

LilyPond

The music typesetter

Internals Reference

The LilyPond development team

Copyright © 2000–2010 by the authors

For LilyPond version 2.13.27

Table of Contents

1	Music definitions	2
1.1	Music expressions	2
1.1.1	AbsoluteDynamicEvent	2
1.1.2	AnnotateOutputEvent	2
1.1.3	ApplyContext	2
1.1.4	ApplyOutputEvent	3
1.1.5	ArpeggioEvent	3
1.1.6	ArticulationEvent	3
1.1.7	AutoChangeMusic	4
1.1.8	BarCheck	4
1.1.9	BassFigureEvent	5
1.1.10	BeamEvent	5
1.1.11	BeamForbidEvent	5
1.1.12	BendAfterEvent	6
1.1.13	BreakDynamicSpanEvent	6
1.1.14	BreathingEvent	6
1.1.15	ClusterNoteEvent	7
1.1.16	CompletizeExtenderEvent	7
1.1.17	ContextChange	7
1.1.18	ContextSpeccedMusic	8
1.1.19	CrescendoEvent	8
1.1.20	DecrescendoEvent	9
1.1.21	EpisemaEvent	9
1.1.22	Event	9
1.1.23	EventChord	10
1.1.24	ExtenderEvent	10
1.1.25	FingeringEvent	10
1.1.26	GlissandoEvent	11
1.1.27	GraceMusic	11
1.1.28	HarmonicEvent	11
1.1.29	HyphenEvent	12
1.1.30	KeyChangeEvent	12
1.1.31	LabelEvent	12
1.1.32	LaissezVibrerEvent	13
1.1.33	LigatureEvent	13
1.1.34	LineBreakEvent	13
1.1.35	LyricCombineMusic	14
1.1.36	LyricEvent	14
1.1.37	MarkEvent	14
1.1.38	MultiMeasureRestEvent	15
1.1.39	MultiMeasureRestMusic	15
1.1.40	MultiMeasureTextEvent	16
1.1.41	Music	16
1.1.42	NoteEvent	16
1.1.43	NoteGroupingEvent	17
1.1.44	OverrideProperty	17
1.1.45	PageBreakEvent	17
1.1.46	PageTurnEvent	18

1.1.47	PartCombineMusic	18
1.1.48	PercentEvent	18
1.1.49	PercentRepeatedMusic	19
1.1.50	PesOrFlexaEvent	19
1.1.51	PhrasingSlurEvent	20
1.1.52	PropertySet	20
1.1.53	PropertyUnset	20
1.1.54	QuoteMusic	21
1.1.55	RelativeOctaveCheck	21
1.1.56	RelativeOctaveMusic	21
1.1.57	RepeatTieEvent	22
1.1.58	RepeatedChord	22
1.1.59	RepeatedMusic	23
1.1.60	RestEvent	23
1.1.61	RevertProperty	24
1.1.62	ScriptEvent	24
1.1.63	SequentialMusic	24
1.1.64	SimultaneousMusic	25
1.1.65	SkipEvent	25
1.1.66	SkipMusic	26
1.1.67	SlurEvent	26
1.1.68	SoloOneEvent	27
1.1.69	SoloTwoEvent	27
1.1.70	SostenutoEvent	27
1.1.71	SpacingSectionEvent	28
1.1.72	SpanEvent	28
1.1.73	StaffSpanEvent	28
1.1.74	StringNumberEvent	29
1.1.75	StrokeFingerEvent	29
1.1.76	SustainEvent	29
1.1.77	TextScriptEvent	30
1.1.78	TextSpanEvent	30
1.1.79	TieEvent	30
1.1.80	TimeScaledMusic	31
1.1.81	TransposedMusic	31
1.1.82	TremoloEvent	32
1.1.83	TremoloRepeatedMusic	32
1.1.84	TremoloSpanEvent	33
1.1.85	TrillSpanEvent	33
1.1.86	TupletSpanEvent	33
1.1.87	UnaCordaEvent	34
1.1.88	UnfoldedRepeatedMusic	34
1.1.89	UnisonoEvent	34
1.1.90	UnrelativableMusic	35
1.1.91	VoiceSeparator	35
1.1.92	VoltaRepeatedMusic	36
1.2	Music classes	36
1.2.1	absolute-dynamic-event	36
1.2.2	annotate-output-event	36
1.2.3	apply-output-event	36
1.2.4	arpeggio-event	36
1.2.5	articulation-event	37
1.2.6	bass-figure-event	37
1.2.7	beam-event	37

1.2.8	beam-forbid-event	37
1.2.9	bend-after-event	37
1.2.10	break-dynamic-span-event	37
1.2.11	break-event	37
1.2.12	break-span-event	37
1.2.13	breathing-event	37
1.2.14	cluster-note-event	37
1.2.15	completize-extender-event	38
1.2.16	crescendo-event	38
1.2.17	decrescendo-event	38
1.2.18	dynamic-event	38
1.2.19	episema-event	38
1.2.20	extender-event	38
1.2.21	fingering-event	38
1.2.22	glissando-event	38
1.2.23	harmonic-event	38
1.2.24	hyphen-event	38
1.2.25	key-change-event	39
1.2.26	label-event	39
1.2.27	laissez-vibrer-event	39
1.2.28	layout-instruction-event	39
1.2.29	ligature-event	39
1.2.30	line-break-event	39
1.2.31	lyric-event	39
1.2.32	mark-event	39
1.2.33	melodic-event	39
1.2.34	multi-measure-rest-event	39
1.2.35	multi-measure-text-event	40
1.2.36	music-event	40
1.2.37	note-event	40
1.2.38	note-grouping-event	40
1.2.39	page-break-event	41
1.2.40	page-turn-event	41
1.2.41	part-combine-event	41
1.2.42	pedal-event	41
1.2.43	percent-event	41
1.2.44	pes-or-flexa-event	41
1.2.45	phrasing-slur-event	41
1.2.46	repeat-tie-event	41
1.2.47	rest-event	41
1.2.48	rhythmic-event	42
1.2.49	script-event	42
1.2.50	skip-event	42
1.2.51	slur-event	42
1.2.52	solo-one-event	42
1.2.53	solo-two-event	42
1.2.54	sostenuto-event	42
1.2.55	spacing-section-event	42
1.2.56	span-dynamic-event	42
1.2.57	span-event	43
1.2.58	staff-span-event	43
1.2.59	StreamEvent	43
1.2.60	string-number-event	43
1.2.61	stroke-finger-event	44

1.2.62	sustain-event	44
1.2.63	text-script-event	44
1.2.64	text-span-event	44
1.2.65	tie-event	44
1.2.66	tremolo-event	44
1.2.67	tremolo-span-event	44
1.2.68	trill-span-event	44
1.2.69	tuplet-span-event	44
1.2.70	una-corda-event	45
1.2.71	unisono-event	45
1.3	Music properties	45
2	Translation	50
2.1	Contexts	50
2.1.1	ChoirStaff	50
2.1.2	ChordNames	51
2.1.3	CueVoice	52
2.1.4	Devnull	64
2.1.5	DrumStaff	65
2.1.6	DrumVoice	70
2.1.7	Dynamics	81
2.1.8	FiguredBass	84
2.1.9	FretBoards	85
2.1.10	Global	88
2.1.11	GrandStaff	88
2.1.12	GregorianTranscriptionStaff	89
2.1.13	GregorianTranscriptionVoice	98
2.1.14	Lyrics	110
2.1.15	MensuralStaff	113
2.1.16	MensuralVoice	122
2.1.17	NoteNames	134
2.1.18	PianoStaff	135
2.1.19	RhythmicStaff	137
2.1.20	Score	140
2.1.21	Staff	152
2.1.22	StaffGroup	161
2.1.23	TabStaff	162
2.1.24	TabVoice	168
2.1.25	VaticanaStaff	181
2.1.26	VaticanaVoice	191
2.1.27	Voice	202
2.2	Engravers and Performers	214
2.2.1	Accidental_engraver	214
2.2.2	Ambitus_engraver	215
2.2.3	Arpeggio_engraver	216
2.2.4	Auto_beam_engraver	216
2.2.5	Axis_group_engraver	216
2.2.6	Balloon_engraver	217
2.2.7	Bar_engraver	217
2.2.8	Bar_number_engraver	217
2.2.9	Beam_engraver	218
2.2.10	Beam_performer	218
2.2.11	Bend_engraver	218
2.2.12	Break_align_engraver	219

2.2.13	Breathing_sign_engraver	219
2.2.14	Chord_name_engraver	219
2.2.15	Chord_tremolo_engraver	220
2.2.16	Clef_engraver	220
2.2.17	Cluster_spanner_engraver	221
2.2.18	Collision_engraver	221
2.2.19	Completion_heads_engraver	221
2.2.20	Control_track_performer	221
2.2.21	Custos_engraver	222
2.2.22	Default_bar_line_engraver	222
2.2.23	Dot_column_engraver	223
2.2.24	Dots_engraver	223
2.2.25	Drum_note_performer	223
2.2.26	Drum_notes_engraver	223
2.2.27	Dynamic_align_engraver	223
2.2.28	Dynamic_engraver	224
2.2.29	Dynamic_performer	224
2.2.30	Engraver	224
2.2.31	Episema_engraver	225
2.2.32	Extender_engraver	225
2.2.33	Figured_bass_engraver	225
2.2.34	Figured_bass_position_engraver	226
2.2.35	Fingering_engraver	226
2.2.36	Font_size_engraver	226
2.2.37	Forbid_line_break_engraver	226
2.2.38	Fretboard_engraver	227
2.2.39	Glissando_engraver	227
2.2.40	Grace_beam_engraver	228
2.2.41	Grace_engraver	228
2.2.42	Grace_spacing_engraver	228
2.2.43	Grid_line_span_engraver	229
2.2.44	Grid_point_engraver	229
2.2.45	Grob_pq_engraver	229
2.2.46	Hara_kiri_engraver	229
2.2.47	Horizontal_bracket_engraver	230
2.2.48	Hyphen_engraver	230
2.2.49	Instrument_name_engraver	230
2.2.50	Instrument_switch_engraver	231
2.2.51	Key_engraver	231
2.2.52	Key_performer	232
2.2.53	Laissez_vibrer_engraver	232
2.2.54	Ledger_line_engraver	232
2.2.55	Ligature_bracket_engraver	232
2.2.56	Lyric_engraver	233
2.2.57	Lyric_performer	233
2.2.58	Mark_engraver	233
2.2.59	Measure_grouping_engraver	233
2.2.60	Melody_engraver	234
2.2.61	Mensural_ligature_engraver	234
2.2.62	Metronome_mark_engraver	234
2.2.63	Multi_measure_rest_engraver	235
2.2.64	New_dynamic_engraver	235
2.2.65	New_fingering_engraver	236
2.2.66	Note_head_line_engraver	236

2.2.67	Note_heads_engraver	237
2.2.68	Note_name_engraver	237
2.2.69	Note_performer	237
2.2.70	Note_spacing_engraver	238
2.2.71	Ottava_spanner_engraver	238
2.2.72	Output_property_engraver	238
2.2.73	Page_turn_engraver	238
2.2.74	Paper_column_engraver	239
2.2.75	Parenthesis_engraver	239
2.2.76	Part_combine_engraver	239
2.2.77	Percent_repeat_engraver	240
2.2.78	Phrasing_slur_engraver	241
2.2.79	Piano_pedal_align_engraver	241
2.2.80	Piano_pedal_engraver	241
2.2.81	Piano_pedal_performer	242
2.2.82	Pitch_squash_engraver	242
2.2.83	Pitched_trill_engraver	242
2.2.84	Repeat_acknowledge_engraver	242
2.2.85	Repeat_tie_engraver	243
2.2.86	Rest_collision_engraver	243
2.2.87	Rest_engraver	243
2.2.88	Rhythmic_column_engraver	244
2.2.89	Scheme_engraver	244
2.2.90	Script_column_engraver	244
2.2.91	Script_engraver	244
2.2.92	Script_row_engraver	244
2.2.93	Separating_line_group_engraver	245
2.2.94	Slash_repeat_engraver	245
2.2.95	Slur_engraver	245
2.2.96	Slur_performer	246
2.2.97	Spacing_engraver	246
2.2.98	Span_arpeggio_engraver	246
2.2.99	Span_bar_engraver	246
2.2.100	Spanner_break_forbid_engraver	247
2.2.101	Staff_collecting_engraver	247
2.2.102	Staff_performer	247
2.2.103	Staff_symbol_engraver	247
2.2.104	Stanza_number_align_engraver	247
2.2.105	Stanza_number_engraver	247
2.2.106	Stem_engraver	248
2.2.107	System_start_delimiter_engraver	248
2.2.108	Tab_harmonic_engraver	249
2.2.109	Tab_note_heads_engraver	249
2.2.110	Tab_staff_symbol_engraver	250
2.2.111	Tempo_performer	250
2.2.112	Text_engraver	250
2.2.113	Text_spanner_engraver	250
2.2.114	Tie_engraver	250
2.2.115	Tie_performer	251
2.2.116	Time_signature_engraver	251
2.2.117	Time_signature_performer	251
2.2.118	Timing_translator	252
2.2.119	Translator	252
2.2.120	Trill_spanner_engraver	252

2.2.121	Tuplet_engraver	253
2.2.122	Tweak_engraver	253
2.2.123	Vaticana_ligature_engraver	253
2.2.124	Vertical_align_engraver	253
2.2.125	Vertically_spaced_contexts_engraver	254
2.2.126	Volta_engraver	254
2.3	Tunable context properties	254
2.4	Internal context properties	264
3	Backend	266
3.1	All layout objects	266
3.1.1	Accidental	266
3.1.2	AccidentalCautionary	266
3.1.3	AccidentalPlacement	267
3.1.4	AccidentalSuggestion	268
3.1.5	Ambitus	269
3.1.6	AmbitusAccidental	270
3.1.7	AmbitusLine	271
3.1.8	AmbitusNoteHead	271
3.1.9	Arpeggio	272
3.1.10	BalloonTextItem	273
3.1.11	BarLine	273
3.1.12	BarNumber	275
3.1.13	BassFigure	277
3.1.14	BassFigureAlignment	277
3.1.15	BassFigureAlignmentPositioning	277
3.1.16	BassFigureBracket	278
3.1.17	BassFigureContinuation	278
3.1.18	BassFigureLine	279
3.1.19	Beam	279
3.1.20	BendAfter	281
3.1.21	BreakAlignGroup	281
3.1.22	BreakAlignment	282
3.1.23	BreathingSign	283
3.1.24	ChordName	283
3.1.25	Clef	284
3.1.26	ClusterSpanner	285
3.1.27	ClusterSpannerBeacon	286
3.1.28	CombineTextScript	286
3.1.29	Custos	288
3.1.30	DotColumn	288
3.1.31	Dots	289
3.1.32	DoublePercentRepeat	289
3.1.33	DoublePercentRepeatCounter	290
3.1.34	DynamicLineSpanner	292
3.1.35	DynamicText	293
3.1.36	DynamicTextSpanner	294
3.1.37	Episema	295
3.1.38	Fingering	296
3.1.39	FretBoard	298
3.1.40	Glissando	299
3.1.41	GraceSpacing	300
3.1.42	GridLine	300
3.1.43	GridPoint	301

3.1.44	Hairpin	301
3.1.45	HarmonicParenthesesItem	302
3.1.46	HorizontalBracket	303
3.1.47	InstrumentName	304
3.1.48	InstrumentSwitch	305
3.1.49	KeyCancellation	306
3.1.50	KeySignature	307
3.1.51	LaissezVibrerTie	308
3.1.52	LaissezVibrerTieColumn	309
3.1.53	LedgerLineSpanner	309
3.1.54	LeftEdge	310
3.1.55	LigatureBracket	310
3.1.56	LyricExtender	311
3.1.57	LyricHyphen	312
3.1.58	LyricSpace	313
3.1.59	LyricText	313
3.1.60	MeasureGrouping	314
3.1.61	MelodyItem	315
3.1.62	MensuralLigature	315
3.1.63	MetronomeMark	316
3.1.64	MultiMeasureRest	316
3.1.65	MultiMeasureRestNumber	317
3.1.66	MultiMeasureRestText	319
3.1.67	NonMusicalPaperColumn	320
3.1.68	NoteCollision	320
3.1.69	NoteColumn	321
3.1.70	NoteHead	321
3.1.71	NoteName	322
3.1.72	NoteSpacing	322
3.1.73	OctavateEight	323
3.1.74	OttavaBracket	324
3.1.75	PaperColumn	325
3.1.76	ParenthesesItem	326
3.1.77	PercentRepeat	326
3.1.78	PercentRepeatCounter	327
3.1.79	PhrasingSlur	328
3.1.80	PianoPedalBracket	329
3.1.81	RehearsalMark	330
3.1.82	RepeatSlash	332
3.1.83	RepeatTie	332
3.1.84	RepeatTieColumn	333
3.1.85	Rest	333
3.1.86	RestCollision	334
3.1.87	Script	334
3.1.88	ScriptColumn	335
3.1.89	ScriptRow	335
3.1.90	Slur	336
3.1.91	SostenutoPedal	337
3.1.92	SostenutoPedalLineSpanner	338
3.1.93	SpacingSpanner	339
3.1.94	SpanBar	340
3.1.95	StaffGrouper	341
3.1.96	StaffSpacing	341
3.1.97	StaffSymbol	342

3.1.98	StanzaNumber	342
3.1.99	Stem	343
3.1.100	StemTremolo	345
3.1.101	StringNumber	345
3.1.102	StrokeFinger	346
3.1.103	SustainPedal	347
3.1.104	SustainPedalLineSpanner	348
3.1.105	System	349
3.1.106	SystemStartBar	350
3.1.107	SystemStartBrace	350
3.1.108	SystemStartBracket	351
3.1.109	SystemStartSquare	352
3.1.110	TabNoteHead	353
3.1.111	TextScript	354
3.1.112	TextSpanner	356
3.1.113	Tie	357
3.1.114	TieColumn	358
3.1.115	TimeSignature	359
3.1.116	TrillPitchAccidental	360
3.1.117	TrillPitchGroup	361
3.1.118	TrillPitchHead	362
3.1.119	TrillSpanner	362
3.1.120	TupletBracket	363
3.1.121	TupletNumber	365
3.1.122	UnaCordaPedal	365
3.1.123	UnaCordaPedalLineSpanner	366
3.1.124	VaticanaLigature	367
3.1.125	VerticalAlignment	367
3.1.126	VerticalAxisGroup	368
3.1.127	VoiceFollower	369
3.1.128	VoltaBracket	370
3.1.129	VoltaBracketSpanner	371
3.2	Graphical Object Interfaces	372
3.2.1	accidental-interface	372
3.2.2	accidental-placement-interface	373
3.2.3	accidental-suggestion-interface	373
3.2.4	align-interface	373
3.2.5	ambitus-interface	374
3.2.6	arpeggio-interface	374
3.2.7	axis-group-interface	375
3.2.8	balloon-interface	377
3.2.9	bar-line-interface	377
3.2.10	bass-figure-alignment-interface	378
3.2.11	bass-figure-interface	378
3.2.12	beam-interface	378
3.2.13	bend-after-interface	381
3.2.14	break-alignable-interface	381
3.2.15	break-aligned-interface	381
3.2.16	break-alignment-interface	382
3.2.17	breathing-sign-interface	383
3.2.18	chord-name-interface	383
3.2.19	clef-interface	383
3.2.20	cluster-beacon-interface	383
3.2.21	cluster-interface	384

3.2.22	custos-interface	384
3.2.23	dot-column-interface	384
3.2.24	dots-interface	385
3.2.25	dynamic-interface	385
3.2.26	dynamic-line-spanner-interface	385
3.2.27	dynamic-text-interface	386
3.2.28	dynamic-text-spanner-interface	386
3.2.29	enclosing-bracket-interface	386
3.2.30	episema-interface	387
3.2.31	figured-bass-continuation-interface	387
3.2.32	finger-interface	387
3.2.33	font-interface	387
3.2.34	fret-diagram-interface	388
3.2.35	grace-spacing-interface	390
3.2.36	gregorian-ligature-interface	390
3.2.37	grid-line-interface	391
3.2.38	grid-point-interface	391
3.2.39	grob-interface	392
3.2.40	hairpin-interface	395
3.2.41	hara-kiri-group-spanner-interface	395
3.2.42	horizontal-bracket-interface	396
3.2.43	instrument-specific-markup-interface	396
3.2.44	item-interface	398
3.2.45	key-cancellation-interface	400
3.2.46	key-signature-interface	400
3.2.47	ledger-line-spanner-interface	400
3.2.48	ledgered-interface	401
3.2.49	ligature-bracket-interface	401
3.2.50	ligature-interface	401
3.2.51	line-interface	401
3.2.52	line-spanner-interface	402
3.2.53	lyric-extender-interface	403
3.2.54	lyric-hyphen-interface	403
3.2.55	lyric-interface	404
3.2.56	lyric-syllable-interface	404
3.2.57	mark-interface	404
3.2.58	measure-grouping-interface	404
3.2.59	melody-spanner-interface	404
3.2.60	mensural-ligature-interface	405
3.2.61	metronome-mark-interface	405
3.2.62	multi-measure-interface	405
3.2.63	multi-measure-rest-interface	405
3.2.64	note-collision-interface	406
3.2.65	note-column-interface	407
3.2.66	note-head-interface	407
3.2.67	note-name-interface	408
3.2.68	note-spacing-interface	408
3.2.69	only-prebreak-interface	408
3.2.70	ottava-bracket-interface	408
3.2.71	paper-column-interface	409
3.2.72	parentheses-interface	410
3.2.73	percent-repeat-interface	411
3.2.74	percent-repeat-item-interface	411
3.2.75	piano-pedal-bracket-interface	411

3.2.76	piano-pedal-interface	412
3.2.77	piano-pedal-script-interface	412
3.2.78	pitched-trill-interface	412
3.2.79	rest-collision-interface	412
3.2.80	rest-interface	413
3.2.81	rhythmic-grob-interface	413
3.2.82	rhythmic-head-interface	413
3.2.83	script-column-interface	414
3.2.84	script-interface	414
3.2.85	self-alignment-interface	415
3.2.86	semi-tie-column-interface	415
3.2.87	semi-tie-interface	416
3.2.88	separation-item-interface	416
3.2.89	side-position-interface	417
3.2.90	slur-interface	418
3.2.91	spaceable-grob-interface	419
3.2.92	spacing-interface	420
3.2.93	spacing-options-interface	420
3.2.94	spacing-spanner-interface	420
3.2.95	span-bar-interface	421
3.2.96	spanner-interface	422
3.2.97	staff-grouper-interface	423
3.2.98	staff-spacing-interface	423
3.2.99	staff-symbol-interface	423
3.2.100	staff-symbol-referencer-interface	424
3.2.101	stanza-number-interface	424
3.2.102	stem-interface	424
3.2.103	stem-tremolo-interface	426
3.2.104	string-number-interface	427
3.2.105	stroke-finger-interface	427
3.2.106	system-interface	427
3.2.107	system-start-delimiter-interface	428
3.2.108	system-start-text-interface	428
3.2.109	tab-note-head-interface	429
3.2.110	text-interface	429
3.2.111	text-script-interface	430
3.2.112	tie-column-interface	430
3.2.113	tie-interface	431
3.2.114	time-signature-interface	432
3.2.115	trill-pitch-accidental-interface	432
3.2.116	trill-spanner-interface	432
3.2.117	tuplet-bracket-interface	432
3.2.118	tuplet-number-interface	434
3.2.119	unbreakable-spanner-interface	434
3.2.120	vaticana-ligature-interface	434
3.2.121	vertically-spaceable-interface	435
3.2.122	volta-bracket-interface	435
3.2.123	volta-interface	435
3.3	User backend properties	435
3.4	Internal backend properties	451

4 Scheme functions 457

Appendix A	Indices	477
A.1	Concept index	477
A.2	Function index	477

This is the Internals Reference (IR) for version 2.13.27 of LilyPond, the GNU music typesetter.

1 Music definitions

1.1 Music expressions

1.1.1 AbsoluteDynamicEvent

Create a dynamic mark.

Syntax: `note\`*x*, where *x* is a dynamic mark like `\ppp` or `\sfz`. A complete list is in file `'ly/dynamic-scripts-init.ly'`.

Event classes: [Section 1.2.1 \[absolute-dynamic-event\]](#), page 36, [Section 1.2.18 \[dynamic-event\]](#), page 38, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.28 \[Dynamic-engraver\]](#), page 224, [Section 2.2.29 \[Dynamic-performer\]](#), page 224 and [Section 2.2.64 \[New_dynamic-engraver\]](#), page 235.

Properties:

name (symbol):
 `'AbsoluteDynamicEvent`
 Name of this music object.

types (list):
 `'(general-music event dynamic-event absolute-dynamic-event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.2 AnnotateOutputEvent

Print an annotation of an output element.

Event classes: [Section 1.2.2 \[annotate-output-event\]](#), page 36, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.6 \[Balloon-engraver\]](#), page 217.

Properties:

name (symbol):
 `'AnnotateOutputEvent`
 Name of this music object.

types (list):
 `'(general-music event annotate-output-event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.3 ApplyContext

Call the argument with the current context during interpreting phase.

Properties:

iterator-ctor (procedure):
 `ly:apply-context-iterator::constructor`
 Function to construct a `music-event-iterator` object for this music.

name (symbol):
 `'ApplyContext`
 Name of this music object.

```
types (list):
    '(general-music apply-context)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.4 ApplyOutputEvent

Call the argument with all current grobs during interpreting phase.

Syntax: `\applyOutput #'context func`

Arguments to *func* are 1. the grob, 2. the originating context, and 3. the context where *func* is called.

Event classes: [Section 1.2.3 \[apply-output-event\]](#), page 36, [Section 1.2.28 \[layout-instruction-event\]](#), page 39, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.72 \[Output-property-engraver\]](#), page 238.

Properties:

```
name (symbol):
    'ApplyOutputEvent
    Name of this music object.

types (list):
    '(general-music event apply-output-event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.5 ArpeggioEvent

Make an arpeggio on this note.

Syntax: `note-\arpeggio`

Event classes: [Section 1.2.4 \[arpeggio-event\]](#), page 36, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.3 \[Arpeggio-engraver\]](#), page 216.

Properties:

```
name (symbol):
    'ArpeggioEvent
    Name of this music object.

types (list):
    '(general-music arpeggio-event event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.6 ArticulationEvent

Add an articulation marking to a note.

Syntax: `notexy`, where *x* is a direction (`^` for up or `_` for down), or LilyPond's choice (no direction specified), and where *y* is an articulation (such as `-.`, `->`, `\tenuto`, `\downbow`). See the Notation Reference for details.

Event classes: [Section 1.2.5 \[articulation-event\]](#), page 37, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.49 \[script-event\]](#), page 42 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.91 \[Script-engraver\]](#), page 244.

Properties:

name (symbol):
 'ArticulationEvent
 Name of this music object.

types (list):
 '(general-music event articulation-event script-event)
 The types of this music object; determines by what engraver this music expression is processed.

1.1.7 AutoChangeMusic

Used for making voices that switch between piano staves automatically.

Properties:

iterator-ctor (procedure):
 ly:auto-change-iterator::constructor
 Function to construct a music-event-iterator object for this music.

length-callback (procedure):
 ly:music-wrapper::length-callback
 How to compute the duration of this music. This property can only be defined as initializer in 'scm/define-music-types.scm'.

name (symbol):
 'AutoChangeMusic
 Name of this music object.

start-callback (procedure):
 ly:music-wrapper::start-callback
 Function to compute the negative length of starting grace notes. This property can only be defined as initializer in 'scm/define-music-types.scm'.

types (list):
 '(general-music music-wrapper-music auto-change-instruction)
 The types of this music object; determines by what engraver this music expression is processed.

1.1.8 BarCheck

Check whether this music coincides with the start of the measure.

Properties:

iterator-ctor (procedure):
 ly:bar-check-iterator::constructor
 Function to construct a music-event-iterator object for this music.

name (symbol):
 'BarCheck
 Name of this music object.

types (list):
 '(general-music bar-check)
 The types of this music object; determines by what engraver this music expression is processed.

1.1.9 BassFigureEvent

Print a bass-figure text.

Event classes: [Section 1.2.6 \[bass-figure-event\]](#), page 37, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.48 \[rhythmic-event\]](#), page 42 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.33 \[Figured_bass-engraver\]](#), page 225.

Properties:

```
name (symbol):
    'BassFigureEvent
    Name of this music object.

types (list):
    '(general-music event rhythmic-event bass-figure-event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.10 BeamEvent

Start or stop a beam.

Syntax for manual control: `c8-[c c-] c8`

Event classes: [Section 1.2.7 \[beam-event\]](#), page 37, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.57 \[span-event\]](#), page 43 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.9 \[Beam-engraver\]](#), page 218, [Section 2.2.10 \[Beam-performer\]](#), page 218 and [Section 2.2.40 \[Grace_beam-engraver\]](#), page 228.

Properties:

```
name (symbol):
    'BeamEvent
    Name of this music object.

types (list):
    '(general-music event beam-event span-event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.11 BeamForbidEvent

Specify that a note may not auto-beamed.

Event classes: [Section 1.2.8 \[beam-forbid-event\]](#), page 37, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.4 \[Auto_beam-engraver\]](#), page 216.

Properties:

```
name (symbol):
    'BeamForbidEvent
    Name of this music object.

types (list):
    '(general-music event beam-forbid-event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.12 BendAfterEvent

A drop/fall/doit jazz articulation.

Event classes: [Section 1.2.9 \[bend-after-event\]](#), page 37, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.11 \[Bend_engraver\]](#), page 218.

Properties:

```
name (symbol):
    'BendAfterEvent
    Name of this music object.

types (list):
    '(general-music bend-after-event event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.13 BreakDynamicSpanEvent

End an alignment spanner for dynamics here.

Event classes: [Section 1.2.10 \[break-dynamic-span-event\]](#), page 37, [Section 1.2.12 \[break-span-event\]](#), page 37, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.27 \[Dynamic_align_engraver\]](#), page 223.

Properties:

```
name (symbol):
    'BreakDynamicSpanEvent
    Name of this music object.

types (list):
    '(general-music break-span-event break-dynamic-span-event
    event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.14 BreathingEvent

Create a ‘breath mark’ or ‘comma’.

Syntax: *note*\breathe

Event classes: [Section 1.2.13 \[breathing-event\]](#), page 37, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.13 \[Breathing_sign_engraver\]](#), page 219.

Properties:

```
name (symbol):
    'BreathingEvent
    Name of this music object.

types (list):
    '(general-music event breathing-event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.15 ClusterNoteEvent

A note that is part of a cluster.

Event classes: [Section 1.2.14 \[cluster-note-event\]](#), page 37, [Section 1.2.33 \[melodic-event\]](#), page 39, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.48 \[rhythmic-event\]](#), page 42 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.17 \[Cluster_spanner_engraver\]](#), page 221.

Properties:

```
name (symbol):
    'ClusterNoteEvent
    Name of this music object.

types (list):
    '(general-music cluster-note-event melodic-event rhythmic-
    event event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.16 CompletizeExtenderEvent

Used internally to signal the end of a lyrics block to ensure extenders are completed correctly when a `Lyrics` context ends before its associated `Voice` context.

Event classes: [Section 1.2.15 \[completize-extender-event\]](#), page 38, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.32 \[Extender_engraver\]](#), page 225.

Properties:

```
name (symbol):
    'CompletizeExtenderEvent
    Name of this music object.

types (list):
    '(general-music completize-extender-event event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.17 ContextChange

Change staves in Piano staff.

Syntax: `\change Staff = new-id`

Properties:

```
iterator-ctor (procedure):
    ly:change-iterator::constructor
    Function to construct a music-event-iterator object for this music.

name (symbol):
    'ContextChange
    Name of this music object.

types (list):
    '(general-music translator-change-instruction)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.18 ContextSpeccedMusic

Interpret the argument music within a specific context.

Properties:

iterator-ctor (procedure):
`ly:context-specced-music-iterator::constructor`
 Function to construct a `music-event-iterator` object for this music.

length-callback (procedure):
`ly:music-wrapper::length-callback`
 How to compute the duration of this music. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

name (symbol):
`'ContextSpeccedMusic`
 Name of this music object.

start-callback (procedure):
`ly:music-wrapper::start-callback`
 Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

types (list):
`'(context-specification general-music music-wrapper-music)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.19 CrescendoEvent

Begin or end a crescendo.

Syntax: `note\< ... note\!`

An alternative syntax is `note\cr ... note\endcr`.

Event classes: [Section 1.2.16 \[crescendo-event\]](#), page 38, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.56 \[span-dynamic-event\]](#), page 42, [Section 1.2.57 \[span-event\]](#), page 43 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.28 \[Dynamic-engraver\]](#), page 224, [Section 2.2.29 \[Dynamic-performer\]](#), page 224 and [Section 2.2.64 \[New-dynamic-engraver\]](#), page 235.

Properties:

name (symbol):
`'CrescendoEvent`
 Name of this music object.

types (list):
`'(general-music span-event span-dynamic-event crescendo-event event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.20 DecrescendoEvent

Begin or end a decrescendo.

Syntax: *note\> ... note\!*

An alternative syntax is *note\decr ... note\enddecr*.

Event classes: [Section 1.2.17 \[decrescendo-event\]](#), page 38, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.56 \[span-dynamic-event\]](#), page 42, [Section 1.2.57 \[span-event\]](#), page 43 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.28 \[Dynamic-engraver\]](#), page 224, [Section 2.2.29 \[Dynamic-performer\]](#), page 224 and [Section 2.2.64 \[New-dynamic-engraver\]](#), page 235.

Properties:

name (symbol):

`'DecrescendoEvent`

Name of this music object.

types (list):

`'(general-music span-event span-dynamic-event decrescendo-event event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.21 EpisemaEvent

Begin or end an episema.

Event classes: [Section 1.2.19 \[episema-event\]](#), page 38, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.57 \[span-event\]](#), page 43 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.31 \[Episema-engraver\]](#), page 225.

Properties:

name (symbol):

`'EpisemaEvent`

Name of this music object.

types (list):

`'(general-music span-event event episema-event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.22 Event

Atomic music event.

Properties:

name (symbol):

`'Event`

Name of this music object.

types (list):

`'(general-music event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.23 EventChord

Internally used to group a set of events.

Properties:

```

iterator-ctor (procedure):
    ly:event-chord-iterator::constructor
    Function to construct a music-event-iterator object for this music.

length-callback (procedure):
    ly:music-sequence::maximum-length-callback
    How to compute the duration of this music. This property can only be
    defined as initializer in 'scm/define-music-types.scm'.

name (symbol):
    'EventChord
    Name of this music object.

to-relative-callback (procedure):
    ly:music-sequence::event-chord-relative-callback
    How to transform a piece of music to relative pitches.

types (list):
    '(general-music event-chord simultaneous-music)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.24 ExtenderEvent

Extend lyrics.

Event classes: [Section 1.2.20 \[extender-event\]](#), page 38, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.32 \[Extender-engraver\]](#), page 225.

Properties:

```

name (symbol):
    'ExtenderEvent
    Name of this music object.

types (list):
    '(general-music extender-event event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.25 FingeringEvent

Specify what finger to use for this note.

Event classes: [Section 1.2.21 \[fingering-event\]](#), page 38, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.35 \[Fingering-engraver\]](#), page 226.

Properties:

```

name (symbol):
    'FingeringEvent
    Name of this music object.
```

`types` (list):

`'(general-music fingering-event event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.26 GlissandoEvent

Start a glissando on this note.

Event classes: [Section 1.2.22 \[glissando-event\]](#), page 38, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.39 \[Glissando-engraver\]](#), page 227.

Properties:

`name` (symbol):

`'GlissandoEvent`

Name of this music object.

`types` (list):

`'(general-music glissando-event event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.27 GraceMusic

Interpret the argument as grace notes.

Properties:

`iterator-ctor` (procedure):

`ly:grace-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`length` (moment):

`#<Mom 0>`

The duration of this music.

`name` (symbol):

`'GraceMusic`

Name of this music object.

`start-callback` (procedure):

`ly:grace-music::start-callback`

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

`types` (list):

`'(grace-music music-wrapper-music general-music)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.28 HarmonicEvent

Mark a note as harmonic.

Event classes: [Section 1.2.23 \[harmonic-event\]](#), page 38, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Not accepted by any engraver or performer.

Properties:

name (symbol):
 `'HarmonicEvent`
 Name of this music object.

types (list):
 `'(general-music event harmonic-event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.29 HyphenEvent

A hyphen between lyric syllables.

Event classes: [Section 1.2.24 \[hyphen-event\]](#), page 38, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.48 \[Hyphen-engraver\]](#), page 230.

Properties:

name (symbol):
 `'HyphenEvent`
 Name of this music object.

types (list):
 `'(general-music hyphen-event event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.30 KeyChangeEvent

Change the key signature.

Syntax: `\key name scale`

Event classes: [Section 1.2.25 \[key-change-event\]](#), page 39, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.51 \[Key-engraver\]](#), page 231 and [Section 2.2.52 \[Key-performer\]](#), page 232.

Properties:

name (symbol):
 `'KeyChangeEvent`
 Name of this music object.

to-relative-callback (procedure):
 `#<procedure #f (x p)>`
 How to transform a piece of music to relative pitches.

types (list):
 `'(general-music key-change-event event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.31 LabelEvent

Place a bookmarking label.

Event classes: [Section 1.2.26 \[label-event\]](#), page 39, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.74 \[Paper-column-engraver\]](#), page 239.

Properties:

name (symbol):
 `'LabelEvent`
 Name of this music object.

types (list):
 `'(general-music label-event event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.32 LaissezVibrerEvent

Don't damp this chord.

Syntax: *note*\laissezVibrer

Event classes: [Section 1.2.27 \[laissez-vibrer-event\]](#), page 39, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.53 \[Laissez_vibrer_engraver\]](#), page 232.

Properties:

name (symbol):
 `'LaissezVibrerEvent`
 Name of this music object.

types (list):
 `'(general-music event laissez-vibrer-event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.33 LigatureEvent

Start or end a ligature.

Event classes: [Section 1.2.29 \[ligature-event\]](#), page 39, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.57 \[span-event\]](#), page 43 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.55 \[Ligature_bracket_engraver\]](#), page 232, [Section 2.2.61 \[Mensural_ligature_engraver\]](#), page 234 and [Section 2.2.123 \[Vaticana_ligature_engraver\]](#), page 253.

Properties:

name (symbol):
 `'LigatureEvent`
 Name of this music object.

types (list):
 `'(general-music span-event ligature-event event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.34 LineBreakEvent

Allow, forbid or force a line break.

Event classes: [Section 1.2.11 \[break-event\]](#), page 37, [Section 1.2.30 \[line-break-event\]](#), page 39, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.73 \[Page_turn_engraver\]](#), page 238 and [Section 2.2.74 \[Paper_column_engraver\]](#), page 239.

Properties:

name (symbol):
 `'LineBreakEvent`
 Name of this music object.

types (list):
 `'(general-music line-break-event break-event event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.35 LyricCombineMusic

Align lyrics to the start of notes.

Syntax: `\lyricsto voicename lyrics`

Properties:

iterator-ctor (procedure):
 `ly:lyric-combine-music-iterator::constructor`
 Function to construct a `music-event-iterator` object for this music.

length (moment):
 `#<Mom 0>`
 The duration of this music.

name (symbol):
 `'LyricCombineMusic`
 Name of this music object.

types (list):
 `'(general-music lyric-combine-music)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.36 LyricEvent

A lyric syllable. Must be entered in lyrics mode, i.e., `\lyrics { twinkle4 twinkle4 }`.

Event classes: [Section 1.2.31 \[lyric-event\]](#), page 39, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.48 \[rhythmic-event\]](#), page 42 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.56 \[Lyric-engraver\]](#), page 233 and [Section 2.2.57 \[Lyric-performer\]](#), page 233.

Properties:

name (symbol):
 `'LyricEvent`
 Name of this music object.

types (list):
 `'(general-music rhythmic-event lyric-event event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.37 MarkEvent

Insert a rehearsal mark.

Syntax: `\mark marker`

Example: `\mark "A"`

Event classes: [Section 1.2.32 \[mark-event\]](#), page 39, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.58 \[Mark_engraver\]](#), page 233.

Properties:

```
name (symbol):
    'MarkEvent
    Name of this music object.

types (list):
    '(general-music mark-event event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.38 MultiMeasureRestEvent

Used internally by `MultiMeasureRestMusic` to signal rests.

Event classes: [Section 1.2.34 \[multi-measure-rest-event\]](#), page 39, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.48 \[rhythmic-event\]](#), page 42 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.63 \[Multi_measure_rest_engraver\]](#), page 235.

Properties:

```
name (symbol):
    'MultiMeasureRestEvent
    Name of this music object.

types (list):
    '(general-music event rhythmic-event multi-measure-rest-
    event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.39 MultiMeasureRestMusic

Rests that may be compressed into Multi rests.

Syntax: `R2.*4` for 4 measures in 3/4 time.

