However, you may prefer not to show everything in order to make discovering or reading the score easier. Some choices are already enabled by default, but you can adapt them as you wish through the Preferences application, in the main menu, under Music.

For MusicXML files, you can change the following settings:

- Editing mode. There are 4 possible modes:
 - Reading mode, where you can fully customize the braille display of the score, but you cannot listen to it or modify its contents. In this mode, the audio menu is not available.

- Listening mode, where some braille presentation choices are enforced to allow correct audio playback, but the content cannot be modified. In this mode, saving and exporting are disabled.
- Editing mode, where presentation choices are enforced so the file can be modified without risking data loss when saving. Playback remains available.
- Expert mode, which lets you configure the braille presentation freely, listen to the file, and edit its contents, but voluntary or accidental information loss may occur when saving.
- Braille type. You can choose computer braille (8 dots) or literary braille (6 dots) for non-musical information such as titles and lyrics.
- Notes in braille. You can choose to show them in 6 dots with groupings, in 6 dots without groupings, or in 8 dots.
- Intervals. You can display them ascending or descending. For keyboard scores, the standard choice is applied automatically.
- Fingering. You can show or hide it depending on your learning stage.
- Clef. Clefs are of limited use in braille, except to know which ones are used in print.
- Part. Each part can be shown by its full name, its short name, or hidden in reading mode depending on the available settings.
- `b123` bar line. You can choose to show each bar line only as a space, or as a space followed by dots 123 and another space, as musical braille allows. This latter mode is currently required to edit a score so the software can correctly interpret measures.
- Measure number. This helps you locate your place in the piece, for example to resume at measure 9.
- Show measure number every. If measure numbers are enabled, you can show them every 8 measures, for example.
- Display. This lets you present the file by showing the different parts one after another, or by splitting the piece into sections and presenting each part section by section.
- Section. A section is a segment of the part corresponding to an instrument. You can choose to show the whole part in one pass, by system as a sighted reader sees it, or by selecting a number of measures per section.
- Measures per section. If you selected a number of measures per section, you can define that number here.
- Order of instrumental sub-parts. This setting allows sub-parts of an instrument to be displayed in normal or reversed order.
- Annotations. These are indications in the score that describe how a passage should be played.
- Text outside music. These are title, subtitle, composer, and author indications sometimes present in scores; they appear at the beginning of the braille score.
- Lyrics. You can choose not to show them, to show them after each note so there is no doubt about the relation between note and text, at the beginning of the section, or at the end of the section.
- Announce measure numbers. Spoken announcement of measure numbers can also be enabled during playback.

During audio playback, **b.suite** opens a dialog box allowing you to choose a start measure and an end measure. You can then listen to only a portion of the piece and use the **play**, **pause**, and **stop** commands during playback.

If the score must make the lyrics speak or sing, **b.suite** uses `espeak-ng`. If this component is not installed on the PC, a warning message is displayed.

BXML files

This file type is specific to the music application in **b.note** and **b.suite**. Very close in structure to MusicXML files, it can also store information related to features specific to our application, as well as indications specific to musical braille.

The existence of both file types, MusicXML and BXML, also makes it possible to configure differently what should be shown in braille for each format.

In the Preferences application, under Music, you will find the same settings as for MusicXML files, plus the following one: Karaoke. This function can be edited in b.note, but is only usable in b.suite. It makes speech synthesis read the phrases you will have to sing before you actually have to sing them, in order to remind you of the lyrics.

Creating or editing a file

Creating a file

From the explorer, you can create a new file through the File, New, MusicXML or BXML menu. The BXML format is preferable because it can contain additional information compared with MusicXML, especially as the music application evolves. In the **b.suite** music editor, the **Export** command automatically creates the other format: a `musicxml` file exports to `bxml`, and a `bxml` file exports to `musicxml`. You must then follow the recommendations from chapter 2.3.

Editing a file

After opening an existing file, you can modify it. You must then follow the recommendations from chapter 2.3. You must be in editing or expert mode in order to write to the file.

The **Properties** command displays information about the music document: number of paragraphs, words, and characters, modified or unmodified state, and file path. This information is shown in a multi-line box so it remains readable when the message is long, for example with a full file name.

Recommendations for editing a file

In the current state of the b.note music software, it is essential to follow the recommendations below in order to obtain a correct result.

Notes

In musical braille, note writing is made more complex by the fact that one braille code can have several meanings:

- Whole notes are written like sixteenth notes.
- Half notes are written like thirty-second notes.
- Quarter notes are written like sixty-fourth notes.
- Eighth notes are written like one-hundred-twenty-eighth notes.
- Note groupings may also mean that if you have four sixteenth notes in the same beat, you can write the first one as a sixteenth note (therefore like a whole note) and the next three as eighth notes.

The b.note music software cannot currently handle all these cases correctly, which is why we ask you to use 8-dot braille notation to enter notes. Whole, half, quarter, and eighth notes are written as usual. Sixteenth, thirty-second, sixty-

fourth, and one-hundred-twenty-eighth notes are also written as usual, but with dot 7 added. Once the file has been saved, you can switch back to the traditional notation if you no longer need to modify the score.

Bar lines

In musical braille, each measure is most often separated from the next by a space. However, the isolated dots-123 symbol can also be used to mark the bar line. For the software to interpret each measure correctly, it is currently mandatory to use the dots-123 symbol as the measure separator. This is because a space does not represent only the bar line; it can also appear as a separator for time signatures, key signatures, etc. Once the file has been saved, you can switch back to the traditional notation if you no longer need to modify the score by switching to reading mode.

Spaces in a braille score

To be recognized correctly, some elements must be written in isolation, either at the beginning of a line followed by a space, or surrounded by a space before and after. This applies to:

- Time signatures
- Key signatures
- Annotations in a score
- Clefs
- Part indications

Elements that must appear alone on a line

The elements title, subtitle, work title, work number, composer, author, lyricist, arranger, copyright, and plain score header text are usually written in embossed braille at the beginning of the score, without any particular indication of their nature. In MusicXML, each type of element is specifically described so that it can be displayed correctly in print. These title and header indications must therefore be prefixed with the appropriate code, which was created for this purpose. See the appendix.

Appendix

Codes created for compatibility with the MusicXML format

Meaning	Braille code
Work number at the beginning of the score, work number	56,23,23,2456,1345,25
Work title at the beginning of the score, work title	56,23,23,2456,2345,25
Text at the beginning of the score, credit words	56,23,23,14,2456,25
Title at the beginning of the score, credit title	56,23,23,14,2345,25

Meaning	Braille code
Subtitle at the beginning of the score, credit sub-title	56,23,23,14,234,25
Composer at the beginning of the score, credit composer	56,23,23,14,14,25
Lyricist at the beginning of the score, credit lyricist	56,23,23,14,123,25
Arranger at the beginning of the score, credit arranger	56,23,23,14,1,25
Copyrights at the beginning of the score, credit rights	56,23,23,14,1235,25
Track name, at the beginning of each track	56,23,23,1234,25
Chromatic transposition	56,23,3,2345,14,36,part,25,number of semitones
Diatonic transposition	56,23,3,2345,145,36,part,25,number of notes
Octave transposition	56,23,3,2345,135,36,part,25,number of octaves
Doubling transposition	56,23,3,2345,12,36,part,25,nothing or yes or no
MIDI program	56,23,3,134,1234,36,part,25,number from 1 to 128
MIDI channel	56,23,3,134,14,36,part,25,channel from 1 to 16
MIDI volume	56,23,3,134,1236,36,part,25,volume from 0 to 127
Speak or sing notes in the b.suite player	56,23,3,234,1345,36,part,25,value: 0 none, 1 speak, 2 sing
Speak or sing lyrics in the b.suite player	56,23,3,234,123,36,part,25,value: 0 none, 1 speak, 2 sing
Language for the singing voice	56,23,3,234,15,36,part,25,language code
Descending interval	46,46,345
Ascending interval	456,456,345
C maxima, value of 8 whole notes, identical for the other notes or rests	13456,45,14,45,14,45,14,13456
C longa, identical for the other notes or rests	13456,45,14,45,14,13456
C sixteenth note, identical for the other notes or rests	134567
C thirty-second note, identical for the other notes or rests	13457
C sixty-fourth note, identical for the other notes or rests	14567
C one-hundred-twenty-eighth note, identical for the other notes or rests	1457