Properties:

```
elements-callback (procedure):
    mm-rest-child-list
    Return a list of children, for use by a sequential iterator. Takes a single
    music parameter.

iterator-ctor (procedure):
    ly:sequential-iterator::constructor
    Function to construct a music-event-iterator object for this music.

name (symbol):
    'MultiMeasureRestMusic
    Name of this music object.

types (list):
    '(general-music multi-measure-rest)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.40 MultiMeasureTextEvent

Texts on multi measure rests.

Syntax: `R-\markup { \roman "bla" }`

Note the explicit font switch.

Event classes: [Section 1.2.35 \[multi-measure-text-event\]](#), page 40, [Section 1.2.36 \[music-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.63 \[Multi_measure_rest_engraver\]](#), page 235.

Properties:

name (symbol):

`'MultiMeasureTextEvent`

Name of this music object.

types (list):

`'(general-music event multi-measure-text-event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.41 Music

Generic type for music expressions.

Properties:

name (symbol):

`'Music`

Name of this music object.

types (list):

`'(general-music)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.42 NoteEvent

A note.

Event classes: [Section 1.2.33 \[melodic-event\]](#), page 39, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.37 \[note-event\]](#), page 40, [Section 1.2.48 \[rhythmic-event\]](#), page 42 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.14 \[Chord_name_engraver\]](#), page 219, [Section 2.2.19 \[Completion_heads_engraver\]](#), page 221, [Section 2.2.25 \[Drum_note_performer\]](#), page 223, [Section 2.2.26 \[Drum_notes_engraver\]](#), page 223, [Section 2.2.38 \[Fretboard_engraver\]](#), page 227, [Section 2.2.67 \[Note_heads_engraver\]](#), page 237, [Section 2.2.68 \[Note_name_engraver\]](#), page 237, [Section 2.2.69 \[Note_performer\]](#), page 237 and [Section 2.2.109 \[Tab_note_heads_engraver\]](#), page 249.

Properties:

name (symbol):

`'NoteEvent`

Name of this music object.

types (list):

`'(general-music event note-event rhythmic-event melodic-event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.43 NoteGroupingEvent

Start or stop grouping brackets.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.38 \[note-grouping-event\]](#), page 40 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.47 \[Horizontal_bracket_engraver\]](#), page 230.

Properties:

name (symbol):
 'NoteGroupingEvent
 Name of this music object.

types (list):
 '(general-music event note-grouping-event)
 The types of this music object; determines by what engraver this music expression is processed.

1.1.44 OverrideProperty

Extend the definition of a graphical object.

Syntax: `\override [context .] object property = value`

Properties:

iterator-ctor (procedure):
 ly:push-property-iterator::constructor
 Function to construct a music-event-iterator object for this music.

name (symbol):
 'OverrideProperty
 Name of this music object.

types (list):
 '(general-music layout-instruction-event override-property-event)
 The types of this music object; determines by what engraver this music expression is processed.

1.1.45 PageBreakEvent

Allow, forbid or force a page break.

Event classes: [Section 1.2.11 \[break-event\]](#), page 37, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.39 \[page-break-event\]](#), page 41 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.73 \[Page_turn_engraver\]](#), page 238 and [Section 2.2.74 \[Paper_column_engraver\]](#), page 239.

Properties:

name (symbol):
 'PageBreakEvent
 Name of this music object.

types (list):
 '(general-music break-event page-break-event event)
 The types of this music object; determines by what engraver this music expression is processed.

1.1.46 PageTurnEvent

Allow, forbid or force a page turn.

Event classes: [Section 1.2.11 \[break-event\]](#), page 37, [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.40 \[page-turn-event\]](#), page 41 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.73 \[Page_turn_engraver\]](#), page 238 and [Section 2.2.74 \[Paper_column_engraver\]](#), page 239.

Properties:

name (symbol):
 `'PageTurnEvent'`
 Name of this music object.

types (list):
 `'(general-music break-event page-turn-event event)'`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.47 PartCombineMusic

Combine two parts on a staff, either merged or as separate voices.

Properties:

iterator-ctor (procedure):
 `ly:part-combine-iterator::constructor`
 Function to construct a `music-event-iterator` object for this music.

length-callback (procedure):
 `ly:music-sequence::maximum-length-callback`
 How to compute the duration of this music. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

name (symbol):
 `'PartCombineMusic'`
 Name of this music object.

start-callback (procedure):
 `ly:music-sequence::minimum-start-callback`
 Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

types (list):
 `'(general-music part-combine-music)'`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.48 PercentEvent

Used internally to signal percent repeats.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.43 \[percent-event\]](#), page 41, [Section 1.2.48 \[rhythmic-event\]](#), page 42 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.77 \[Percent_repeat_engraver\]](#), page 240 and [Section 2.2.94 \[Slash_repeat_engraver\]](#), page 245.

Properties:

name (symbol):
 `'PercentEvent`
 Name of this music object.

types (list):
 `'(general-music event percent-event rhythmic-event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.49 PercentRepeatedMusic

Repeats encoded by percents.

Properties:

iterator-ctor (procedure):
 `ly:percent-repeat-iterator::constructor`
 Function to construct a `music-event-iterator` object for this music.

length-callback (procedure):
 `ly:repeated-music::unfolded-music-length`
 How to compute the duration of this music. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

name (symbol):
 `'PercentRepeatedMusic`
 Name of this music object.

start-callback (procedure):
 `ly:repeated-music::first-start`
 Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

types (list):
 `'(general-music repeated-music percent-repeated-music)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.50 PesOrFlexaEvent

Within a ligature, mark the previous and the following note to form a pes (if melody goes up) or a flexa (if melody goes down).

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.44 \[pes-or-flexa-event\]](#), page 41 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.123 \[Vaticana_ligature-engraver\]](#), page 253.

Properties:

name (symbol):
 `'PesOrFlexaEvent`
 Name of this music object.

types (list):
 `'(general-music pes-or-flexa-event event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.51 PhrasingSlurEvent

Start or end phrasing slur.

Syntax: *note*(and *note*)

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.45 \[phrasing-slur-event\]](#), page 41, [Section 1.2.57 \[span-event\]](#), page 43 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.78 \[Phrasing-slur-engraver\]](#), page 241.

Properties:

name (symbol):

`'PhrasingSlurEvent`

Name of this music object.

types (list):

`'(general-music span-event event phrasing-slur-event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.52 PropertySet

Set a context property.

Syntax: `\set context.prop = scheme-val`

Properties:

iterator-ctor (procedure):

`ly:property-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

name (symbol):

`'PropertySet`

Name of this music object.

types (list):

`'(layout-instruction-event general-music)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.53 PropertyUnset

Restore the default setting for a context property. See [Section 1.1.52 \[PropertySet\]](#), page 20.

Syntax: `\unset context.prop`

Properties:

iterator-ctor (procedure):

`ly:property-unset-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

name (symbol):

`'PropertyUnset`

Name of this music object.

types (list):

`'(layout-instruction-event general-music)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.54 QuoteMusic

Quote preprocessed snippets of music.

Properties:

```

iterator-ctor (procedure):
  ly:music-wrapper-iterator::constructor
  Function to construct a music-event-iterator object for this music.

length-callback (procedure):
  ly:music-wrapper::length-callback
  How to compute the duration of this music. This property can only be
  defined as initializer in 'scm/define-music-types.scm'.

name (symbol):
  'QuoteMusic
  Name of this music object.

start-callback (procedure):
  ly:music-wrapper::start-callback
  Function to compute the negative length of starting grace
  notes. This property can only be defined as initializer in 'scm/
  define-music-types.scm'.

types (list):
  '(general-music music-wrapper-music)
  The types of this music object; determines by what engraver this music
  expression is processed.
```

1.1.55 RelativeOctaveCheck

Check if a pitch is in the correct octave.

Properties:

```

name (symbol):
  'RelativeOctaveCheck
  Name of this music object.

to-relative-callback (procedure):
  ly:relative-octave-check::relative-callback
  How to transform a piece of music to relative pitches.

types (list):
  '(general-music relative-octave-check)
  The types of this music object; determines by what engraver this music
  expression is processed.
```

1.1.56 RelativeOctaveMusic

Music that was entered in relative octave notation.

Properties:

```

iterator-ctor (procedure):
  ly:music-wrapper-iterator::constructor
  Function to construct a music-event-iterator object for this music.
```

length-callback (procedure):
`ly:music-wrapper::length-callback`
 How to compute the duration of this music. This property can only be defined as initializer in ‘`scm/define-music-types.scm`’.

name (symbol):
`'RelativeOctaveMusic`
 Name of this music object.

start-callback (procedure):
`ly:music-wrapper::start-callback`
 Function to compute the negative length of starting grace notes. This property can only be defined as initializer in ‘`scm/define-music-types.scm`’.

to-relative-callback (procedure):
`ly:relative-octave-music::relative-callback`
 How to transform a piece of music to relative pitches.

types (list):
`'(music-wrapper-music general-music relative-octave-music)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.57 RepeatTieEvent

Ties for starting a second volta bracket.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.46 \[repeat-tie-event\]](#), page 41 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.85 \[Repeat_tie-engraver\]](#), page 243.

Properties:

name (symbol):
`'RepeatTieEvent`
 Name of this music object.

types (list):
`'(general-music event repeat-tie-event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.58 RepeatedChord

A chord repetition

Properties:

iterator-ctor (procedure):
`ly:music-wrapper-iterator::constructor`
 Function to construct a `music-event-iterator` object for this music.

length-callback (procedure):
`ly:music-wrapper::length-callback`
 How to compute the duration of this music. This property can only be defined as initializer in ‘`scm/define-music-types.scm`’.

name (symbol):
 `'RepeatedChord`
 Name of this music object.

start-callback (procedure):
 `ly:music-wrapper::start-callback`
 Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

to-relative-callback (procedure):
 `ly:music-sequence::repeated-chord-relative-callback`
 How to transform a piece of music to relative pitches.

types (list):
 `'(general-music music-wrapper-music)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.59 RepeatedMusic

Repeat music in different ways.

Properties:

name (symbol):
 `'RepeatedMusic`
 Name of this music object.

types (list):
 `'(general-music repeated-music)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.60 RestEvent

A Rest.

Syntax: `r4` for a quarter rest.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.47 \[rest-event\]](#), page 41, [Section 1.2.48 \[rhythmic-event\]](#), page 42 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.14 \[Chord_name-engraver\]](#), page 219, [Section 2.2.33 \[Figured_bass-engraver\]](#), page 225 and [Section 2.2.87 \[Rest-engraver\]](#), page 243.

Properties:

name (symbol):
 `'RestEvent`
 Name of this music object.

types (list):
 `'(general-music event rhythmic-event rest-event)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.61 RevertProperty

The opposite of [Section 1.1.44 \[OverrideProperty\]](#), [page 17](#): remove a previously added property from a graphical object definition.

Properties:

```

iterator-ctor (procedure):
    ly:pop-property-iterator::constructor
    Function to construct a music-event-iterator object for this music.

name (symbol):
    'RevertProperty
    Name of this music object.

types (list):
    '(general-music layout-instruction-event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.62 ScriptEvent

Add an articulation mark to a note.

Event classes: [Section 1.2.36 \[music-event\]](#), [page 40](#), [Section 1.2.49 \[script-event\]](#), [page 42](#) and [Section 1.2.59 \[StreamEvent\]](#), [page 43](#).

Not accepted by any engraver or performer.

Properties:

```

name (symbol):
    'ScriptEvent
    Name of this music object.

types (list):
    '(general-music event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.63 SequentialMusic

Music expressions concatenated.

Syntax: `\sequential { ... }` or simply `{ ... }`

Properties:

```

elements-callback (procedure):
    #<procedure #f (m)>
    Return a list of children, for use by a sequential iterator. Takes a single
    music parameter.

iterator-ctor (procedure):
    ly:sequential-iterator::constructor
    Function to construct a music-event-iterator object for this music.

length-callback (procedure):
    ly:music-sequence::cumulative-length-callback
    How to compute the duration of this music. This property can only be
    defined as initializer in 'scm/define-music-types.scm'.
```

name (symbol):
 `'SequentialMusic`
 Name of this music object.

start-callback (procedure):
 `ly:music-sequence::first-start-callback`
 Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

types (list):
 `'(general-music sequential-music)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.64 SimultaneousMusic

Music playing together.

Syntax: `\simultaneous { ... }` or `<< ... >>`

Properties:

iterator-ctor (procedure):
 `ly:simultaneous-music-iterator::constructor`
 Function to construct a `music-event-iterator` object for this music.

length-callback (procedure):
 `ly:music-sequence::maximum-length-callback`
 How to compute the duration of this music. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

name (symbol):
 `'SimultaneousMusic`
 Name of this music object.

start-callback (procedure):
 `ly:music-sequence::minimum-start-callback`
 Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

to-relative-callback (procedure):
 `ly:music-sequence::simultaneous-relative-callback`
 How to transform a piece of music to relative pitches.

types (list):
 `'(general-music simultaneous-music)`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.65 SkipEvent

Filler that takes up duration, but does not print anything.

Syntax: `s4` for a skip equivalent to a quarter rest.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.48 \[rhythmic-event\]](#), page 42, [Section 1.2.50 \[skip-event\]](#), page 42 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Not accepted by any engraver or performer.

Properties:

```

name (symbol):
    'SkipEvent
    Name of this music object.

types (list):
    '(general-music event rhythmic-event skip-event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.66 SkipMusic

Filler that takes up duration, does not print anything, and also does not create staves or voices implicitly.

Syntax: `\skip duration`

Properties:

```

iterator-ctor (procedure):
    ly:simple-music-iterator::constructor
    Function to construct a music-event-iterator object for this music.

length-callback (procedure):
    ly:music-duration-length
    How to compute the duration of this music. This property can only be
    defined as initializer in 'scm/define-music-types.scm'.

name (symbol):
    'SkipMusic
    Name of this music object.

types (list):
    '(general-music event rhythmic-event skip-event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.67 SlurEvent

Start or end slur.

Syntax: `note(and note)`

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.51 \[slur-event\]](#), page 42, [Section 1.2.57 \[span-event\]](#), page 43 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.95 \[Slur-engraver\]](#), page 245 and [Section 2.2.96 \[Slur-performer\]](#), page 246.

Properties:

```

name (symbol):
    'SlurEvent
    Name of this music object.

types (list):
    '(general-music span-event event slur-event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.68 SoloOneEvent

Print ‘Solo 1’.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.41 \[part-combine-event\]](#), page 41, [Section 1.2.52 \[solo-one-event\]](#), page 42 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.76 \[Part_combine_engraver\]](#), page 239.

Properties:

```

name (symbol):
    'SoloOneEvent'
    Name of this music object.

part-combine-status (symbol):
    'solo1'
    Change to what kind of state? Options are solo1, solo2 and unisono.

types (list):
    '(general-music event part-combine-event solo-one-event)'
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.69 SoloTwoEvent

Print ‘Solo 2’.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.41 \[part-combine-event\]](#), page 41, [Section 1.2.53 \[solo-two-event\]](#), page 42 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.76 \[Part_combine_engraver\]](#), page 239.

Properties:

```

name (symbol):
    'SoloTwoEvent'
    Name of this music object.

part-combine-status (symbol):
    'solo2'
    Change to what kind of state? Options are solo1, solo2 and unisono.

types (list):
    '(general-music event part-combine-event solo-two-event)'
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.70 SostenutoEvent

Depress or release sostenuto pedal.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.42 \[pedal-event\]](#), page 41, [Section 1.2.54 \[sostenuto-event\]](#), page 42, [Section 1.2.57 \[span-event\]](#), page 43 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.80 \[Piano_pedal_engraver\]](#), page 241 and [Section 2.2.81 \[Piano_pedal_performer\]](#), page 242.

Properties:

```

name (symbol):
    'SostenutoEvent'
    Name of this music object.
```

`types` (list):

`'(general-music event pedal-event sostenuto-event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.71 SpacingSectionEvent

Start a new spacing section.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.55 \[spacing-section-event\]](#), page 42 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.97 \[Spacing-engraver\]](#), page 246.

Properties:

`name` (symbol):

`'SpacingSectionEvent`

Name of this music object.

`types` (list):

`'(general-music event spacing-section-event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.72 SpanEvent

Event for anything that is started at a different time than stopped.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.57 \[span-event\]](#), page 43 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Not accepted by any engraver or performer.

Properties:

`name` (symbol):

`'SpanEvent`

Name of this music object.

`types` (list):

`'(general-music event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.73 StaffSpanEvent

Start or stop a staff symbol.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.57 \[span-event\]](#), page 43, [Section 1.2.58 \[staff-span-event\]](#), page 43 and [Section 1.2.59 \[StreamEvent\]](#), page 43.

Accepted by: [Section 2.2.103 \[Staff_symbol-engraver\]](#), page 247.

Properties:

`name` (symbol):

`'StaffSpanEvent`

Name of this music object.

`types` (list):

`'(general-music event span-event staff-span-event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.74 StringNumberEvent

Specify on which string to play this note.

Syntax: `\number`

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.59 \[StreamEvent\]](#), page 43 and [Section 1.2.60 \[string-number-event\]](#), page 43.

Accepted by: [Section 2.2.38 \[Fretboard-engraver\]](#), page 227 and [Section 2.2.109 \[Tab_note_heads-engraver\]](#), page 249.

Properties:

name (symbol):

`'StringNumberEvent`
Name of this music object.

types (list):

`'(general-music string-number-event event)`
The types of this music object; determines by what engraver this music expression is processed.

1.1.75 StrokeFingerEvent

Specify with which finger to pluck a string.

Syntax: `\rightHandFinger text`

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.59 \[StreamEvent\]](#), page 43 and [Section 1.2.61 \[stroke-finger-event\]](#), page 44.

Accepted by: [Section 2.2.35 \[Fingering-engraver\]](#), page 226.

Properties:

name (symbol):

`'StrokeFingerEvent`
Name of this music object.

types (list):

`'(general-music stroke-finger-event event)`
The types of this music object; determines by what engraver this music expression is processed.

1.1.76 SustainEvent

Depress or release sustain pedal.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.42 \[pedal-event\]](#), page 41, [Section 1.2.57 \[span-event\]](#), page 43, [Section 1.2.59 \[StreamEvent\]](#), page 43 and [Section 1.2.62 \[sustain-event\]](#), page 44.

Accepted by: [Section 2.2.80 \[Piano-pedal-engraver\]](#), page 241 and [Section 2.2.81 \[Piano-pedal-performer\]](#), page 242.

Properties:

name (symbol):

`'SustainEvent`
Name of this music object.

types (list):

`'(general-music event pedal-event sustain-event)`
The types of this music object; determines by what engraver this music expression is processed.

1.1.77 TextScriptEvent

Print text.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.49 \[script-event\]](#), page 42, [Section 1.2.59 \[StreamEvent\]](#), page 43 and [Section 1.2.63 \[text-script-event\]](#), page 44.

Accepted by: [Section 2.2.112 \[Text_engraver\]](#), page 250.

Properties:

```
name (symbol):
    'TextScriptEvent
    Name of this music object.

types (list):
    '(general-music script-event text-script-event event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.78 TextSpanEvent

Start a text spanner, for example, an octavation.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.57 \[span-event\]](#), page 43, [Section 1.2.59 \[StreamEvent\]](#), page 43 and [Section 1.2.64 \[text-span-event\]](#), page 44.

Accepted by: [Section 2.2.113 \[Text_spanner_engraver\]](#), page 250.

Properties:

```
name (symbol):
    'TextSpanEvent
    Name of this music object.

types (list):
    '(general-music span-event event text-span-event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.79 TieEvent

A tie.

Syntax: *note-~*

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.59 \[StreamEvent\]](#), page 43 and [Section 1.2.65 \[tie-event\]](#), page 44.

Accepted by: [Section 2.2.19 \[Completion_heads_engraver\]](#), page 221, [Section 2.2.114 \[Tie_engraver\]](#), page 250 and [Section 2.2.115 \[Tie_performer\]](#), page 251.

Properties:

```
name (symbol):
    'TieEvent
    Name of this music object.

types (list):
    '(general-music tie-event event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.80 TimeScaledMusic

Multiply durations, as in tuplets.

Syntax: `\times fraction music`, e.g., `\times 2/3 { ... }` for triplets.

Properties:

```

iterator-ctor (procedure):
  ly:tuplet-iterator::constructor
  Function to construct a music-event-iterator object for this music.

length-callback (procedure):
  ly:music-wrapper::length-callback
  How to compute the duration of this music. This property can only be
  defined as initializer in 'scm/define-music-types.scm'.

name (symbol):
  'TimeScaledMusic
  Name of this music object.

start-callback (procedure):
  ly:music-wrapper::start-callback
  Function to compute the negative length of starting grace
  notes. This property can only be defined as initializer in 'scm/
  define-music-types.scm'.

types (list):
  '(time-scaled-music music-wrapper-music general-music)
  The types of this music object; determines by what engraver this music
  expression is processed.

```

1.1.81 TransposedMusic

Music that has been transposed.

Properties:

```

iterator-ctor (procedure):
  ly:music-wrapper-iterator::constructor
  Function to construct a music-event-iterator object for this music.

length-callback (procedure):
  ly:music-wrapper::length-callback
  How to compute the duration of this music. This property can only be
  defined as initializer in 'scm/define-music-types.scm'.

name (symbol):
  'TransposedMusic
  Name of this music object.

start-callback (procedure):
  ly:music-wrapper::start-callback
  Function to compute the negative length of starting grace
  notes. This property can only be defined as initializer in 'scm/
  define-music-types.scm'.

to-relative-callback (procedure):
  ly:relative-octave-music::no-relative-callback
  How to transform a piece of music to relative pitches.

```

`types` (list):

`'(music-wrapper-music general-music transposed-music)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.82 TremoloEvent

Unmeasured tremolo.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.59 \[StreamEvent\]](#), page 43 and [Section 1.2.66 \[tremolo-event\]](#), page 44.

Accepted by: [Section 2.2.106 \[Stem-engraver\]](#), page 248.

Properties:

`name` (symbol):

`'TremoloEvent`

Name of this music object.

`types` (list):

`'(general-music event tremolo-event)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.83 TremoloRepeatedMusic

Repeated notes denoted by tremolo beams.

Properties:

`iterator-ctor` (procedure):

`ly:chord-tremolo-iterator::constructor`

Function to construct a `music-event-iterator` object for this music.

`length-callback` (procedure):

`ly:repeated-music::folded-music-length`

How to compute the duration of this music. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

`name` (symbol):

`'TremoloRepeatedMusic`

Name of this music object.

`start-callback` (procedure):

`ly:repeated-music::first-start`

Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

`types` (list):

`'(general-music repeated-music tremolo-repeated-music)`

The types of this music object; determines by what engraver this music expression is processed.

1.1.84 TremoloSpanEvent

Tremolo over two stems.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.57 \[span-event\]](#), page 43, [Section 1.2.59 \[StreamEvent\]](#), page 43 and [Section 1.2.67 \[tremolo-span-event\]](#), page 44.

Accepted by: [Section 2.2.15 \[Chord_tremolo_engraver\]](#), page 220.

Properties:

```
name (symbol):
    'TremoloSpanEvent
    Name of this music object.

types (list):
    '(general-music event span-event tremolo-span-event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.85 TrillSpanEvent

Start a trill spanner.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.57 \[span-event\]](#), page 43, [Section 1.2.59 \[StreamEvent\]](#), page 43 and [Section 1.2.68 \[trill-span-event\]](#), page 44.

Accepted by: [Section 2.2.120 \[Trill_spanner_engraver\]](#), page 252.

Properties:

```
name (symbol):
    'TrillSpanEvent
    Name of this music object.

types (list):
    '(general-music span-event event trill-span-event)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.86 TupletSpanEvent

Used internally to signal where tuplet brackets start and stop.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.57 \[span-event\]](#), page 43, [Section 1.2.59 \[StreamEvent\]](#), page 43 and [Section 1.2.69 \[tuplet-span-event\]](#), page 44.

Accepted by: [Section 2.2.121 \[Tuplet_engraver\]](#), page 253.

Properties:

```
name (symbol):
    'TupletSpanEvent
    Name of this music object.

types (list):
    '(tuplet-span-event span-event event general-music)
    The types of this music object; determines by what engraver this music
    expression is processed.
```

1.1.87 UnaCordaEvent

Depress or release una-corda pedal.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.42 \[pedal-event\]](#), page 41, [Section 1.2.57 \[span-event\]](#), page 43, [Section 1.2.59 \[StreamEvent\]](#), page 43 and [Section 1.2.70 \[una-corda-event\]](#), page 45.

Accepted by: [Section 2.2.80 \[Piano-pedal-engraver\]](#), page 241 and [Section 2.2.81 \[Piano-pedal-performer\]](#), page 242.

Properties:

name (symbol):
 `'UnaCordaEvent'`
 Name of this music object.

types (list):
 `'(general-music event pedal-event una-corda-event)'`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.88 UnfoldedRepeatedMusic

Repeated music which is fully written (and played) out.

Properties:

iterator-ctor (procedure):
 `ly:unfolded-repeat-iterator::constructor`
 Function to construct a `music-event-iterator` object for this music.

length-callback (procedure):
 `ly:repeated-music::unfolded-music-length`
 How to compute the duration of this music. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

name (symbol):
 `'UnfoldedRepeatedMusic'`
 Name of this music object.

start-callback (procedure):
 `ly:repeated-music::first-start`
 Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `'scm/define-music-types.scm'`.

types (list):
 `'(general-music repeated-music unfolded-repeated-music)'`
 The types of this music object; determines by what engraver this music expression is processed.

1.1.89 UnisonoEvent

Print 'a 2'.

Event classes: [Section 1.2.36 \[music-event\]](#), page 40, [Section 1.2.41 \[part-combine-event\]](#), page 41, [Section 1.2.59 \[StreamEvent\]](#), page 43 and [Section 1.2.71 \[unisono-event\]](#), page 45.

Accepted by: [Section 2.2.76 \[Part-combine-engraver\]](#), page 239.

Properties:

```

name (symbol):
    'UnisonoEvent
    Name of this music object.

part-combine-status (symbol):
    'unisono
    Change to what kind of state? Options are solo1, solo2 and unisono.

types (list):
    '(general-music event part-combine-event unisono-event)
    The types of this music object; determines by what engraver this music
    expression is processed.

```

1.1.90 UnrelativableMusic

Music that cannot be converted from relative to absolute notation. For example, transposed music.

Properties:

```

iterator-ctor (procedure):
    ly:music-wrapper-iterator::constructor
    Function to construct a music-event-iterator object for this music.

length-callback (procedure):
    ly:music-wrapper::length-callback
    How to compute the duration of this music. This property can only be
    defined as initializer in 'scm/define-music-types.scm'.

name (symbol):
    'UnrelativableMusic
    Name of this music object.

to-relative-callback (procedure):
    ly:relative-octave-music::no-relative-callback
    How to transform a piece of music to relative pitches.

types (list):
    '(music-wrapper-music general-music unrelativable-music)
    The types of this music object; determines by what engraver this music
    expression is processed.

```

1.1.91 VoiceSeparator

Separate polyphonic voices in simultaneous music.

Syntax: \\

Properties:

```

name (symbol):
    'VoiceSeparator
    Name of this music object.

types (list):
    '(separator general-music)
    The types of this music object; determines by what engraver this music
    expression is processed.

```

1.1.92 VoltaRepeatedMusic

Repeats with alternatives placed sequentially.

Properties:

```

iterator-ctor (procedure):
  ly:volta-repeat-iterator::constructor
  Function to construct a music-event-iterator object for this music.

length-callback (procedure):
  ly:repeated-music::volta-music-length
  How to compute the duration of this music. This property can only be
  defined as initializer in 'scm/define-music-types.scm'.

name (symbol):
  'VoltaRepeatedMusic
  Name of this music object.

start-callback (procedure):
  ly:repeated-music::first-start
  Function to compute the negative length of starting grace
  notes. This property can only be defined as initializer in 'scm/
  define-music-types.scm'.

types (list):
  '(general-music repeated-music volta-repeated-music)
  The types of this music object; determines by what engraver this music
  expression is processed.
```

1.2 Music classes

1.2.1 absolute-dynamic-event

Music event type `absolute-dynamic-event` is in music objects of type [Section 1.1.1 \[AbsoluteDynamicEvent\]](#), page 2.

Accepted by: [Section 2.2.28 \[Dynamic-engraver\]](#), page 224, [Section 2.2.29 \[Dynamic-performer\]](#), page 224 and [Section 2.2.64 \[New-dynamic-engraver\]](#), page 235.

1.2.2 annotate-output-event

Music event type `annotate-output-event` is in music objects of type [Section 1.1.2 \[AnnotateOutputEvent\]](#), page 2.

Accepted by: [Section 2.2.6 \[Balloon-engraver\]](#), page 217.

1.2.3 apply-output-event

Music event type `apply-output-event` is in music objects of type [Section 1.1.4 \[ApplyOutputEvent\]](#), page 3.

Accepted by: [Section 2.2.72 \[Output-property-engraver\]](#), page 238.

1.2.4 arpeggio-event

Music event type `arpeggio-event` is in music objects of type [Section 1.1.5 \[ArpeggioEvent\]](#), page 3.

Accepted by: [Section 2.2.3 \[Arpeggio-engraver\]](#), page 216.

1.2.5 articulation-event

Music event type `articulation-event` is in music objects of type [Section 1.1.6 \[Articulation-Event\]](#), page 3.

Accepted by: [Section 2.2.91 \[Script_engraver\]](#), page 244.

1.2.6 bass-figure-event

Music event type `bass-figure-event` is in music objects of type [Section 1.1.9 \[BassFigureEvent\]](#), page 5.

Accepted by: [Section 2.2.33 \[Figured-bass-engraver\]](#), page 225.

1.2.7 beam-event

Music event type `beam-event` is in music objects of type [Section 1.1.10 \[BeamEvent\]](#), page 5.

Accepted by: [Section 2.2.9 \[Beam-engraver\]](#), page 218, [Section 2.2.10 \[Beam-performer\]](#), page 218 and [Section 2.2.40 \[Grace-beam-engraver\]](#), page 228.

1.2.8 beam-forbid-event

Music event type `beam-forbid-event` is in music objects of type [Section 1.1.11 \[BeamForbidEvent\]](#), page 5.

Accepted by: [Section 2.2.4 \[Auto-beam-engraver\]](#), page 216.

1.2.9 bend-after-event

Music event type `bend-after-event` is in music objects of type [Section 1.1.12 \[BendAfterEvent\]](#), page 6.

Accepted by: [Section 2.2.11 \[Bend-engraver\]](#), page 218.

1.2.10 break-dynamic-span-event

Music event type `break-dynamic-span-event` is in music objects of type [Section 1.1.13 \[BreakDynamicSpanEvent\]](#), page 6.

Not accepted by any engraver or performer.

1.2.11 break-event

Music event type `break-event` is in music objects of type [Section 1.1.34 \[LineBreakEvent\]](#), page 13, [Section 1.1.45 \[PageBreakEvent\]](#), page 17 and [Section 1.1.46 \[PageTurnEvent\]](#), page 18.

Accepted by: [Section 2.2.73 \[Page-turn-engraver\]](#), page 238 and [Section 2.2.74 \[Paper-column-engraver\]](#), page 239.

1.2.12 break-span-event

Music event type `break-span-event` is in music objects of type [Section 1.1.13 \[BreakDynamicSpanEvent\]](#), page 6.

Accepted by: [Section 2.2.27 \[Dynamic-align-engraver\]](#), page 223.

1.2.13 breathing-event

Music event type `breathing-event` is in music objects of type [Section 1.1.14 \[BreathingEvent\]](#), page 6.

Accepted by: [Section 2.2.13 \[Breathing-sign-engraver\]](#), page 219.

1.2.14 cluster-note-event

Music event type `cluster-note-event` is in music objects of type [Section 1.1.15 \[ClusterNoteEvent\]](#), page 7.

Accepted by: [Section 2.2.17 \[Cluster-spanner-engraver\]](#), page 221.

1.2.15 completize-extender-event

Music event type `completize-extender-event` is in music objects of type [Section 1.1.16 \[CompletizeExtenderEvent\]](#), page 7.

Accepted by: [Section 2.2.32 \[Extender_engraver\]](#), page 225.

1.2.16 crescendo-event

Music event type `crescendo-event` is in music objects of type [Section 1.1.19 \[CrescendoEvent\]](#), page 8.

Accepted by: [Section 2.2.29 \[Dynamic_performer\]](#), page 224.

1.2.17 decrescendo-event

Music event type `decrescendo-event` is in music objects of type [Section 1.1.20 \[DecrescendoEvent\]](#), page 9.

Accepted by: [Section 2.2.29 \[Dynamic_performer\]](#), page 224.

1.2.18 dynamic-event

Music event type `dynamic-event` is in music objects of type [Section 1.1.1 \[AbsoluteDynamicEvent\]](#), page 2.

Not accepted by any engraver or performer.

1.2.19 episema-event

Music event type `episema-event` is in music objects of type [Section 1.1.21 \[EpisemaEvent\]](#), page 9.

Accepted by: [Section 2.2.31 \[Episema_engraver\]](#), page 225.

1.2.20 extender-event

Music event type `extender-event` is in music objects of type [Section 1.1.24 \[ExtenderEvent\]](#), page 10.

Accepted by: [Section 2.2.32 \[Extender_engraver\]](#), page 225.

1.2.21 fingering-event

Music event type `fingering-event` is in music objects of type [Section 1.1.25 \[FingeringEvent\]](#), page 10.

Accepted by: [Section 2.2.35 \[Fingering_engraver\]](#), page 226.

1.2.22 glissando-event

Music event type `glissando-event` is in music objects of type [Section 1.1.26 \[GlissandoEvent\]](#), page 11.

Accepted by: [Section 2.2.39 \[Glissando_engraver\]](#), page 227.

1.2.23 harmonic-event

Music event type `harmonic-event` is in music objects of type [Section 1.1.28 \[HarmonicEvent\]](#), page 11.

Not accepted by any engraver or performer.

1.2.24 hyphen-event

Music event type `hyphen-event` is in music objects of type [Section 1.1.29 \[HyphenEvent\]](#), page 12.

Accepted by: [Section 2.2.48 \[Hyphen_engraver\]](#), page 230.

1.2.25 key-change-event

Music event type `key-change-event` is in music objects of type [Section 1.1.30 \[KeyChangeEvent\]](#), page 12.

Accepted by: [Section 2.2.51 \[Key-engraver\]](#), page 231 and [Section 2.2.52 \[Key-performer\]](#), page 232.

1.2.26 label-event

Music event type `label-event` is in music objects of type [Section 1.1.31 \[LabelEvent\]](#), page 12.

Accepted by: [Section 2.2.74 \[Paper_column-engraver\]](#), page 239.

1.2.27 laissez-vibrer-event

Music event type `laissez-vibrer-event` is in music objects of type [Section 1.1.32 \[LaissezVibrerEvent\]](#), page 13.

Accepted by: [Section 2.2.53 \[Laissez_vibrer-engraver\]](#), page 232.

1.2.28 layout-instruction-event

Music event type `layout-instruction-event` is in music objects of type [Section 1.1.4 \[Apply-OutputEvent\]](#), page 3.

Not accepted by any engraver or performer.

1.2.29 ligature-event

Music event type `ligature-event` is in music objects of type [Section 1.1.33 \[LigatureEvent\]](#), page 13.

Accepted by: [Section 2.2.55 \[Ligature_bracket-engraver\]](#), page 232, [Section 2.2.61 \[Mensural_ligature-engraver\]](#), page 234 and [Section 2.2.123 \[Vaticana_ligature-engraver\]](#), page 253.

1.2.30 line-break-event

Music event type `line-break-event` is in music objects of type [Section 1.1.34 \[LineBreakEvent\]](#), page 13.

Not accepted by any engraver or performer.

1.2.31 lyric-event

Music event type `lyric-event` is in music objects of type [Section 1.1.36 \[LyricEvent\]](#), page 14.

Accepted by: [Section 2.2.56 \[Lyric-engraver\]](#), page 233 and [Section 2.2.57 \[Lyric-performer\]](#), page 233.

1.2.32 mark-event

Music event type `mark-event` is in music objects of type [Section 1.1.37 \[MarkEvent\]](#), page 14.

Accepted by: [Section 2.2.58 \[Mark-engraver\]](#), page 233.

1.2.33 melodic-event

Music event type `melodic-event` is in music objects of type [Section 1.1.15 \[ClusterNoteEvent\]](#), page 7 and [Section 1.1.42 \[NoteEvent\]](#), page 16.

Not accepted by any engraver or performer.

1.2.34 multi-measure-rest-event

Music event type `multi-measure-rest-event` is in music objects of type [Section 1.1.38 \[MultiMeasureRestEvent\]](#), page 15.

Accepted by: [Section 2.2.63 \[Multi_measure_rest-engraver\]](#), page 235.

1.2.35 multi-measure-text-event

Music event type `multi-measure-text-event` is in music objects of type [Section 1.1.40 \[MultiMeasureTextEvent\]](#), page 16.

Accepted by: [Section 2.2.63 \[Multi-measure_rest_engraver\]](#), page 235.

1.2.36 music-event

Music event type `music-event` is in music objects of type [Section 1.1.1 \[AbsoluteDynamicEvent\]](#), page 2, [Section 1.1.2 \[AnnotateOutputEvent\]](#), page 2, [Section 1.1.4 \[ApplyOutputEvent\]](#), page 3, [Section 1.1.5 \[ArpeggioEvent\]](#), page 3, [Section 1.1.6 \[ArticulationEvent\]](#), page 3, [Section 1.1.9 \[BassFigureEvent\]](#), page 5, [Section 1.1.10 \[BeamEvent\]](#), page 5, [Section 1.1.11 \[BeamForbidEvent\]](#), page 5, [Section 1.1.12 \[BendAfterEvent\]](#), page 6, [Section 1.1.13 \[BreakDynamicSpanEvent\]](#), page 6, [Section 1.1.14 \[BreathingEvent\]](#), page 6, [Section 1.1.15 \[ClusterNoteEvent\]](#), page 7, [Section 1.1.16 \[CompletenessExtenderEvent\]](#), page 7, [Section 1.1.19 \[CrescendoEvent\]](#), page 8, [Section 1.1.20 \[DecrescendoEvent\]](#), page 9, [Section 1.1.21 \[EpisemaEvent\]](#), page 9, [Section 1.1.24 \[ExtenderEvent\]](#), page 10, [Section 1.1.25 \[FingeringEvent\]](#), page 10, [Section 1.1.26 \[GlissandoEvent\]](#), page 11, [Section 1.1.28 \[HarmonicEvent\]](#), page 11, [Section 1.1.29 \[HyphenEvent\]](#), page 12, [Section 1.1.30 \[KeyChangeEvent\]](#), page 12, [Section 1.1.31 \[LabelEvent\]](#), page 12, [Section 1.1.32 \[LaissezVibrerEvent\]](#), page 13, [Section 1.1.33 \[LigatureEvent\]](#), page 13, [Section 1.1.34 \[LineBreakEvent\]](#), page 13, [Section 1.1.36 \[LyricEvent\]](#), page 14, [Section 1.1.37 \[MarkEvent\]](#), page 14, [Section 1.1.38 \[MultiMeasureRestEvent\]](#), page 15, [Section 1.1.40 \[MultiMeasureTextEvent\]](#), page 16, [Section 1.1.42 \[NoteEvent\]](#), page 16, [Section 1.1.43 \[NoteGroupingEvent\]](#), page 17, [Section 1.1.45 \[PageBreakEvent\]](#), page 17, [Section 1.1.46 \[PageTurnEvent\]](#), page 18, [Section 1.1.48 \[PercentEvent\]](#), page 18, [Section 1.1.50 \[PesOrFlexaEvent\]](#), page 19, [Section 1.1.51 \[PhrasingSlurEvent\]](#), page 20, [Section 1.1.57 \[RepeatTieEvent\]](#), page 22, [Section 1.1.60 \[RestEvent\]](#), page 23, [Section 1.1.62 \[ScriptEvent\]](#), page 24, [Section 1.1.65 \[SkipEvent\]](#), page 25, [Section 1.1.67 \[SlurEvent\]](#), page 26, [Section 1.1.68 \[SoloOneEvent\]](#), page 27, [Section 1.1.69 \[SoloTwoEvent\]](#), page 27, [Section 1.1.70 \[SostenutoEvent\]](#), page 27, [Section 1.1.71 \[SpacingSectionEvent\]](#), page 28, [Section 1.1.72 \[SpanEvent\]](#), page 28, [Section 1.1.73 \[StaffSpanEvent\]](#), page 28, [Section 1.1.74 \[StringNumberEvent\]](#), page 29, [Section 1.1.75 \[StrokeFingerEvent\]](#), page 29, [Section 1.1.76 \[SustainEvent\]](#), page 29, [Section 1.1.77 \[TextScriptEvent\]](#), page 30, [Section 1.1.78 \[TextSpanEvent\]](#), page 30, [Section 1.1.79 \[TieEvent\]](#), page 30, [Section 1.1.82 \[TremoloEvent\]](#), page 32, [Section 1.1.84 \[TremoloSpanEvent\]](#), page 33, [Section 1.1.85 \[TrillSpanEvent\]](#), page 33, [Section 1.1.86 \[TupletSpanEvent\]](#), page 33, [Section 1.1.87 \[UnaCordaEvent\]](#), page 34 and [Section 1.1.89 \[UnisonoEvent\]](#), page 34.

Not accepted by any engraver or performer.

1.2.37 note-event

Music event type `note-event` is in music objects of type [Section 1.1.42 \[NoteEvent\]](#), page 16.

Accepted by: [Section 2.2.14 \[Chord_name_engraver\]](#), page 219, [Section 2.2.19 \[Completion_heads_engraver\]](#), page 221, [Section 2.2.25 \[Drum_note_performer\]](#), page 223, [Section 2.2.26 \[Drum_notes_engraver\]](#), page 223, [Section 2.2.38 \[Fretboard_engraver\]](#), page 227, [Section 2.2.67 \[Note_heads_engraver\]](#), page 237, [Section 2.2.68 \[Note_name_engraver\]](#), page 237, [Section 2.2.69 \[Note_performer\]](#), page 237 and [Section 2.2.109 \[Tab_note_heads_engraver\]](#), page 249.

1.2.38 note-grouping-event

Music event type `note-grouping-event` is in music objects of type [Section 1.1.43 \[NoteGroupingEvent\]](#), page 17.

Accepted by: [Section 2.2.47 \[Horizontal_bracket_engraver\]](#), page 230.

1.2.39 page-break-event

Music event type `page-break-event` is in music objects of type [Section 1.1.45 \[PageBreakEvent\]](#), [page 17](#).

Not accepted by any engraver or performer.

1.2.40 page-turn-event

Music event type `page-turn-event` is in music objects of type [Section 1.1.46 \[PageTurnEvent\]](#), [page 18](#).

Not accepted by any engraver or performer.

1.2.41 part-combine-event

Music event type `part-combine-event` is in music objects of type [Section 1.1.68 \[SoloOneEvent\]](#), [page 27](#), [Section 1.1.69 \[SoloTwoEvent\]](#), [page 27](#) and [Section 1.1.89 \[UnisonoEvent\]](#), [page 34](#).

Accepted by: [Section 2.2.76 \[Part.combine-engraver\]](#), [page 239](#).

1.2.42 pedal-event

Music event type `pedal-event` is in music objects of type [Section 1.1.70 \[SostenutoEvent\]](#), [page 27](#), [Section 1.1.76 \[SustainEvent\]](#), [page 29](#) and [Section 1.1.87 \[UnaCordaEvent\]](#), [page 34](#).

Not accepted by any engraver or performer.

1.2.43 percent-event

Music event type `percent-event` is in music objects of type [Section 1.1.48 \[PercentEvent\]](#), [page 18](#).

Accepted by: [Section 2.2.77 \[Percent.repeat-engraver\]](#), [page 240](#) and [Section 2.2.94 \[Slash.repeat-engraver\]](#), [page 245](#).

1.2.44 pes-or-flexa-event

Music event type `pes-or-flexa-event` is in music objects of type [Section 1.1.50 \[PesOrFlexaEvent\]](#), [page 19](#).

Accepted by: [Section 2.2.123 \[Vaticana_ligature-engraver\]](#), [page 253](#).

1.2.45 phrasing-slur-event

Music event type `phrasing-slur-event` is in music objects of type [Section 1.1.51 \[PhrasingSlurEvent\]](#), [page 20](#).

Accepted by: [Section 2.2.78 \[Phrasing-slur-engraver\]](#), [page 241](#).

1.2.46 repeat-tie-event

Music event type `repeat-tie-event` is in music objects of type [Section 1.1.57 \[RepeatTieEvent\]](#), [page 22](#).

Accepted by: [Section 2.2.85 \[Repeat.tie-engraver\]](#), [page 243](#).

1.2.47 rest-event

Music event type `rest-event` is in music objects of type [Section 1.1.60 \[RestEvent\]](#), [page 23](#).

Accepted by: [Section 2.2.14 \[Chord.name-engraver\]](#), [page 219](#), [Section 2.2.33 \[Figured.bass-engraver\]](#), [page 225](#) and [Section 2.2.87 \[Rest-engraver\]](#), [page 243](#).

1.2.48 rhythmic-event

Music event type **rhythmic-event** is in music objects of type [Section 1.1.9 \[BassFigureEvent\]](#), page 5, [Section 1.1.15 \[ClusterNoteEvent\]](#), page 7, [Section 1.1.36 \[LyricEvent\]](#), page 14, [Section 1.1.38 \[MultiMeasureRestEvent\]](#), page 15, [Section 1.1.42 \[NoteEvent\]](#), page 16, [Section 1.1.48 \[PercentEvent\]](#), page 18, [Section 1.1.60 \[RestEvent\]](#), page 23 and [Section 1.1.65 \[SkipEvent\]](#), page 25.

Not accepted by any engraver or performer.

1.2.49 script-event

Music event type **script-event** is in music objects of type [Section 1.1.6 \[ArticulationEvent\]](#), page 3, [Section 1.1.62 \[ScriptEvent\]](#), page 24 and [Section 1.1.77 \[TextScriptEvent\]](#), page 30.

Not accepted by any engraver or performer.

1.2.50 skip-event

Music event type **skip-event** is in music objects of type [Section 1.1.65 \[SkipEvent\]](#), page 25.

Not accepted by any engraver or performer.

1.2.51 slur-event

Music event type **slur-event** is in music objects of type [Section 1.1.67 \[SlurEvent\]](#), page 26.

Accepted by: [Section 2.2.95 \[Slur_engraver\]](#), page 245 and [Section 2.2.96 \[Slur_performer\]](#), page 246.

1.2.52 solo-one-event

Music event type **solo-one-event** is in music objects of type [Section 1.1.68 \[SoloOneEvent\]](#), page 27.

Not accepted by any engraver or performer.

1.2.53 solo-two-event

Music event type **solo-two-event** is in music objects of type [Section 1.1.69 \[SoloTwoEvent\]](#), page 27.

Not accepted by any engraver or performer.

1.2.54 sostenuto-event

Music event type **sostenuto-event** is in music objects of type [Section 1.1.70 \[SostenutoEvent\]](#), page 27.

Accepted by: [Section 2.2.80 \[Piano_pedal_engraver\]](#), page 241 and [Section 2.2.81 \[Piano_pedal_performer\]](#), page 242.

1.2.55 spacing-section-event

Music event type **spacing-section-event** is in music objects of type [Section 1.1.71 \[Spacing-SectionEvent\]](#), page 28.

Accepted by: [Section 2.2.97 \[Spacing_engraver\]](#), page 246.

1.2.56 span-dynamic-event

Music event type **span-dynamic-event** is in music objects of type [Section 1.1.19 \[Crescendo-Event\]](#), page 8 and [Section 1.1.20 \[DecrescendoEvent\]](#), page 9.

Accepted by: [Section 2.2.28 \[Dynamic_engraver\]](#), page 224 and [Section 2.2.64 \[New_dynamic_engraver\]](#), page 235.

1.2.57 span-event

Music event type **span-event** is in music objects of type [Section 1.1.10 \[BeamEvent\]](#), page 5, [Section 1.1.19 \[CrescendoEvent\]](#), page 8, [Section 1.1.20 \[DecrescendoEvent\]](#), page 9, [Section 1.1.21 \[EpisemaEvent\]](#), page 9, [Section 1.1.33 \[LigatureEvent\]](#), page 13, [Section 1.1.51 \[PhrasingSlurEvent\]](#), page 20, [Section 1.1.67 \[SlurEvent\]](#), page 26, [Section 1.1.70 \[SostenutoEvent\]](#), page 27, [Section 1.1.72 \[SpanEvent\]](#), page 28, [Section 1.1.73 \[StaffSpanEvent\]](#), page 28, [Section 1.1.76 \[SustainEvent\]](#), page 29, [Section 1.1.78 \[TextSpanEvent\]](#), page 30, [Section 1.1.84 \[TremoloSpanEvent\]](#), page 33, [Section 1.1.85 \[TrillSpanEvent\]](#), page 33, [Section 1.1.86 \[TupletSpanEvent\]](#), page 33 and [Section 1.1.87 \[UnaCordaEvent\]](#), page 34.

Not accepted by any engraver or performer.

1.2.58 staff-span-event

Music event type **staff-span-event** is in music objects of type [Section 1.1.73 \[StaffSpanEvent\]](#), page 28.

Accepted by: [Section 2.2.103 \[Staff_symbol_engraver\]](#), page 247.

1.2.59 StreamEvent

Music event type **StreamEvent** is in music objects of type [Section 1.1.1 \[AbsoluteDynamicEvent\]](#), page 2, [Section 1.1.2 \[AnnotateOutputEvent\]](#), page 2, [Section 1.1.4 \[ApplyOutputEvent\]](#), page 3, [Section 1.1.5 \[ArpeggioEvent\]](#), page 3, [Section 1.1.6 \[ArticulationEvent\]](#), page 3, [Section 1.1.9 \[BassFigureEvent\]](#), page 5, [Section 1.1.10 \[BeamEvent\]](#), page 5, [Section 1.1.11 \[BeamForbidEvent\]](#), page 5, [Section 1.1.12 \[BendAfterEvent\]](#), page 6, [Section 1.1.13 \[BreakDynamicSpanEvent\]](#), page 6, [Section 1.1.14 \[BreathingEvent\]](#), page 6, [Section 1.1.15 \[ClusterNoteEvent\]](#), page 7, [Section 1.1.16 \[CompletenessExtenderEvent\]](#), page 7, [Section 1.1.19 \[CrescendoEvent\]](#), page 8, [Section 1.1.20 \[DecrescendoEvent\]](#), page 9, [Section 1.1.21 \[EpisemaEvent\]](#), page 9, [Section 1.1.24 \[ExtenderEvent\]](#), page 10, [Section 1.1.25 \[FingeringEvent\]](#), page 10, [Section 1.1.26 \[GlissandoEvent\]](#), page 11, [Section 1.1.28 \[HarmonicEvent\]](#), page 11, [Section 1.1.29 \[HyphenEvent\]](#), page 12, [Section 1.1.30 \[KeyChangeEvent\]](#), page 12, [Section 1.1.31 \[LabelEvent\]](#), page 12, [Section 1.1.32 \[LaissezVibrerEvent\]](#), page 13, [Section 1.1.33 \[LigatureEvent\]](#), page 13, [Section 1.1.34 \[LineBreakEvent\]](#), page 13, [Section 1.1.36 \[LyricEvent\]](#), page 14, [Section 1.1.37 \[MarkEvent\]](#), page 14, [Section 1.1.38 \[MultiMeasureRestEvent\]](#), page 15, [Section 1.1.40 \[MultiMeasureTextEvent\]](#), page 16, [Section 1.1.42 \[NoteEvent\]](#), page 16, [Section 1.1.43 \[NoteGroupingEvent\]](#), page 17, [Section 1.1.45 \[PageBreakEvent\]](#), page 17, [Section 1.1.46 \[PageTurnEvent\]](#), page 18, [Section 1.1.48 \[PercentEvent\]](#), page 18, [Section 1.1.50 \[PesOrFlexaEvent\]](#), page 19, [Section 1.1.51 \[PhrasingSlurEvent\]](#), page 20, [Section 1.1.57 \[RepeatTieEvent\]](#), page 22, [Section 1.1.60 \[RestEvent\]](#), page 23, [Section 1.1.62 \[ScriptEvent\]](#), page 24, [Section 1.1.65 \[SkipEvent\]](#), page 25, [Section 1.1.67 \[SlurEvent\]](#), page 26, [Section 1.1.68 \[SoloOneEvent\]](#), page 27, [Section 1.1.69 \[SoloTwoEvent\]](#), page 27, [Section 1.1.70 \[SostenutoEvent\]](#), page 27, [Section 1.1.71 \[SpacingSectionEvent\]](#), page 28, [Section 1.1.72 \[SpanEvent\]](#), page 28, [Section 1.1.73 \[StaffSpanEvent\]](#), page 28, [Section 1.1.74 \[StringNumberEvent\]](#), page 29, [Section 1.1.75 \[StrokeFingerEvent\]](#), page 29, [Section 1.1.76 \[SustainEvent\]](#), page 29, [Section 1.1.77 \[TextScriptEvent\]](#), page 30, [Section 1.1.78 \[TextSpanEvent\]](#), page 30, [Section 1.1.79 \[TieEvent\]](#), page 30, [Section 1.1.82 \[TremoloEvent\]](#), page 32, [Section 1.1.84 \[TremoloSpanEvent\]](#), page 33, [Section 1.1.85 \[TrillSpanEvent\]](#), page 33, [Section 1.1.86 \[TupletSpanEvent\]](#), page 33, [Section 1.1.87 \[UnaCordaEvent\]](#), page 34 and [Section 1.1.89 \[UnisonoEvent\]](#), page 34.

Not accepted by any engraver or performer.

1.2.60 string-number-event

Music event type **string-number-event** is in music objects of type [Section 1.1.74 \[StringNumberEvent\]](#), page 29.

Accepted by: [Section 2.2.38 \[Fretboard_engraver\]](#), page 227 and [Section 2.2.109 \[Tab_note_heads_engraver\]](#), page 249.

1.2.61 stroke-finger-event

Music event type **stroke-finger-event** is in music objects of type [Section 1.1.75 \[StrokeFingerEvent\]](#), page 29.

Accepted by: [Section 2.2.35 \[Fingering_engraver\]](#), page 226.

1.2.62 sustain-event

Music event type **sustain-event** is in music objects of type [Section 1.1.76 \[SustainEvent\]](#), page 29.

Accepted by: [Section 2.2.80 \[Piano_pedal_engraver\]](#), page 241 and [Section 2.2.81 \[Piano_pedal_performer\]](#), page 242.

1.2.63 text-script-event

Music event type **text-script-event** is in music objects of type [Section 1.1.77 \[TextScriptEvent\]](#), page 30.

Accepted by: [Section 2.2.112 \[Text_engraver\]](#), page 250.

1.2.64 text-span-event

Music event type **text-span-event** is in music objects of type [Section 1.1.78 \[TextSpanEvent\]](#), page 30.

Accepted by: [Section 2.2.113 \[Text_spanner_engraver\]](#), page 250.

1.2.65 tie-event

Music event type **tie-event** is in music objects of type [Section 1.1.79 \[TieEvent\]](#), page 30.

Accepted by: [Section 2.2.19 \[Completion_heads_engraver\]](#), page 221, [Section 2.2.114 \[Tie_engraver\]](#), page 250 and [Section 2.2.115 \[Tie_performer\]](#), page 251.

1.2.66 tremolo-event

Music event type **tremolo-event** is in music objects of type [Section 1.1.82 \[TremoloEvent\]](#), page 32.

Accepted by: [Section 2.2.106 \[Stem_engraver\]](#), page 248.

1.2.67 tremolo-span-event

Music event type **tremolo-span-event** is in music objects of type [Section 1.1.84 \[TremoloSpanEvent\]](#), page 33.

Accepted by: [Section 2.2.15 \[Chord_tremolo_engraver\]](#), page 220.

1.2.68 trill-span-event

Music event type **trill-span-event** is in music objects of type [Section 1.1.85 \[TrillSpanEvent\]](#), page 33.

Accepted by: [Section 2.2.120 \[Trill_spanner_engraver\]](#), page 252.

1.2.69 tuplet-span-event

Music event type **tuplet-span-event** is in music objects of type [Section 1.1.86 \[TupletSpanEvent\]](#), page 33.

Accepted by: [Section 2.2.121 \[Tuplet_engraver\]](#), page 253.

1.2.70 una-corda-event

Music event type **una-corda-event** is in music objects of type [Section 1.1.87 \[UnaCordaEvent\]](#), page 34.

Accepted by: [Section 2.2.80 \[Piano-pedal-engraver\]](#), page 241 and [Section 2.2.81 \[Piano-pedal-performer\]](#), page 242.

1.2.71 unisono-event

Music event type **unisono-event** is in music objects of type [Section 1.1.89 \[UnisonoEvent\]](#), page 34.

Not accepted by any engraver or performer.

1.3 Music properties

absolute-octave (integer)

The absolute octave for a octave check note.

alteration (number)

Alteration for figured bass.

articulation-type (string)

Key for script definitions alist.

TODO: Consider making type into symbol.

articulations (list of music objects)

Articulation events specifically for this note.

associated-context (string)

Name of the Voice context associated with this `\lyricsto` section.

augmented (boolean)

This figure is for an augmented figured bass (with + sign).

augmented-slash (boolean)

This figure is for an augmented figured bass (back-slashed number).

bass (boolean)

Set if this note is a bass note in a chord.

bracket-start (boolean)

Start a bracket here.

TODO: Use SpanEvents?

bracket-stop (boolean)

Stop a bracket here.

break-penalty (number)

Penalty for line break hint.

break-permission (symbol)

Whether to allow, forbid or force a line break.

cautionary (boolean)

If set, this alteration needs a cautionary accidental.

change-to-id (string)

Name of the context to change to.

change-to-type (symbol)

Type of the context to change to.

- compress-procedure** (procedure)
Compress this music expression. Arg 1: the music, arg 2: factor.
- context-id** (string)
Name of context.
- context-type** (symbol)
Type of context.
- create-new** (boolean)
Create a fresh context.
- delta-step** (number)
How much should a fall change pitch?
- denominator** (integer)
Denominator in a time signature.
- descend-only** (boolean)
If set, this `\context` only descends in the context tree.
- digit** (integer)
Digit for fingering.
- diminished** (boolean)
This bass figure should be slashed.
- direction** (direction)
Print this up or down?
- drum-type** (symbol)
Which percussion instrument to play this note on.
- duration** (duration)
Duration of this note or lyric.
- element** (music)
The single child of a Music-wrapper music object, or the body of a repeat.
- elements** (list of music objects)
A list of elements for sequential or simultaneous music, or the alternatives of repeated music.
- elements-callback** (procedure)
Return a list of children, for use by a sequential iterator. Takes a single music parameter.
- error-found** (boolean)
If true, a parsing error was found in this expression.
- figure** (integer)
A bass figure.
- force-accidental** (boolean)
If set, a cautionary accidental should always be printed on this note.
- grob-property** (symbol)
The symbol of the grob property to set.
- grob-property-path** (list)
A list of symbols, locating a nested grob property, e.g., (`beamed-lengths details`).
- grob-value** (any type)
The value of the grob property to set.

- input-tag** (any type)
Arbitrary marker to relate input and output.
- inversion** (boolean)
If set, this chord note is inverted.
- iterator-ctor** (procedure)
Function to construct a `music-event-iterator` object for this music.
- label** (markup)
Label of a mark.
- last-pitch** (pitch)
The last pitch after relativization.
- length** (moment)
The duration of this music.
- length-callback** (procedure)
How to compute the duration of this music. This property can only be defined as initializer in `'scm/define-music-types.scm'`.
- line-break-permission** (symbol)
When the music is at top-level, whether to allow, forbid or force a line break.
- metronome-count** (number)
How many beats in a minute?
- name** (symbol)
Name of this music object.
- no-continuation** (boolean)
If set, disallow continuation lines.
- numerator** (integer)
Numerator of a time signature.
- octavation** (integer)
This pitch was octavated by how many octaves? For chord inversions, this is negative.
- once** (boolean)
Apply this operation only during one time step?
- origin** (input location)
Where was this piece of music defined?
- original-chord** (music)
Original chord of a repeated chord. Used by repeated chords in \relative mode, to determine the first note octave
- page-break-permission** (symbol)
When the music is at top-level, whether to allow, forbid or force a page break.
- page-label** (symbol)
The label of a page marker.
- page-marker** (boolean)
If true, and the music expression is found at top-level, a page marker object is instantiated instead of a score.
- page-turn-permission** (symbol)
When the music is at top-level, whether to allow, forbid or force a page turn.

- parenthesize** (boolean)
Enclose resulting objects in parentheses?
- part-combine-status** (symbol)
Change to what kind of state? Options are `solo1`, `solo2` and `unisono`.
- pitch** (pitch)
The pitch of this note.
- pitch-alist** (list)
A list of pitches jointly forming the scale of a key signature.
- pop-first** (boolean)
Do a revert before we try to do a override on some grob property.
- prob-property** (symbol)
The symbol of the prob property to set.
- procedure** (procedure)
The function to run with `\applycontext`. It must take a single argument, being the context.
- property-operations** (list)
Do these operations for instantiating the context.
- quoted-context-id** (string)
The ID of the context to direct quotes to, e.g., `cue`.
- quoted-context-type** (symbol)
The name of the context to direct quotes to, e.g., `Voice`.
- quoted-events** (vector)
A vector of with `moment` and `event-list` entries.
- quoted-music-name** (string)
The name of the voice to quote.
- quoted-transposition** (pitch)
The pitch used for the quote, overriding `\transposition`.
- quoted-voice-direction** (direction)
Should the quoted voice be up-stem or down-stem?
- repeat-count** (integer)
Do a `\repeat` how often?
- span-direction** (direction)
Does this start or stop a spanner?
- span-text** (markup)
The displayed text for dynamic text spanners (e.g., `cresc.`)
- span-type** (symbol)
What kind of dynamic spanner should be created? Options are `'text` and `'hairpin`.
- split-list** (list)
Splitting moments for part combiner.
- start-callback** (procedure)
Function to compute the negative length of starting grace notes. This property can only be defined as initializer in `'scm/define-music-types.scm`.
- string-number** (integer)
The number of the string in a `StringNumberEvent`.

- symbol** (symbol)
Grob name to perform an override or revert on.
- tags** (list) List of symbols that for denoting extra details, e.g., `\tag #'part ...` could tag a piece of music as only being active in a part.
- tempo-unit** (duration)
The unit for the metronome count.
- text** (markup)
Markup expression to be printed.
- to-relative-callback** (procedure)
How to transform a piece of music to relative pitches.
- tonic** (pitch)
Base of the scale.
- tremolo-type** (integer)
Speed of tremolo, e.g., 16 for `c4:16`.
- trill-pitch** (pitch)
Pitch of other note of the trill.
- tweaks** (list)
An alist of properties to override in the backend for the grob made of this event.
- type** (symbol)
The type of this music object. Determines iteration in some cases.
- types** (list)
The types of this music object; determines by what engraver this music expression is processed.
- untransposable** (boolean)
If set, this music is not transposed.
- value** (any type)
Assignment value for a translation property.
- void** (boolean)
If this property is `#t`, then the music expression is to be discarded by the toplevel music handler.
- what** (symbol)
What to change for auto-change.
FIXME: Naming.
- X-offset** (number)
Offset of resulting grob; only used for balloon texts.
- Y-offset** (number)
Offset of resulting grob; only used for balloon texts.

2 Translation

2.1 Contexts

2.1.1 ChoirStaff

Identical to `StaffGroup` except that the contained staves are not connected vertically.

This context creates the following layout object(s):

Section 3.1.106 [`SystemStartBar`], page 350, Section 3.1.107 [`SystemStartBrace`], page 350, Section 3.1.108 [`SystemStartBracket`], page 351, Section 3.1.109 [`SystemStartSquare`], page 352 and Section 3.1.125 [`VerticalAlignment`], page 367.

This context sets the following properties:

- Set translator property `shortVocalName` to `'()`.
- Set translator property `systemStartDelimiter` to `'SystemStartBracket`.
- Set translator property `topLevelAlignment` to `#f`.
- Set translator property `vocalName` to `'()`.

Context `ChoirStaff` can contain Section 2.1.1 [`ChoirStaff`], page 50, Section 2.1.2 [`ChordNames`], page 51, Section 2.1.5 [`DrumStaff`], page 65, Section 2.1.8 [`FiguredBass`], page 84, Section 2.1.11 [`GrandStaff`], page 88, Section 2.1.14 [`Lyrics`], page 110, Section 2.1.18 [`PianoStaff`], page 135, Section 2.1.19 [`RhythmicStaff`], page 137, Section 2.1.21 [`Staff`], page 152 and Section 2.1.22 [`StaffGroup`], page 161.

This context is built from the following engraver(s):

Section 2.2.107 [`System_start_delimiter_engraver`], page 248

Create a system start delimiter (i.e., a `SystemStartBar`, `SystemStartBrace`, `SystemStartBracket` or `SystemStartSquare` spanner).

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`systemStartDelimiter` (symbol)

Which grob to make for the start of the system/staff? Set to `SystemStartBrace`, `SystemStartBracket` or `SystemStartBar`.

`systemStartDelimiterHierarchy` (pair)

A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s):

Section 3.1.106 [`SystemStartBar`], page 350, Section 3.1.107 [`SystemStartBrace`], page 350, Section 3.1.108 [`SystemStartBracket`], page 351 and Section 3.1.109 [`SystemStartSquare`], page 352.

Section 2.2.124 [`Vertical_align_engraver`], page 253

Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

`alignAboveContext` (string)

Where to insert newly created context in vertical alignment.

`alignBelowContext` (string)

Where to insert newly created context in vertical alignment.

This engraver creates the following layout object(s):

[Section 3.1.125 \[VerticalAlignment\]](#), page 367.

2.1.2 ChordNames

Typesets chord names.

This context creates the following layout object(s):

[Section 3.1.24 \[ChordName\]](#), page 283, [Section 3.1.96 \[StaffSpacing\]](#), page 341 and [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368.

This context sets the following properties:

- Set grob-property `inter-loose-line-spacing padding` in [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368 to 0.5.
- Set grob-property `inter-staff-spacing padding` in [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368 to 0.5.
- Set grob-property `remove-empty` in [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368 to `#t`.
- Set grob-property `remove-first` in [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368 to `#t`.
- Set grob-property `staff-affinity` in [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368 to -1.

This context is a ‘bottom’ context; it cannot contain other contexts.

This context is built from the following engraver(s):

[Section 2.2.14 \[Chord_name_engraver\]](#), page 219

Catch note and rest events and generate the appropriate chordname.

Music types accepted:

[Section 1.2.37 \[note-event\]](#), page 40 and [Section 1.2.47 \[rest-event\]](#), page 41

Properties (read)

`chordChanges` (boolean)

Only show changes in chords scheme?

`chordNameExceptions` (list)

An alist of chord exceptions. Contains (`chord` . `markup`) entries.

`chordNameExceptions` (list)

An alist of chord exceptions. Contains (`chord` . `markup`) entries.

`chordNameFunction` (procedure)

The function that converts lists of pitches to chord names.

`chordNoteNamer` (procedure)

A function that converts from a pitch object to a text markup. Used for single pitches.

`chordRootNamer` (procedure)

A function that converts from a pitch object to a text markup. Used for chords.

`majorSevenSymbol` (markup)

How should the major 7th be formatted in a chord name?

`noChordSymbol` (markup)

Markup to be displayed for rests in a Chord-Names context.

This engraver creates the following layout object(s):

[Section 3.1.24 \[ChordName\]](#), page 283.

[Section 2.2.46 \[Hara_kiri_engraver\]](#), page 229

Like `Axis_group_engraver`, but make a hara-kiri spanner, and add interesting items (i.e., note heads, lyric syllables, and normal rests).

Properties (read)

`keepAliveInterfaces` (list)

A list of symbols, signifying grob interfaces that are worth keeping a staff with `remove-empty` set around for.

This engraver creates the following layout object(s):

[Section 3.1.126 \[VerticalAxisGroup\]](#), page 368.

[Section 2.2.72 \[Output_property_engraver\]](#), page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 36

[Section 2.2.93 \[Separating_line_group_engraver\]](#), page 245

Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)

Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)

True if the current `CommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s):

[Section 3.1.96 \[StaffSpacing\]](#), page 341.

2.1.3 CueVoice

Corresponds to a voice on a staff. This context handles the conversion of dynamic signs, stems, beams, super- and subscripts, slurs, ties, and rests.

You have to instantiate this explicitly if you want to have multiple voices on the same staff.

This context also accepts commands for the following context(s):

Voice.

This context creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 272, Section 3.1.19 [Beam], page 279, Section 3.1.20 [BendAfter], page 281, Section 3.1.23 [BreathingSign], page 283, Section 3.1.26 [ClusterSpanner], page 285, Section 3.1.27 [ClusterSpannerBeacon], page 286, Section 3.1.28 [CombineTextScript], page 286, Section 3.1.31 [Dots], page 289, Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.34 [DynamicLineSpanner], page 292, Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294, Section 3.1.38 [Fingering], page 296, Section 3.1.40 [Glissando], page 299, Section 3.1.44 [Hairpin], page 301, Section 3.1.48 [InstrumentSwitch], page 305, Section 3.1.51 [LaissezVibrerTie], page 308, Section 3.1.52 [LaissezVibrerTieColumn], page 309, Section 3.1.55 [LigatureBracket], page 310, Section 3.1.64 [MultiMeasureRest], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317, Section 3.1.66 [MultiMeasureRestText], page 319, Section 3.1.69 [NoteColumn], page 321, Section 3.1.70 [NoteHead], page 321, Section 3.1.72 [NoteSpacing], page 322, Section 3.1.77 [PercentRepeat], page 326, Section 3.1.78 [PercentRepeatCounter], page 327, Section 3.1.79 [PhrasingSlur], page 328, Section 3.1.82 [RepeatSlash], page 332, Section 3.1.83 [RepeatTie], page 332, Section 3.1.84 [RepeatTieColumn], page 333, Section 3.1.85 [Rest], page 333, Section 3.1.87 [Script], page 334, Section 3.1.88 [ScriptColumn], page 335, Section 3.1.90 [Slur], page 336, Section 3.1.99 [Stem], page 343, Section 3.1.100 [StemTremolo], page 345, Section 3.1.101 [StringNumber], page 345, Section 3.1.102 [StrokeFinger], page 346, Section 3.1.111 [TextScript], page 354, Section 3.1.112 [TextSpanner], page 356, Section 3.1.113 [Tie], page 357, Section 3.1.114 [TieColumn], page 358, Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361, Section 3.1.118 [TrillPitchHead], page 362, Section 3.1.119 [TrillSpanner], page 362, Section 3.1.120 [TupletBracket], page 363, Section 3.1.121 [TupletNumber], page 365 and Section 3.1.127 [VoiceFollower], page 369.

This context sets the following properties:

- Set grob-property **beam-thickness** in Section 3.1.19 [Beam], page 279 to 0.35.
- Set grob-property **length-fraction** in Section 3.1.19 [Beam], page 279 to 0.629960524947437.
- Set grob-property **length-fraction** in Section 3.1.99 [Stem], page 343 to 0.629960524947437.
- Set translator property **fontSize** to -4.
- Set translator property **localKeySignature** to '()'.

This context is a ‘bottom’ context; it cannot contain other contexts.

This context is built from the following engraver(s):

Section 2.2.3 [Arpeggio_engraver], page 216

Generate an Arpeggio symbol.

Music types accepted:

Section 1.2.4 [arpeggio-event], page 36

This engraver creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 272.

Section 2.2.4 [Auto_beam_engraver], page 216

Generate beams based on measure characteristics and observed Stems. Uses **beatLength**, **measureLength**, and **measurePosition** to decide when to start and stop a beam. Overriding beaming is done through Section 2.2.106 [Stem_engraver], page 248 properties **stemLeftBeamCount** and **stemRightBeamCount**.

Music types accepted:

Section 1.2.8 [beam-forbid-event], page 37

Properties (read)

- autoBeaming** (boolean)
If set to true then beams are generated automatically.
- beamSettings** (list)
Specifies when automatically generated beams should begin and end, as well as beam subdivision behavior. See **Section “Setting automatic beam behavior” in *Notation Reference*** for more information.
- beatLength** (moment)
The length of one beat in this time signature.
- subdivideBeams** (boolean)
If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 279.**Section 2.2.9 [Beam_engraver], page 218**

Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:

Section 1.2.7 [beam-event], page 37

Properties (read)

- beamMelismaBusy** (boolean)
Signal if a beam is present.
- beatLength** (moment)
The length of one beat in this time signature.
- subdivideBeams** (boolean)
If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

Properties (write)

- forbidBreak** (boolean)
If set to **##t**, prevent a line break at this point.

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 279.**Section 2.2.11 [Bend_engraver], page 218**

Create fall spanners.

Music types accepted:

Section 1.2.9 [bend-after-event], page 37

This engraver creates the following layout object(s):

Section 3.1.20 [BendAfter], page 281.

Section 2.2.13 [Breathing_sign_engraver], page 219

Create a breathing sign.

Music types accepted:

[Section 1.2.13 \[breathing-event\], page 37](#)

This engraver creates the following layout object(s):

[Section 3.1.23 \[BreathingSign\], page 283.](#)

Section 2.2.15 [Chord_tremolo_engraver], page 220

Generate beams for tremolo repeats.

Music types accepted:

[Section 1.2.67 \[tremolo-span-event\], page 44](#)

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 279.](#)

Section 2.2.17 [Cluster_spanner_engraver], page 221

Engrave a cluster using **Spanner** notation.

Music types accepted:

[Section 1.2.14 \[cluster-note-event\], page 37](#)

This engraver creates the following layout object(s):

[Section 3.1.26 \[ClusterSpanner\], page 285](#) and [Section 3.1.27 \[ClusterSpannerBeacon\], page 286.](#)

Section 2.2.24 [Dots_engraver], page 223

Create [Section 3.1.31 \[Dots\], page 289](#) objects for [Section 3.2.82 \[rhythmic-head-interface\], page 413s.](#)

This engraver creates the following layout object(s):

[Section 3.1.31 \[Dots\], page 289.](#)

Section 2.2.27 [Dynamic_align_engraver], page 223

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

[Section 1.2.12 \[break-span-event\], page 37](#)

Properties (read)

currentMusicalColumn (graphical (layout)
object)

Grob that is X-parent to all non-breakable
items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

[Section 3.1.34 \[DynamicLineSpanner\], page 292.](#)

Section 2.2.35 [Fingering_engraver], page 226

Create fingering scripts.

Music types accepted:

[Section 1.2.21 \[fingering-event\], page 38](#) and [Section 1.2.61 \[stroke-finger-event\], page 44](#)

This engraver creates the following layout object(s):

[Section 3.1.38 \[Fingering\], page 296.](#)

Section 2.2.36 [Font_size_engraver], page 226

Put **fontSize** into **font-size** grob property.

Properties (read)

fontSize (number)

The relative size of all grobs in a context.

Section 2.2.37 [Forbid_line_break_engraver], page 226

Forbid line breaks when note heads are still playing at some point.

Properties (read)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

forbidBreak (boolean)

If set to **##t**, prevent a line break at this point.

Section 2.2.39 [Glissando_engraver], page 227

Engrave glissandi.

Music types accepted:

Section 1.2.22 [glissando-event], page 38

This engraver creates the following layout object(s):

Section 3.1.40 [Glissando], page 299.

Section 2.2.40 [Grace_beam_engraver], page 228

Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted:

Section 1.2.7 [beam-event], page 37

Properties (read)

beamMelismaBusy (boolean)

Signal if a beam is present.

beatLength (moment)

The length of one beat in this time signature.

subdivideBeams (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 279.

Section 2.2.41 [Grace_engraver], page 228

Set font size and other properties for grace notes.

Properties (read)

graceSettings (list)

Overrides for grace notes. This property should be manipulated through the **add-grace-property** function.

Section 2.2.45 [Grob_pq_engraver], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.50 [Instrument_switch_engraver], page 231

Create a cue text for taking instrument.

Properties (read)

`instrumentCueName` (markup)

The name to print if another instrument is to be taken.

This engraver creates the following layout object(s):

Section 3.1.48 [InstrumentSwitch], page 305.