Meaning	Braille code
C two-hundred-fifty-sixth note, identical for the other notes or rests	1345678
C 512th note, identical for the other notes or rests	134578
C 1024th note, identical for the other notes or rests	145678

Recognized symbols

Notes rests and octaves

Meaning	Braille code
C eighth note	145
D eighth note	15
E eighth note	124
F eighth note	1245
G eighth note	125
A eighth note	24
B eighth note	245
Eighth rest	1346
C quarter note	1456
D quarter note	156
E quarter note	1246
F quarter note	12456
G quarter note	1256
A quarter note	246
B quarter note	2456
Quarter rest	1236
C half note	1345
D half note	135
E half note	1234

Meaning	Braille code
F half note	12345
G half note	1235
A half note	234
B half note	2345
Half rest	136
C whole note	13456
D whole note	1356
E whole note	12346
F whole note	123456
G whole note	12356
A whole note	2346
B whole note	23456
Whole rest	134
C one-hundred-twenty-eighth note	1457
D one-hundred-twenty-eighth note	157
E one-hundred-twenty-eighth note	1247
F one-hundred-twenty-eighth note	12457
G one-hundred-twenty-eighth note	1257
A one-hundred-twenty-eighth note	247
B one-hundred-twenty-eighth note	2457
Thirty-second rest	13467
C sixty-fourth note	14567
D sixty-fourth note	1567
E sixty-fourth note	12467
F sixty-fourth note	124567
G sixty-fourth note	12567
A sixty-fourth note	2467
B sixty-fourth note	24567

Meaning	Braille code
Sixteenth rest	12367
C thirty-second note	13457
D thirty-second note	1357
E thirty-second note	12347
F thirty-second note	123457
G thirty-second note	12357
A thirty-second note	2347
B thirty-second note	23457
Eighth rest	1367
C sixteenth note	134567
D sixteenth note	13567
E sixteenth note	123467
F sixteenth note	1234567
G sixteenth note	123567
A sixteenth note	23467
B sixteenth note	234567
Quarter rest	1347
C two-hundred-fifty-sixth note	14578
D two-hundred-fifty-sixth note	1578
E two-hundred-fifty-sixth note	12478
F two-hundred-fifty-sixth note	124578
G two-hundred-fifty-sixth note	12578
A two-hundred-fifty-sixth note	2478
B two-hundred-fifty-sixth note	24578
One-hundred-twenty-eighth rest	134678
C breve	13456,45,14,13456
D breve	1356,45,14,1356
E breve	12346,45,14,12346

Meaning	Braille code
F breve	123456,45,14,123456
G breve	12356,45,14,12356
A breve	2346,45,14,2346
B breve	23456,45,14,23456
Two whole rests	134,45,14,134
C longa	13456,45,14,45,14,13456
D longa	1356,45,14,45,14,1356
E longa	12346,45,14,45,14,12346
F longa	123456,45,14,45,14,123456
G longa	12356,45,14,45,14,12356
A longa	2346,45,14,45,14,2346
B longa	23456,45,14,45,14,23456
Four whole rests	134,45,14,45,14,134
C maxima	13456,45,14,45,14,45,14,13456
D maxima	1356,45,14,45,14,45,14,1356
E maxima	12346,45,14,45,14,45,14,12346
F maxima	123456,45,14,45,14,45,14,123456
G maxima	12356,45,14,45,14,45,14,12356
A maxima	2346,45,14,45,14,45,14,2346
B maxima	23456,45,14,45,14,45,14,23456
Eight whole rests	134,45,14,45,14,45,14,134
Octave 1	4
Octave 2	45
Octave 3	456
Octave 4	5
Octave 5	46
Octave 6	56
Octave 7	6