Section 2.2.53 [Laissez_vibrer_engraver], page 232

Create laissez vibrer items.

Music types accepted:

Section 1.2.27 [laissez-vibrer-event], page 39

This engraver creates the following layout object(s):

Section 3.1.51 [LaissezVibrerTie], page 308 and Section 3.1.52 [LaissezVibrerTieColumn], page 309.

Section 2.2.55 [Ligature_bracket_engraver], page 232

Handle `Ligature_events` by engraving `Ligature` brackets.

Music types accepted:

Section 1.2.29 [ligature-event], page 39

This engraver creates the following layout object(s):

Section 3.1.55 [LigatureBracket], page 310.

Section 2.2.63 [Multi_measure_rest_engraver], page 235

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the Section 3.1.64 [MultiMeasureRest], page 316. Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

Section 1.2.34 [multi-measure-rest-event], page 39 and Section 1.2.35 [multi-measure-text-event], page 40

Properties (read)

- currentCommandColumn** (graphical (layout) object)
Grob that is X-parent to all current breakable (clef, key signature, etc.) items.
- internalBarNumber** (integer)
Contains the current barnumber. This property is used for internal timekeeping, among others by the `Accidental_engraver`.
- measureLength** (moment)
Length of one measure in the current time signature.
- measurePosition** (moment)
How much of the current measure have we had. This can be set manually to create incomplete measures.
- restNumberThreshold** (number)
If a multimeasure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s):

Section 3.1.64 [`MultiMeasureRest`], page 316, Section 3.1.65 [`MultiMeasureRestNumber`], page 317 and Section 3.1.66 [`MultiMeasureRestText`], page 319.

Section 2.2.64 [`New_dynamic_engraver`], page 235

Create hairpins, dynamic texts, and their vertical alignments. The symbols are collected onto a `DynamicLineSpanner` grob which takes care of vertical positioning.

Music types accepted:

Section 1.2.1 [`absolute-dynamic-event`], page 36 and Section 1.2.56 [`span-dynamic-event`], page 42

Properties (read)

- crescendoSpanner** (symbol)
The type of spanner to be used for crescendo. Available values are ‘`hairpin`’ and ‘`text`’. If unset, a hairpin crescendo is used.
- crescendoText** (markup)
The text to print at start of non-hairpin crescendo, i.e., ‘`cresc.`’.
- currentMusicalColumn** (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).
- decrescendoSpanner** (symbol)
The type of spanner to be used for decrescendo. Available values are ‘`hairpin`’ and ‘`text`’. If unset, a hairpin decrescendo is used.

decrescendoText (markup)

The text to print at start of non-hairpin decrescendo, i.e., ‘dim.’.

This engraver creates the following layout object(s):

Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294 and Section 3.1.44 [Hairpin], page 301.

Section 2.2.65 [New_fingering_engraver], page 236

Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

fingeringOrientations (list)

A list of symbols, containing ‘left’, ‘right’, ‘up’ and/or ‘down’. This list determines where fingerings are put relative to the chord being fingered.

harmonicDots (boolean)

If set, harmonic notes in dotted chords get dots.

stringNumberOrientations (list)

See **fingeringOrientations**.

strokeFingerOrientations (list)

See **fingeringOrientations**.

This engraver creates the following layout object(s):

Section 3.1.38 [Fingering], page 296, Section 3.1.87 [Script], page 334, Section 3.1.101 [StringNumber], page 345 and Section 3.1.102 [StrokeFinger], page 346.

Section 2.2.66 [Note_head_line_engraver], page 236

Engrave a line between two note heads, for example a glissando. If **followVoice** is set, staff switches also generate a line.

Properties (read)

followVoice (boolean)

If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s):

Section 3.1.40 [Glissando], page 299 and Section 3.1.127 [VoiceFollower], page 369.

Section 2.2.67 [Note_heads_engraver], page 237

Generate note heads.

Music types accepted:

Section 1.2.37 [note-event], page 40

Properties (read)

middleCPosition (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at **middleCClefPosition** and **middleCOffset**.

staffLineLayoutFunction (procedure)
 Layout of staff lines, **traditional**, or **semitone**.

This engraver creates the following layout object(s):

[Section 3.1.70 \[NoteHead\]](#), page 321.

Section 2.2.70 [Note_spacing_engraver], page 238

Generate **NoteSpacing**, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s):

[Section 3.1.72 \[NoteSpacing\]](#), page 322.

Section 2.2.72 [Output_property_engraver], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 36

Section 2.2.76 [Part_combine_engraver], page 239

Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted:

[Section 1.2.41 \[part-combine-event\]](#), page 41

Properties (read)

aDueText (markup)
 Text to print at a unisono passage.

printPartCombineTexts (boolean)
 Set ‘Solo’ and ‘A due’ texts in the part combiner?

soloIIIText (markup)
 The text for the start of a solo for voice ‘two’ when part-combining.

soloText (markup)
 The text for the start of a solo when part-combining.

This engraver creates the following layout object(s):

[Section 3.1.28 \[CombineTextScript\]](#), page 286.

Section 2.2.77 [Percent_repeat_engraver], page 240

Make whole bar and double bar repeats.

Music types accepted:

[Section 1.2.43 \[percent-event\]](#), page 41

Properties (read)

countPercentRepeats (boolean)
 If set, produce counters for percent repeats.

currentCommandColumn (graphical (layout) object)
 Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

measureLength (moment)

Length of one measure in the current time signature.

repeatCountVisibility (procedure)

A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when **countPercentRepeats** is set.

Properties (write)

forbidBreak (boolean)

If set to **##t**, prevent a line break at this point.

This engraver creates the following layout object(s):

Section 3.1.32 [**DoublePercentRepeat**], page 289, Section 3.1.33 [**DoublePercentRepeatCounter**], page 290, Section 3.1.77 [**PercentRepeat**], page 326 and Section 3.1.78 [**PercentRepeatCounter**], page 327.

Section 2.2.78 [**Phrasing_slur_engraver**], page 241

Print phrasing slurs. Similar to Section 2.2.95 [**Slur_engraver**], page 245.

Music types accepted:

Section 1.2.45 [**phrasing-slur-event**], page 41

This engraver creates the following layout object(s):

Section 3.1.79 [**PhrasingSlur**], page 328.

Section 2.2.83 [**Pitched_trill_engraver**], page 242

Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s):

Section 3.1.116 [**TrillPitchAccidental**], page 360, Section 3.1.117 [**TrillPitchGroup**], page 361 and Section 3.1.118 [**TrillPitchHead**], page 362.

Section 2.2.85 [**Repeat_tie_engraver**], page 243

Create repeat ties.

Music types accepted:

Section 1.2.46 [**repeat-tie-event**], page 41

This engraver creates the following layout object(s):

Section 3.1.83 [**RepeatTie**], page 332 and Section 3.1.84 [**RepeatTieColumn**], page 333.

Section 2.2.87 [**Rest_engraver**], page 243

Engrave rests.

Music types accepted:

Section 1.2.47 [**rest-event**], page 41

Properties (read)

middleCPosition (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at **middleCClefPosition** and **middleCOffset**.

This engraver creates the following layout object(s):

Section 3.1.85 [**Rest**], page 333.

Section 2.2.88 [Rhythmic_column_engraver], page 244

Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s):

[Section 3.1.69 \[NoteColumn\], page 321.](#)

Section 2.2.90 [Script_column_engraver], page 244

Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s):

[Section 3.1.88 \[ScriptColumn\], page 335.](#)

Section 2.2.91 [Script_engraver], page 244

Handle note scripted articulations.

Music types accepted:

[Section 1.2.5 \[articulation-event\], page 37](#)

Properties (read)

`scriptDefinitions` (list)

The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `'scm/script.scm'` for more information.

This engraver creates the following layout object(s):

[Section 3.1.87 \[Script\], page 334.](#)

Section 2.2.94 [Slash_repeat_engraver], page 245

Make beat repeats.

Music types accepted:

[Section 1.2.43 \[percent-event\], page 41](#)

Properties (read)

`measureLength` (moment)

Length of one measure in the current time signature.

This engraver creates the following layout object(s):

[Section 3.1.82 \[RepeatSlash\], page 332.](#)

Section 2.2.95 [Slur_engraver], page 245

Build slur grobs from slur events.

Music types accepted:

[Section 1.2.51 \[slur-event\], page 42](#)

Properties (read)

`doubleSlurs` (boolean)

If set, two slurs are created for every slurred note, one above and one below the chord.

`slurMelismaBusy` (boolean)

Signal if a slur is present.

This engraver creates the following layout object(s):

[Section 3.1.90 \[Slur\], page 336.](#)

Section 2.2.100 [Spanner_break_forbid_engraver], page 247

Forbid breaks in certain spanners.

Section 2.2.106 [Stem_engraver], page 248

Create stems and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted:

Section 1.2.66 [tremolo-event], page 44

Properties (read)

stemLeftBeamCount (integer)

Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

stemRightBeamCount (integer)

See **stemLeftBeamCount**.

tremoloFlags (integer)

The number of tremolo flags to add if no number is specified.

This engraver creates the following layout object(s):

Section 3.1.99 [Stem], page 343 and **Section 3.1.100 [StemTremolo], page 345.**

Section 2.2.112 [Text_engraver], page 250

Create text scripts.

Music types accepted:

Section 1.2.63 [text-script-event], page 44

This engraver creates the following layout object(s):

Section 3.1.111 [TextScript], page 354.

Section 2.2.113 [Text_spanner_engraver], page 250

Create text spanner from an event.

Music types accepted:

Section 1.2.64 [text-span-event], page 44

This engraver creates the following layout object(s):

Section 3.1.112 [TextSpanner], page 356.

Section 2.2.114 [Tie_engraver], page 250

Generate ties between note heads of equal pitch.

Music types accepted:

Section 1.2.65 [tie-event], page 44

Properties (read)

tieWaitForNote (boolean)

If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)

Signal whether a tie is present.

This engraver creates the following layout object(s):

Section 3.1.113 [Tie], page 357 and Section 3.1.114 [TieColumn], page 358.

Section 2.2.120 [Trill_spanner_engraver], page 252

Create trill spanner from an event.

Music types accepted:

Section 1.2.68 [trill-span-event], page 44

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

Section 3.1.119 [TrillSpanner], page 362.

Section 2.2.121 [Tuplet_engraver], page 253

Catch tuplet events and generate appropriate bracket.

Music types accepted:

Section 1.2.69 [tuplet-span-event], page 44

Properties (read)

`tupletFullLength` (boolean)

If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)

If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s):

Section 3.1.120 [TupletBracket], page 363 and Section 3.1.121 [Tuplet-Number], page 365.

Section 2.2.122 [Tweak_engraver], page 253

Read the `tweaks` property from the originating event, and set properties.

2.1.4 Devnull

Silently discards all musical information given to this context.

This context also accepts commands for the following context(s):

Staff and Voice.

This context creates the following layout object(s):

none.

This context is a ‘bottom’ context; it cannot contain other contexts.

2.1.5 DrumStaff

Handles typesetting for percussion.

This context also accepts commands for the following context(s):

Staff.

This context creates the following layout object(s):

Section 3.1.11 [BarLine], page 273, Section 3.1.13 [BassFigure], page 277, Section 3.1.14 [BassFigureAlignment], page 277, Section 3.1.15 [BassFigureAlignmentPositioning], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.17 [BassFigureContinuation], page 278, Section 3.1.18 [BassFigureLine], page 279, Section 3.1.25 [Clef], page 284, Section 3.1.30 [DotColumn], page 288, Section 3.1.47 [InstrumentName], page 304, Section 3.1.53 [LedgerLineSpanner], page 309, Section 3.1.68 [NoteCollision], page 320, Section 3.1.73 [OctavateEight], page 323, Section 3.1.86 [RestCollision], page 334, Section 3.1.89 [ScriptRow], page 335, Section 3.1.92 [SostenutoPedalLineSpanner], page 338, Section 3.1.96 [StaffSpacing], page 341, Section 3.1.97 [StaffSymbol], page 342, Section 3.1.104 [SustainPedalLineSpanner], page 348, Section 3.1.115 [TimeSignature], page 359, Section 3.1.123 [UnaCordaPedalLineSpanner], page 366 and Section 3.1.126 [VerticalAxisGroup], page 368.

This context sets the following properties:

- Set grob-property **staff-padding** in Section 3.1.87 [Script], page 334 to 0.75.
- Set translator property **clefGlyph** to "clefs.percussion".
- Set translator property **clefPosition** to 0.
- Set translator property **createSpacing** to #t.
- Set translator property **ignoreFiguredBassRest** to #f.
- Set translator property **instrumentName** to '() .
- Set translator property **localKeySignature** to '() .
- Set translator property **shortInstrumentName** to '() .

Context DrumStaff can contain Section 2.1.3 [CueVoice], page 52 and Section 2.1.6 [DrumVoice], page 70.

This context is built from the following engraver(s):

Section 2.2.5 [Axis_group_engraver], page 216

Group all objects created in this context in a VerticalAxisGroup spanner.

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

Section 3.1.126 [VerticalAxisGroup], page 368.

Section 2.2.7 [Bar_engraver], page 217

Create barlines. This engraver is controlled through the **whichBar** property. If it has no bar line to create, it will forbid a linebreak at this point.

Properties (read)

whichBar (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in [Section “bar-line-interface”](#) in *Internals Reference*.

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.11 \[BarLine\]](#), page 273.

[Section 2.2.16 \[Clef_engraver\]](#), page 220

Determine and set reference point for pitches.

Properties (read)

`clefGlyph` (string)

Name of the symbol within the music font.

`clefOctavation` (integer)

Add this much extra octavation. Values of 7 and -7 are common.

`clefPosition` (number)

Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

`explicitClefVisibility` (vector)

‘break-visibility’ function for clef changes.

`forceClef` (boolean)

Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s):

[Section 3.1.25 \[Clef\]](#), page 284 and [Section 3.1.73 \[OctavateEight\]](#), page 323.

[Section 2.2.18 \[Collision_engraver\]](#), page 221

Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s):

[Section 3.1.68 \[NoteCollision\]](#), page 320.

[Section 2.2.23 \[Dot_column_engraver\]](#), page 223

Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s):

[Section 3.1.30 \[DotColumn\]](#), page 288.

[Section 2.2.33 \[Figured_bass_engraver\]](#), page 225

Make figured bass numbers.

Music types accepted:

Section 1.2.6 [bass-figure-event], page 37 and Section 1.2.47 [rest-event], page 41

Properties (read)

- figuredBassAlterationDirection** (direction)
Where to put alterations relative to the main figure.
- figuredBassCenterContinuations** (boolean)
Whether to vertically center pairs of extender lines. This does not work with three or more lines.
- figuredBassFormatter** (procedure)
A routine generating a markup for a bass figure.
- ignoreFiguredBassRest** (boolean)
Don't swallow rest events.
- implicitBassFigures** (list)
A list of bass figures that are not printed as numbers, but only as extender lines.
- useBassFigureExtenders** (boolean)
Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s):

Section 3.1.13 [BassFigure], page 277, Section 3.1.14 [BassFigure-Alignment], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.17 [BassFigureContinuation], page 278 and Section 3.1.18 [BassFigureLine], page 279.

Section 2.2.34 [Figured_bass_position_engraver], page 226

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 277.

Section 2.2.36 [Font_size_engraver], page 226

Put `fontSize` into `font-size` grob property.

Properties (read)

- fontSize** (number)
The relative size of all grobs in a context.

Section 2.2.45 [Grob_pq_engraver], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

- busyGrobs** (list)
A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.49 [`Instrument_name_engraver`], page 230

Create a system start text for instrument or vocal names.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`instrumentName` (markup)

The name to print left of a staff. The `instrumentName` property labels the staff in the first system, and the `shortInstrumentName` property labels following lines.

`shortInstrumentName` (markup)

See `instrumentName`.

`shortVocalName` (markup)

Name of a vocal line, short version.

`vocalName` (markup)

Name of a vocal line.

This engraver creates the following layout object(s):

Section 3.1.47 [`InstrumentName`], page 304.

Section 2.2.54 [`Ledger_line_engraver`], page 232

Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s):

Section 3.1.53 [`LedgerLineSpanner`], page 309.

Section 2.2.72 [`Output_property_engraver`], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [`apply-output-event`], page 36

Section 2.2.79 [`Piano_pedal_align_engraver`], page 241

Align piano pedal symbols and brackets.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

Section 3.1.92 [`SostenutoPedalLineSpanner`], page 338, Section 3.1.104 [`SustainPedalLineSpanner`], page 348 and Section 3.1.123 [`UnaCordaPedalLineSpanner`], page 366.

Section 2.2.86 [Rest_collision_engraver], page 243

Handle collisions of rests.

Properties (read)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

This engraver creates the following layout object(s):

Section 3.1.86 [RestCollision], page 334.

Section 2.2.92 [Script_row_engraver], page 244

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

Section 3.1.89 [ScriptRow], page 335.

Section 2.2.93 [Separating_line_group_engraver], page 245

Generate objects for computing spacing parameters.

Properties (read)

createSpacing (boolean)

Create **StaffSpacing** objects? Should be set for staves.

Properties (write)

hasStaffSpacing (boolean)

True if the current **CommandColumn** contains items that will affect spacing.

This engraver creates the following layout object(s):

Section 3.1.96 [StaffSpacing], page 341.

Section 2.2.101 [Staff_collecting_engraver], page 247

Maintain the **stavesFound** variable.

Properties (read)

stavesFound (list of grobs)

A list of all staff-symbols found.

Properties (write)

stavesFound (list of grobs)

A list of all staff-symbols found.

Section 2.2.103 [Staff_symbol_engraver], page 247

Create the constellation of five (default) staff lines.

Music types accepted:

Section 1.2.58 [staff-span-event], page 43

This engraver creates the following layout object(s):

Section 3.1.97 [StaffSymbol], page 342.

Section 2.2.116 [Time_signature_engraver], page 251

Create a **Section 3.1.115 [TimeSignature], page 359** whenever **timeSignatureFraction** changes.

Properties (read)

`implicitTimeSignatureVisibility` (vector)
break visibility for the default time signature.

`timeSignatureFraction` (pair of numbers)
A pair of numbers, signifying the time signature. For example, #'(4 . 4) is a 4/4 time signature.

This engraver creates the following layout object(s):

[Section 3.1.115 \[TimeSignature\]](#), page 359.

2.1.6 DrumVoice

A voice on a percussion staff.

This context also accepts commands for the following context(s):

Voice.

This context creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 279, [Section 3.1.20 \[BendAfter\]](#), page 281, [Section 3.1.23 \[BreathingSign\]](#), page 283, [Section 3.1.28 \[CombineTextScript\]](#), page 286, [Section 3.1.31 \[Dots\]](#), page 289, [Section 3.1.32 \[DoublePercentRepeat\]](#), page 289, [Section 3.1.33 \[DoublePercentRepeatCounter\]](#), page 290, [Section 3.1.34 \[DynamicLineSpanner\]](#), page 292, [Section 3.1.35 \[DynamicText\]](#), page 293, [Section 3.1.36 \[DynamicTextSpanner\]](#), page 294, [Section 3.1.44 \[Hairpin\]](#), page 301, [Section 3.1.48 \[InstrumentSwitch\]](#), page 305, [Section 3.1.51 \[LaissezVibrerTie\]](#), page 308, [Section 3.1.52 \[LaissezVibrerTieColumn\]](#), page 309, [Section 3.1.64 \[MultiMeasureRest\]](#), page 316, [Section 3.1.65 \[MultiMeasureRestNumber\]](#), page 317, [Section 3.1.66 \[MultiMeasureRestText\]](#), page 319, [Section 3.1.69 \[NoteColumn\]](#), page 321, [Section 3.1.70 \[NoteHead\]](#), page 321, [Section 3.1.72 \[NoteSpacing\]](#), page 322, [Section 3.1.77 \[PercentRepeat\]](#), page 326, [Section 3.1.78 \[PercentRepeatCounter\]](#), page 327, [Section 3.1.79 \[PhrasingSlur\]](#), page 328, [Section 3.1.82 \[RepeatSlash\]](#), page 332, [Section 3.1.83 \[RepeatTie\]](#), page 332, [Section 3.1.84 \[RepeatTieColumn\]](#), page 333, [Section 3.1.85 \[Rest\]](#), page 333, [Section 3.1.87 \[Script\]](#), page 334, [Section 3.1.88 \[ScriptColumn\]](#), page 335, [Section 3.1.90 \[Slur\]](#), page 336, [Section 3.1.99 \[Stem\]](#), page 343, [Section 3.1.100 \[StemTremolo\]](#), page 345, [Section 3.1.111 \[TextScript\]](#), page 354, [Section 3.1.112 \[TextSpanner\]](#), page 356, [Section 3.1.113 \[Tie\]](#), page 357, [Section 3.1.114 \[TieColumn\]](#), page 358, [Section 3.1.116 \[TrillPitchAccidental\]](#), page 360, [Section 3.1.117 \[TrillPitchGroup\]](#), page 361, [Section 3.1.118 \[TrillPitchHead\]](#), page 362, [Section 3.1.119 \[TrillSpanner\]](#), page 362, [Section 3.1.120 \[TupletBracket\]](#), page 363 and [Section 3.1.121 \[TupletNumber\]](#), page 365.

This context sets the following properties:

- Set translator property `localKeySignature` to '()'.
This context is a ‘bottom’ context; it cannot contain other contexts.

This context is built from the following engraver(s):

[Section 2.2.4 \[Auto_beam_engraver\]](#), page 216

Generate beams based on measure characteristics and observed Stems. Uses `beatLength`, `measureLength`, and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through [Section 2.2.106 \[Stem_engraver\]](#), page 248 properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted:

[Section 1.2.8 \[beam-forbid-event\]](#), page 37

Properties (read)

- autoBeaming** (boolean)
If set to true then beams are generated automatically.
- beamSettings** (list)
Specifies when automatically generated beams should begin and end, as well as beam subdivision behavior. See [Section “Setting automatic beam behavior” in *Notation Reference*](#) for more information.
- beatLength** (moment)
The length of one beat in this time signature.
- subdivideBeams** (boolean)
If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 279.](#)

[Section 2.2.9 \[Beam_engraver\], page 218](#)

Handle **Beam** events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:

[Section 1.2.7 \[beam-event\], page 37](#)

Properties (read)

- beamMelismaBusy** (boolean)
Signal if a beam is present.
- beatLength** (moment)
The length of one beat in this time signature.
- subdivideBeams** (boolean)
If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

Properties (write)

- forbidBreak** (boolean)
If set to **##t**, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 279.](#)

[Section 2.2.11 \[Bend_engraver\], page 218](#)

Create fall spanners.

Music types accepted:

[Section 1.2.9 \[bend-after-event\], page 37](#)

This engraver creates the following layout object(s):

[Section 3.1.20 \[BendAfter\], page 281.](#)

[Section 2.2.13 \[Breathing_sign_engraver\], page 219](#)

Create a breathing sign.

Music types accepted:

Section 1.2.13 [breathing-event], page 37

This engraver creates the following layout object(s):

Section 3.1.23 [BreathingSign], page 283.

Section 2.2.15 [Chord_tremolo_engraver], page 220

Generate beams for tremolo repeats.

Music types accepted:

Section 1.2.67 [tremolo-span-event], page 44

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 279.

Section 2.2.24 [Dots_engraver], page 223

Create Section 3.1.31 [Dots], page 289 objects for Section 3.2.82 [rhythmic-head-interface], page 413s.

This engraver creates the following layout object(s):

Section 3.1.31 [Dots], page 289.

Section 2.2.26 [Drum_notes_engraver], page 223

Generate drum note heads.

Music types accepted:

Section 1.2.37 [note-event], page 40

Properties (read)

`drumStyleTable` (hash table)

A hash table which maps drums to layout settings. Predefined values: ‘drums-style’, ‘timbales-style’, ‘congas-style’, ‘bongos-style’, and ‘percussion-style’.

The layout style is a hash table, containing the drum-pitches (e.g., the symbol ‘hihat’) as keys, and a list (*notehead-style script vertical-position*) as values.

This engraver creates the following layout object(s):

Section 3.1.70 [NoteHead], page 321 and Section 3.1.87 [Script], page 334.

Section 2.2.27 [Dynamic_align_engraver], page 223

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [break-span-event], page 37

Properties (read)

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

Section 3.1.34 [DynamicLineSpanner], page 292.

Section 2.2.36 [Font_size_engraver], page 226

Put `fontSize` into `font-size` grob property.

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Section 2.2.37 [Forbid_line_break_engraver], page 226

Forbid line breaks when note heads are still playing at some point.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells.

This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

Section 2.2.40 [Grace_beam_engraver], page 228

Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted:

Section 1.2.7 [beam-event], page 37

Properties (read)

`beamMelismaBusy` (boolean)

Signal if a beam is present.

`beatLength` (moment)

The length of one beat in this time signature.

`subdivideBeams` (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 279.

Section 2.2.41 [Grace_engraver], page 228

Set font size and other properties for grace notes.

Properties (read)

`graceSettings` (list)

Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

Section 2.2.45 [Grob_pq_engraver], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.45 [*Grob_pq_engraver*], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.50 [*Instrument_switch_engraver*], page 231

Create a cue text for taking instrument.

Properties (read)

instrumentCueName (markup)

The name to print if another instrument is to be taken.

This engraver creates the following layout object(s):

Section 3.1.48 [*InstrumentSwitch*], page 305.

Section 2.2.53 [*Laissez_vibrer_engraver*], page 232

Create laissez vibrer items.

Music types accepted:

Section 1.2.27 [*laissez-vibrer-event*], page 39

This engraver creates the following layout object(s):

Section 3.1.51 [*LaissezVibrerTie*], page 308 and Section 3.1.52 [*LaissezVibrerTieColumn*], page 309.

Section 2.2.63 [*Multi_measure_rest_engraver*], page 235

Engrave multi-measure rests that are produced with ‘R’. It reads **measurePosition** and **internalBarNumber** to determine what number to print over the Section 3.1.64 [*MultiMeasureRest*], page 316. Reads **measureLength** to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

Section 1.2.34 [multi-measure-rest-event], page 39 and Section 1.2.35 [multi-measure-text-event], page 40

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

internalBarNumber (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

measureLength (moment)

Length of one measure in the current time signature.

measurePosition (moment)

How much of the current measure have we had. This can be set manually to create incomplete measures.

restNumberThreshold (number)

If a multimeasure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s):

Section 3.1.64 [MultiMeasureRest], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317 and Section 3.1.66 [MultiMeasureRestText], page 319.

Section 2.2.64 [New_dynamic_engraver], page 235

Create hairpins, dynamic texts, and their vertical alignments. The symbols are collected onto a `DynamicLineSpanner` grob which takes care of vertical positioning.

Music types accepted:

Section 1.2.1 [absolute-dynamic-event], page 36 and Section 1.2.56 [span-dynamic-event], page 42

Properties (read)

crescendoSpanner (symbol)

The type of spanner to be used for crescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin crescendo is used.

crescendoText (markup)

The text to print at start of non-hairpin crescendo, i.e., ‘cresc.’.

currentMusicalColumn (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

decrescendoSpanner (symbol)

The type of spanner to be used for decrescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin decrescendo is used.

decrescendoText (markup)

The text to print at start of non-hairpin decrescendo, i.e., ‘dim.’.

This engraver creates the following layout object(s):

Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294 and Section 3.1.44 [Hairpin], page 301.

Section 2.2.70 [Note_spacing_engraver], page 238

Generate NoteSpacing, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s):

Section 3.1.72 [NoteSpacing], page 322.

Section 2.2.72 [Output_property_engraver], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 36

Section 2.2.76 [Part_combine_engraver], page 239

Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted:

Section 1.2.41 [part-combine-event], page 41

Properties (read)

aDueText (markup)

Text to print at a unisono passage.

printPartCombineTexts (boolean)

Set ‘Solo’ and ‘A due’ texts in the part combiner?

soloIIText (markup)

The text for the start of a solo for voice ‘two’ when part-combining.

soloText (markup)

The text for the start of a solo when part-combining.

This engraver creates the following layout object(s):

Section 3.1.28 [CombineTextScript], page 286.

Section 2.2.77 [Percent_repeat_engraver], page 240

Make whole bar and double bar repeats.

Music types accepted:

Section 1.2.43 [percent-event], page 41

Properties (read)

countPercentRepeats (boolean)

If set, produce counters for percent repeats.

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

measureLength (moment)

Length of one measure in the current time signature.

repeatCountVisibility (procedure)

A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when **countPercentRepeats** is set.

Properties (write)

forbidBreak (boolean)

If set to **##t**, prevent a line break at this point.

This engraver creates the following layout object(s):

Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.77 [PercentRepeat], page 326 and Section 3.1.78 [PercentRepeatCounter], page 327.

Section 2.2.78 [Phrasing_slur_engraver], page 241

Print phrasing slurs. Similar to Section 2.2.95 [Slur_engraver], page 245.

Music types accepted:

Section 1.2.45 [phrasing-slur-event], page 41

This engraver creates the following layout object(s):

Section 3.1.79 [PhrasingSlur], page 328.

Section 2.2.83 [Pitched_trill_engraver], page 242

Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s):

Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361 and Section 3.1.118 [TrillPitchHead], page 362.

Section 2.2.85 [Repeat_tie_engraver], page 243

Create repeat ties.

Music types accepted:

Section 1.2.46 [repeat-tie-event], page 41

This engraver creates the following layout object(s):

Section 3.1.83 [RepeatTie], page 332 and Section 3.1.84 [RepeatTieColumn], page 333.

Section 2.2.87 [Rest_engraver], page 243

Engrave rests.

Music types accepted:

Section 1.2.47 [rest-event], page 41

Properties (read)

middleCPosition (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at **middleCClefPosition** and **middleCOffset**.

This engraver creates the following layout object(s):

[Section 3.1.85 \[Rest\]](#), page 333.

Section 2.2.88 [Rhythmic_column_engraver], page 244

Generate **NoteColumn**, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s):

[Section 3.1.69 \[NoteColumn\]](#), page 321.

Section 2.2.90 [Script_column_engraver], page 244

Find potentially colliding scripts and put them into a **ScriptColumn** object; that will fix the collisions.

This engraver creates the following layout object(s):

[Section 3.1.88 \[ScriptColumn\]](#), page 335.

Section 2.2.91 [Script_engraver], page 244

Handle note scripted articulations.

Music types accepted:

[Section 1.2.5 \[articulation-event\]](#), page 37

Properties (read)

scriptDefinitions (list)

The description of scripts. This is used by the **Script_engraver** for typesetting note-superscripts and subscripts. See ‘**scm/script.scm**’ for more information.

This engraver creates the following layout object(s):

[Section 3.1.87 \[Script\]](#), page 334.

Section 2.2.94 [Slash_repeat_engraver], page 245

Make beat repeats.

Music types accepted:

[Section 1.2.43 \[percent-event\]](#), page 41

Properties (read)

measureLength (moment)

Length of one measure in the current time signature.

This engraver creates the following layout object(s):

[Section 3.1.82 \[RepeatSlash\]](#), page 332.

Section 2.2.95 [Slur_engraver], page 245

Build slur grobs from slur events.

Music types accepted:

[Section 1.2.51 \[slur-event\]](#), page 42

Properties (read)

doubleSlurs (boolean)

If set, two slurs are created for every slurred note, one above and one below the chord.

slurMelismaBusy (boolean)

Signal if a slur is present.

This engraver creates the following layout object(s):

[Section 3.1.90 \[Slur\]](#), page 336.

[Section 2.2.100 \[Spanner_break_forbid_engraver\]](#), page 247

Forbid breaks in certain spanners.

[Section 2.2.106 \[Stem_engraver\]](#), page 248

Create stems and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted:

[Section 1.2.66 \[tremolo-event\]](#), page 44

Properties (read)

stemLeftBeamCount (integer)

Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

stemRightBeamCount (integer)

See **stemLeftBeamCount**.

tremoloFlags (integer)

The number of tremolo flags to add if no number is specified.

This engraver creates the following layout object(s):

[Section 3.1.99 \[Stem\]](#), page 343 and [Section 3.1.100 \[StemTremolo\]](#), page 345.

[Section 2.2.112 \[Text_engraver\]](#), page 250

Create text scripts.

Music types accepted:

[Section 1.2.63 \[text-script-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.111 \[TextScript\]](#), page 354.

[Section 2.2.113 \[Text_spanner_engraver\]](#), page 250

Create text spanner from an event.

Music types accepted:

[Section 1.2.64 \[text-span-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.112 \[TextSpanner\]](#), page 356.

[Section 2.2.114 \[Tie_engraver\]](#), page 250

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.65 \[tie-event\]](#), page 44

Properties (read)

`tieWaitForNote` (boolean)

If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)

Signal whether a tie is present.

This engraver creates the following layout object(s):

[Section 3.1.113 \[Tie\]](#), page 357 and [Section 3.1.114 \[TieColumn\]](#), page 358.

[Section 2.2.120 \[Trill_spanner_engraver\]](#), page 252

Create trill spanner from an event.

Music types accepted:

[Section 1.2.68 \[trill-span-event\]](#), page 44

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

[Section 3.1.119 \[TrillSpanner\]](#), page 362.

[Section 2.2.121 \[Tuplet_engraver\]](#), page 253

Catch tuplet events and generate appropriate bracket.

Music types accepted:

[Section 1.2.69 \[tuplet-span-event\]](#), page 44

Properties (read)

`tupletFullLength` (boolean)

If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)

If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s):

[Section 3.1.120 \[TupletBracket\]](#), page 363 and [Section 3.1.121 \[Tuplet-Number\]](#), page 365.

[Section 2.2.122 \[Tweak_engraver\]](#), page 253

Read the `tweaks` property from the originating event, and set properties.

2.1.7 Dynamics

Holds a single line of dynamics, which will be centered between the staves surrounding this context.

This context also accepts commands for the following context(s):

Voice.

This context creates the following layout object(s):

Section 3.1.11 [BarLine], page 273, Section 3.1.34 [DynamicLineSpanner], page 292, Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294, Section 3.1.44 [Hairpin], page 301, Section 3.1.80 [PianoPedalBracket], page 329, Section 3.1.87 [Script], page 334, Section 3.1.91 [SostenutoPedal], page 337, Section 3.1.103 [SustainPedal], page 347, Section 3.1.111 [TextScript], page 354, Section 3.1.112 [TextSpanner], page 356, Section 3.1.122 [UnaCordaPedal], page 365 and Section 3.1.126 [VerticalAxisGroup], page 368.

This context sets the following properties:

- Set grob-property **font-shape** in Section 3.1.111 [TextScript], page 354 to 'italic.
- Set grob-property **inter-staff-spacing** in Section 3.1.126 [VerticalAxisGroup], page 368 to '((space . 5) (padding . 0.5)).
- Set grob-property **staff-affinity** in Section 3.1.126 [VerticalAxisGroup], page 368 to 0.
- Set grob-property **Y-offset** in Section 3.1.34 [DynamicLineSpanner], page 292 to 0.
- Set translator property **pedalSustainStrings** to '(Ped. *Ped. *).
- Set translator property **pedalUnaCordaStrings** to '(una corda tre corde).

This context is a ‘bottom’ context; it cannot contain other contexts.

This context is built from the following engraver(s):

Section 2.2.5 [Axis_group_engraver], page 216

Group all objects created in this context in a VerticalAxisGroup spanner.

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

Section 3.1.126 [VerticalAxisGroup], page 368.

Section 2.2.7 [Bar_engraver], page 217

Create barlines. This engraver is controlled through the **whichBar** property. If it has no bar line to create, it will forbid a linebreak at this point.

Properties (read)

whichBar (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in Section “bar-line-interface” in *Internals Reference*.

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

Section 3.1.11 [BarLine], page 273.

Section 2.2.27 [Dynamic_align_engraver], page 223

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [break-span-event], page 37

Properties (read)

`currentMusicalColumn` (graphical (layout)
object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

Section 3.1.34 [DynamicLineSpanner], page 292.

Section 2.2.64 [New_dynamic_engraver], page 235

Create hairpins, dynamic texts, and their vertical alignments. The symbols are collected onto a `DynamicLineSpanner` grob which takes care of vertical positioning.

Music types accepted:

Section 1.2.1 [absolute-dynamic-event], page 36 and Section 1.2.56 [span-dynamic-event], page 42

Properties (read)

`crescendoSpanner` (symbol)

The type of spanner to be used for crescendo. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin crescendo is used.

`crescendoText` (markup)

The text to print at start of non-hairpin crescendo, i.e., ‘cresc.’.

`currentMusicalColumn` (graphical (layout)
object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`decrescendoSpanner` (symbol)

The type of spanner to be used for decrescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin decrescendo is used.

`decrescendoText` (markup)

The text to print at start of non-hairpin decrescendo, i.e., ‘dim.’.

This engraver creates the following layout object(s):

Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294 and Section 3.1.44 [Hairpin], page 301.

Section 2.2.72 [Output_property_engraver], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 36

Section 2.2.80 [Piano_pedal_engraver], page 241

Engrave piano pedal symbols and brackets.

Music types accepted:

Section 1.2.54 [sostenuto-event], page 42, Section 1.2.62 [sustain-event], page 44 and Section 1.2.70 [una-corda-event], page 45

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`pedalSostenutoStrings` (list)
See `pedalSustainStrings`.

`pedalSostenutoStyle` (symbol)
See `pedalSustainStyle`.

`pedalSustainStrings` (list)
A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

`pedalSustainStyle` (symbol)
A symbol that indicates how to print sustain pedals: `text`, `bracket` or `mixed` (both).

`pedalUnaCordaStrings` (list)
See `pedalSustainStrings`.

`pedalUnaCordaStyle` (symbol)
See `pedalSustainStyle`.

This engraver creates the following layout object(s):

Section 3.1.80 [PianoPedalBracket], page 329, Section 3.1.91 [SostenutoPedal], page 337, Section 3.1.103 [SustainPedal], page 347 and Section 3.1.122 [UnaCordaPedal], page 365.

Section 2.2.91 [Script_engraver], page 244

Handle note scripted articulations.

Music types accepted:

Section 1.2.5 [articulation-event], page 37

Properties (read)

`scriptDefinitions` (list)
The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See '`scm/script.scm`' for more information.

This engraver creates the following layout object(s):

Section 3.1.87 [Script], page 334.

Section 2.2.112 [Text_engraver], page 250

Create text scripts.

Music types accepted:

Section 1.2.63 [text-script-event], page 44

This engraver creates the following layout object(s):

Section 3.1.111 [TextScript], page 354.

Section 2.2.113 [Text_spanner_engraver], page 250

Create text spanner from an event.

Music types accepted:

Section 1.2.64 [text-span-event], page 44

This engraver creates the following layout object(s):

Section 3.1.112 [TextSpanner], page 356.

2.1.8 FiguredBass

A context for printing a figured bass line.

This context creates the following layout object(s):

Section 3.1.13 [BassFigure], page 277, Section 3.1.14 [BassFigureAlignment], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.17 [BassFigureContinuation], page 278, Section 3.1.18 [BassFigureLine], page 279, Section 3.1.96 [StaffSpacing], page 341 and Section 3.1.126 [VerticalAxisGroup], page 368.

This context sets the following properties:

- Set grob-property `inter-loose-line-spacing padding` in Section 3.1.126 [VerticalAxisGroup], page 368 to 0.5.
- Set grob-property `inter-staff-spacing padding` in Section 3.1.126 [VerticalAxisGroup], page 368 to 0.5.
- Set grob-property `remove-empty` in Section 3.1.126 [VerticalAxisGroup], page 368 to `#t`.
- Set grob-property `remove-first` in Section 3.1.126 [VerticalAxisGroup], page 368 to `#t`.
- Set grob-property `staff-affinity` in Section 3.1.126 [VerticalAxisGroup], page 368 to 1.

This context is a ‘bottom’ context; it cannot contain other contexts.

This context is built from the following engraver(s):

Section 2.2.33 [Figured_bass_engraver], page 225

Make figured bass numbers.

Music types accepted:

Section 1.2.6 [bass-figure-event], page 37 and Section 1.2.47 [rest-event], page 41

Properties (read)

`figuredBassAlterationDirection`
(direction)

Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)

Whether to vertically center pairs of extender lines. This does not work with three or more lines.

figuredBassFormatter (procedure)
A routine generating a markup for a bass figure.

ignoreFiguredBassRest (boolean)
Don't swallow rest events.

implicitBassFigures (list)
A list of bass figures that are not printed as numbers, but only as extender lines.

useBassFigureExtenders (boolean)
Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s):

Section 3.1.13 [BassFigure], page 277, Section 3.1.14 [BassFigure-Alignment], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.17 [BassFigureContinuation], page 278 and Section 3.1.18 [BassFigureLine], page 279.

Section 2.2.46 [Hara_kiri_engraver], page 229

Like **Axis_group_engraver**, but make a hara-kiri spanner, and add interesting items (i.e., note heads, lyric syllables, and normal rests).

Properties (read)

keepAliveInterfaces (list)
A list of symbols, signifying grob interfaces that are worth keeping a staff with **remove-empty** set around for.

This engraver creates the following layout object(s):

Section 3.1.126 [VerticalAxisGroup], page 368.

Section 2.2.93 [Separating_line_group_engraver], page 245

Generate objects for computing spacing parameters.

Properties (read)

createSpacing (boolean)
Create **StaffSpacing** objects? Should be set for staves.

Properties (write)

hasStaffSpacing (boolean)
True if the current **CommandColumn** contains items that will affect spacing.

This engraver creates the following layout object(s):

Section 3.1.96 [StaffSpacing], page 341.

2.1.9 FretBoards

A context for displaying fret diagrams.

This context creates the following layout object(s):

Section 3.1.39 [FretBoard], page 298, Section 3.1.47 [InstrumentName], page 304, Section 3.1.96 [StaffSpacing], page 341 and Section 3.1.126 [VerticalAxisGroup], page 368.

This context sets the following properties:

- Set translator property **predefinedDiagramTable** to #<hash-table 0/113>.

This context is a ‘bottom’ context; it cannot contain other contexts.

This context is built from the following engraver(s):

Section 2.2.36 [Font_size_engraver], page 226

Put `fontSize` into `font-size` grob property.

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Section 2.2.38 [Fretboard_engraver], page 227

Generate fret diagram from one or more events of type `NoteEvent`.

Music types accepted:

[Section 1.2.37 \[note-event\], page 40](#) and [Section 1.2.60 \[string-number-event\], page 43](#)

Properties (read)

`chordChanges` (boolean)

Only show changes in chords scheme?

`highStringOne` (boolean)

Whether the first string is the string with highest pitch on the instrument. This used by the automatic string selector for tablature notation.

`maximumFretStretch` (number)

Don’t allocate frets further than this from specified frets.

`minimumFret` (number)

The tablature auto string-selecting mechanism selects the highest string with a fret at least `minimumFret`.

`noteToFretFunction` (procedure)

Convert list of notes and list of defined strings to full list of strings and fret numbers. Parameters: The context, a list of note events, a list of tabstring events, and the fretboard grob if a fretboard is desired.

`predefinedDiagramTable` (hash table)

The hash table of predefined fret diagrams to use in FretBoards.

`stringTunings` (list)

The tablature strings tuning. It is a list of the pitch (in semitones) of each string (starting with the lower one).

`tablatureFormat` (procedure)

A function formatting a tablature note head. Called with three arguments: context, string number and, fret number. It returns the text as a markup.

This engraver creates the following layout object(s):

[Section 3.1.39 \[FretBoard\], page 298.](#)

Section 2.2.46 [Hara_kiri_engraver], page 229

Like `Axis_group_engraver`, but make a hara-kiri spanner, and add interesting items (i.e., note heads, lyric syllables, and normal rests).

Properties (read)

`keepAliveInterfaces` (list)

A list of symbols, signifying grob interfaces that are worth keeping a staff with `remove-empty` set around for.

This engraver creates the following layout object(s):

Section 3.1.126 [VerticalAxisGroup], page 368.

Section 2.2.49 [Instrument_name_engraver], page 230

Create a system start text for instrument or vocal names.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`instrumentName` (markup)

The name to print left of a staff. The `instrumentName` property labels the staff in the first system, and the `shortInstrumentName` property labels following lines.

`shortInstrumentName` (markup)

See `instrumentName`.

`shortVocalName` (markup)

Name of a vocal line, short version.

`vocalName` (markup)

Name of a vocal line.

This engraver creates the following layout object(s):

Section 3.1.47 [InstrumentName], page 304.

Section 2.2.72 [Output_property_engraver], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 36

Section 2.2.93 [Separating_line_group_engraver], page 245

Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)

Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)

True if the current `CommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s):

[Section 3.1.96 \[StaffSpacing\]](#), page 341.

2.1.10 Global

Hard coded entry point for LilyPond. Cannot be tuned.

This context creates the following layout object(s):

none.

Context Global can contain [Section 2.1.20 \[Score\]](#), page 140.

2.1.11 GrandStaff

A group of staves, with a brace on the left side, grouping the staves together. The bar lines of the contained staves are connected vertically.

This context creates the following layout object(s):

[Section 3.1.9 \[Arpeggio\]](#), page 272, [Section 3.1.94 \[SpanBar\]](#), page 340, [Section 3.1.106 \[SystemStartBar\]](#), page 350, [Section 3.1.107 \[SystemStartBrace\]](#), page 350, [Section 3.1.108 \[SystemStartBracket\]](#), page 351 and [Section 3.1.109 \[SystemStartSquare\]](#), page 352.

This context sets the following properties:

- Set translator property `localKeySignature` to '()'.
 • Set translator property `systemStartDelimiter` to 'SystemStartBrace'.

Context GrandStaff can contain [Section 2.1.7 \[Dynamics\]](#), page 81, [Section 2.1.8 \[Figured-Bass\]](#), page 84 and [Section 2.1.21 \[Staff\]](#), page 152.

This context is built from the following engraver(s):

[Section 2.2.98 \[Span_arpeggio_engraver\]](#), page 246

Make arpeggios that span multiple staves.

Properties (read)

`connectArpeggios` (boolean)

If set, connect arpeggios across piano staff.

This engraver creates the following layout object(s):

[Section 3.1.9 \[Arpeggio\]](#), page 272.

[Section 2.2.99 \[Span_bar_engraver\]](#), page 246

Make cross-staff bar lines: It catches all normal bar lines and draws a single span bar across them.

This engraver creates the following layout object(s):

[Section 3.1.94 \[SpanBar\]](#), page 340.

[Section 2.2.107 \[System_start_delimiter_engraver\]](#), page 248

Create a system start delimiter (i.e., a `SystemStartBar`, `SystemStartBrace`, `SystemStartBracket` or `SystemStartSquare` spanner).

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`systemStartDelimiter` (symbol)

Which grob to make for the start of the system/staff? Set to `SystemStartBrace`, `SystemStartBracket` or `SystemStartBar`.

`systemStartDelimiterHierarchy` (pair)

A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s):

Section 3.1.106 [`SystemStartBar`], page 350, Section 3.1.107 [`SystemStartBrace`], page 350, Section 3.1.108 [`SystemStartBracket`], page 351 and Section 3.1.109 [`SystemStartSquare`], page 352.

2.1.12 GregorianTranscriptionStaff

Handles clefs, bar lines, keys, accidentals. It can contain `Voice` contexts.

This context also accepts commands for the following context(s):

`Staff`.

This context creates the following layout object(s):

Section 3.1.1 [`Accidental`], page 266, Section 3.1.2 [`AccidentalCautionary`], page 266, Section 3.1.3 [`AccidentalPlacement`], page 267, Section 3.1.4 [`AccidentalSuggestion`], page 268, Section 3.1.11 [`BarLine`], page 273, Section 3.1.13 [`BassFigure`], page 277, Section 3.1.14 [`BassFigureAlignment`], page 277, Section 3.1.15 [`BassFigureAlignmentPositioning`], page 277, Section 3.1.16 [`BassFigureBracket`], page 278, Section 3.1.17 [`BassFigureContinuation`], page 278, Section 3.1.18 [`BassFigureLine`], page 279, Section 3.1.25 [`Clef`], page 284, Section 3.1.30 [`DotColumn`], page 288, Section 3.1.47 [`InstrumentName`], page 304, Section 3.1.49 [`KeyCancellation`], page 306, Section 3.1.50 [`KeySignature`], page 307, Section 3.1.53 [`LedgerLineSpanner`], page 309, Section 3.1.68 [`NoteCollision`], page 320, Section 3.1.73 [`OctavateEight`], page 323, Section 3.1.74 [`OttavaBracket`], page 324, Section 3.1.80 [`PianoPedalBracket`], page 329, Section 3.1.86 [`RestCollision`], page 334, Section 3.1.89 [`ScriptRow`], page 335, Section 3.1.91 [`SostenutoPedal`], page 337, Section 3.1.92 [`SostenutoPedalLineSpanner`], page 338, Section 3.1.96 [`StaffSpacing`], page 341, Section 3.1.97 [`StaffSymbol`], page 342, Section 3.1.103 [`SustainPedal`], page 347, Section 3.1.104 [`SustainPedalLineSpanner`], page 348, Section 3.1.115 [`TimeSignature`], page 359, Section 3.1.122 [`UnaCordaPedal`], page 365, Section 3.1.123 [`UnaCordaPedalLineSpanner`], page 366 and Section 3.1.126 [`VerticalAxisGroup`], page 368.

This context sets the following properties:

- Set grob-property `transparent` in Section 3.1.11 [`BarLine`], page 273 to `#t`.
- Set translator property `createSpacing` to `#t`.
- Set translator property `ignoreFiguredBassRest` to `#f`.
- Set translator property `instrumentName` to `'()`.
- Set translator property `localKeySignature` to `'()`.
- Set translator property `shortInstrumentName` to `'()`.

Context `GregorianTranscriptionStaff` can contain Section 2.1.3 [`CueVoice`], page 52 and Section 2.1.13 [`GregorianTranscriptionVoice`], page 98.

This context is built from the following engraver(s):

Section 2.2.1 [`Accidental_engraver`], page 214

Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at `Staff` level, but reads the settings for `Accidental` at `Voice` level, so you can `\override` them at `Voice`.

Properties (read)

autoAccidentals (list)

List of different ways to typeset an accidental.

For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used. Each entry in the list is either a symbol or a procedure.

symbol The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is **Section “Score” in *Internals Reference*** then all staves share accidentals, and if *context* is **Section “Staff” in *Internals Reference*** then all voices in the same staff share accidentals, but staves do not.

procedure The procedure represents an accidental rule to be applied to the previously specified context.

The procedure takes the following arguments:

context The current context to which the rule should be applied.

pitch The pitch of the note to be evaluated.

barnum The current bar number.

measurepos The current measure position.

The procedure returns a pair of booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. (**#t** . **#f**) does not make sense.

autoCautionaries (list)

List similar to **autoAccidentals**, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

extraNatural (boolean)

Whether to typeset an extra natural sign before accidentals changing from a non-natural to another non-natural.

harmonicAccidentals (boolean)

If set, harmonic notes in chords get accidentals.

internalBarNumber (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

keySignature (list)

The current key signature. This is an alist containing `(step . alter)` or `((octave . step) . alter)`, where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. `keySignature = #'((6 . ,FLAT))`.

localKeySignature (list)

The key signature at this point in the measure. The format is the same as for `keySignature`, but can also contain `((octave . name) . (alter barnumber . measureposition))` pairs.

Properties (write)

localKeySignature (list)

The key signature at this point in the measure. The format is the same as for `keySignature`, but can also contain `((octave . name) . (alter barnumber . measureposition))` pairs.

This engraver creates the following layout object(s):

Section 3.1.1 [Accidental], page 266, Section 3.1.2 [AccidentalCautionary], page 266, Section 3.1.3 [AccidentalPlacement], page 267 and Section 3.1.4 [AccidentalSuggestion], page 268.

Section 2.2.5 [Axis_group_engraver], page 216

Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

Section 3.1.126 [VerticalAxisGroup], page 368.

Section 2.2.7 [Bar_engraver], page 217

Create barlines. This engraver is controlled through the `whichBar` property. If it has no bar line to create, it will forbid a linebreak at this point.

Properties (read)

whichBar (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in [Section “bar-line-interface”](#) in *Internals Reference*.

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.11 \[BarLine\]](#), page 273.

[Section 2.2.16 \[Clef_engraver\]](#), page 220

Determine and set reference point for pitches.

Properties (read)

`clefGlyph` (string)

Name of the symbol within the music font.

`clefOctavation` (integer)

Add this much extra octavation. Values of 7 and -7 are common.

`clefPosition` (number)

Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

`explicitClefVisibility` (vector)

‘break-visibility’ function for clef changes.

`forceClef` (boolean)

Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s):

[Section 3.1.25 \[Clef\]](#), page 284 and [Section 3.1.73 \[OctavateEight\]](#), page 323.

[Section 2.2.18 \[Collision_engraver\]](#), page 221

Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s):

[Section 3.1.68 \[NoteCollision\]](#), page 320.

[Section 2.2.23 \[Dot_column_engraver\]](#), page 223

Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s):

[Section 3.1.30 \[DotColumn\]](#), page 288.

[Section 2.2.33 \[Figured_bass_engraver\]](#), page 225

Make figured bass numbers.

Music types accepted:

Section 1.2.6 [bass-figure-event], page 37 and Section 1.2.47 [rest-event], page 41

Properties (read)

figuredBassAlterationDirection
(direction)

Where to put alterations relative to the main figure.

figuredBassCenterContinuations (boolean)

Whether to vertically center pairs of extender lines. This does not work with three or more lines.

figuredBassFormatter (procedure)

A routine generating a markup for a bass figure.

ignoreFiguredBassRest (boolean)

Don't swallow rest events.

implicitBassFigures (list)

A list of bass figures that are not printed as numbers, but only as extender lines.

useBassFigureExtenders (boolean)

Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s):

Section 3.1.13 [BassFigure], page 277, Section 3.1.14 [BassFigure-Alignment], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.17 [BassFigureContinuation], page 278 and Section 3.1.18 [BassFigureLine], page 279.

Section 2.2.34 [Figured_bass_position_engraver], page 226

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 277.

Section 2.2.36 [Font_size_engraver], page 226

Put `fontSize` into `font-size` grob property.

Properties (read)

fontSize (number)

The relative size of all grobs in a context.

Section 2.2.45 [Grob_pq_engraver], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.49 [**Instrument_name_engraver**], page 230

Create a system start text for instrument or vocal names.

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

instrumentName (markup)

The name to print left of a staff. The **instrumentName** property labels the staff in the first system, and the **shortInstrumentName** property labels following lines.

shortInstrumentName (markup)

See **instrumentName**.

shortVocalName (markup)

Name of a vocal line, short version.

vocalName (markup)

Name of a vocal line.

This engraver creates the following layout object(s):

Section 3.1.47 [**InstrumentName**], page 304.

Section 2.2.51 [**Key_engraver**], page 231

Engrave a key signature.

Music types accepted:

Section 1.2.25 [**key-change-event**], page 39

Properties (read)

createKeyOnClefChange (boolean)

Print a key signature whenever the clef is changed.

explicitKeySignatureVisibility (vector)

'**break-visibility**' function for explicit key changes. '**\override**' of the **break-visibility** property will set the visibility for normal (i.e., at the start of the line) key signatures.

extraNatural (boolean)

Whether to typeset an extra natural sign before accidentals changing from a non-natural to another non-natural.

keyAlterationOrder (list)

An alist that defines in what order alterations should be printed. The format is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -2 (sharp) to 2 (flat).

keySignature (list)

The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. `keySignature = #`((6 . ,FLAT))`.

lastKeySignature (list)

Last key signature before a key signature change.

printKeyCancellation (boolean)

Print restoration alterations before a key signature change.

Properties (write)

keySignature (list)

The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. `keySignature = #`((6 . ,FLAT))`.

lastKeySignature (list)

Last key signature before a key signature change.

tonic (pitch)

The tonic of the current scale.

This engraver creates the following layout object(s):

[Section 3.1.49 \[KeyCancellation\]](#), page 306 and [Section 3.1.50 \[KeySignature\]](#), page 307.

[Section 2.2.54 \[Ledger_line_engraver\]](#), page 232

Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s):

[Section 3.1.53 \[LedgerLineSpanner\]](#), page 309.

[Section 2.2.71 \[Ottava_spanner_engraver\]](#), page 238

Create a text spanner when the ottavation property changes.

Properties (read)

currentMusicalColumn (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`middleCOffset` (number)

The offset of middle C from the position given by `middleCClefPosition`. This is used for ottava brackets.

`ottavation` (markup)

If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s):

Section 3.1.74 [`OttavaBracket`], page 324.

Section 2.2.72 [`Output_property_engraver`], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [`apply-output-event`], page 36

Section 2.2.79 [`Piano_pedal_align_engraver`], page 241

Align piano pedal symbols and brackets.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

Section 3.1.92 [`SostenutoPedalLineSpanner`], page 338, Section 3.1.104 [`SustainPedalLineSpanner`], page 348 and Section 3.1.123 [`UnaCordaPedalLineSpanner`], page 366.

Section 2.2.80 [`Piano_pedal_engraver`], page 241

Engrave piano pedal symbols and brackets.

Music types accepted:

Section 1.2.54 [`sostenuto-event`], page 42, Section 1.2.62 [`sustain-event`], page 44 and Section 1.2.70 [`una-corda-event`], page 45

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`pedalSostenutoStrings` (list)

See `pedalSustainStrings`.

`pedalSostenutoStyle` (symbol)

See `pedalSustainStyle`.

`pedalSustainStrings` (list)

A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

`pedalSustainStyle` (symbol)

A symbol that indicates how to print sustain pedals: `text`, `bracket` or `mixed` (both).

`pedalUnaCordaStrings` (list)
See `pedalSustainStrings`.

`pedalUnaCordaStyle` (symbol)
See `pedalSustainStyle`.

This engraver creates the following layout object(s):

Section 3.1.80 [`PianoPedalBracket`], page 329, Section 3.1.91 [`SostenutoPedal`], page 337, Section 3.1.103 [`SustainPedal`], page 347 and Section 3.1.122 [`UnaCordaPedal`], page 365.

Section 2.2.86 [`Rest_collision_engraver`], page 243

Handle collisions of rests.

Properties (read)

`busyGrobs` (list)
A queue of (*end-moment* . *GROB*) cons cells.
This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

This engraver creates the following layout object(s):

Section 3.1.86 [`RestCollision`], page 334.

Section 2.2.92 [`Script_row_engraver`], page 244

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

Section 3.1.89 [`ScriptRow`], page 335.

Section 2.2.93 [`Separating_line_group_engraver`], page 245

Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)
Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)
True if the current `CommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s):

Section 3.1.96 [`StaffSpacing`], page 341.

Section 2.2.101 [`Staff_collecting_engraver`], page 247

Maintain the `stavesFound` variable.

Properties (read)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

Properties (write)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

Section 2.2.103 [Staff_symbol_engraver], page 247

Create the constellation of five (default) staff lines.

Music types accepted:

Section 1.2.58 [staff-span-event], page 43

This engraver creates the following layout object(s):

Section 3.1.97 [StaffSymbol], page 342.

Section 2.2.116 [Time_signature_engraver], page 251

Create a Section 3.1.115 [TimeSignature], page 359 whenever `timeSignatureFraction` changes.

Properties (read)

`implicitTimeSignatureVisibility` (vector)

break visibility for the default time signature.

`timeSignatureFraction` (pair of numbers)

A pair of numbers, signifying the time signature. For example, `#'(4 . 4)` is a 4/4 time signature.

This engraver creates the following layout object(s):

Section 3.1.115 [TimeSignature], page 359.

2.1.13 GregorianTranscriptionVoice

Corresponds to a voice on a staff. This context handles the conversion of dynamic signs, stems, beams, super- and subscripts, slurs, ties, and rests.

You have to instantiate this explicitly if you want to have multiple voices on the same staff.

This context also accepts commands for the following context(s):

Voice.

This context creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 272, Section 3.1.19 [Beam], page 279, Section 3.1.20 [BendAfter], page 281, Section 3.1.23 [BreathingSign], page 283, Section 3.1.26 [ClusterSpanner], page 285, Section 3.1.27 [ClusterSpannerBeacon], page 286, Section 3.1.28 [CombineTextScript], page 286, Section 3.1.31 [Dots], page 289, Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.34 [DynamicLineSpanner], page 292, Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294, Section 3.1.37 [Episema], page 295, Section 3.1.38 [Fingering], page 296, Section 3.1.40 [Glissando], page 299, Section 3.1.44 [Hairpin], page 301, Section 3.1.48 [InstrumentSwitch], page 305, Section 3.1.51 [LaissezVibrerTie], page 308, Section 3.1.52 [LaissezVibrerTieColumn], page 309, Section 3.1.55 [LigatureBracket], page 310, Section 3.1.64 [MultiMeasureRest], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317, Section 3.1.66 [MultiMeasureRestText], page 319, Section 3.1.69 [NoteColumn], page 321, Section 3.1.70 [NoteHead], page 321, Section 3.1.72 [NoteSpacing], page 322, Section 3.1.77 [PercentRepeat], page 326, Section 3.1.78 [PercentRepeatCounter], page 327, Section 3.1.79 [PhrasingSlur], page 328, Section 3.1.82 [RepeatSlash], page 332, Section 3.1.83 [RepeatTie], page 332, Section 3.1.84 [RepeatTieColumn], page 333, Section 3.1.85 [Rest], page 333, Section 3.1.87 [Script], page 334, Section 3.1.88 [ScriptColumn], page 335, Section 3.1.90 [Slur], page 336, Section 3.1.99 [Stem], page 343, Section 3.1.100 [StemTremolo], page 345, Section 3.1.101 [StringNumber], page 345, Section 3.1.102 [StrokeFinger], page 346, Section 3.1.111 [TextScript], page 354, Section 3.1.112 [TextSpanner], page 356, Section 3.1.113 [Tie], page 357, Section 3.1.114 [TieColumn], page 358, Section 3.1.116 [TrillPitchAccidental],

page 360, Section 3.1.117 [TrillPitchGroup], page 361, Section 3.1.118 [TrillPitchHead], page 362, Section 3.1.119 [TrillSpanner], page 362, Section 3.1.120 [TupletBracket], page 363, Section 3.1.121 [TupletNumber], page 365 and Section 3.1.127 [VoiceFollower], page 369.

This context sets the following properties:

- Set grob-property `padding` in Section 3.1.87 [Script], page 334 to 0.5.
- Set grob-property `transparent` in Section 3.1.55 [LigatureBracket], page 310 to #t.
- Set translator property `autoBeaming` to #f.
- Set translator property `localKeySignature` to '() .

This context is a ‘bottom’ context; it cannot contain other contexts.

This context is built from the following engraver(s):

Section 2.2.3 [Arpeggio_engraver], page 216

Generate an Arpeggio symbol.

Music types accepted:

Section 1.2.4 [arpeggio-event], page 36

This engraver creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 272.

Section 2.2.4 [Auto_beam_engraver], page 216

Generate beams based on measure characteristics and observed Stems. Uses `beatLength`, `measureLength`, and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through Section 2.2.106 [Stem_engraver], page 248 properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted:

Section 1.2.8 [beam-forbid-event], page 37

Properties (read)

`autoBeaming` (boolean)

If set to true then beams are generated automatically.

`beamSettings` (list)

Specifies when automatically generated beams should begin and end, as well as beam subdivision behavior. See Section “Setting automatic beam behavior” in *Notation Reference* for more information.

`beatLength` (moment)

The length of one beat in this time signature.

`subdivideBeams` (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 279.

Section 2.2.9 [Beam_engraver], page 218

Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:

[Section 1.2.7 \[beam-event\]](#), page 37

Properties (read)

`beamMelismaBusy` (boolean)

Signal if a beam is present.

`beatLength` (moment)

The length of one beat in this time signature.

`subdivideBeams` (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 279.

[Section 2.2.11 \[Bend_engraver\]](#), page 218

Create fall spanners.

Music types accepted:

[Section 1.2.9 \[bend-after-event\]](#), page 37

This engraver creates the following layout object(s):

[Section 3.1.20 \[BendAfter\]](#), page 281.

[Section 2.2.13 \[Breathing_sign_engraver\]](#), page 219

Create a breathing sign.

Music types accepted:

[Section 1.2.13 \[breathing-event\]](#), page 37

This engraver creates the following layout object(s):

[Section 3.1.23 \[BreathingSign\]](#), page 283.

[Section 2.2.15 \[Chord_tremolo_engraver\]](#), page 220

Generate beams for tremolo repeats.

Music types accepted:

[Section 1.2.67 \[tremolo-span-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 279.

[Section 2.2.17 \[Cluster_spanner_engraver\]](#), page 221

Engrave a cluster using `Spanner` notation.

Music types accepted:

[Section 1.2.14 \[cluster-note-event\]](#), page 37

This engraver creates the following layout object(s):

[Section 3.1.26 \[ClusterSpanner\]](#), page 285 and [Section 3.1.27 \[ClusterSpannerBeacon\]](#), page 286.

Section 2.2.24 [Dots_engraver], page 223

Create Section 3.1.31 [Dots], page 289 objects for Section 3.2.82 [rhythmic-head-interface], page 413s.

This engraver creates the following layout object(s):

Section 3.1.31 [Dots], page 289.

Section 2.2.27 [Dynamic_align_engraver], page 223

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [break-span-event], page 37

Properties (read)

`currentMusicalColumn` (graphical (layout)
object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

Section 3.1.34 [DynamicLineSpanner], page 292.

Section 2.2.31 [Episema_engraver], page 225

Create an *Editio Vaticana*-style episema line.

Music types accepted:

Section 1.2.19 [episema-event], page 38

This engraver creates the following layout object(s):

Section 3.1.37 [Episema], page 295.

Section 2.2.35 [Fingering_engraver], page 226

Create fingering scripts.

Music types accepted:

Section 1.2.21 [fingering-event], page 38 and Section 1.2.61 [stroke-finger-event], page 44

This engraver creates the following layout object(s):

Section 3.1.38 [Fingering], page 296.

Section 2.2.36 [Font_size_engraver], page 226

Put `fontSize` into `font-size` grob property.

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Section 2.2.37 [Forbid_line_break_engraver], page 226

Forbid line breaks when note heads are still playing at some point.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

Section 2.2.39 [Glissando_engraver], page 227

Engrave glissandi.

Music types accepted:

Section 1.2.22 [glissando-event], page 38

This engraver creates the following layout object(s):

Section 3.1.40 [Glissando], page 299.

Section 2.2.40 [Grace_beam_engraver], page 228

Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted:

Section 1.2.7 [beam-event], page 37

Properties (read)

`beamMelismaBusy` (boolean)

Signal if a beam is present.

`beatLength` (moment)

The length of one beat in this time signature.

`subdivideBeams` (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 279.

Section 2.2.41 [Grace_engraver], page 228

Set font size and other properties for grace notes.

Properties (read)

`graceSettings` (list)

Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

Section 2.2.45 [Grob_pq_engraver], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)

A queue of (`end-moment . GROB`) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)

A queue of (`end-moment . GROB`) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.50 [Instrument_switch_engraver], page 231

Create a cue text for taking instrument.

Properties (read)

`instrumentCueName` (markup)

The name to print if another instrument is to be taken.

This engraver creates the following layout object(s):

[Section 3.1.48 \[InstrumentSwitch\], page 305.](#)

Section 2.2.53 [Laissez_vibrer_engraver], page 232

Create laissez vibrer items.

Music types accepted:

[Section 1.2.27 \[laissez-vibrer-event\], page 39](#)

This engraver creates the following layout object(s):

[Section 3.1.51 \[LaissezVibrerTie\], page 308](#) and [Section 3.1.52 \[LaissezVibrerTieColumn\], page 309.](#)

Section 2.2.55 [Ligature_bracket_engraver], page 232

Handle `Ligature_events` by engraving `Ligature` brackets.

Music types accepted:

[Section 1.2.29 \[ligature-event\], page 39](#)

This engraver creates the following layout object(s):

[Section 3.1.55 \[LigatureBracket\], page 310.](#)

Section 2.2.63 [Multi_measure_rest_engraver], page 235

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the [Section 3.1.64 \[MultiMeasureRest\], page 316.](#) Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

[Section 1.2.34 \[multi-measure-rest-event\], page 39](#) and [Section 1.2.35 \[multi-measure-text-event\], page 40](#)

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`internalBarNumber` (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`measureLength` (moment)

Length of one measure in the current time signature.

`measurePosition` (moment)

How much of the current measure have we had. This can be set manually to create incomplete measures.

restNumberThreshold (number)

If a multimeasure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s):

Section 3.1.64 [MultiMeasureRest], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317 and Section 3.1.66 [MultiMeasureRestText], page 319.

Section 2.2.64 [New_dynamic_engraver], page 235

Create hairpins, dynamic texts, and their vertical alignments. The symbols are collected onto a **DynamicLineSpanner** grob which takes care of vertical positioning.

Music types accepted:

Section 1.2.1 [absolute-dynamic-event], page 36 and Section 1.2.56 [span-dynamic-event], page 42

Properties (read)

crescendoSpanner (symbol)

The type of spanner to be used for crescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin crescendo is used.

crescendoText (markup)

The text to print at start of non-hairpin crescendo, i.e., ‘cresc.’.

currentMusicalColumn (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

decrescendoSpanner (symbol)

The type of spanner to be used for decrescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin decrescendo is used.

decrescendoText (markup)

The text to print at start of non-hairpin decrescendo, i.e., ‘dim.’.

This engraver creates the following layout object(s):

Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294 and Section 3.1.44 [Hairpin], page 301.

Section 2.2.65 [New_fingering_engraver], page 236

Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

fingeringOrientations (list)

A list of symbols, containing ‘left’, ‘right’, ‘up’ and/or ‘down’. This list determines where fingerings are put relative to the chord being fingered.

harmonicDots (boolean)

If set, harmonic notes in dotted chords get dots.

stringNumberOrientations (list)

See **fingeringOrientations**.

strokeFingerOrientations (list)

See **fingeringOrientations**.

This engraver creates the following layout object(s):

Section 3.1.38 [Fingering], page 296, Section 3.1.87 [Script], page 334,
Section 3.1.101 [StringNumber], page 345 and Section 3.1.102
[StrokeFinger], page 346.

Section 2.2.66 [Note_head_line_engraver], page 236

Engrave a line between two note heads, for example a glissando. If **followVoice** is set, staff switches also generate a line.

Properties (read)

followVoice (boolean)

If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s):

Section 3.1.40 [Glissando], page 299 and Section 3.1.127 [VoiceFollower],
page 369.

Section 2.2.67 [Note_heads_engraver], page 237

Generate note heads.

Music types accepted:

Section 1.2.37 [note-event], page 40

Properties (read)

middleCPosition (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at **middleCClefPosition** and **middleCOffset**.

staffLineLayoutFunction (procedure)

Layout of staff lines, **traditional**, or **semitone**.

This engraver creates the following layout object(s):

Section 3.1.70 [NoteHead], page 321.

Section 2.2.70 [Note_spacing_engraver], page 238

Generate **NoteSpacing**, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s):

Section 3.1.72 [NoteSpacing], page 322.

Section 2.2.72 [Output_property_engraver], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 36

Section 2.2.76 [Part_combine_engraver], page 239

Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted:

Section 1.2.41 [part-combine-event], page 41

Properties (read)

aDueText (markup)

Text to print at a unisono passage.

printPartCombineTexts (boolean)

Set ‘Solo’ and ‘A due’ texts in the part combiner?

soloIIIText (markup)

The text for the start of a solo for voice ‘two’ when part-combining.

soloText (markup)

The text for the start of a solo when part-combining.

This engraver creates the following layout object(s):

Section 3.1.28 [CombineTextScript], page 286.

Section 2.2.77 [Percent_repeat_engraver], page 240

Make whole bar and double bar repeats.

Music types accepted:

Section 1.2.43 [percent-event], page 41

Properties (read)

countPercentRepeats (boolean)

If set, produce counters for percent repeats.

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

measureLength (moment)

Length of one measure in the current time signature.

repeatCountVisibility (procedure)

A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when **countPercentRepeats** is set.

Properties (write)

forbidBreak (boolean)

If set to **##t**, prevent a line break at this point.

This engraver creates the following layout object(s):

Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.77 [PercentRepeat], page 326 and Section 3.1.78 [PercentRepeatCounter], page 327.

Section 2.2.78 [Phrasing_slur_engraver], page 241

Print phrasing slurs. Similar to Section 2.2.95 [Slur_engraver], page 245.

Music types accepted:

Section 1.2.45 [phrasing-slur-event], page 41

This engraver creates the following layout object(s):

Section 3.1.79 [PhrasingSlur], page 328.

Section 2.2.83 [Pitched_trill_engraver], page 242

Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s):

Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361 and Section 3.1.118 [TrillPitchHead], page 362.

Section 2.2.85 [Repeat_tie_engraver], page 243

Create repeat ties.

Music types accepted:

Section 1.2.46 [repeat-tie-event], page 41

This engraver creates the following layout object(s):

Section 3.1.83 [RepeatTie], page 332 and Section 3.1.84 [RepeatTieColumn], page 333.

Section 2.2.87 [Rest_engraver], page 243

Engrave rests.

Music types accepted:

Section 1.2.47 [rest-event], page 41

Properties (read)

`middleCPosition` (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s):

Section 3.1.85 [Rest], page 333.

Section 2.2.88 [Rhythmic_column_engraver], page 244

Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s):

Section 3.1.69 [NoteColumn], page 321.

Section 2.2.90 [Script_column_engraver], page 244

Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s):

Section 3.1.88 [ScriptColumn], page 335.

Section 2.2.91 [Script_engraver], page 244

Handle note scripted articulations.

Music types accepted:

Section 1.2.5 [articulation-event], page 37

Properties (read)

`scriptDefinitions` (list)

The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See ‘`scm/script.scm`’ for more information.

This engraver creates the following layout object(s):

[Section 3.1.87 \[Script\], page 334.](#)

[Section 2.2.94 \[Slash_repeat_engraver\], page 245](#)

Make beat repeats.

Music types accepted:

[Section 1.2.43 \[percent-event\], page 41](#)

Properties (read)

`measureLength` (moment)

Length of one measure in the current time signature.

This engraver creates the following layout object(s):

[Section 3.1.82 \[RepeatSlash\], page 332.](#)

[Section 2.2.95 \[Slur_engraver\], page 245](#)

Build slur grobs from slur events.

Music types accepted:

[Section 1.2.51 \[slur-event\], page 42](#)

Properties (read)

`doubleSlurs` (boolean)

If set, two slurs are created for every slurred note, one above and one below the chord.

`slurMelismaBusy` (boolean)

Signal if a slur is present.

This engraver creates the following layout object(s):

[Section 3.1.90 \[Slur\], page 336.](#)

[Section 2.2.100 \[Spanner_break_forbid_engraver\], page 247](#)

Forbid breaks in certain spanners.

[Section 2.2.106 \[Stem_engraver\], page 248](#)

Create stems and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted:

[Section 1.2.66 \[tremolo-event\], page 44](#)

Properties (read)

`stemLeftBeamCount` (integer)

Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

`stemRightBeamCount` (integer)

See `stemLeftBeamCount`.

tremoloFlags (integer)

The number of tremolo flags to add if no number is specified.

This engraver creates the following layout object(s):

Section 3.1.99 [Stem], page 343 and Section 3.1.100 [StemTremolo], page 345.

Section 2.2.112 [Text_engraver], page 250

Create text scripts.

Music types accepted:

Section 1.2.63 [text-script-event], page 44

This engraver creates the following layout object(s):

Section 3.1.111 [TextScript], page 354.

Section 2.2.113 [Text_spanner_engraver], page 250

Create text spanner from an event.

Music types accepted:

Section 1.2.64 [text-span-event], page 44

This engraver creates the following layout object(s):

Section 3.1.112 [TextSpanner], page 356.

Section 2.2.114 [Tie_engraver], page 250

Generate ties between note heads of equal pitch.

Music types accepted:

Section 1.2.65 [tie-event], page 44

Properties (read)

tieWaitForNote (boolean)

If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

tieMelismaBusy (boolean)

Signal whether a tie is present.

This engraver creates the following layout object(s):

Section 3.1.113 [Tie], page 357 and Section 3.1.114 [TieColumn], page 358.

Section 2.2.120 [Trill_spanner_engraver], page 252

Create trill spanner from an event.

Music types accepted:

Section 1.2.68 [trill-span-event], page 44

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

[Section 3.1.119 \[TrillSpanner\]](#), page 362.

[Section 2.2.121 \[Tuplet_engraver\]](#), page 253

Catch tuplet events and generate appropriate bracket.

Music types accepted:

[Section 1.2.69 \[tuplet-span-event\]](#), page 44

Properties (read)

`tupletFullLength` (boolean)

If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)

If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s):

[Section 3.1.120 \[TupletBracket\]](#), page 363 and [Section 3.1.121 \[Tuplet-Number\]](#), page 365.

[Section 2.2.122 \[Tweak_engraver\]](#), page 253

Read the `tweaks` property from the originating event, and set properties.

2.1.14 Lyrics

Corresponds to a voice with lyrics. Handles the printing of a single line of lyrics.

This context creates the following layout object(s):

[Section 3.1.47 \[InstrumentName\]](#), page 304, [Section 3.1.56 \[LyricExtender\]](#), page 311, [Section 3.1.57 \[LyricHyphen\]](#), page 312, [Section 3.1.58 \[LyricSpace\]](#), page 313, [Section 3.1.59 \[LyricText\]](#), page 313, [Section 3.1.98 \[StanzaNumber\]](#), page 342 and [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368.

This context sets the following properties:

- Set grob-property `bar-size` in [Section 3.1.11 \[BarLine\]](#), page 273 to 0.1.
- Set grob-property `font-size` in [Section 3.1.47 \[InstrumentName\]](#), page 304 to 1.0.
- Set grob-property `inter-loose-line-spacing` in [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368 to '((space . 0) (stretchability . 0) (padding . 0.2)).
- Set grob-property `inter-staff-spacing` in [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368 to '((space . 5.5) (stretchability . 1) (padding . 0.5)).
- Set grob-property `non-affinity-spacing padding` in [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368 to 1.0.
- Set grob-property `remove-empty` in [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368 to `#t`.
- Set grob-property `remove-first` in [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368 to `#t`.
- Set grob-property `self-alignment-Y` in [Section 3.1.47 \[InstrumentName\]](#), page 304 to `#f`.
- Set grob-property `staff-affinity` in [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368 to 1.
- Set translator property `instrumentName` to '()'.

- Set translator property `shortInstrumentName` to `'()`.

This context is a ‘bottom’ context; it cannot contain other contexts.

This context is built from the following engraver(s):

Section 2.2.32 [Extender_engraver], page 225

Create lyric extenders.

Music types accepted:

Section 1.2.15 [completize-extender-event], page 38 and Section 1.2.20 [extender-event], page 38

Properties (read)

`extendersOverRests` (boolean)

Whether to continue extenders as they cross a rest.

`includeGraceNotes` (boolean)

Do not ignore grace notes for Section “Lyrics” in *Internals Reference*.

This engraver creates the following layout object(s):

Section 3.1.56 [LyricExtender], page 311.

Section 2.2.36 [Font_size_engraver], page 226

Put `fontSize` into `font-size` grob property.

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Section 2.2.46 [Hara_kiri_engraver], page 229

Like `Axis_group_engraver`, but make a hara-kiri spanner, and add interesting items (i.e., note heads, lyric syllables, and normal rests).

Properties (read)

`keepAliveInterfaces` (list)

A list of symbols, signifying grob interfaces that are worth keeping a staff with `remove-empty` set around for.

This engraver creates the following layout object(s):

Section 3.1.126 [VerticalAxisGroup], page 368.

Section 2.2.48 [Hyphen_engraver], page 230

Create lyric hyphens and distance constraints between words.

Music types accepted:

Section 1.2.24 [hyphen-event], page 38

This engraver creates the following layout object(s):

Section 3.1.57 [LyricHyphen], page 312 and Section 3.1.58 [LyricSpace], page 313.

Section 2.2.49 [Instrument_name_engraver], page 230

Create a system start text for instrument or vocal names.

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

instrumentName (markup)

The name to print left of a staff. The **instrumentName** property labels the staff in the first system, and the **shortInstrumentName** property labels following lines.

shortInstrumentName (markup)

See **instrumentName**.

shortVocalName (markup)

Name of a vocal line, short version.

vocalName (markup)

Name of a vocal line.

This engraver creates the following layout object(s):

[Section 3.1.47 \[InstrumentName\]](#), page 304.

[Section 2.2.56 \[Lyric_engraver\]](#), page 233

Engrave text for lyrics.

Music types accepted:

[Section 1.2.31 \[lyric-event\]](#), page 39

Properties (read)

ignoreMelismata (boolean)

Ignore melismata for this [Section “Lyrics” in *Internals Reference*](#) line.

includeGraceNotes (boolean)

Do not ignore grace notes for [Section “Lyrics” in *Internals Reference*](#).

lyricMelismaAlignment (direction)

Alignment to use for a melisma syllable.

This engraver creates the following layout object(s):

[Section 3.1.59 \[LyricText\]](#), page 313.

[Section 2.2.105 \[Stanza_number_engraver\]](#), page 247

Engrave stanza numbers.

Properties (read)

stanza (markup)

Stanza ‘number’ to print before the start of a verse. Use in **Lyrics** context.

This engraver creates the following layout object(s):

[Section 3.1.98 \[StanzaNumber\]](#), page 342.

2.1.15 MensuralStaff

Same as **Staff** context, except that it is accommodated for typesetting a piece in mensural style.

This context also accepts commands for the following context(s):

Staff.

This context creates the following layout object(s):

Section 3.1.1 [Accidental], page 266, Section 3.1.2 [AccidentalCautionary], page 266, Section 3.1.3 [AccidentalPlacement], page 267, Section 3.1.4 [AccidentalSuggestion], page 268, Section 3.1.11 [BarLine], page 273, Section 3.1.13 [BassFigure], page 277, Section 3.1.14 [BassFigureAlignment], page 277, Section 3.1.15 [BassFigureAlignmentPositioning], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.17 [BassFigureContinuation], page 278, Section 3.1.18 [BassFigureLine], page 279, Section 3.1.25 [Clef], page 284, Section 3.1.29 [Custos], page 288, Section 3.1.30 [DotColumn], page 288, Section 3.1.47 [InstrumentName], page 304, Section 3.1.49 [KeyCancellation], page 306, Section 3.1.50 [KeySignature], page 307, Section 3.1.53 [LedgerLineSpanner], page 309, Section 3.1.68 [NoteCollision], page 320, Section 3.1.73 [OctavateEight], page 323, Section 3.1.74 [OttavaBracket], page 324, Section 3.1.80 [PianoPedalBracket], page 329, Section 3.1.86 [RestCollision], page 334, Section 3.1.89 [ScriptRow], page 335, Section 3.1.91 [SostenutoPedal], page 337, Section 3.1.92 [SostenutoPedalLineSpanner], page 338, Section 3.1.96 [StaffSpacing], page 341, Section 3.1.97 [StaffSymbol], page 342, Section 3.1.103 [SustainPedal], page 347, Section 3.1.104 [SustainPedalLineSpanner], page 348, Section 3.1.115 [TimeSignature], page 359, Section 3.1.122 [UnaCordaPedal], page 365, Section 3.1.123 [UnaCordaPedalLineSpanner], page 366 and Section 3.1.126 [VerticalAxisGroup], page 368.