Meaning	Braille code
Octave 0	4,4
Octave 8	6,6

Clefs

Meaning	Braille code
Treble clef, soprano	345,34,123
Treble clef in the left-hand part	345,34,13
Bass clef, bass	345,3456,123
Bass clef in the right-hand part	345,3456,13
C clef, alto clef for viola or tenor clef for bass	345,346,123
Treble clef 1st line	345,34,4,123
Treble clef 2nd line	345,34,45,123
Treble clef 3rd line	345,34,456,123
Treble clef 4th line	345,34,5,123
Treble clef 5th line	345,34,46,123
Bass clef 1st line	345,3456,4,123
Bass clef 2nd line	345,3456,45,123
Bass clef 3rd line	345,3456,456,123
Bass clef 4th line	345,3456,5,123
Bass clef 5th line	345,3456,46,123
Treble clef left hand 1st line	345,34,4,13
Treble clef left hand 2nd line	345,34,45,13
Treble clef left hand 3rd line	345,34456,13
Treble clef left hand 4th line	345,34,5,13
Treble clef left hand 5th line	345,34,46,13
Bass clef right hand 1st line	345,3456,4,13
Bass clef right hand 2nd line	345,3456,45,13
Bass clef right hand 3rd line	345,3456,456,13

Meaning	Braille code
Bass clef right hand 4th line	345,3456,5,13
Bass clef right hand 5th line	345,3456,46,13
C clef 1st line	345,346,4,123
C clef 2nd line	345,346,45,123
C clef 3rd line	345,346,456,123
C clef 4th line	345,346,5,123
C clef 5th line	345,346,46,123

To obtain any of the preceding clefs with an octave above, meaning that it must be played one octave higher, add 3456,125 after the clef code; for example: treble clef with a small 8 above: 345,34,123,3456,125 To obtain any of the preceding clefs with an octave below, meaning that it must be played one octave lower, add 3456,236 after the clef code; for example: treble clef with a small 8 below: 345,34,123,3456,236

Accidentals and key signatures

Meaning	Braille code
Sharp	146
Double sharp	146,146
Flat	126
Double flat	126,126
Natural	16
Quarter tone up	4,146
Quarter tone down	4,126
Three-quarter tone up	456,146
Three-quarter tone down	456,126
Time signature C or common time	46,14
Cut time signature	456,14
4/4 or other time signature	3456,145,256
Key signature, 1 sharp	146
Key signature, 2 sharps	146,146
Key signature, 3 sharps	146,146,146

Meaning	Braille code
Key signature, 4 sharps	3456,145,146
Key signature, 5 sharps	3456,15,146
Key signature, 6 sharps	3456,124,146
Key signature, 7 sharps	3456,1245,146
Key signature, 1 flat	126
Key signature, 2 flats	126,126
Key signature, 3 flats	126,126,126
Key signature, 4 flats	3456,145,126
Key signature, 5 flats	3456,15,126
Key signature, 6 flats	3456,124,126
Key signature, 7 flats	3456,1245,126

Rhythmic groupings

Meaning	Braille code
Triplet	23

Chords

Meaning	Braille code
Second	34
Third	346
Fourth	3456
Fifth	35
Sixth	356
Seventh	25
Octave	36
Full-measure coupler	126,345

Ties and syncopations

Meaning	Braille code
Tie between 2 notes or chords	14
Beginning of a phrase slur over more than 4 notes or chords	14,14
End of a phrase slur over more than 4 notes or chords	14
Beginning of a phrase slur over more than 4 notes or chords	56,12
End of a phrase slur over more than 4 notes or chords	45,23
Syncopation on a single note	4,14

Fingering

Meaning	Braille code
Keyboard 1st finger	1
Keyboard 2nd finger	12
Keyboard 3rd finger	123
Keyboard 4th finger	2
Keyboard 5th finger	13

Bar lines and repeats

Meaning	Braille code
Braille bar line for special uses	123
Double bar line at the end of the piece	126,13
Double bar line at the end of a measure or section	126,13,3
Print repeat, double bar followed by dots, beginning of repeat	126,2356
Print repeat, double bar preceded by dots, end of repeat	126,23
Print repeat, first ending (volta)	3456,2
Print repeat, second ending (volta)	3456,23
Print repeat, third ending (volta)	3456,25
Print repeat, fourth ending (volta)	3456,256

Dynamics

Meaning	Braille code
Staccato (dot)	236
Staccatissimo (wedge-shaped dot)	6,236
Accent (horizontal "v" pointing right)	46,236
Agogic accent (short l)	456,236
Marcato (thick "v")	56,236
Full breath mark	6,34
Fermata	126,123
Diverging lines (crescendo)	345,14
End of diverging lines	345,25
Converging lines, decrescendo	345,145
End of converging lines	345,256

Ornaments

Meaning	Braille code
Trill	235
Appoggiatura	5,26
Short appoggiatura (formerly grace note)	26
Upper mordent	5,235
Extended upper mordent	56,235
Lower mordent	5,235,123
Extended lower mordent	56,235,123
Ascending arpeggio	345,13
Ascending arpeggio spanning 2 or more staves	5,345,13
Descending arpeggio	345,13,13
Descending arpeggio spanning 2 or more staves	5,345,13,13

Keyboard music

Meaning	Braille code
Piano, partie de right hand	46,345
Piano, partie de left hand	456,345
Piano, solo part to accompany	5,345
Piano, partie de right hand quand les intervalles se lisent en montant	46,345,345
Piano, partie de left hand quand les intervalles se lisent en descendant	456,345,345
Piano, pedal or other pedal-down indication	126,14
Piano, star or other pedal-release indication	16,14
Organ, organ pedal part	45,345

Vocal music

Meaning	Braille code
Soprano	345,234,3
Alto	345,1,3
Tenor	345,2345,3
Bass	345,12,3
Soprano1	345,234,2,3
Alto1	345,1,2,3
Tenor1	345,2345,2,3
Bass1	345,12,2,3
Soprano2	345,234,23,3
Alto2	345,1,23,3
Tenor2	345,2345,23,3
Bass2	345,12,23,3

MIDI programs

The sound of the instruments you hear when listening to a file depends on their MIDI program. These programs are numbered from 1 to 128 on synthesizers, or from 0 to 127 in software that manages them. We use numbering from 1 to 128 to remain consistent with synthesizers. Here is the list of instruments in the General MIDI standard.

Pianos 1 Acoustic grand piano 2 Bright acoustic piano 3 Electric grand piano 4 Honky-tonk piano 5 Rhodes piano 6 Chorused piano 7 Harpsichord 8 Clavinet Percussive chromatic instruments 9 Celesta 10 Glockenspiel 11 Music box 12 Vibraphone 13 Marimba 14 Xylophone 15 Tubular bells 16 Dulcimer Organs 17 Hammond organ 18 Percussive organ 19 Rock organ 20 Church organ 21 Reed organ 22 Accordion 23 Harmonica 24 Bandoneon Guitars 25 Classical guitar 26 Acoustic guitar 27 Electric guitar - Jazz 28 Electric guitar - clean 29 Electric guitar - muted 30 Overdriven guitar 31 Distortion guitar 32 Guitar harmonics Bases 33 Acoustic bass 34 Electric bass, fingered 35 Electric bass, picked 36 Fretless bass 37 Slap bass 1 38 Slap bass 2 39 Synth bass 1 40 Synth bass 2 Strings and classical instruments 41 Violin 42 Viola 43 Cello 44 Contrabass 45 Tremolo strings 46 Pizzicato strings 47 Harp 48 Timpani Ensembles 49 String ensemble 1 50 String ensemble 2 51 Synth strings 1 52 Synth strings 2 53 Choir - Aah 54 Choir - Ooh 55 Synth voice 56 Orchestra hit Brass 57 Trumpet 58 Trombone 59 Tuba 60 Muted trumpet 61 French horn 62 Brass section 63 Synth brass 1 64 Synth brass 2 Woodwinds (reed instruments) 65 Soprano saxophone 66 Alto saxophone 67 Tenor saxophone 68 Baritone saxophone 69 Oboe 70 English horn 71 Bassoon 72 Clarinet Flutes 73 Piccolo 74 Flute 75 Recorder 76 Pan flute 77 Blown bottle 78 Shakuhachi 79 Whistle 80 Ocarina Synth - Solo 81 Square wave (Lead 1 (square)) 82 Sawtooth wave (Lead 2 (sawtooth)) 83 Calliope (Lead 3 (calliope lead)) 84 Chiff (Lead 4 (chiff lead)) 85 Charang (Lead 5 (charang)) 86 Solo voice (Lead 6 (voice)) 87 Sawtooth in fifths (Lead 7 (fifths)) 88 Bass & lead (Lead 8 (bass + lead)) Synth - Ensembles 89 Fantasy (Pad 1 (new age)) 90 Warm sound (Pad 2 (warm)) 91 Polysynth (Pad 3 (polysynth)) 92 Choir (Pad 4 (choir)) 93 Bowed (Pad 5 (bowed)) 94 Metallic sound (Pad 6 (metallic)) 95 Halo (Pad 7 (halo)) 96 Sweep (Pad 8 (sweep)) Synth - Effects 97 Ice rain 98 Soundtrack 99 Crystal 100 Atmosphere 101 Brightness 102 Goblins 103 Echoes 104 Space (Sci-Fi) Ethnic instruments 105 Sitar 106 Banjo 107 Shamisen 108 Koto 109 Kalimba 110 Bagpipe 111 Fiddle 112 Shehnai Percussion 113 Tinkle bell 114 Agogo 115 Steel drum 116 Woodblock 117 Taiko drum 118 Melodic tom 119 Synth drum 120 Reverse cymbal Sound effects 121 Guitar fret noise 122 Breath noise 123 Seashore 124 Bird tweet 125 Telephone ring 126 Helicopter 127 Applause 128 Gunshot