This context sets the following properties:

- Set grob-property `glyph-name-alist` in Section 3.1.1 [Accidental], page 266 to `'((-1/2 . accidentals.mensuralM1) (0 . accidentals.vaticana0) (1/2 . accidentals.mensural1))`.
- Set grob-property `glyph-name-alist` in Section 3.1.50 [KeySignature], page 307 to `'((-1/2 . accidentals.mensuralM1) (0 . accidentals.vaticana0) (1/2 . accidentals.mensural1))`.
- Set grob-property `neutral-direction` in Section 3.1.29 [Custos], page 288 to `-1`.
- Set grob-property `neutral-position` in Section 3.1.29 [Custos], page 288 to `3`.
- Set grob-property `style` in Section 3.1.29 [Custos], page 288 to `'mensural`.
- Set grob-property `style` in Section 3.1.115 [TimeSignature], page 359 to `'mensural`.
- Set grob-property `thickness` in Section 3.1.97 [StaffSymbol], page 342 to `0.6`.
- Set grob-property `transparent` in Section 3.1.11 [BarLine], page 273 to `#t`.
- Set translator property `autoAccidentals` to `'(Staff #<procedure #f (context pitch barnum measurepos)>)`.
- Set translator property `autoCautionaries` to `'()`.
- Set translator property `clefGlyph` to `"clefs.mensural.g"`.
- Set translator property `clefOctavation` to `0`.
- Set translator property `clefPosition` to `-2`.
- Set translator property `createSpacing` to `#t`.
- Set translator property `extraNatural` to `#f`.
- Set translator property `ignoreFiguredBassRest` to `#f`.
- Set translator property `instrumentName` to `'()`.
- Set translator property `localKeySignature` to `'()`.

- Set translator property `middleCClefPosition` to `-6`.
- Set translator property `middleCPosition` to `-6`.
- Set translator property `printKeyCancellation` to `#f`.
- Set translator property `shortInstrumentName` to `'()`.

Context `MensuralStaff` can contain [Section 2.1.3 \[CueVoice\], page 52](#) and [Section 2.1.16 \[MensuralVoice\], page 122](#).

This context is built from the following engraver(s):

Section 2.2.1 [Accidental_engraver], page 214

Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at `Staff` level, but reads the settings for `Accidental` at `Voice` level, so you can `\override` them at `Voice`.

Properties (read)

`autoAccidentals` (list)

List of different ways to typeset an accidental. For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used. Each entry in the list is either a symbol or a procedure.

symbol The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is [Section “Score” in Internals Reference](#) then all staves share accidentals, and if *context* is [Section “Staff” in Internals Reference](#) then all voices in the same staff share accidentals, but staves do not.

procedure The procedure represents an accidental rule to be applied to the previously specified context.

The procedure takes the following arguments:

`context` The current context to which the rule should be applied.

`pitch` The pitch of the note to be evaluated.

`barnum` The current bar number.

`measurepos` The current measure position.

The procedure returns a pair of booleans. The first states whether an extra natural should be added.

The second states whether an accidental should be printed. (`#t` . `#f`) does not make sense.

autoCautionaries (list)

List similar to **autoAccidentals**, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

extraNatural (boolean)

Whether to typeset an extra natural sign before accidentals changing from a non-natural to another non-natural.

harmonicAccidentals (boolean)

If set, harmonic notes in chords get accidentals.

internalBarNumber (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the **Accidental_engraver**.

keySignature (list)

The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. `keySignature = #'((6 . ,FLAT))`.

localKeySignature (list)

The key signature at this point in the measure. The format is the same as for **keySignature**, but can also contain ((*octave* . *name*) . (*alter* *barnumber* . *measureposition*)) pairs.

Properties (write)

localKeySignature (list)

The key signature at this point in the measure. The format is the same as for **keySignature**, but can also contain ((*octave* . *name*) . (*alter* *barnumber* . *measureposition*)) pairs.

This engraver creates the following layout object(s):

Section 3.1.1 [Accidental], page 266, Section 3.1.2 [AccidentalCautionary], page 266, Section 3.1.3 [AccidentalPlacement], page 267 and Section 3.1.4 [AccidentalSuggestion], page 268.

Section 2.2.5 [Axis_group_engraver], page 216

Group all objects created in this context in a **VerticalAxisGroup** spanner.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

Section 3.1.126 [VerticalAxisGroup], page 368.

Section 2.2.7 [Bar_engraver], page 217

Create barlines. This engraver is controlled through the `whichBar` property. If it has no bar line to create, it will forbid a linebreak at this point.

Properties (read)

`whichBar` (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in Section “bar-line-interface” in *Internals Reference*.

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

Section 3.1.11 [BarLine], page 273.

Section 2.2.16 [Clef_engraver], page 220

Determine and set reference point for pitches.

Properties (read)

`clefGlyph` (string)

Name of the symbol within the music font.

`clefOctavation` (integer)

Add this much extra octavation. Values of 7 and -7 are common.

`clefPosition` (number)

Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

`explicitClefVisibility` (vector)

‘break-visibility’ function for clef changes.

`forceClef` (boolean)

Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s):

Section 3.1.25 [Clef], page 284 and Section 3.1.73 [OctavateEight], page 323.

Section 2.2.18 [Collision_engraver], page 221

Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s):

[Section 3.1.68 \[NoteCollision\], page 320.](#)

Section 2.2.21 [Custos_engraver], page 222

Engrave custodes.

This engraver creates the following layout object(s):

[Section 3.1.29 \[Custos\], page 288.](#)

Section 2.2.23 [Dot_column_engraver], page 223

Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s):

[Section 3.1.30 \[DotColumn\], page 288.](#)

Section 2.2.33 [Figured_bass_engraver], page 225

Make figured bass numbers.

Music types accepted:

[Section 1.2.6 \[bass-figure-event\], page 37](#) and [Section 1.2.47 \[rest-event\], page 41](#)

Properties (read)

`figuredBassAlterationDirection`
(direction)

Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)

Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)

A routine generating a markup for a bass figure.

`ignoreFiguredBassRest` (boolean)

Don't swallow rest events.

`implicitBassFigures` (list)

A list of bass figures that are not printed as numbers, but only as extender lines.

`useBassFigureExtenders` (boolean)

Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s):

[Section 3.1.13 \[BassFigure\], page 277](#), [Section 3.1.14 \[BassFigure-Alignment\], page 277](#), [Section 3.1.16 \[BassFigureBracket\], page 278](#), [Section 3.1.17 \[BassFigureContinuation\], page 278](#) and [Section 3.1.18 \[BassFigureLine\], page 279.](#)

Section 2.2.34 [Figured_bass_position_engraver], page 226

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 277.

Section 2.2.36 [Font_size_engraver], page 226

Put `fontSize` into `font-size` grob property.

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Section 2.2.45 [Grob_pq_engraver], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.49 [Instrument_name_engraver], page 230

Create a system start text for instrument or vocal names.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`instrumentName` (markup)

The name to print left of a staff. The `instrumentName` property labels the staff in the first system, and the `shortInstrumentName` property labels following lines.

`shortInstrumentName` (markup)

See `instrumentName`.

`shortVocalName` (markup)

Name of a vocal line, short version.

`vocalName` (markup)

Name of a vocal line.

This engraver creates the following layout object(s):

Section 3.1.47 [InstrumentName], page 304.

Section 2.2.51 [Key_engraver], page 231

Engrave a key signature.

Music types accepted:

Section 1.2.25 [key-change-event], page 39

Properties (read)

- createKeyOnClefChange** (boolean)
Print a key signature whenever the clef is changed.
- explicitKeySignatureVisibility** (vector)
'break-visibility' function for explicit key changes. '\override' of the **break-visibility** property will set the visibility for normal (i.e., at the start of the line) key signatures.
- extraNatural** (boolean)
Whether to typeset an extra natural sign before accidentals changing from a non-natural to another non-natural.
- keyAlterationOrder** (list)
An alist that defines in what order alterations should be printed. The format is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -2 (sharp) to 2 (flat).
- keySignature** (list)
The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. **keySignature** = #`((6 . ,FLAT)).
- lastKeySignature** (list)
Last key signature before a key signature change.
- printKeyCancellation** (boolean)
Print restoration alterations before a key signature change.

Properties (write)

- keySignature** (list)
The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. **keySignature** = #`((6 . ,FLAT)).
- lastKeySignature** (list)
Last key signature before a key signature change.
- tonic** (pitch)
The tonic of the current scale.

This engraver creates the following layout object(s):

Section 3.1.49 [KeyCancellation], page 306 and Section 3.1.50 [KeySignature], page 307.

Section 2.2.54 [Ledger_line_engraver], page 232

Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s):

Section 3.1.53 [LedgerLineSpanner], page 309.

Section 2.2.71 [Ottava_spanner_engraver], page 238

Create a text spanner when the ottavation property changes.

Properties (read)

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`middleCOffset` (number)

The offset of middle C from the position given by `middleCClefPosition`. This is used for ottava brackets.

`ottavation` (markup)

If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s):

Section 3.1.74 [OttavaBracket], page 324.

Section 2.2.72 [Output_property_engraver], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 36

Section 2.2.79 [Piano_pedal_align_engraver], page 241

Align piano pedal symbols and brackets.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

Section 3.1.92 [SostenutoPedalLineSpanner], page 338, Section 3.1.104 [SustainPedalLineSpanner], page 348 and Section 3.1.123 [UnaCordaPedalLineSpanner], page 366.

Section 2.2.80 [Piano_pedal_engraver], page 241

Engrave piano pedal symbols and brackets.

Music types accepted:

Section 1.2.54 [sostenuto-event], page 42, Section 1.2.62 [sustain-event], page 44 and Section 1.2.70 [una-corda-event], page 45

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`pedalSostenutoStrings` (list)

See `pedalSustainStrings`.

`pedalSostenutoStyle` (symbol)

See `pedalSustainStyle`.

`pedalSustainStrings` (list)

A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

`pedalSustainStyle` (symbol)

A symbol that indicates how to print sustain pedals: `text`, `bracket` or `mixed` (both).

`pedalUnaCordaStrings` (list)

See `pedalSustainStrings`.

`pedalUnaCordaStyle` (symbol)

See `pedalSustainStyle`.

This engraver creates the following layout object(s):

Section 3.1.80 [`PianoPedalBracket`], page 329, Section 3.1.91 [`SostenutoPedal`], page 337, Section 3.1.103 [`SustainPedal`], page 347 and Section 3.1.122 [`UnaCordaPedal`], page 365.

Section 2.2.86 [`Rest_collision_engraver`], page 243

Handle collisions of rests.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

This engraver creates the following layout object(s):

Section 3.1.86 [`RestCollision`], page 334.

Section 2.2.92 [`Script_row_engraver`], page 244

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

Section 3.1.89 [`ScriptRow`], page 335.

Section 2.2.93 [`Separating_line_group_engraver`], page 245

Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)

Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)

True if the current `CommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s):

Section 3.1.96 [`StaffSpacing`], page 341.

Section 2.2.101 [`Staff_collecting_engraver`], page 247

Maintain the `stavesFound` variable.

Properties (read)

`stavesFound` (list of grobs)

A list of all staff-symbols found.

Properties (write)

`stavesFound` (list of grobs)

A list of all staff-symbols found.

Section 2.2.103 [`Staff_symbol_engraver`], page 247

Create the constellation of five (default) staff lines.

Music types accepted:

Section 1.2.58 [`staff-span-event`], page 43

This engraver creates the following layout object(s):

Section 3.1.97 [`StaffSymbol`], page 342.

Section 2.2.116 [`Time_signature_engraver`], page 251

Create a Section 3.1.115 [`TimeSignature`], page 359 whenever `timeSignatureFraction` changes.

Properties (read)

`implicitTimeSignatureVisibility` (vector)

break visibility for the default time signature.

`timeSignatureFraction` (pair of numbers)

A pair of numbers, signifying the time signature. For example, #'(4 . 4) is a 4/4 time signature.

This engraver creates the following layout object(s):

Section 3.1.115 [`TimeSignature`], page 359.

2.1.16 MensuralVoice

Same as `Voice` context, except that it is accommodated for typesetting a piece in mensural style.

This context also accepts commands for the following context(s):

`Voice`.

This context creates the following layout object(s):

Section 3.1.9 [`Arpeggio`], page 272, Section 3.1.19 [`Beam`], page 279, Section 3.1.20 [`BendAfter`], page 281, Section 3.1.23 [`BreathingSign`], page 283, Section 3.1.26 [`ClusterSpanner`], page 285, Section 3.1.27 [`ClusterSpannerBeacon`], page 286, Section 3.1.28 [`CombineTextScript`], page 286, Section 3.1.31 [`Dots`], page 289, Section 3.1.32 [`DoublePercentRepeat`], page 289, Section 3.1.33 [`DoublePercentRepeatCounter`], page 290, Section 3.1.34 [`DynamicLineSpanner`], page 292, Section 3.1.35 [`DynamicText`], page 293, Section 3.1.36 [`DynamicTextSpanner`], page 294, Section 3.1.38 [`Fingering`], page 296, Section 3.1.40 [`Glissando`], page 299, Section 3.1.44 [`Hairpin`], page 301, Section 3.1.48 [`InstrumentSwitch`], page 305,

Section 3.1.51 [LaissezVibrerTie], page 308, Section 3.1.52 [LaissezVibrerTieColumn], page 309, Section 3.1.62 [MensuralLigature], page 315, Section 3.1.64 [MultiMeasureRest], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317, Section 3.1.66 [MultiMeasureRestText], page 319, Section 3.1.69 [NoteColumn], page 321, Section 3.1.70 [NoteHead], page 321, Section 3.1.72 [NoteSpacing], page 322, Section 3.1.77 [PercentRepeat], page 326, Section 3.1.78 [PercentRepeatCounter], page 327, Section 3.1.79 [PhrasingSlur], page 328, Section 3.1.82 [RepeatSlash], page 332, Section 3.1.83 [RepeatTie], page 332, Section 3.1.84 [RepeatTieColumn], page 333, Section 3.1.85 [Rest], page 333, Section 3.1.87 [Script], page 334, Section 3.1.88 [ScriptColumn], page 335, Section 3.1.99 [Stem], page 343, Section 3.1.100 [StemTremolo], page 345, Section 3.1.101 [StringNumber], page 345, Section 3.1.102 [StrokeFinger], page 346, Section 3.1.111 [TextScript], page 354, Section 3.1.112 [TextSpanner], page 356, Section 3.1.113 [Tie], page 357, Section 3.1.114 [TieColumn], page 358, Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361, Section 3.1.118 [TrillPitchHead], page 362, Section 3.1.119 [TrillSpanner], page 362, Section 3.1.120 [TupletBracket], page 363, Section 3.1.121 [TupletNumber], page 365 and Section 3.1.127 [VoiceFollower], page 369.

This context sets the following properties:

- Set grob-property **style** in Section 3.1.70 [NoteHead], page 321 to 'mensural'.
- Set grob-property **style** in Section 3.1.85 [Rest], page 333 to 'mensural'.
- Set translator property **autoBeaming** to #f.
- Set translator property **localKeySignature** to '()'.

This context is a 'bottom' context; it cannot contain other contexts.

This context is built from the following engraver(s):

Section 2.2.3 [Arpeggio_engraver], page 216

Generate an Arpeggio symbol.

Music types accepted:

Section 1.2.4 [arpeggio-event], page 36

This engraver creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 272.

Section 2.2.4 [Auto_beam_engraver], page 216

Generate beams based on measure characteristics and observed Stems. Uses **beatLength**, **measureLength**, and **measurePosition** to decide when to start and stop a beam. Overriding beaming is done through Section 2.2.106 [Stem-engraver], page 248 properties **stemLeftBeamCount** and **stemRightBeamCount**.

Music types accepted:

Section 1.2.8 [beam-forbid-event], page 37

Properties (read)

autoBeaming (boolean)

If set to true then beams are generated automatically.

beamSettings (list)

Specifies when automatically generated beams should begin and end, as well as beam subdivision behavior. See Section "Setting automatic beam behavior" in *Notation Reference* for more information.

beatLength (moment)

The length of one beat in this time signature.

subdivideBeams (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 279.](#)

Section 2.2.9 [Beam_engraver], page 218

Handle **Beam** events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:

[Section 1.2.7 \[beam-event\], page 37](#)

Properties (read)

beamMelismaBusy (boolean)

Signal if a beam is present.

beatLength (moment)

The length of one beat in this time signature.

subdivideBeams (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

Properties (write)

forbidBreak (boolean)

If set to **##t**, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 279.](#)

Section 2.2.11 [Bend_engraver], page 218

Create fall spanners.

Music types accepted:

[Section 1.2.9 \[bend-after-event\], page 37](#)

This engraver creates the following layout object(s):

[Section 3.1.20 \[BendAfter\], page 281.](#)

Section 2.2.13 [Breathing_sign_engraver], page 219

Create a breathing sign.

Music types accepted:

[Section 1.2.13 \[breathing-event\], page 37](#)

This engraver creates the following layout object(s):

[Section 3.1.23 \[BreathingSign\], page 283.](#)

Section 2.2.15 [Chord_tremolo_engraver], page 220

Generate beams for tremolo repeats.

Music types accepted:

[Section 1.2.67 \[tremolo-span-event\], page 44](#)

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 279.](#)

Section 2.2.17 [Cluster_spanner_engraver], page 221

Engrave a cluster using **Spanner** notation.

Music types accepted:

Section 1.2.14 [cluster-note-event], page 37

This engraver creates the following layout object(s):

Section 3.1.26 [ClusterSpanner], page 285 and Section 3.1.27 [ClusterSpannerBeacon], page 286.

Section 2.2.24 [Dots_engraver], page 223

Create Section 3.1.31 [Dots], page 289 objects for Section 3.2.82 [rhythmic-head-interface], page 413s.

This engraver creates the following layout object(s):

Section 3.1.31 [Dots], page 289.

Section 2.2.27 [Dynamic_align_engraver], page 223

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [break-span-event], page 37

Properties (read)

currentMusicalColumn (graphical (layout)
object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

Section 3.1.34 [DynamicLineSpanner], page 292.

Section 2.2.35 [Fingering_engraver], page 226

Create fingering scripts.

Music types accepted:

Section 1.2.21 [fingering-event], page 38 and Section 1.2.61 [stroke-finger-event], page 44

This engraver creates the following layout object(s):

Section 3.1.38 [Fingering], page 296.

Section 2.2.36 [Font_size_engraver], page 226

Put **fontSize** into **font-size** grob property.

Properties (read)

fontSize (number)

The relative size of all grobs in a context.

Section 2.2.37 [Forbid_line_break_engraver], page 226

Forbid line breaks when note heads are still playing at some point.

Properties (read)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

Section 2.2.39 [Glissando_engraver], page 227

Engrave glissandi.

Music types accepted:

Section 1.2.22 [glissando-event], page 38

This engraver creates the following layout object(s):

Section 3.1.40 [Glissando], page 299.

Section 2.2.40 [Grace_beam_engraver], page 228

Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted:

Section 1.2.7 [beam-event], page 37

Properties (read)

`beamMelismaBusy` (boolean)

Signal if a beam is present.

`beatLength` (moment)

The length of one beat in this time signature.

`subdivideBeams` (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 279.

Section 2.2.41 [Grace_engraver], page 228

Set font size and other properties for grace notes.

Properties (read)

`graceSettings` (list)

Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

Section 2.2.45 [Grob_pq_engraver], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)

A queue of (`end-moment . GROB`) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)

A queue of (`end-moment . GROB`) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.50 [Instrument_switch_engraver], page 231

Create a cue text for taking instrument.

Properties (read)

`instrumentCueName` (markup)

The name to print if another instrument is to be taken.

This engraver creates the following layout object(s):

Section 3.1.48 [InstrumentSwitch], page 305.

Section 2.2.53 [Laissez_vibrer_engraver], page 232

Create laissez vibrer items.

Music types accepted:

Section 1.2.27 [laissez-vibrer-event], page 39

This engraver creates the following layout object(s):

Section 3.1.51 [LaissezVibrerTie], page 308 and Section 3.1.52 [LaissezVibrerTieColumn], page 309.

Section 2.2.61 [Mensural_ligature_engraver], page 234

Handle `Mensural_ligature_events` by glueing special ligature heads together.

Music types accepted:

Section 1.2.29 [ligature-event], page 39

This engraver creates the following layout object(s):

Section 3.1.62 [MensuralLigature], page 315.

Section 2.2.63 [Multi_measure_rest_engraver], page 235

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the Section 3.1.64 [MultiMeasureRest], page 316. Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

Section 1.2.34 [multi-measure-rest-event], page 39 and Section 1.2.35 [multi-measure-text-event], page 40

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`internalBarNumber` (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`measureLength` (moment)

Length of one measure in the current time signature.

`measurePosition` (moment)

How much of the current measure have we had. This can be set manually to create incomplete measures.

restNumberThreshold (number)

If a multimeasure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s):

Section 3.1.64 [MultiMeasureRest], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317 and Section 3.1.66 [MultiMeasureRestText], page 319.

Section 2.2.64 [New_dynamic_engraver], page 235

Create hairpins, dynamic texts, and their vertical alignments. The symbols are collected onto a **DynamicLineSpanner** grob which takes care of vertical positioning.

Music types accepted:

Section 1.2.1 [absolute-dynamic-event], page 36 and Section 1.2.56 [span-dynamic-event], page 42

Properties (read)

crescendoSpanner (symbol)

The type of spanner to be used for crescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin crescendo is used.

crescendoText (markup)

The text to print at start of non-hairpin crescendo, i.e., ‘cresc.’.

currentMusicalColumn (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

decrescendoSpanner (symbol)

The type of spanner to be used for decrescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin decrescendo is used.

decrescendoText (markup)

The text to print at start of non-hairpin decrescendo, i.e., ‘dim.’.

This engraver creates the following layout object(s):

Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294 and Section 3.1.44 [Hairpin], page 301.

Section 2.2.65 [New_fingering_engraver], page 236

Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

fingeringOrientations (list)

A list of symbols, containing ‘left’, ‘right’, ‘up’ and/or ‘down’. This list determines where fingerings are put relative to the chord being fingered.

harmonicDots (boolean)

If set, harmonic notes in dotted chords get dots.

stringNumberOrientations (list)

See **fingeringOrientations**.

strokeFingerOrientations (list)

See **fingeringOrientations**.

This engraver creates the following layout object(s):

Section 3.1.38 [Fingering], page 296, Section 3.1.87 [Script], page 334,
Section 3.1.101 [StringNumber], page 345 and Section 3.1.102
[StrokeFinger], page 346.

Section 2.2.66 [Note_head_line_engraver], page 236

Engrave a line between two note heads, for example a glissando. If **followVoice** is set, staff switches also generate a line.

Properties (read)

followVoice (boolean)

If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s):

Section 3.1.40 [Glissando], page 299 and Section 3.1.127 [VoiceFollower],
page 369.

Section 2.2.67 [Note_heads_engraver], page 237

Generate note heads.

Music types accepted:

Section 1.2.37 [note-event], page 40

Properties (read)

middleCPosition (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at **middleCClefPosition** and **middleCOffset**.

staffLineLayoutFunction (procedure)

Layout of staff lines, **traditional**, or **semitone**.

This engraver creates the following layout object(s):

Section 3.1.70 [NoteHead], page 321.

Section 2.2.70 [Note_spacing_engraver], page 238

Generate **NoteSpacing**, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s):

Section 3.1.72 [NoteSpacing], page 322.

Section 2.2.72 [Output_property_engraver], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 36

Section 2.2.76 [Part_combine_engraver], page 239

Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted:

Section 1.2.41 [part-combine-event], page 41

Properties (read)

aDueText (markup)

Text to print at a unisono passage.

printPartCombineTexts (boolean)

Set ‘Solo’ and ‘A due’ texts in the part combiner?

soloIIIText (markup)

The text for the start of a solo for voice ‘two’ when part-combining.

soloText (markup)

The text for the start of a solo when part-combining.

This engraver creates the following layout object(s):

Section 3.1.28 [CombineTextScript], page 286.

Section 2.2.77 [Percent_repeat_engraver], page 240

Make whole bar and double bar repeats.

Music types accepted:

Section 1.2.43 [percent-event], page 41

Properties (read)

countPercentRepeats (boolean)

If set, produce counters for percent repeats.

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

measureLength (moment)

Length of one measure in the current time signature.

repeatCountVisibility (procedure)

A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when **countPercentRepeats** is set.

Properties (write)

forbidBreak (boolean)

If set to **##t**, prevent a line break at this point.

This engraver creates the following layout object(s):

Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.77 [PercentRepeat], page 326 and Section 3.1.78 [PercentRepeatCounter], page 327.

Section 2.2.78 [Phrasing_slur_engraver], page 241

Print phrasing slurs. Similar to Section 2.2.95 [Slur_engraver], page 245.

Music types accepted:

Section 1.2.45 [phrasing-slur-event], page 41

This engraver creates the following layout object(s):

Section 3.1.79 [PhrasingSlur], page 328.

Section 2.2.83 [Pitched_trill_engraver], page 242

Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s):

Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361 and Section 3.1.118 [TrillPitchHead], page 362.

Section 2.2.85 [Repeat_tie_engraver], page 243

Create repeat ties.

Music types accepted:

Section 1.2.46 [repeat-tie-event], page 41

This engraver creates the following layout object(s):

Section 3.1.83 [RepeatTie], page 332 and Section 3.1.84 [RepeatTieColumn], page 333.

Section 2.2.87 [Rest_engraver], page 243

Engrave rests.

Music types accepted:

Section 1.2.47 [rest-event], page 41

Properties (read)

`middleCPosition` (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s):

Section 3.1.85 [Rest], page 333.

Section 2.2.88 [Rhythmic_column_engraver], page 244

Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s):

Section 3.1.69 [NoteColumn], page 321.

Section 2.2.90 [Script_column_engraver], page 244

Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s):

Section 3.1.88 [ScriptColumn], page 335.

Section 2.2.91 [Script_engraver], page 244

Handle note scripted articulations.

Music types accepted:

Section 1.2.5 [articulation-event], page 37

Properties (read)

scriptDefinitions (list)

The description of scripts. This is used by the **Script_engraver** for typesetting note-superscripts and subscripts. See ‘scm/script.scm’ for more information.

This engraver creates the following layout object(s):

[Section 3.1.87 \[Script\]](#), page 334.

[Section 2.2.94 \[Slash_repeat_engraver\]](#), page 245

Make beat repeats.

Music types accepted:

[Section 1.2.43 \[percent-event\]](#), page 41

Properties (read)

measureLength (moment)

Length of one measure in the current time signature.

This engraver creates the following layout object(s):

[Section 3.1.82 \[RepeatSlash\]](#), page 332.

[Section 2.2.100 \[Spanner_break_forbid_engraver\]](#), page 247

Forbid breaks in certain spanners.

[Section 2.2.106 \[Stem_engraver\]](#), page 248

Create stems and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted:

[Section 1.2.66 \[tremolo-event\]](#), page 44

Properties (read)

stemLeftBeamCount (integer)

Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

stemRightBeamCount (integer)

See **stemLeftBeamCount**.

tremoloFlags (integer)

The number of tremolo flags to add if no number is specified.

This engraver creates the following layout object(s):

[Section 3.1.99 \[Stem\]](#), page 343 and [Section 3.1.100 \[StemTremolo\]](#), page 345.

[Section 2.2.112 \[Text_engraver\]](#), page 250

Create text scripts.

Music types accepted:

[Section 1.2.63 \[text-script-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.111 \[TextScript\]](#), page 354.

Section 2.2.113 [Text_spanner_engraver], page 250

Create text spanner from an event.

Music types accepted:

[Section 1.2.64 \[text-span-event\], page 44](#)

This engraver creates the following layout object(s):

[Section 3.1.112 \[TextSpanner\], page 356.](#)

Section 2.2.114 [Tie_engraver], page 250

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.65 \[tie-event\], page 44](#)

Properties (read)

`tieWaitForNote` (boolean)

If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)

Signal whether a tie is present.

This engraver creates the following layout object(s):

[Section 3.1.113 \[Tie\], page 357](#) and [Section 3.1.114 \[TieColumn\], page 358.](#)

Section 2.2.120 [Trill_spanner_engraver], page 252

Create trill spanner from an event.

Music types accepted:

[Section 1.2.68 \[trill-span-event\], page 44](#)

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

[Section 3.1.119 \[TrillSpanner\], page 362.](#)

Section 2.2.121 [Tuplet_engraver], page 253

Catch tuplet events and generate appropriate bracket.

Music types accepted:

[Section 1.2.69 \[tuplet-span-event\], page 44](#)

Properties (read)

`tupletFullLength` (boolean)

If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)

If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s):

Section 3.1.120 [TupletBracket], page 363 and Section 3.1.121 [Tuplet-Number], page 365.

Section 2.2.122 [Tweak_engraver], page 253

Read the `tweaks` property from the originating event, and set properties.

2.1.17 NoteNames

A context for printing the names of notes.

This context creates the following layout object(s):

Section 3.1.71 [NoteName], page 322, Section 3.1.96 [StaffSpacing], page 341, Section 3.1.113 [Tie], page 357, Section 3.1.114 [TieColumn], page 358 and Section 3.1.126 [VerticalAxisGroup], page 368.

This context sets the following properties:

- Set grob-property `staff-affinity` in Section 3.1.126 [VerticalAxisGroup], page 368 to -1.

This context is a ‘bottom’ context; it cannot contain other contexts.

This context is built from the following engraver(s):

Section 2.2.5 [Axis_group_engraver], page 216

Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

Section 3.1.126 [VerticalAxisGroup], page 368.

Section 2.2.68 [Note_name_engraver], page 237

Print pitches as words.

Music types accepted:

Section 1.2.37 [note-event], page 40

Properties (read)

`printOctaveNames` (boolean)

Print octave marks for the `NoteNames` context.

This engraver creates the following layout object(s):

Section 3.1.71 [NoteName], page 322.

Section 2.2.93 [Separating_line_group_engraver], page 245

Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)

Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)

True if the current `CommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s):

[Section 3.1.96 \[StaffSpacing\]](#), page 341.

[Section 2.2.114 \[Tie_engraver\]](#), page 250

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.65 \[tie-event\]](#), page 44

Properties (read)

`tieWaitForNote` (boolean)

If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)

Signal whether a tie is present.

This engraver creates the following layout object(s):

[Section 3.1.113 \[Tie\]](#), page 357 and [Section 3.1.114 \[TieColumn\]](#), page 358.

2.1.18 PianoStaff

Just like `GrandStaff` but with support for instrument names at the start of each system.

This context also accepts commands for the following context(s):

`GrandStaff`.

This context creates the following layout object(s):

[Section 3.1.9 \[Arpeggio\]](#), page 272, [Section 3.1.47 \[InstrumentName\]](#), page 304, [Section 3.1.94 \[SpanBar\]](#), page 340, [Section 3.1.106 \[SystemStartBar\]](#), page 350, [Section 3.1.107 \[SystemStartBrace\]](#), page 350, [Section 3.1.108 \[SystemStartBracket\]](#), page 351, [Section 3.1.109 \[SystemStartSquare\]](#), page 352 and [Section 3.1.125 \[VerticalAlignment\]](#), page 367.

This context sets the following properties:

- Set grob-property `between-staff-spacing stretchability` in [Section 3.1.95 \[StaffGrouper\]](#), page 341 to 5.
- Set translator property `instrumentName` to '()'.
 • Set translator property `localKeySignature` to '()'.
 • Set translator property `shortInstrumentName` to '()'.
 • Set translator property `systemStartDelimiter` to 'SystemStartBrace'.
 • Set translator property `topLevelAlignment` to #f.

Context `PianoStaff` can contain [Section 2.1.7 \[Dynamics\]](#), page 81, [Section 2.1.8 \[Figured-Bass\]](#), page 84 and [Section 2.1.21 \[Staff\]](#), page 152.

This context is built from the following engraver(s):

[Section 2.2.49 \[Instrument_name_engraver\]](#), page 230

Create a system start text for instrument or vocal names.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`instrumentName` (markup)

The name to print left of a staff. The `instrumentName` property labels the staff in the first system, and the `shortInstrumentName` property labels following lines.

`shortInstrumentName` (markup)

See `instrumentName`.

`shortVocalName` (markup)

Name of a vocal line, short version.

`vocalName` (markup)

Name of a vocal line.

This engraver creates the following layout object(s):

[Section 3.1.47 \[InstrumentName\]](#), page 304.

[Section 2.2.98 \[Span_arpeggio_engraver\]](#), page 246

Make arpeggios that span multiple staves.

Properties (read)

`connectArpeggios` (boolean)

If set, connect arpeggios across piano staff.

This engraver creates the following layout object(s):

[Section 3.1.9 \[Arpeggio\]](#), page 272.

[Section 2.2.99 \[Span_bar_engraver\]](#), page 246

Make cross-staff bar lines: It catches all normal bar lines and draws a single span bar across them.

This engraver creates the following layout object(s):

[Section 3.1.94 \[SpanBar\]](#), page 340.

[Section 2.2.107 \[System_start_delimiter_engraver\]](#), page 248

Create a system start delimiter (i.e., a `SystemStartBar`, `SystemStartBrace`, `SystemStartBracket` or `SystemStartSquareSpanner`).

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`systemStartDelimiter` (symbol)

Which grob to make for the start of the system/staff? Set to `SystemStartBrace`, `SystemStartBracket` or `SystemStartBar`.

`systemStartDelimiterHierarchy` (pair)

A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s):

Section 3.1.106 [SystemStartBar], page 350, Section 3.1.107 [SystemStartBrace], page 350, Section 3.1.108 [SystemStartBracket], page 351 and Section 3.1.109 [SystemStartSquare], page 352.

Section 2.2.124 [Vertical_align_engraver], page 253

Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

`alignAboveContext` (string)

Where to insert newly created context in vertical alignment.

`alignBelowContext` (string)

Where to insert newly created context in vertical alignment.

This engraver creates the following layout object(s):

Section 3.1.125 [VerticalAlignment], page 367.

2.1.19 RhythmicStaff

A context like `Staff` but for printing rhythms. Pitches are ignored; the notes are printed on one line.

This context also accepts commands for the following context(s):

`Staff`.

This context creates the following layout object(s):

Section 3.1.11 [BarLine], page 273, Section 3.1.30 [DotColumn], page 288, Section 3.1.47 [InstrumentName], page 304, Section 3.1.53 [LedgerLineSpanner], page 309, Section 3.1.96 [StaffSpacing], page 341, Section 3.1.97 [StaffSymbol], page 342, Section 3.1.115 [TimeSignature], page 359 and Section 3.1.126 [VerticalAxisGroup], page 368.

This context sets the following properties:

- Set grob-property `bar-size` in Section 3.1.11 [BarLine], page 273 to 4.
- Set grob-property `line-count` in Section 3.1.97 [StaffSymbol], page 342 to 1.
- Set grob-property `neutral-direction` in Section 3.1.19 [Beam], page 279 to 1.
- Set grob-property `neutral-direction` in Section 3.1.99 [Stem], page 343 to 1.
- Set grob-property `staff-padding` in Section 3.1.128 [VoltaBracket], page 370 to 3.
- Set translator property `createSpacing` to `#t`.
- Set translator property `localKeySignature` to `'()`.
- Set translator property `squashedPosition` to 0.

Context `RhythmicStaff` can contain Section 2.1.3 [CueVoice], page 52 and Section 2.1.27 [Voice], page 202.

This context is built from the following engraver(s):

Section 2.2.5 [Axis_group_engraver], page 216

Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

[Section 3.1.126 \[VerticalAxisGroup\]](#), page 368.

Section 2.2.7 [Bar_engraver], page 217

Create barlines. This engraver is controlled through the `whichBar` property. If it has no bar line to create, it will forbid a linebreak at this point.

Properties (read)

`whichBar` (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in [Section “bar-line-interface” in *Internals Reference*](#).

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.11 \[BarLine\]](#), page 273.

Section 2.2.23 [Dot_column_engraver], page 223

Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s):

[Section 3.1.30 \[DotColumn\]](#), page 288.

Section 2.2.36 [Font_size_engraver], page 226

Put `fontSize` into `font-size` grob property.

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Section 2.2.49 [Instrument_name_engraver], page 230

Create a system start text for instrument or vocal names.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`instrumentName` (markup)

The name to print left of a staff. The `instrumentName` property labels the staff in the first system, and the `shortInstrumentName` property labels following lines.

`shortInstrumentName` (markup)

See `instrumentName`.

`shortVocalName` (markup)
Name of a vocal line, short version.

`vocalName` (markup)
Name of a vocal line.

This engraver creates the following layout object(s):

[Section 3.1.47 \[InstrumentName\]](#), page 304.

Section 2.2.54 [Ledger_line_engraver], page 232

Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s):

[Section 3.1.53 \[LedgerLineSpanner\]](#), page 309.

Section 2.2.72 [Output_property_engraver], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 36

Section 2.2.82 [Pitch_squash_engraver], page 242

Set the vertical position of note heads to `squashedPosition`, if that property is set. This can be used to make a single-line staff demonstrating the rhythm of a melody.

Properties (read)

`squashedPosition` (integer)
Vertical position of squashing for [Section “Pitch_squash_engraver”](#) in *Internals Reference*.

Section 2.2.93 [Separating_line_group_engraver], page 245

Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)
Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)
True if the current `CommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s):

[Section 3.1.96 \[StaffSpacing\]](#), page 341.

Section 2.2.103 [Staff_symbol_engraver], page 247

Create the constellation of five (default) staff lines.

Music types accepted:

[Section 1.2.58 \[staff-span-event\]](#), page 43

This engraver creates the following layout object(s):

[Section 3.1.97 \[StaffSymbol\]](#), page 342.

Section 2.2.116 [Time_signature_engraver], page 251

Create a **Section 3.1.115 [TimeSignature], page 359** whenever `timeSignatureFraction` changes.

Properties (read)

`implicitTimeSignatureVisibility` (vector)
break visibility for the default time signature.

`timeSignatureFraction` (pair of numbers)
A pair of numbers, signifying the time signature. For example, `#'(4 . 4)` is a 4/4 time signature.

This engraver creates the following layout object(s):

Section 3.1.115 [TimeSignature], page 359.

2.1.20 Score

This is the top level notation context. No other context can contain a **Score** context. This context handles the administration of time signatures. It also makes sure that items such as clefs, time signatures, and key-signatures are aligned across staves.

You cannot explicitly instantiate a **Score** context (since it is not contained in any other context). It is instantiated automatically when an output definition (a `\score` or `\layout` block) is processed.

This context creates the following layout object(s):

Section 3.1.12 [BarNumber], page 275, **Section 3.1.21 [BreakAlignGroup], page 281**, **Section 3.1.22 [BreakAlignment], page 282**, **Section 3.1.41 [GraceSpacing], page 300**, **Section 3.1.54 [LeftEdge], page 310**, **Section 3.1.63 [MetronomeMark], page 316**, **Section 3.1.67 [NonMusicalPaperColumn], page 320**, **Section 3.1.75 [PaperColumn], page 325**, **Section 3.1.76 [ParenthesesItem], page 326**, **Section 3.1.81 [RehearsalMark], page 330**, **Section 3.1.93 [SpacingSpanner], page 339**, **Section 3.1.106 [SystemStartBar], page 350**, **Section 3.1.107 [SystemStartBrace], page 350**, **Section 3.1.108 [SystemStartBracket], page 351**, **Section 3.1.109 [SystemStartSquare], page 352**, **Section 3.1.125 [VerticalAlignment], page 367**, **Section 3.1.128 [VoltaBracket], page 370** and **Section 3.1.129 [VoltaBracketSpanner], page 371**.

This context sets the following properties:

- Set translator property `aDueText` to `"a2"`.
- Set translator property `autoAccidentals` to `'(Staff #<procedure #f (context pitch barnum measurepos)>>)`.
- Set translator property `autoBeamCheck` to `default-auto-beam-check`.
- Set translator property `autoBeaming` to `#t`.
- Set translator property `autoCautionaries` to `'()`.
- Set translator property `automaticBars` to `#t`.
- Set translator property `barCheckSynchronize` to `#f`.
- Set translator property `barNumberVisibility` to `first-bar-number-invisible`.
- Set translator property `bassStaffProperties` to `'((assign clefGlyph clefs.F) (assign clefPosition 2) (assign middleCPosition 6) (assign middleCClefPosition 6))`.
- Set translator property `beamSettings` to `'((((2 . 2) end) (* 1 1) ((1 . 32) 8 8 8 8)) ((2 . 4) end) (* 1 1)) (((2 . 8) end) (* 1 1)) (((2 . 16) end) (* 1 1)) (((3 . 2) end) (* 1 1 1) ((1 . 32) 8 8 8 8 8 8)) (((3 . 4) end) (* 3) ((1 . 8) 6) ((1 . 16) 4 4 4) ((1 . 32) 8 8 8) ((1 . 64) 16 16 16) ((1 . 128) 32 32 32)) (((3 . 8) end) (* 3))`