Languages for the singing voice

B.suite, our software running on a PC, can speak or sing the notes or lyrics of a score. The singing voice uses the espeak-ng speech synthesizer. Here is the list of codes to use to select the language: af Afrikaans am Amharic an Aragonese ar arabic as Assamese az Azerbaijani ba Bashkir be Belarusian bg Bulgarian bn Bengali bpy Bishnupriya_Manipuri bs Bosnian ca Catalan cmn Chinese_(Mandarin,_latin_as_English) cs Czech cv Chuvash cy Welsh da Danish de German el greek en english eo Esperanto es Spanish_(Spain) et Estonian eu Basque fa Persian fi Finnish fo Faroese fr french ga Gaelic_(Irish) gd Gaelic_(Scottish) gn Guarani grc Greek_(Ancient) gu Gujarati hak Hakka_Chinese haw Hawaiian he Hebrew hi hindi hr Croatian ht Haitian_Creole hu Hungarian hy Armenian_(East_Armenia) hyw Armenian_(West_Armenia) ia Interlingua id Indonesian io Ido is Icelandic it Italian ja japanese jbo Lojban ka Georgian kk Kazakh kl Greenlandic kn Kannada ko Korean kok Konkani ku Kurdish ky Kyrgyz la Latin lb Luxembourgish lfn Lingua_Franca_Nova lt Lithuanian ltg Latgalian lv Latvian mi Maori mk Macedonian ml Malayalam mr Marathi ms Malay mt Maltese my Myanmar_(Burmese) nb Norwegian_Bokmål nci Nahuatl_(Classical) ne Nepali nl Dutch nog Nogai om Oromo or Oriya pa Punjabi pap Papiamentu piqd Klingon pl Polish pt Portuguese_(Portugal) py Pyash qdb Lang_Belta qu Quechua quc K'iche' qya Quenya ro Romanian ru Russian sd Sindhi shn Shan_(Tai_Yai) si Sinhala sjn Sindarin sk Slovak sl Slovenian smj Lule_Saami sq Albanian sr Serbian sv Swedish sw Swahili ta Tamil te Telugu th Thai tk Turkmen tn Setswana tr Turkish tt Tatar ug Uyghur uk Ukrainian ur Urdu uz Uzbek vi Vietnamese yue Chinese_(Cantonese)