```
((((3 . 16) end) (* 3)) (((4 . 2) end) (* 1 1 1 1) ((1 . 16) 4 4 4 4 4 4 4 4) ((1 . 32) 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4)) (((4 . 4) end) (* 1 1 1 1) ((1 . 8) 4 4)) (((4 . 8) end) (* 2 2)) (((4 . 16) end) (* 1 1 1 1)) (((6 . 4) end) (* 3 3) ((1 . 16) 4 4 4 4 4 4) ((1 . 32) 8 8 8 8 8 8)) (((6 . 8) end) (* 3 3) ((1 . 32) 4 4 4 4 4 4)) (((6 . 16) end) (* 3 3)) (((9 . 4) end) (* 3 3 3) ((1 . 16) 4 4 4 4 4 4 4 4) ((1 . 32) 8 8 8 8 8 8 8 8)) (((9 . 8) end) (* 3 3 3) ((1 . 32) 4 4 4 4 4 4 4 4)) (((9 . 16) end) (* 3 3 3)) (((12 . 4) end) (* 3 3 3 3) ((1 . 16) 4 4 4 4 4 4 4 4 4 4 4 4) ((1 . 32) 8 8 8 8 8 8 8 8 8 8 8 8)) (((12 . 8) end) (* 3 3 3 3) ((1 . 32) 4 4 4 4 4 4 4 4 4 4 4 4)) (((12 . 16) end) (* 3 3 3 3)) (((5 . 8) end) (* 3 2)) (((8 . 8) end) (* 3 3 2))))).
```

- Set translator property `chordNameExceptionsFull` to `'(((#<Pitch c' > #<Pitch e' > #<Pitch gis' >) (#<procedure line-markup (layout props args)> (+))) ((#<Pitch c' > #<Pitch ees' > #<Pitch ges' >) (#<procedure line-markup (layout props args)> ((#<procedure super-markup (layout props arg)> o)))) ((#<Pitch c' > #<Pitch ees' > #<Pitch ges' > #<Pitch bes' >) (#<procedure line-markup (layout props args)> ((#<procedure super-markup (layout props arg)>)))) ((#<Pitch c' > #<Pitch ees' > #<Pitch ges' > #<Pitch beses' >) (#<procedure line-markup (layout props args)> ((#<procedure super-markup (layout props arg)> o7))))).`
- Set translator property `chordNameExceptionsPartial` to `'(((#<Pitch c' > #<Pitch d' >) (#<procedure line-markup (layout props args)> ((#<procedure normal-size-super-markup (layout props arg)> 2)))) ((#<Pitch c' > #<Pitch ees' >) (#<procedure line-markup (layout props args)> (m))) ((#<Pitch c' > #<Pitch f' >) (#<procedure line-markup (layout props args)> ((#<procedure normal-size-super-markup (layout props arg)> sus4)))) ((#<Pitch c' > #<Pitch g' >) (#<procedure line-markup (layout props args)> ((#<procedure normal-size-super-markup (layout props arg)> 5)))) ((#<Pitch c' > #<Pitch ees' > #<Pitch f' >) (#<procedure line-markup (layout props args)> (m)) (#<procedure line-markup (layout props args)> ((#<procedure normal-size-super-markup (layout props arg)> sus4)))) ((#<Pitch c' > #<Pitch d' > #<Pitch ees' >) (#<procedure line-markup (layout props args)> (m)) (#<procedure line-markup (layout props args)> ((#<procedure normal-size-super-markup (layout props arg)> sus2))))).`
- Set translator property `chordNameExceptions` to `'(((#<Pitch e' > #<Pitch gis' >) #<procedure line-markup (layout props args)> (+)) ((#<Pitch ees' > #<Pitch ges' >) #<procedure line-markup (layout props args)> ((#<procedure super-markup (layout props arg)> o))) ((#<Pitch ees' > #<Pitch ges' > #<Pitch bes' >) #<procedure line-markup (layout props args)> ((#<procedure super-markup (layout props arg)>)))) ((#<Pitch ees' > #<Pitch ges' > #<Pitch beses' >) #<procedure line-markup (layout props args)> ((#<procedure super-markup (layout props arg)> o7))))).`
- Set translator property `chordNameFunction` to `ignatzek-chord-names`.
- Set translator property `chordNameLowercaseMinor` to `#f`.
- Set translator property `chordNameSeparator` to `'(#<procedure simple-markup (layout props str)> /)`.
- Set translator property `chordNoteNamer` to `'()`.
- Set translator property `chordPrefixSpacer` to `0`.
- Set translator property `chordRootNamer` to `note-name->markup`.
- Set translator property `clefGlyph` to `"clefs.G"`.
- Set translator property `clefPosition` to `-2`.
- Set translator property `crescendoSpanner` to `'hairpin`.

- Set translator property `decrescendoSpanner` to `'hairpin`.
- Set translator property `defaultBarType` to `"|"`.
- Set translator property `doubleRepeatType` to `"|:"`.
- Set translator property `drumStyleTable` to `#<hash-table 29/61>`.
- Set translator property `explicitClefVisibility` to `#(#t #t #t)`.
- Set translator property `explicitKeySignatureVisibility` to `#(#t #t #t)`.
- Set translator property `extraNatural` to `#t`.
- Set translator property `figuredBassFormatter` to `format-bass-figure`.
- Set translator property `fingeringOrientations` to `'(up down)`.
- Set translator property `firstClef` to `#t`.
- Set translator property `graceSettings` to `'((Voice Stem direction 1) (Voice Stem font-size -3) (Voice NoteHead font-size -3) (Voice TabNoteHead font-size -4) (Voice Dots font-size -3) (Voice Stem length-fraction 0.8) (Voice Stem no-stem-extend #t) (Voice Beam beam-thickness 0.384) (Voice Beam length-fraction 0.8) (Voice Accidental font-size -4) (Voice AccidentalCautionary font-size -4) (Voice Slur direction -1) (Voice Script font-size -3) (Voice Fingering font-size -8) (Voice StringNumber font-size -8))`.
- Set translator property `harmonicAccidentals` to `#t`.
- Set translator property `highStringOne` to `#t`.
- Set translator property `implicitTimeSignatureVisibility` to `#(#f #t #t)`.
- Set translator property `instrumentTransposition` to `#<Pitch c' >`.
- Set translator property `keepAliveInterfaces` to `'(rhythmic-grob-interface lyric-interface percent-repeat-item-interface percent-repeat-interface stanza-number-interface)`.
- Set translator property `keyAlterationOrder` to `'((6 . -1/2) (2 . -1/2) (5 . -1/2) (1 . -1/2) (4 . -1/2) (0 . -1/2) (3 . -1/2) (3 . 1/2) (0 . 1/2) (4 . 1/2) (1 . 1/2) (5 . 1/2) (2 . 1/2) (6 . 1/2) (6 . -1) (2 . -1) (5 . -1) (1 . -1) (4 . -1) (0 . -1) (3 . -1) (3 . 1) (0 . 1) (4 . 1) (2 . 1) (5 . 1) (2 . 1) (6 . 1))`.
- Set translator property `lyricMelismaAlignment` to `-1`.
- Set translator property `majorSevenSymbol` to `'(#<procedure line-markup (layout props args)> ((#<procedure triangle-markup (layout props filled)> #f)))`.
- Set translator property `markFormatter` to `format-mark-letters`.
- Set translator property `melismaBusyProperties` to `'(melismaBusy slurMelismaBusy tieMelismaBusy beamMelismaBusy completionBusy)`.
- Set translator property `metronomeMarkFormatter` to `format-metronome-markup`.
- Set translator property `middleCClefPosition` to `-6`.
- Set translator property `middleCPosition` to `-6`.
- Set translator property `noChordSymbol` to `'(#<procedure simple-markup (layout props str)> N.C.)`.
- Set translator property `noteToFretFunction` to `determine-frets`.
- Set translator property `pedalSostenutoStrings` to `'(Sost. Ped. *Sost. Ped. *)`.
- Set translator property `pedalSostenutoStyle` to `'mixed`.
- Set translator property `pedalSustainStrings` to `'(Ped. *Ped. *)`.
- Set translator property `pedalSustainStyle` to `'text`.
- Set translator property `pedalUnaCordaStrings` to `'(una corda tre corde)`.

- Set translator property `pedalUnaCordaStyle` to `'text`.
- Set translator property `predefinedDiagramTable` to `#f`.
- Set translator property `printKeyCancellation` to `#t`.
- Set translator property `printPartCombineTexts` to `#t`.
- Set translator property `quotedCueEventTypes` to `'(note-event rest-event tie-event beam-event tuplet-span-event)`.
- Set translator property `quotedEventTypes` to `'(StreamEvent)`.
- Set translator property `rehearsalMark` to `1`.
- Set translator property `repeatCountVisibility` to `all-repeat-counts-visible`.
- Set translator property `scriptDefinitions` to `'((accent (avoid-slur . around) (padding . 0.2) (script-stencil feta sforzato . sforzato) (side-relative-direction . -1)) (accentus (script-stencil feta uaccentus . uaccentus) (side-relative-direction . -1) (avoid-slur . ignore) (padding . 0.2) (quantize-position . #t) (script-priority . -100) (direction . 1)) (circulus (script-stencil feta circulus . circulus) (side-relative-direction . -1) (avoid-slur . ignore) (padding . 0.2) (quantize-position . #t) (script-priority . -100) (direction . 1)) (coda (script-stencil feta coda . coda) (padding . 0.2) (avoid-slur . outside) (direction . 1)) (comma (script-stencil feta lcomma . rcomma) (quantize-position . #t) (padding . 0.2) (avoid-slur . ignore) (direction . 1)) (downbow (script-stencil feta downbow . downbow) (padding . 0.2) (avoid-slur . around) (direction . 1) (script-priority . 150)) (downmordent (script-stencil feta downmordent . downmordent) (padding . 0.2) (avoid-slur . around) (direction . 1)) (downprall (script-stencil feta downprall . downprall) (padding . 0.2) (avoid-slur . around) (direction . 1)) (espressivo (avoid-slur . around) (padding . 0.2) (script-stencil feta espr . espr) (side-relative-direction . -1)) (fermata (script-stencil feta dfermata . ufermata) (padding . 0.2) (avoid-slur . around) (script-priority . 4000) (direction . 1)) (flageolet (script-stencil feta flageolet . flageolet) (padding . 0.2) (avoid-slur . around) (direction . 1)) (halfopen (avoid-slur . outside) (padding . 0.2) (script-stencil feta halfopen . halfopen) (direction . 1)) (ictus (script-stencil feta ictus . ictus) (side-relative-direction . -1) (quantize-position . #t) (avoid-slur . ignore) (padding . 0.2) (script-priority . -100) (direction . -1)) (lheel (script-stencil feta upedalheel . upedalheel) (padding . 0.2) (avoid-slur . around) (direction . -1)) (lineprall (script-stencil feta lineprall . lineprall) (padding . 0.2) (avoid-slur . around) (direction . 1)) (longfermata (script-stencil feta dlongfermata . ulongfermata) (padding . 0.2) (avoid-slur . around) (direction . 1)) (ltoe (script-stencil feta upedaltoe . upedaltoe) (padding . 0.2) (avoid-slur . around) (direction . -1)) (marcato (script-stencil feta dmarcato . umarcato) (padding . 0.2) (avoid-slur . inside) (quantize-position . #t) (side-relative-direction . -1)) (mordent (script-stencil feta mordent . mordent) (padding . 0.2) (avoid-slur . around) (direction . 1)) (open (avoid-slur . outside) (padding . 0.2) (script-stencil feta open . open) (direction . 1)) (portato (script-stencil feta uportato . dportato) (avoid-slur . around) (slur-padding . 0.3) (padding . 0.45) (side-relative-direction . -1)) (prall (script-stencil feta prall . prall) (padding . 0.2) (avoid-slur . around) (direction . 1)) (pralldown (script-stencil feta pralldown . pralldown) (padding . 0.2) (avoid-slur . around) (direction . 1)) (prallmordent (script-stencil feta prallmordent . prallmordent) (padding . 0.2) (avoid-slur . around) (direction . 1)) (prallprall (script-stencil feta prallprall . prallprall) (padding . 0.2)`

```
(avoid-slur . around) (direction . 1)) (prallup (script-stencil feta prallup
. prallup) (padding . 0.2) (avoid-slur . around) (direction . 1)) (reverseturn
(script-stencil feta reverseturn . reverseturn) (padding . 0.2) (avoid-slur .
inside) (direction . 1)) (rheel (script-stencil feta dpedalheel . dpedalheel)
(padding . 0.2) (avoid-slur . around) (direction . 1)) (rtoe (script-stencil
feta dpedaltoe . dpedaltoe) (padding . 0.2) (avoid-slur . around) (direction
. 1)) (segno (script-stencil feta segno . segno) (padding . 0.2) (avoid-slur
. outside) (direction . 1)) (semicirculus (script-stencil feta dsemicirculus
. dsemicirculus) (side-relative-direction . -1) (quantize-position . #t)
(avoid-slur . ignore) (padding . 0.2) (script-priority . -100) (direction
. 1)) (shortfermata (script-stencil feta dshortfermata . ushortfermata)
(padding . 0.2) (avoid-slur . around) (direction . 1)) (signumcongruentiae
(script-stencil feta dsignumcongruentiae . usignumcongruentiae) (padding .
0.2) (avoid-slur . outside) (direction . 1)) (snappizzicato (script-stencil
feta snappizzicato . snappizzicato) (padding . 0.2) (avoid-slur . outside)
(direction . 1)) (staccatissimo (avoid-slur . inside) (quantize-position .
#t) (script-stencil feta dstaccatissimo . ustaccatissimo) (padding . 0.2)
(side-relative-direction . -1)) (staccato (script-stencil feta staccato .
staccato) (side-relative-direction . -1) (quantize-position . #t) (avoid-
slur . inside) (toward-stem-shift . 0.5) (padding . 0.2) (script-priority
. -100)) (stopped (script-stencil feta stopped . stopped) (avoid-slur .
inside) (padding . 0.2) (direction . 1)) (tenuto (script-stencil feta tenuto
. tenuto) (quantize-position . #t) (avoid-slur . inside) (padding . 0.2)
(side-relative-direction . -1)) (thumb (script-stencil feta thumb . thumb)
(avoid-slur . around) (padding . 0.5) (direction . 1) (slur-padding . 0.2)
(staff-padding . 0.5)) (trill (script-stencil feta trill . trill) (direction
. 1) (padding . 0.2) (avoid-slur . outside) (script-priority . 2000)) (turn
(script-stencil feta turn . turn) (avoid-slur . inside) (padding . 0.2)
(direction . 1)) (upbow (script-stencil feta upbow . upbow) (avoid-slur .
around) (padding . 0.2) (direction . 1) (script-priority . 150)) (upmordent
(script-stencil feta upmordent . upmordent) (padding . 0.2) (avoid-slur .
around) (direction . 1)) (upprall (script-stencil feta upprall . upprall)
(padding . 0.2) (avoid-slur . around) (direction . 1)) (varcoda (script-stencil
feta varcoda . varcoda) (padding . 0.2) (avoid-slur . outside) (direction .
1)) (varcomma (script-stencil feta lvarcomma . rvarcomma) (quantize-position
. #t) (padding . 0.2) (avoid-slur . ignore) (direction . 1)) (verylongfermata
(script-stencil feta dverylongfermata . uverylongfermata) (padding . 0.2)
(avoid-slur . around) (direction . 1))).
```

- Set translator property `soloIIText` to "Solo II".
- Set translator property `soloText` to "Solo".
- Set translator property `stringNumberOrientations` to '(up down).
- Set translator property `stringOneTopmost` to #t.
- Set translator property `stringTunings` to '(4 -1 -5 -10 -15 -20).
- Set translator property `strokeFingerOrientations` to '(right).
- Set translator property `subdivideBeams` to #f.
- Set translator property `systemStartDelimiter` to 'SystemStartBar.
- Set translator property `tablatureFormat` to fret-number-tablature-format.
- Set translator property `tabStaffLineLayoutFunction` to tablature-position-on-lines.
- Set translator property `tieWaitForNote` to #f.

- Set translator property `timing` to `#t`.
- Set translator property `topLevelAlignment` to `#t`.
- Set translator property `verticallySpacedContexts` to `'(Staff)`.

Context Score can contain [Section 2.1.1 \[ChoirStaff\]](#), page 50, [Section 2.1.2 \[ChordNames\]](#), page 51, [Section 2.1.4 \[Devnull\]](#), page 64, [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.8 \[FiguredBass\]](#), page 84, [Section 2.1.9 \[FretBoards\]](#), page 85, [Section 2.1.11 \[GrandStaff\]](#), page 88, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.14 \[Lyrics\]](#), page 110, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.17 \[NoteNames\]](#), page 134, [Section 2.1.18 \[PianoStaff\]](#), page 135, [Section 2.1.19 \[RhythmicStaff\]](#), page 137, [Section 2.1.21 \[Staff\]](#), page 152, [Section 2.1.22 \[StaffGroup\]](#), page 161, [Section 2.1.23 \[TabStaff\]](#), page 162 and [Section 2.1.25 \[VaticanaStaff\]](#), page 181.

This context is built from the following engraver(s):

[Section 2.2.8 \[Bar_number_engraver\]](#), page 217

A bar number is created whenever `measurePosition` is zero and when there is a bar line (i.e., when `whichBar` is set). It is put on top of all staves, and appears only at the left side of the staff. The staves are taken from `stavesFound`, which is maintained by [Section 2.2.101 \[Staff_collecting_engraver\]](#), page 247.

Properties (read)

`barNumberVisibility` (procedure)

A Procedure that takes an integer and returns whether the corresponding bar number should be printed.

`currentBarNumber` (integer)

Contains the current barnumber. This property is incremented at every bar line.

`stavesFound` (list of grobs)

A list of all staff-symbols found.

`whichBar` (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in [Section “bar-line-interface” in *Internals Reference*](#).

This engraver creates the following layout object(s):

[Section 3.1.12 \[BarNumber\]](#), page 275.

[Section 2.2.12 \[Break_align_engraver\]](#), page 219

Align grobs with corresponding `break-align-symbols` into groups, and order the groups according to `breakAlignOrder`. The left edge of the alignment gets a separate group, with a symbol `left-edge`.

This engraver creates the following layout object(s):

[Section 3.1.21 \[BreakAlignGroup\]](#), page 281, [Section 3.1.22 \[BreakAlignment\]](#), page 282 and [Section 3.1.54 \[LeftEdge\]](#), page 310.

Section 2.2.22 [Default_bar_line_engraver], page 222

This engraver determines what kind of automatic bar lines should be produced, and sets `whichBar` accordingly. It should be at the same level as [Section 2.2.118 \[Timing_translator\], page 252](#).

Properties (read)

`automaticBars` (boolean)

If set to false then bar lines will not be printed automatically; they must be explicitly created with a `\bar` command. Unlike the `\cadenzaOn` keyword, measures are still counted. Bar line generation will resume according to that count if this property is unset.

`barAlways` (boolean)

If set to true a bar line is drawn after each note.

`defaultBarType` (string)

Set the default type of bar line. See `whichBar` for information on available bar types.

This variable is read by [Section “Timing_translator” in *Internals Reference*](#) at [Section “Score” in *Internals Reference*](#) level.

`measureLength` (moment)

Length of one measure in the current time signature.

`measurePosition` (moment)

How much of the current measure have we had. This can be set manually to create incomplete measures.

`whichBar` (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in [Section “bar-line-interface” in *Internals Reference*](#).

Properties (write)

`automaticBars` (boolean)

If set to false then bar lines will not be printed automatically; they must be explicitly created with a `\bar` command. Unlike the `\cadenzaOn` keyword, measures are still counted. Bar line generation will resume according to that count if this property is unset.

Section 2.2.42 [Grace_spacing_engraver], page 228

Bookkeeping of shortest starting and playing notes in grace note runs.

Properties (read)

currentMusicalColumn (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

[Section 3.1.41 \[GraceSpacing\]](#), page 300.

[Section 2.2.58 \[Mark_engraver\]](#), page 233

Create **RehearsalMark** objects. It puts them on top of all staves (which is taken from the property **stavesFound**). If moving this engraver to a different context, [Section 2.2.101 \[Staff_collecting_engraver\]](#), page 247 must move along, otherwise all marks end up on the same Y location.

Music types accepted:

[Section 1.2.32 \[mark-event\]](#), page 39

Properties (read)

markFormatter (procedure)

A procedure taking as arguments the context and the rehearsal mark. It should return the formatted mark as a markup object.

rehearsalMark (integer)

The last rehearsal mark printed.

stavesFound (list of grobs)

A list of all staff-symbols found.

This engraver creates the following layout object(s):

[Section 3.1.81 \[RehearsalMark\]](#), page 330.

[Section 2.2.62 \[Metronome_mark_engraver\]](#), page 234

Engrave metronome marking. This delegates the formatting work to the function in the **metronomeMarkFormatter** property. The mark is put over all staves. The staves are taken from the **stavesFound** property, which is maintained by [Section 2.2.101 \[Staff_collecting_engraver\]](#), page 247.

Properties (read)

metronomeMarkFormatter (procedure)

How to produce a metronome markup. Called with four arguments: text, duration, count and context.

stavesFound (list of grobs)

A list of all staff-symbols found.

tempoHideNote (boolean)

Hide the note=count in tempo marks.

tempoText (markup)

Text for tempo marks.

tempoUnitCount (number)

Count for specifying tempo.

tempoUnitDuration (duration)

Unit for specifying tempo.

This engraver creates the following layout object(s):

[Section 3.1.63 \[MetronomeMark\]](#), page 316.

[Section 2.2.72 \[Output_property_engraver\]](#), page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 36

[Section 2.2.74 \[Paper_column_engraver\]](#), page 239

Take care of generating columns.

This engraver decides whether a column is breakable. The default is that a column is always breakable. However, every `Bar_engraver` that does not have a barline at a certain point will set `forbidBreaks` in the score context to stop line breaks. In practice, this means that you can make a break point by creating a bar line (assuming that there are no beams or notes that prevent a break point).

Music types accepted:

[Section 1.2.11 \[break-event\]](#), page 37 and [Section 1.2.26 \[label-event\]](#), page 39

Properties (read)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

Properties (write)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.67 \[NonMusicalPaperColumn\]](#), page 320 and [Section 3.1.75 \[PaperColumn\]](#), page 325.

[Section 2.2.75 \[Parenthesis_engraver\]](#), page 239

Parenthesize objects whose music cause has the `parenthesize` property.

This engraver creates the following layout object(s):

[Section 3.1.76 \[ParenthesesItem\]](#), page 326.

[Section 2.2.84 \[Repeat_acknowledge_engraver\]](#), page 242

Acknowledge repeated music, and convert the contents of `repeatCommands` into an appropriate setting for `whichBar`.

Properties (read)

`doubleRepeatType` (string)

Set the default bar line for double repeats.

`repeatCommands` (list)

This property is a list of commands of the form
(list 'volta x), where x is a string or #f.
'end-repeat is also accepted as a command.

`whichBar` (string)

This property is read to determine what type
of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff
only. Valid values are described in [Section “bar-
line-interface”](#) in *Internals Reference*.

[Section 2.2.97 \[Spacing_engraver\], page 246](#)

Make a `SpacingSpanner` and do bookkeeping of shortest starting and
playing notes.

Music types accepted:

[Section 1.2.55 \[spacing-section-event\], page 42](#)

Properties (read)

`currentCommandColumn` (graphical (layout)
object)

Grob that is X-parent to all current breakable
(clef, key signature, etc.) items.

`currentMusicalColumn` (graphical (layout)
object)

Grob that is X-parent to all non-breakable
items (note heads, lyrics, etc.).

`proportionalNotationDuration` (moment)

Global override for shortest-playing duration.
This is used for switching on proportional no-
tation.

This engraver creates the following layout object(s):

[Section 3.1.93 \[SpacingSpanner\], page 339.](#)

[Section 2.2.101 \[Staff_collecting_engraver\], page 247](#)

Maintain the `stavesFound` variable.

Properties (read)

`stavesFound` (list of grobs)

A list of all staff-symbols found.

Properties (write)

`stavesFound` (list of grobs)

A list of all staff-symbols found.

[Section 2.2.104 \[Stanza_number_align_engraver\], page 247](#)

This engraver ensures that stanza numbers are neatly aligned.

[Section 2.2.107 \[System_start_delimiter_engraver\], page 248](#)

Create a system start delimiter (i.e., a `SystemStartBar`,
`SystemStartBrace`, `SystemStartBracket` or `SystemStartSquare`
spanner).

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

systemStartDelimiter (symbol)

Which grob to make for the start of the system/staff? Set to **SystemStartBrace**, **SystemStartBracket** or **SystemStartBar**.

systemStartDelimiterHierarchy (pair)

A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s):

Section 3.1.106 [**SystemStartBar**], page 350, Section 3.1.107 [**SystemStartBrace**], page 350, Section 3.1.108 [**SystemStartBracket**], page 351 and Section 3.1.109 [**SystemStartSquare**], page 352.

Section 2.2.118 [**Timing_translator**], page 252

This engraver adds the alias **Timing** to its containing context. Responsible for synchronizing timing information from staves. Normally in **Score**. In order to create polyrhythmic music, this engraver should be removed from **Score** and placed in **Staff**.

Properties (read)

currentBarNumber (integer)

Contains the current barnumber. This property is incremented at every bar line.

internalBarNumber (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the **Accidental_engraver**.

measureLength (moment)

Length of one measure in the current time signature.

measurePosition (moment)

How much of the current measure have we had. This can be set manually to create incomplete measures.

Properties (write)

currentBarNumber (integer)

Contains the current barnumber. This property is incremented at every bar line.

internalBarNumber (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the **Accidental_engraver**.

`measurePosition` (moment)

How much of the current measure have we had.
This can be set manually to create incomplete measures.

Section 2.2.124 [Vertical_align_engraver], page 253

Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

`alignAboveContext` (string)

Where to insert newly created context in vertical alignment.

`alignBelowContext` (string)

Where to insert newly created context in vertical alignment.

This engraver creates the following layout object(s):

Section 3.1.125 [VerticalAlignment], page 367.

Section 2.2.125 [Vertically_spaced_contexts_engraver], page 254

Properties (read)

`verticallySpacedContexts` (list)

List of symbols, containing context names whose vertical axis groups should be taken into account for vertical spacing of systems.

Properties (write)

`verticallySpacedContexts` (list)

List of symbols, containing context names whose vertical axis groups should be taken into account for vertical spacing of systems.

Section 2.2.126 [Volta_engraver], page 254

Make volta brackets.

Properties (read)

`repeatCommands` (list)

This property is a list of commands of the form (list 'volta x), where x is a string or #f. 'end-repeat is also accepted as a command.

`stavesFound` (list of grobs)

A list of all staff-symbols found.

`voltaSpannerDuration` (moment)

This specifies the maximum duration to use for the brackets printed for \alternative. This can be used to shrink the length of brackets in the situation where one alternative is very large.

This engraver creates the following layout object(s):

Section 3.1.128 [VoltaBracket], page 370 and Section 3.1.129 [VoltaBracketSpanner], page 371.

2.1.21 Staff

Handles clefs, bar lines, keys, accidentals. It can contain **Voice** contexts.

This context creates the following layout object(s):

Section 3.1.1 [Accidental], page 266, Section 3.1.2 [AccidentalCautionary], page 266, Section 3.1.3 [AccidentalPlacement], page 267, Section 3.1.4 [AccidentalSuggestion], page 268, Section 3.1.11 [BarLine], page 273, Section 3.1.13 [BassFigure], page 277, Section 3.1.14 [BassFigureAlignment], page 277, Section 3.1.15 [BassFigureAlignmentPositioning], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.17 [BassFigureContinuation], page 278, Section 3.1.18 [BassFigureLine], page 279, Section 3.1.25 [Clef], page 284, Section 3.1.30 [DotColumn], page 288, Section 3.1.47 [InstrumentName], page 304, Section 3.1.49 [KeyCancellation], page 306, Section 3.1.50 [KeySignature], page 307, Section 3.1.53 [LedgerLineSpanner], page 309, Section 3.1.68 [NoteCollision], page 320, Section 3.1.73 [OctavateEight], page 323, Section 3.1.74 [OttavaBracket], page 324, Section 3.1.80 [PianoPedalBracket], page 329, Section 3.1.86 [RestCollision], page 334, Section 3.1.89 [ScriptRow], page 335, Section 3.1.91 [SostenutoPedal], page 337, Section 3.1.92 [SostenutoPedalLineSpanner], page 338, Section 3.1.96 [StaffSpacing], page 341, Section 3.1.97 [StaffSymbol], page 342, Section 3.1.103 [SustainPedal], page 347, Section 3.1.104 [SustainPedalLineSpanner], page 348, Section 3.1.115 [TimeSignature], page 359, Section 3.1.122 [UnaCordaPedal], page 365, Section 3.1.123 [UnaCordaPedalLineSpanner], page 366 and Section 3.1.126 [VerticalAxisGroup], page 368.

This context sets the following properties:

- Set translator property `createSpacing` to `#t`.
- Set translator property `ignoreFiguredBassRest` to `#f`.
- Set translator property `instrumentName` to `'()`.
- Set translator property `localKeySignature` to `'()`.
- Set translator property `shortInstrumentName` to `'()`.

Context **Staff** can contain Section 2.1.3 [CueVoice], page 52 and Section 2.1.27 [Voice], page 202.

This context is built from the following engraver(s):

Section 2.2.1 [Accidental_engraver], page 214

Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at **Staff** level, but reads the settings for **Accidental** at **Voice** level, so you can `\override` them at **Voice**.

Properties (read)

`autoAccidentals` (list)

List of different ways to typeset an accidental.

For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

Each entry in the list is either a symbol or a procedure.

symbol

The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is Section “Score” in *Internals Reference* then all staves share accidentals, and if *context* is Section

“Staff” in *Internals Reference* then all voices in the same staff share accidentals, but staves do not.

procedure The procedure represents an accidental rule to be applied to the previously specified context.

The procedure takes the following arguments:

context The current context to which the rule should be applied.

pitch The pitch of the note to be evaluated.

barnum The current bar number.

measurepos The current measure position.

The procedure returns a pair of booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. (**#t** . **#f**) does not make sense.

autoCautionaries (list)

List similar to **autoAccidentals**, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

extraNatural (boolean)

Whether to typeset an extra natural sign before accidentals changing from a non-natural to another non-natural.

harmonicAccidentals (boolean)

If set, harmonic notes in chords get accidentals.

internalBarNumber (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the **Accidental_engraver**.

keySignature (list)

The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. **keySignature** = **#`((6 . ,FLAT))**.

`localKeySignature` (list)

The key signature at this point in the measure.
The format is the same as for `keySignature`,
but can also contain `((octave . name) . (alter barnumber . measureposition))` pairs.

Properties (write)

`localKeySignature` (list)

The key signature at this point in the measure.
The format is the same as for `keySignature`,
but can also contain `((octave . name) . (alter barnumber . measureposition))` pairs.

This engraver creates the following layout object(s):

[Section 3.1.1 \[Accidental\]](#), page 266, [Section 3.1.2 \[AccidentalCautionary\]](#), page 266, [Section 3.1.3 \[AccidentalPlacement\]](#), page 267 and [Section 3.1.4 \[AccidentalSuggestion\]](#), page 268.

[Section 2.2.5 \[Axis_group_engraver\]](#), page 216

Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

[Section 3.1.126 \[VerticalAxisGroup\]](#), page 368.

[Section 2.2.7 \[Bar_engraver\]](#), page 217

Create barlines. This engraver is controlled through the `whichBar` property. If it has no bar line to create, it will forbid a linebreak at this point.

Properties (read)

`whichBar` (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in [Section “bar-line-interface” in *Internals Reference*](#).

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.11 \[BarLine\]](#), page 273.

[Section 2.2.16 \[Clef_engraver\]](#), page 220

Determine and set reference point for pitches.

Properties (read)

clefGlyph (string)
Name of the symbol within the music font.

clefOctavation (integer)
Add this much extra octavation. Values of 7 and -7 are common.

clefPosition (number)
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

explicitClefVisibility (vector)
'break-visibility' function for clef changes.

forceClef (boolean)
Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s):

[Section 3.1.25 \[Clef\]](#), page 284 and [Section 3.1.73 \[OctavateEight\]](#), page 323.

Section 2.2.18 [Collision_engraver], page 221

Collect **NoteColumns**, and as soon as there are two or more, put them in a **NoteCollision** object.

This engraver creates the following layout object(s):

[Section 3.1.68 \[NoteCollision\]](#), page 320.

Section 2.2.23 [Dot_column_engraver], page 223

Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s):

[Section 3.1.30 \[DotColumn\]](#), page 288.

Section 2.2.33 [Figured_bass_engraver], page 225

Make figured bass numbers.

Music types accepted:

[Section 1.2.6 \[bass-figure-event\]](#), page 37 and [Section 1.2.47 \[rest-event\]](#), page 41

Properties (read)

figuredBassAlterationDirection
(direction)
Where to put alterations relative to the main figure.

figuredBassCenterContinuations (boolean)
Whether to vertically center pairs of extender lines. This does not work with three or more lines.

figuredBassFormatter (procedure)
A routine generating a markup for a bass figure.

ignoreFiguredBassRest (boolean)
Don't swallow rest events.

`implicitBassFigures` (list)

A list of bass figures that are not printed as numbers, but only as extender lines.

`useBassFigureExtenders` (boolean)

Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s):

Section 3.1.13 [BassFigure], page 277, Section 3.1.14 [BassFigure-Alignment], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.17 [BassFigureContinuation], page 278 and Section 3.1.18 [BassFigureLine], page 279.

Section 2.2.34 [Figured_bass_position_engraver], page 226

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 277.

Section 2.2.36 [Font_size_engraver], page 226

Put `fontSize` into `font-size` grob property.

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Section 2.2.45 [Grob_pq_engraver], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.49 [Instrument_name_engraver], page 230

Create a system start text for instrument or vocal names.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`instrumentName` (markup)

The name to print left of a staff. The `instrumentName` property labels the staff in the first system, and the

`shortInstrumentName` property labels
following lines.

`shortInstrumentName` (markup)
See `instrumentName`.

`shortVocalName` (markup)
Name of a vocal line, short version.

`vocalName` (markup)
Name of a vocal line.

This engraver creates the following layout object(s):

[Section 3.1.47 \[InstrumentName\]](#), page 304.

[Section 2.2.51 \[Key_engraver\]](#), page 231

Engrave a key signature.

Music types accepted:

[Section 1.2.25 \[key-change-event\]](#), page 39

Properties (read)

`createKeyOnClefChange` (boolean)
Print a key signature whenever the clef is changed.

`explicitKeySignatureVisibility` (vector)
'break-visibility' function for explicit key changes. '\override' of the `break-visibility` property will set the visibility for normal (i.e., at the start of the line) key signatures.

`extraNatural` (boolean)
Whether to typeset an extra natural sign before accidentals changing from a non-natural to another non-natural.

`keyAlterationOrder` (list)
An alist that defines in what order alterations should be printed. The format is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -2 (sharp) to 2 (flat).

`keySignature` (list)
The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. `keySignature = #`((6 . ,FLAT))`.

`lastKeySignature` (list)
Last key signature before a key signature change.

`printKeyCancellation` (boolean)
Print restoration alterations before a key signature change.

Properties (write)

keySignature (list)

The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. `keySignature = #'((6 . ,FLAT))`.

lastKeySignature (list)

Last key signature before a key signature change.

tonic (pitch)

The tonic of the current scale.

This engraver creates the following layout object(s):

Section 3.1.49 [KeyCancellation], page 306 and Section 3.1.50 [KeySignature], page 307.

Section 2.2.54 [Ledger_line_engraver], page 232

Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s):

Section 3.1.53 [LedgerLineSpanner], page 309.

Section 2.2.71 [Ottava_spanner_engraver], page 238

Create a text spanner when the ottavation property changes.

Properties (read)

currentMusicalColumn (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

middleCOffset (number)

The offset of middle C from the position given by `middleCClefPosition`. This is used for ottava brackets.

ottavation (markup)

If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s):

Section 3.1.74 [OttavaBracket], page 324.

Section 2.2.72 [Output_property_engraver], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 36

Section 2.2.79 [Piano_pedal_align_engraver], page 241

Align piano pedal symbols and brackets.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

Section 3.1.92 [`SostenutoPedalLineSpanner`], page 338, Section 3.1.104 [`SustainPedalLineSpanner`], page 348 and Section 3.1.123 [`UnaCordaPedalLineSpanner`], page 366.

Section 2.2.80 [`Piano_pedal_engraver`], page 241

Engrave piano pedal symbols and brackets.

Music types accepted:

Section 1.2.54 [`sostenuto-event`], page 42, Section 1.2.62 [`sustain-event`], page 44 and Section 1.2.70 [`una-corda-event`], page 45

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`pedalSostenutoStrings` (list)

See `pedalSustainStrings`.

`pedalSostenutoStyle` (symbol)

See `pedalSustainStyle`.

`pedalSustainStrings` (list)

A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

`pedalSustainStyle` (symbol)

A symbol that indicates how to print sustain pedals: `text`, `bracket` or `mixed` (both).

`pedalUnaCordaStrings` (list)

See `pedalSustainStrings`.

`pedalUnaCordaStyle` (symbol)

See `pedalSustainStyle`.

This engraver creates the following layout object(s):

Section 3.1.80 [`PianoPedalBracket`], page 329, Section 3.1.91 [`SostenutoPedal`], page 337, Section 3.1.103 [`SustainPedal`], page 347 and Section 3.1.122 [`UnaCordaPedal`], page 365.

Section 2.2.86 [`Rest_collision_engraver`], page 243

Handle collisions of rests.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

This engraver creates the following layout object(s):

[Section 3.1.86 \[RestCollision\]](#), page 334.

[Section 2.2.92 \[Script_row_engraver\]](#), page 244

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

[Section 3.1.89 \[ScriptRow\]](#), page 335.

[Section 2.2.93 \[Separating_line_group_engraver\]](#), page 245

Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)

Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)

True if the current `CommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s):

[Section 3.1.96 \[StaffSpacing\]](#), page 341.

[Section 2.2.101 \[Staff_collecting_engraver\]](#), page 247

Maintain the `stavesFound` variable.

Properties (read)

`stavesFound` (list of grobs)

A list of all staff-symbols found.

Properties (write)

`stavesFound` (list of grobs)

A list of all staff-symbols found.

[Section 2.2.103 \[Staff_symbol_engraver\]](#), page 247

Create the constellation of five (default) staff lines.

Music types accepted:

[Section 1.2.58 \[staff-span-event\]](#), page 43

This engraver creates the following layout object(s):

[Section 3.1.97 \[StaffSymbol\]](#), page 342.

[Section 2.2.116 \[Time_signature_engraver\]](#), page 251

Create a [Section 3.1.115 \[TimeSignature\]](#), page 359 whenever `timeSignatureFraction` changes.

Properties (read)

`implicitTimeSignatureVisibility` (vector)

break visibility for the default time signature.

`timeSignatureFraction` (pair of numbers)

A pair of numbers, signifying the time signature. For example, `#'(4 . 4)` is a 4/4 time signature.

This engraver creates the following layout object(s):

[Section 3.1.115 \[TimeSignature\]](#), page 359.

2.1.22 StaffGroup

Groups staves while adding a bracket on the left side, grouping the staves together. The bar lines of the contained staves are connected vertically. **StaffGroup** only consists of a collection of staves, with a bracket in front and spanning bar lines.

This context creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 272, Section 3.1.94 [SpanBar], page 340, Section 3.1.106 [SystemStartBar], page 350, Section 3.1.107 [SystemStartBrace], page 350, Section 3.1.108 [SystemStartBracket], page 351, Section 3.1.109 [SystemStartSquare], page 352 and Section 3.1.125 [VerticalAlignment], page 367.

This context sets the following properties:

- Set translator property `systemStartDelimiter` to `'SystemStartBracket'`.
- Set translator property `topLevelAlignment` to `#f`.

Context **StaffGroup** can contain Section 2.1.1 [ChoirStaff], page 50, Section 2.1.2 [ChordNames], page 51, Section 2.1.5 [DrumStaff], page 65, Section 2.1.8 [FiguredBass], page 84, Section 2.1.11 [GrandStaff], page 88, Section 2.1.14 [Lyrics], page 110, Section 2.1.18 [PianoStaff], page 135, Section 2.1.19 [RhythmicStaff], page 137, Section 2.1.21 [Staff], page 152, Section 2.1.22 [StaffGroup], page 161 and Section 2.1.23 [TabStaff], page 162.

This context is built from the following engraver(s):

Section 2.2.72 [Output_property_engraver], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 36

Section 2.2.98 [Span_arpeggio_engraver], page 246

Make arpeggios that span multiple staves.

Properties (read)

`connectArpeggios` (boolean)

If set, connect arpeggios across piano staff.

This engraver creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 272.

Section 2.2.99 [Span_bar_engraver], page 246

Make cross-staff bar lines: It catches all normal bar lines and draws a single span bar across them.

This engraver creates the following layout object(s):

Section 3.1.94 [SpanBar], page 340.

Section 2.2.107 [System_start_delimiter_engraver], page 248

Create a system start delimiter (i.e., a `SystemStartBar`, `SystemStartBrace`, `SystemStartBracket` or `SystemStartSquare` spanner).

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

systemStartDelimiter (symbol)

Which grob to make for the start of the system/staff? Set to **SystemStartBrace**, **SystemStartBracket** or **SystemStartBar**.

systemStartDelimiterHierarchy (pair)

A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s):

Section 3.1.106 [**SystemStartBar**], page 350, Section 3.1.107 [**SystemStartBrace**], page 350, Section 3.1.108 [**SystemStartBracket**], page 351 and Section 3.1.109 [**SystemStartSquare**], page 352.

Section 2.2.124 [**Vertical_align_engraver**], page 253

Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

alignAboveContext (string)

Where to insert newly created context in vertical alignment.

alignBelowContext (string)

Where to insert newly created context in vertical alignment.

This engraver creates the following layout object(s):

Section 3.1.125 [**VerticalAlignment**], page 367.

2.1.23 TabStaff

Context for generating tablature. It accepts only **TabVoice** contexts and handles the line spacing, the tablature clef etc. properly.

This context also accepts commands for the following context(s):

Staff.

This context creates the following layout object(s):

Section 3.1.11 [**BarLine**], page 273, Section 3.1.13 [**BassFigure**], page 277, Section 3.1.14 [**BassFigureAlignment**], page 277, Section 3.1.15 [**BassFigureAlignmentPositioning**], page 277, Section 3.1.16 [**BassFigureBracket**], page 278, Section 3.1.17 [**BassFigureContinuation**], page 278, Section 3.1.18 [**BassFigureLine**], page 279, Section 3.1.25 [**Clef**], page 284, Section 3.1.30 [**DotColumn**], page 288, Section 3.1.47 [**InstrumentName**], page 304, Section 3.1.53 [**LedgerLineSpanner**], page 309, Section 3.1.68 [**NoteCollision**], page 320, Section 3.1.73 [**OctavateEight**], page 323, Section 3.1.80 [**PianoPedalBracket**], page 329, Section 3.1.86 [**RestCollision**], page 334, Section 3.1.89 [**ScriptRow**], page 335, Section 3.1.91 [**SostenutoPedal**], page 337, Section 3.1.92 [**SostenutoPedalLineSpanner**], page 338, Section 3.1.96 [**StaffSpacing**], page 341, Section 3.1.97 [**StaffSymbol**], page 342, Section 3.1.103 [**SustainPedal**], page 347, Section 3.1.104 [**SustainPedalLineSpanner**], page 348, Section 3.1.115 [**TimeSignature**], page 359, Section 3.1.122 [**UnaCordaPedal**], page 365, Section 3.1.123 [**UnaCordaPedalLineSpanner**], page 366 and Section 3.1.126 [**VerticalAxisGroup**], page 368.

This context sets the following properties:

- Set grob-property **avoid-note-head** in Section 3.1.99 [**Stem**], page 343 to **#t**.
- Set grob-property **ignore-collision** in Section 3.1.69 [**NoteColumn**], page 321 to **#t**.
- Set grob-property **staff-space** in Section 3.1.97 [**StaffSymbol**], page 342 to **1.5**.

- Set grob-property `stencils` in [Section 3.1.76 \[ParenthesesItem\]](#), page 326 to `parentheses-item::calc-tabstaff-parenthesis-stencils`.
- Set grob-property `stencil` in [Section 3.1.9 \[Arpeggio\]](#), page 272 to `#f`.
- Set grob-property `stencil` in [Section 3.1.25 \[Clef\]](#), page 284 to `clef::print-modern-tab-if-set`.
- Set grob-property `stencil` in [Section 3.1.115 \[TimeSignature\]](#), page 359 to `#f`.
- Set translator property `clefGlyph` to `"clefs.tab"`.
- Set translator property `clefPosition` to 0.
- Set translator property `createSpacing` to `#t`.
- Set translator property `ignoreFiguredBassRest` to `#f`.
- Set translator property `instrumentName` to `'()`.
- Set translator property `localKeySignature` to `'()`.
- Set translator property `shortInstrumentName` to `'()`.

Context `TabStaff` can contain [Section 2.1.3 \[CueVoice\]](#), page 52 and [Section 2.1.24 \[TabVoice\]](#), page 168.

This context is built from the following engraver(s):

[Section 2.2.5 \[Axis_group_engraver\]](#), page 216

Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

[Section 3.1.126 \[VerticalAxisGroup\]](#), page 368.

[Section 2.2.7 \[Bar_engraver\]](#), page 217

Create barlines. This engraver is controlled through the `whichBar` property. If it has no bar line to create, it will forbid a linebreak at this point.

Properties (read)

`whichBar` (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in [Section “bar-line-interface” in *Internals Reference*](#).

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.11 \[BarLine\]](#), page 273.

Section 2.2.16 [Clef_engraver], page 220

Determine and set reference point for pitches.

Properties (read)

clefGlyph (string)

Name of the symbol within the music font.

clefOctavation (integer)

Add this much extra octavation. Values of 7 and -7 are common.

clefPosition (number)

Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

explicitClefVisibility (vector)

‘break-visibility’ function for clef changes.

forceClef (boolean)

Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s):

Section 3.1.25 [Clef], page 284 and **Section 3.1.73 [OctavateEight], page 323.**

Section 2.2.18 [Collision_engraver], page 221

Collect **NoteColumns**, and as soon as there are two or more, put them in a **NoteCollision** object.

This engraver creates the following layout object(s):

Section 3.1.68 [NoteCollision], page 320.

Section 2.2.23 [Dot_column_engraver], page 223

Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s):

Section 3.1.30 [DotColumn], page 288.

Section 2.2.33 [Figured_bass_engraver], page 225

Make figured bass numbers.

Music types accepted:

Section 1.2.6 [bass-figure-event], page 37 and **Section 1.2.47 [rest-event], page 41**

Properties (read)

figuredBassAlterationDirection
(direction)

Where to put alterations relative to the main figure.

figuredBassCenterContinuations (boolean)

Whether to vertically center pairs of extender lines. This does not work with three or more lines.

figuredBassFormatter (procedure)
A routine generating a markup for a bass figure.

ignoreFiguredBassRest (boolean)
Don't swallow rest events.

implicitBassFigures (list)
A list of bass figures that are not printed as numbers, but only as extender lines.

useBassFigureExtenders (boolean)
Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s):

Section 3.1.13 [BassFigure], page 277, Section 3.1.14 [BassFigure-Alignment], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.17 [BassFigureContinuation], page 278 and Section 3.1.18 [BassFigureLine], page 279.

Section 2.2.34 [Figured_bass_position_engraver], page 226

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 277.

Section 2.2.36 [Font_size_engraver], page 226

Put **fontSize** into **font-size** grob property.

Properties (read)

fontSize (number)
The relative size of all grobs in a context.

Section 2.2.45 [Grob_pq_engraver], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)
A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

busyGrobs (list)
A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.49 [Instrument_name_engraver], page 230

Create a system start text for instrument or vocal names.

Properties (read)

currentCommandColumn (graphical (layout) object)
Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`instrumentName` (markup)

The name to print left of a staff.
The `instrumentName` property labels
the staff in the first system, and the
`shortInstrumentName` property labels
following lines.

`shortInstrumentName` (markup)

See `instrumentName`.

`shortVocalName` (markup)

Name of a vocal line, short version.

`vocalName` (markup)

Name of a vocal line.

This engraver creates the following layout object(s):

[Section 3.1.47 \[InstrumentName\]](#), page 304.

[Section 2.2.54 \[Ledger_line_engraver\]](#), page 232

Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s):

[Section 3.1.53 \[LedgerLineSpanner\]](#), page 309.

[Section 2.2.72 \[Output_property_engraver\]](#), page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 36

[Section 2.2.79 \[Piano_pedal_align_engraver\]](#), page 241

Align piano pedal symbols and brackets.

Properties (read)

`currentCommandColumn` (graphical (layout)
object)

Grob that is X-parent to all current breakable
(clef, key signature, etc.) items.

This engraver creates the following layout object(s):

[Section 3.1.92 \[SostenutoPedalLineSpanner\]](#), page 338, [Section 3.1.104 \[SustainPedalLineSpanner\]](#), page 348 and [Section 3.1.123 \[UnaCordaPedalLineSpanner\]](#), page 366.

[Section 2.2.80 \[Piano_pedal_engraver\]](#), page 241

Engrave piano pedal symbols and brackets.

Music types accepted:

[Section 1.2.54 \[sostenuto-event\]](#), page 42, [Section 1.2.62 \[sustain-event\]](#), page 44 and [Section 1.2.70 \[una-corda-event\]](#), page 45

Properties (read)

`currentCommandColumn` (graphical (layout)
object)

Grob that is X-parent to all current breakable
(clef, key signature, etc.) items.

`pedalSostenutoStrings` (list)

See `pedalSustainStrings`.

`pedalSostenutoStyle` (symbol)

See `pedalSustainStyle`.

`pedalSustainStrings` (list)

A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

`pedalSustainStyle` (symbol)

A symbol that indicates how to print sustain pedals: `text`, `bracket` or `mixed` (both).

`pedalUnaCordaStrings` (list)

See `pedalSustainStrings`.

`pedalUnaCordaStyle` (symbol)

See `pedalSustainStyle`.

This engraver creates the following layout object(s):

Section 3.1.80 [`PianoPedalBracket`], page 329, Section 3.1.91 [`SostenutoPedal`], page 337, Section 3.1.103 [`SustainPedal`], page 347 and Section 3.1.122 [`UnaCordaPedal`], page 365.

Section 2.2.86 [`Rest_collision_engraver`], page 243

Handle collisions of rests.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment . GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

This engraver creates the following layout object(s):

Section 3.1.86 [`RestCollision`], page 334.

Section 2.2.92 [`Script_row_engraver`], page 244

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

Section 3.1.89 [`ScriptRow`], page 335.

Section 2.2.93 [`Separating_line_group_engraver`], page 245

Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)

Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)

True if the current `CommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s):

[Section 3.1.96 \[StaffSpacing\]](#), page 341.

[Section 2.2.101 \[Staff_collecting_engraver\]](#), page 247

Maintain the `stavesFound` variable.

Properties (read)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

Properties (write)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

[Section 2.2.103 \[Staff_symbol_engraver\]](#), page 247

Create the constellation of five (default) staff lines.

Music types accepted:

[Section 1.2.58 \[staff-span-event\]](#), page 43

This engraver creates the following layout object(s):

[Section 3.1.97 \[StaffSymbol\]](#), page 342.

[Section 2.2.110 \[Tab_staff_symbol_engraver\]](#), page 250

Create a tablature staff symbol, but look at `stringTunings` for the number of lines.

Properties (read)

`stringTunings` (list)
The tablature strings tuning. It is a list of the pitch (in semitones) of each string (starting with the lower one).

This engraver creates the following layout object(s):

[Section 3.1.97 \[StaffSymbol\]](#), page 342.

[Section 2.2.116 \[Time_signature_engraver\]](#), page 251

Create a [Section 3.1.115 \[TimeSignature\]](#), page 359 whenever `timeSignatureFraction` changes.

Properties (read)

`implicitTimeSignatureVisibility` (vector)
break visibility for the default time signature.

`timeSignatureFraction` (pair of numbers)
A pair of numbers, signifying the time signature. For example, `#'(4 . 4)` is a 4/4 time signature.

This engraver creates the following layout object(s):

[Section 3.1.115 \[TimeSignature\]](#), page 359.

2.1.24 TabVoice

Context for drawing notes in a Tab staff.

This context also accepts commands for the following context(s):

Voice.

This context creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 272, Section 3.1.19 [Beam], page 279, Section 3.1.20 [BendAfter], page 281, Section 3.1.23 [BreathingSign], page 283, Section 3.1.26 [ClusterSpanner], page 285, Section 3.1.27 [ClusterSpannerBeacon], page 286, Section 3.1.28 [CombineTextScript], page 286, Section 3.1.31 [Dots], page 289, Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.34 [DynamicLineSpanner], page 292, Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294, Section 3.1.40 [Glissando], page 299, Section 3.1.44 [Hairpin], page 301, Section 3.1.45 [HarmonicParenthesesItem], page 302, Section 3.1.48 [InstrumentSwitch], page 305, Section 3.1.51 [LaissezVibrerTie], page 308, Section 3.1.52 [LaissezVibrerTieColumn], page 309, Section 3.1.55 [LigatureBracket], page 310, Section 3.1.64 [MultiMeasureRest], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317, Section 3.1.66 [MultiMeasureRestText], page 319, Section 3.1.69 [NoteColumn], page 321, Section 3.1.72 [NoteSpacing], page 322, Section 3.1.77 [PercentRepeat], page 326, Section 3.1.78 [PercentRepeatCounter], page 327, Section 3.1.79 [PhrasingSlur], page 328, Section 3.1.82 [RepeatSlash], page 332, Section 3.1.83 [RepeatTie], page 332, Section 3.1.84 [RepeatTieColumn], page 333, Section 3.1.85 [Rest], page 333, Section 3.1.87 [Script], page 334, Section 3.1.88 [ScriptColumn], page 335, Section 3.1.90 [Slur], page 336, Section 3.1.99 [Stem], page 343, Section 3.1.100 [StemTremolo], page 345, Section 3.1.110 [TabNoteHead], page 353, Section 3.1.111 [TextScript], page 354, Section 3.1.112 [TextSpanner], page 356, Section 3.1.113 [Tie], page 357, Section 3.1.114 [TieColumn], page 358, Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361, Section 3.1.118 [TrillPitchHead], page 362, Section 3.1.119 [TrillSpanner], page 362, Section 3.1.120 [TupletBracket], page 363, Section 3.1.121 [TupletNumber], page 365 and Section 3.1.127 [VoiceFollower], page 369.

This context sets the following properties:

- Set grob-property `after-line-breaking` in Section 3.1.83 [RepeatTie], page 332 to `repeat-tie::handle-tab-note-head`.
- Set grob-property `after-line-breaking` in Section 3.1.113 [Tie], page 357 to `tie::handle-tab-note-head`.
- Set grob-property `beam-thickness` in Section 3.1.19 [Beam], page 279 to 0.32.
- Set grob-property `bound-details left` in Section 3.1.40 [Glissando], page 299 to `'((attach-dir . 1) (padding . 0.3))`.
- Set grob-property `bound-details right` in Section 3.1.40 [Glissando], page 299 to `'((attach-dir . -1) (padding . 0.3))`.
- Set grob-property `details` in Section 3.1.99 [Stem], page 343 to `'((lengths 0 0 0 0 0 0) (beamed-lengths 0 0 0) (beamed-minimum-free-lengths 0 0 0) (beamed-extreme-minimum-free-lengths 0 0) (stem-shorten 0 0))`.
- Set grob-property `extra-dy` in Section 3.1.40 [Glissando], page 299 to `glissando::calc-tab-extra-dy`.
- Set grob-property `flag-style` in Section 3.1.99 [Stem], page 343 to `'no-flag`.
- Set grob-property `glyph-name` in Section 3.1.110 [TabNoteHead], page 353 to `tab-note-head::calc-glyph-name`.
- Set grob-property `length-fraction` in Section 3.1.19 [Beam], page 279 to 0.62.
- Set grob-property `length` in Section 3.1.99 [Stem], page 343 to 0.
- Set grob-property `no-stem-extend` in Section 3.1.99 [Stem], page 343 to `#t`.
- Set grob-property `stencil` in Section 3.1.19 [Beam], page 279 to `#f`.
- Set grob-property `stencil` in Section 3.1.31 [Dots], page 289 to `#f`.
- Set grob-property `stencil` in Section 3.1.36 [DynamicTextSpanner], page 294 to `#f`.
- Set grob-property `stencil` in Section 3.1.51 [LaissezVibrerTie], page 308 to `#f`.

- Set grob-property `stencil` in [Section 3.1.64 \[MultiMeasureRest\]](#), page 316 to `#f`.
- Set grob-property `stencil` in [Section 3.1.79 \[PhrasingSlur\]](#), page 328 to `#f`.
- Set grob-property `stencil` in [Section 3.1.83 \[RepeatTie\]](#), page 332 to `#f`.
- Set grob-property `stencil` in [Section 3.1.85 \[Rest\]](#), page 333 to `#f`.
- Set grob-property `stencil` in [Section 3.1.87 \[Script\]](#), page 334 to `#f`.
- Set grob-property `stencil` in [Section 3.1.90 \[Slur\]](#), page 336 to `slur::draw-tab-slur`.
- Set grob-property `stencil` in [Section 3.1.110 \[TabNoteHead\]](#), page 353 to `tab-note-head::whiteout-if-style-set`.
- Set grob-property `stencil` in [Section 3.1.111 \[TextScript\]](#), page 354 to `#f`.
- Set grob-property `stencil` in [Section 3.1.112 \[TextSpanner\]](#), page 356 to `#f`.
- Set grob-property `stencil` in [Section 3.1.113 \[Tie\]](#), page 357 to `#f`.
- Set grob-property `stencil` in [Section 3.1.120 \[TupletBracket\]](#), page 363 to `#f`.
- Set grob-property `stencil` in [Section 3.1.121 \[TupletNumber\]](#), page 365 to `#f`.
- Set grob-property `transparent` in [Section 3.1.35 \[DynamicText\]](#), page 293 to `#t`.
- Set grob-property `transparent` in [Section 3.1.44 \[Hairpin\]](#), page 301 to `#t`.
- Set grob-property `transparent` in [Section 3.1.65 \[MultiMeasureRestNumber\]](#), page 317 to `#t`.
- Set grob-property `transparent` in [Section 3.1.99 \[Stem\]](#), page 343 to `#t`.
- Set translator property `autoBeaming` to `#f`.
- Set translator property `localKeySignature` to `'()`.

This context is a ‘bottom’ context; it cannot contain other contexts.

This context is built from the following engraver(s):

[Section 2.2.3 \[Arpeggio_engraver\]](#), page 216

Generate an Arpeggio symbol.

Music types accepted:

[Section 1.2.4 \[arpeggio-event\]](#), page 36

This engraver creates the following layout object(s):

[Section 3.1.9 \[Arpeggio\]](#), page 272.

[Section 2.2.4 \[Auto_beam_engraver\]](#), page 216

Generate beams based on measure characteristics and observed Stems. Uses `beatLength`, `measureLength`, and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through [Section 2.2.106 \[Stem_engraver\]](#), page 248 properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted:

[Section 1.2.8 \[beam-forbid-event\]](#), page 37

Properties (read)

`autoBeaming` (boolean)

If set to true then beams are generated automatically.

`beamSettings` (list)

Specifies when automatically generated beams should begin and end, as well as beam subdivision behavior. See [Section “Setting automatic beam behavior” in *Notation Reference*](#) for more information.

beatLength (moment)

The length of one beat in this time signature.

subdivideBeams (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 279.](#)

Section 2.2.9 [Beam_engraver], page 218

Handle **Beam** events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:

[Section 1.2.7 \[beam-event\], page 37](#)

Properties (read)

beamMelismaBusy (boolean)

Signal if a beam is present.

beatLength (moment)

The length of one beat in this time signature.

subdivideBeams (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

Properties (write)

forbidBreak (boolean)

If set to **##t**, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 279.](#)

Section 2.2.11 [Bend_engraver], page 218

Create fall spanners.

Music types accepted:

[Section 1.2.9 \[bend-after-event\], page 37](#)

This engraver creates the following layout object(s):

[Section 3.1.20 \[BendAfter\], page 281.](#)

Section 2.2.13 [Breathing_sign_engraver], page 219

Create a breathing sign.

Music types accepted:

[Section 1.2.13 \[breathing-event\], page 37](#)

This engraver creates the following layout object(s):

[Section 3.1.23 \[BreathingSign\], page 283.](#)

Section 2.2.15 [Chord_tremolo_engraver], page 220

Generate beams for tremolo repeats.

Music types accepted:

[Section 1.2.67 \[tremolo-span-event\], page 44](#)

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 279.](#)

Section 2.2.17 [Cluster_spanner_engraver], page 221

Engrave a cluster using **Spanner** notation.

Music types accepted:

Section 1.2.14 [cluster-note-event], page 37

This engraver creates the following layout object(s):

Section 3.1.26 [ClusterSpanner], page 285 and Section 3.1.27 [ClusterSpannerBeacon], page 286.

Section 2.2.24 [Dots_engraver], page 223

Create Section 3.1.31 [Dots], page 289 objects for Section 3.2.82 [rhythmic-head-interface], page 413s.

This engraver creates the following layout object(s):

Section 3.1.31 [Dots], page 289.

Section 2.2.27 [Dynamic_align_engraver], page 223

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [break-span-event], page 37

Properties (read)

currentMusicalColumn (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

Section 3.1.34 [DynamicLineSpanner], page 292.

Section 2.2.36 [Font_size_engraver], page 226

Put **fontSize** into **font-size** grob property.

Properties (read)

fontSize (number)

The relative size of all grobs in a context.

Section 2.2.37 [Forbid_line_break_engraver], page 226

Forbid line breaks when note heads are still playing at some point.

Properties (read)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

forbidBreak (boolean)

If set to **##t**, prevent a line break at this point.

Section 2.2.39 [Glissando_engraver], page 227

Engrave glissandi.

Music types accepted:

Section 1.2.22 [glissando-event], page 38

This engraver creates the following layout object(s):

Section 3.1.40 [Glissando], page 299.

Section 2.2.40 [Grace_beam_engraver], page 228

Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted:

Section 1.2.7 [beam-event], page 37

Properties (read)

`beamMelismaBusy` (boolean)

Signal if a beam is present.

`beatLength` (moment)

The length of one beat in this time signature.

`subdivideBeams` (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 279.**Section 2.2.41 [Grace_engraver], page 228**

Set font size and other properties for grace notes.

Properties (read)

`graceSettings` (list)

Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

Section 2.2.45 [Grob_pq_engraver], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)

A queue of (`end-moment . GROB`) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)

A queue of (`end-moment . GROB`) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.50 [Instrument_switch_engraver], page 231

Create a cue text for taking instrument.

Properties (read)

`instrumentCueName` (markup)

The name to print if another instrument is to be taken.

This engraver creates the following layout object(s):

[Section 3.1.48 \[InstrumentSwitch\]](#), page 305.

Section 2.2.53 [Laissez_vibrer_engraver], page 232

Create laissez vibrer items.

Music types accepted:

[Section 1.2.27 \[laissez-vibrer-event\]](#), page 39

This engraver creates the following layout object(s):

[Section 3.1.51 \[LaissezVibrerTie\]](#), page 308 and [Section 3.1.52 \[LaissezVibrerTieColumn\]](#), page 309.

Section 2.2.55 [Ligature_bracket_engraver], page 232

Handle `Ligature_events` by engraving `Ligature` brackets.

Music types accepted:

[Section 1.2.29 \[ligature-event\]](#), page 39

This engraver creates the following layout object(s):

[Section 3.1.55 \[LigatureBracket\]](#), page 310.

Section 2.2.63 [Multi_measure_rest_engraver], page 235

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the [Section 3.1.64 \[MultiMeasureRest\]](#), page 316. Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

[Section 1.2.34 \[multi-measure-rest-event\]](#), page 39 and [Section 1.2.35 \[multi-measure-text-event\]](#), page 40

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`internalBarNumber` (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`measureLength` (moment)

Length of one measure in the current time signature.

`measurePosition` (moment)

How much of the current measure have we had. This can be set manually to create incomplete measures.

`restNumberThreshold` (number)

If a multimeasure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s):

Section 3.1.64 [MultiMeasureRest], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317 and Section 3.1.66 [MultiMeasureRestText], page 319.

Section 2.2.64 [New_dynamic_engraver], page 235

Create hairpins, dynamic texts, and their vertical alignments. The symbols are collected onto a `DynamicLineSpanner` grob which takes care of vertical positioning.

Music types accepted:

Section 1.2.1 [absolute-dynamic-event], page 36 and Section 1.2.56 [span-dynamic-event], page 42

Properties (read)

`crescendoSpanner` (symbol)

The type of spanner to be used for crescendo. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin crescendo is used.

`crescendoText` (markup)

The text to print at start of non-hairpin crescendo, i.e., ‘cresc.’.

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`decrescendoSpanner` (symbol)

The type of spanner to be used for decrescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin decrescendo is used.

`decrescendoText` (markup)

The text to print at start of non-hairpin decrescendo, i.e., ‘dim.’.

This engraver creates the following layout object(s):

Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294 and Section 3.1.44 [Hairpin], page 301.

Section 2.2.66 [Note_head_line_engraver], page 236

Engrave a line between two note heads, for example a glissando. If `followVoice` is set, staff switches also generate a line.

Properties (read)

`followVoice` (boolean)

If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s):

Section 3.1.40 [Glissando], page 299 and Section 3.1.127 [VoiceFollower], page 369.

Section 2.2.70 [Note_spacing_engraver], page 238

Generate `NoteSpacing`, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s):

[Section 3.1.72 \[NoteSpacing\]](#), page 322.

[Section 2.2.72 \[Output_property_engraver\]](#), page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 36

[Section 2.2.76 \[Part_combine_engraver\]](#), page 239

Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted:

[Section 1.2.41 \[part-combine-event\]](#), page 41

Properties (read)

aDueText (markup)

Text to print at a unisono passage.

printPartCombineTexts (boolean)

Set ‘Solo’ and ‘A due’ texts in the part combiner?

soloIIIText (markup)

The text for the start of a solo for voice ‘two’ when part-combining.

soloText (markup)

The text for the start of a solo when part-combining.

This engraver creates the following layout object(s):

[Section 3.1.28 \[CombineTextScript\]](#), page 286.

[Section 2.2.77 \[Percent_repeat_engraver\]](#), page 240

Make whole bar and double bar repeats.

Music types accepted:

[Section 1.2.43 \[percent-event\]](#), page 41

Properties (read)

countPercentRepeats (boolean)

If set, produce counters for percent repeats.

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

measureLength (moment)

Length of one measure in the current time signature.

repeatCountVisibility (procedure)

A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when **countPercentRepeats** is set.

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.77 [PercentRepeat], page 326 and Section 3.1.78 [PercentRepeatCounter], page 327.

Section 2.2.78 [Phrasing_slur_engraver], page 241

Print phrasing slurs. Similar to Section 2.2.95 [Slur_engraver], page 245.

Music types accepted:

Section 1.2.45 [phrasing-slur-event], page 41

This engraver creates the following layout object(s):

Section 3.1.79 [PhrasingSlur], page 328.

Section 2.2.83 [Pitched_trill_engraver], page 242

Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s):

Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361 and Section 3.1.118 [TrillPitchHead], page 362.

Section 2.2.85 [Repeat_tie_engraver], page 243

Create repeat ties.

Music types accepted:

Section 1.2.46 [repeat-tie-event], page 41

This engraver creates the following layout object(s):

Section 3.1.83 [RepeatTie], page 332 and Section 3.1.84 [RepeatTieColumn], page 333.

Section 2.2.87 [Rest_engraver], page 243

Engrave rests.

Music types accepted:

Section 1.2.47 [rest-event], page 41

Properties (read)

`middleCPosition` (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s):

Section 3.1.85 [Rest], page 333.

Section 2.2.88 [Rhythmic_column_engraver], page 244

Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s):

Section 3.1.69 [NoteColumn], page 321.

Section 2.2.90 [Script_column_engraver], page 244

Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s):

[Section 3.1.88 \[ScriptColumn\], page 335.](#)

Section 2.2.91 [Script_engraver], page 244

Handle note scripted articulations.

Music types accepted:

[Section 1.2.5 \[articulation-event\], page 37](#)

Properties (read)

scriptDefinitions (list)

The description of scripts. This is used by the **Script_engraver** for typesetting note-superscripts and subscripts. See ‘**scm/script.scm**’ for more information.

This engraver creates the following layout object(s):

[Section 3.1.87 \[Script\], page 334.](#)

Section 2.2.94 [Slash_repeat_engraver], page 245

Make beat repeats.

Music types accepted:

[Section 1.2.43 \[percent-event\], page 41](#)

Properties (read)

measureLength (moment)

Length of one measure in the current time signature.

This engraver creates the following layout object(s):

[Section 3.1.82 \[RepeatSlash\], page 332.](#)

Section 2.2.95 [Slur_engraver], page 245

Build slur grobs from slur events.

Music types accepted:

[Section 1.2.51 \[slur-event\], page 42](#)

Properties (read)

doubleSlurs (boolean)

If set, two slurs are created for every slurred note, one above and one below the chord.

slurMelismaBusy (boolean)

Signal if a slur is present.

This engraver creates the following layout object(s):

[Section 3.1.90 \[Slur\], page 336.](#)

Section 2.2.100 [Spanner_break_forbid_engraver], page 247

Forbid breaks in certain spanners.

Section 2.2.106 [Stem_engraver], page 248

Create stems and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted:

[Section 1.2.66 \[tremolo-event\], page 44](#)

Properties (read)

stemLeftBeamCount (integer)

Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

stemRightBeamCount (integer)

See **stemLeftBeamCount**.

tremoloFlags (integer)

The number of tremolo flags to add if no number is specified.

This engraver creates the following layout object(s):

[Section 3.1.99 \[Stem\]](#), page 343 and [Section 3.1.100 \[StemTremolo\]](#), page 345.

Section 2.2.108 [Tab_harmonic_engraver], page 249

In a tablature, parenthesize objects whose music cause has the **parenthesize** property.

This engraver creates the following layout object(s):

[Section 3.1.45 \[HarmonicParenthesesItem\]](#), page 302.

Section 2.2.109 [Tab_note_heads_engraver], page 249

Generate one or more tablature noteheads from event of type **NoteEvent**.

Music types accepted:

[Section 1.2.37 \[note-event\]](#), page 40 and [Section 1.2.60 \[string-number-event\]](#), page 43

Properties (read)

fretLabels (list)

A list of strings or Scheme-formatted markups containing, in the correct order, the labels to be used for lettered frets in tablature.

highStringOne (boolean)

Whether the first string is the string with highest pitch on the instrument. This used by the automatic string selector for tablature notation.

middleCPosition (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at **middleCClefPosition** and **middleCOffset**.

minimumFret (number)

The tablature auto string-selecting mechanism selects the highest string with a fret at least **minimumFret**.

noteToFretFunction (procedure)

Convert list of notes and list of defined strings to full list of strings and fret numbers. Parameters: The context, a list of note events, a list of tabstring events, and the fretboard grob if a fretboard is desired.

stringOneTopmost (boolean)

Whether the first string is printed on the top line of the tablature.

stringTunings (list)

The tablature strings tuning. It is a list of the pitch (in semitones) of each string (starting with the lower one).

tablatureFormat (procedure)

A function formatting a tablature note head. Called with three arguments: context, string number and, fret number. It returns the text as a markup.

tabStaffLineLayoutFunction (procedure)

A function determining the staff position of a tablature note head. Called with two arguments: the context and the string.

This engraver creates the following layout object(s):

[Section 3.1.110 \[TabNoteHead\]](#), page 353.

[Section 2.2.112 \[Text_engraver\]](#), page 250

Create text scripts.

Music types accepted:

[Section 1.2.63 \[text-script-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.111 \[TextScript\]](#), page 354.

[Section 2.2.113 \[Text_spanner_engraver\]](#), page 250

Create text spanner from an event.

Music types accepted:

[Section 1.2.64 \[text-span-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.112 \[TextSpanner\]](#), page 356.

[Section 2.2.114 \[Tie_engraver\]](#), page 250

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.65 \[tie-event\]](#), page 44

Properties (read)

tieWaitForNote (boolean)

If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

tieMelismaBusy (boolean)

Signal whether a tie is present.

This engraver creates the following layout object(s):

[Section 3.1.113 \[Tie\]](#), page 357 and [Section 3.1.114 \[TieColumn\]](#), page 358.

Section 2.2.120 [Trill_spanner_engraver], page 252

Create trill spanner from an event.

Music types accepted:

[Section 1.2.68 \[trill-span-event\], page 44](#)

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

[Section 3.1.119 \[TrillSpanner\], page 362.](#)

Section 2.2.121 [Tuplet_engraver], page 253

Catch tuplet events and generate appropriate bracket.

Music types accepted:

[Section 1.2.69 \[tuplet-span-event\], page 44](#)

Properties (read)

`tupletFullLength` (boolean)

If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)

If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s):

[Section 3.1.120 \[TupletBracket\], page 363](#) and [Section 3.1.121 \[Tuplet-Number\], page 365.](#)

Section 2.2.122 [Tweak_engraver], page 253

Read the `tweaks` property from the originating event, and set properties.

2.1.25 VaticanaStaff

Same as `Staff` context, except that it is accommodated for typesetting Gregorian Chant in the notational style of Editio Vaticana.

This context also accepts commands for the following context(s):

`Staff`.

This context creates the following layout object(s):

[Section 3.1.1 \[Accidental\], page 266](#), [Section 3.1.2 \[AccidentalCautionary\], page 266](#), [Section 3.1.3 \[AccidentalPlacement\], page 267](#), [Section 3.1.4 \[AccidentalSuggestion\], page 268](#), [Section 3.1.11 \[BarLine\], page 273](#), [Section 3.1.13 \[BassFigure\], page 277](#), [Section 3.1.14 \[BassFigureAlignment\], page 277](#), [Section 3.1.15 \[BassFigureAlignmentPositioning\], page 277](#), [Section 3.1.16 \[BassFigureBracket\], page 278](#), [Section 3.1.17 \[BassFigureContinuation\], page 278](#), [Section 3.1.18 \[BassFigureLine\], page 279](#), [Section 3.1.25 \[Clef\], page 284](#), [Section 3.1.29 \[Custos\], page 288](#), [Section 3.1.30 \[DotColumn\], page 288](#), [Section 3.1.47](#)

[InstrumentName], page 304, Section 3.1.49 [KeyCancellation], page 306, Section 3.1.50 [KeySignature], page 307, Section 3.1.53 [LedgerLineSpanner], page 309, Section 3.1.68 [NoteCollision], page 320, Section 3.1.73 [OctavateEight], page 323, Section 3.1.74 [OttavaBracket], page 324, Section 3.1.80 [PianoPedalBracket], page 329, Section 3.1.86 [RestCollision], page 334, Section 3.1.89 [ScriptRow], page 335, Section 3.1.91 [SostenutoPedal], page 337, Section 3.1.92 [SostenutoPedalLineSpanner], page 338, Section 3.1.96 [StaffSpacing], page 341, Section 3.1.97 [StaffSymbol], page 342, Section 3.1.103 [SustainPedal], page 347, Section 3.1.104 [SustainPedalLineSpanner], page 348, Section 3.1.122 [UnaCordaPedal], page 365, Section 3.1.123 [UnaCordaPedalLineSpanner], page 366 and Section 3.1.126 [VerticalAxisGroup], page 368.

This context sets the following properties:

- Set grob-property `glyph-name-alist` in Section 3.1.1 [Accidental], page 266 to `'((-1/2 . accidentals.vaticanaM1) (0 . accidentals.vaticana0) (1/2 . accidentals.mensural1))`.
- Set grob-property `glyph-name-alist` in Section 3.1.50 [KeySignature], page 307 to `'((-1/2 . accidentals.vaticanaM1) (0 . accidentals.vaticana0) (1/2 . accidentals.mensural1))`.
- Set grob-property `line-count` in Section 3.1.97 [StaffSymbol], page 342 to 4.
- Set grob-property `neutral-direction` in Section 3.1.29 [Custos], page 288 to -1.
- Set grob-property `neutral-position` in Section 3.1.29 [Custos], page 288 to 3.
- Set grob-property `style` in Section 3.1.29 [Custos], page 288 to 'vaticana.
- Set grob-property `style` in Section 3.1.31 [Dots], page 289 to 'vaticana.
- Set grob-property `thickness` in Section 3.1.97 [StaffSymbol], page 342 to 0.6.
- Set grob-property `transparent` in Section 3.1.11 [BarLine], page 273 to #t.
- Set translator property `clefGlyph` to "clefs.vaticana.do".
- Set translator property `clefOctavation` to 0.
- Set translator property `clefPosition` to 1.
- Set translator property `createSpacing` to #t.
- Set translator property `ignoreFiguredBassRest` to #f.
- Set translator property `instrumentName` to '().
- Set translator property `localKeySignature` to '().
- Set translator property `middleCClefPosition` to 1.
- Set translator property `middleCPosition` to 1.
- Set translator property `shortInstrumentName` to '().

Context `VaticanaStaff` can contain Section 2.1.3 [CueVoice], page 52 and Section 2.1.26 [VaticanaVoice], page 191.

This context is built from the following engraver(s):

Section 2.2.1 [Accidental_engraver], page 214

Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at Staff level, but reads the settings for Accidental at Voice level, so you can `\override` them at Voice.

Properties (read)

`autoAccidentals` (list)

List of different ways to typeset an accidental.

For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used. Each entry in the list is either a symbol or a procedure.

symbol The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is [Section “Score” in *Internals Reference*](#) then all staves share accidentals, and if *context* is [Section “Staff” in *Internals Reference*](#) then all voices in the same staff share accidentals, but staves do not.

procedure The procedure represents an accidental rule to be applied to the previously specified context.

The procedure takes the following arguments:

context The current context to which the rule should be applied.

pitch The pitch of the note to be evaluated.

barnum The current bar number.

measurepos The current measure position.

The procedure returns a pair of booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. (*#t* . *#f*) does not make sense.

autoCautionaries (list)

List similar to **autoAccidentals**, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

extraNatural (boolean)

Whether to typeset an extra natural sign before accidentals changing from a non-natural to another non-natural.

harmonicAccidentals (boolean)

If set, harmonic notes in chords get accidentals.

internalBarNumber (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

keySignature (list)

The current key signature. This is an alist containing `(step . alter)` or `((octave . step) . alter)`, where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. `keySignature = #'((6 . ,FLAT))`.

localKeySignature (list)

The key signature at this point in the measure. The format is the same as for `keySignature`, but can also contain `((octave . name) . (alter barnumber . measureposition))` pairs.

Properties (write)

localKeySignature (list)

The key signature at this point in the measure. The format is the same as for `keySignature`, but can also contain `((octave . name) . (alter barnumber . measureposition))` pairs.

This engraver creates the following layout object(s):

Section 3.1.1 [Accidental], page 266, Section 3.1.2 [AccidentalCautionary], page 266, Section 3.1.3 [AccidentalPlacement], page 267 and Section 3.1.4 [AccidentalSuggestion], page 268.

Section 2.2.5 [Axis_group_engraver], page 216

Group all objects created in this context in a `VerticalAxisGroup` spanner.

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

Section 3.1.126 [VerticalAxisGroup], page 368.

Section 2.2.7 [Bar_engraver], page 217

Create barlines. This engraver is controlled through the `whichBar` property. If it has no bar line to create, it will forbid a linebreak at this point.

Properties (read)

whichBar (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in [Section “bar-line-interface”](#) in *Internals Reference*.

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.11 \[BarLine\]](#), page 273.

[Section 2.2.16 \[Clef_engraver\]](#), page 220

Determine and set reference point for pitches.

Properties (read)

`clefGlyph` (string)

Name of the symbol within the music font.

`clefOctavation` (integer)

Add this much extra octavation. Values of 7 and -7 are common.

`clefPosition` (number)

Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

`explicitClefVisibility` (vector)

‘break-visibility’ function for clef changes.

`forceClef` (boolean)

Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s):

[Section 3.1.25 \[Clef\]](#), page 284 and [Section 3.1.73 \[OctavateEight\]](#), page 323.

[Section 2.2.18 \[Collision_engraver\]](#), page 221

Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s):

[Section 3.1.68 \[NoteCollision\]](#), page 320.

[Section 2.2.21 \[Custos_engraver\]](#), page 222

Engrave custodes.

This engraver creates the following layout object(s):

[Section 3.1.29 \[Custos\]](#), page 288.

[Section 2.2.23 \[Dot_column_engraver\]](#), page 223

Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s):

[Section 3.1.30 \[DotColumn\]](#), page 288.

Section 2.2.33 [Figured_bass_engraver], page 225

Make figured bass numbers.

Music types accepted:

Section 1.2.6 [bass-figure-event], page 37 and Section 1.2.47 [rest-event], page 41

Properties (read)

figuredBassAlterationDirection
(direction)

Where to put alterations relative to the main figure.

figuredBassCenterContinuations (boolean)

Whether to vertically center pairs of extender lines. This does not work with three or more lines.

figuredBassFormatter (procedure)

A routine generating a markup for a bass figure.

ignoreFiguredBassRest (boolean)

Don't swallow rest events.

implicitBassFigures (list)

A list of bass figures that are not printed as numbers, but only as extender lines.

useBassFigureExtenders (boolean)

Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s):

Section 3.1.13 [BassFigure], page 277, Section 3.1.14 [BassFigure-Alignment], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.17 [BassFigureContinuation], page 278 and Section 3.1.18 [BassFigureLine], page 279.

Section 2.2.34 [Figured_bass_position_engraver], page 226

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 277.

Section 2.2.36 [Font_size_engraver], page 226

Put **fontSize** into **font-size** grob property.

Properties (read)

fontSize (number)

The relative size of all grobs in a context.

Section 2.2.45 [Grob_pq_engraver], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.49 [*Instrument_name_engraver*], page 230

Create a system start text for instrument or vocal names.

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

instrumentName (markup)

The name to print left of a staff. The **instrumentName** property labels the staff in the first system, and the **shortInstrumentName** property labels following lines.

shortInstrumentName (markup)

See **instrumentName**.

shortVocalName (markup)

Name of a vocal line, short version.

vocalName (markup)

Name of a vocal line.

This engraver creates the following layout object(s):

Section 3.1.47 [*InstrumentName*], page 304.

Section 2.2.51 [*Key_engraver*], page 231

Engrave a key signature.

Music types accepted:

Section 1.2.25 [*key-change-event*], page 39

Properties (read)

createKeyOnClefChange (boolean)

Print a key signature whenever the clef is changed.

explicitKeySignatureVisibility (vector)

'break-visibility' function for explicit key changes. '\override' of the **break-visibility** property will set the visibility for normal (i.e., at the start of the line) key signatures.

extraNatural (boolean)

Whether to typeset an extra natural sign before accidentals changing from a non-natural to another non-natural.

keyAlterationOrder (list)

An alist that defines in what order alterations should be printed. The format is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -2 (sharp) to 2 (flat).

keySignature (list)

The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. `keySignature = #'((6 . ,FLAT))`.

lastKeySignature (list)

Last key signature before a key signature change.

printKeyCancellation (boolean)

Print restoration alterations before a key signature change.

Properties (write)

keySignature (list)

The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. `keySignature = #'((6 . ,FLAT))`.

lastKeySignature (list)

Last key signature before a key signature change.

tonic (pitch)

The tonic of the current scale.

This engraver creates the following layout object(s):

[Section 3.1.49 \[KeyCancellation\]](#), page 306 and [Section 3.1.50 \[KeySignature\]](#), page 307.

[Section 2.2.54 \[Ledger_line_engraver\]](#), page 232

Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s):

[Section 3.1.53 \[LedgerLineSpanner\]](#), page 309.

[Section 2.2.71 \[Ottava_spanner_engraver\]](#), page 238

Create a text spanner when the ottavation property changes.

Properties (read)

currentMusicalColumn (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`middleCOffset` (number)

The offset of middle C from the position given by `middleCClefPosition`. This is used for ottava brackets.

`ottavation` (markup)

If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s):

Section 3.1.74 [`OttavaBracket`], page 324.

Section 2.2.72 [`Output_property_engraver`], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [`apply-output-event`], page 36

Section 2.2.79 [`Piano_pedal_align_engraver`], page 241

Align piano pedal symbols and brackets.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

Section 3.1.92 [`SostenutoPedalLineSpanner`], page 338, Section 3.1.104 [`SustainPedalLineSpanner`], page 348 and Section 3.1.123 [`UnaCordaPedalLineSpanner`], page 366.

Section 2.2.80 [`Piano_pedal_engraver`], page 241

Engrave piano pedal symbols and brackets.

Music types accepted:

Section 1.2.54 [`sostenuto-event`], page 42, Section 1.2.62 [`sustain-event`], page 44 and Section 1.2.70 [`una-corda-event`], page 45

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`pedalSostenutoStrings` (list)

See `pedalSustainStrings`.

`pedalSostenutoStyle` (symbol)

See `pedalSustainStyle`.

`pedalSustainStrings` (list)

A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

`pedalSustainStyle` (symbol)

A symbol that indicates how to print sustain pedals: `text`, `bracket` or `mixed` (both).

`pedalUnaCordaStrings` (list)

See `pedalSustainStrings`.

`pedalUnaCordaStyle` (symbol)

See `pedalSustainStyle`.

This engraver creates the following layout object(s):

Section 3.1.80 [`PianoPedalBracket`], page 329, Section 3.1.91 [`SostenutoPedal`], page 337, Section 3.1.103 [`SustainPedal`], page 347 and Section 3.1.122 [`UnaCordaPedal`], page 365.

Section 2.2.86 [`Rest_collision_engraver`], page 243

Handle collisions of rests.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

This engraver creates the following layout object(s):

Section 3.1.86 [`RestCollision`], page 334.

Section 2.2.92 [`Script_row_engraver`], page 244

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

Section 3.1.89 [`ScriptRow`], page 335.

Section 2.2.93 [`Separating_line_group_engraver`], page 245

Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)

Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)

True if the current `CommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s):

Section 3.1.96 [`StaffSpacing`], page 341.

Section 2.2.101 [`Staff_collecting_engraver`], page 247

Maintain the `stavesFound` variable.

Properties (read)

`stavesFound` (list of grobs)

A list of all staff-symbols found.

Properties (write)

`stavesFound` (list of grobs)

A list of all staff-symbols found.

Section 2.2.103 [Staff_symbol_engraver], page 247

Create the constellation of five (default) staff lines.

Music types accepted:

Section 1.2.58 [staff-span-event], page 43

This engraver creates the following layout object(s):

Section 3.1.97 [StaffSymbol], page 342.

2.1.26 VaticanaVoice

Same as **Voice** context, except that it is accommodated for typesetting Gregorian Chant in the notational style of Editio Vaticana.

This context also accepts commands for the following context(s):

Voice.

This context creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 272, Section 3.1.19 [Beam], page 279, Section 3.1.20 [BendAfter], page 281, Section 3.1.23 [BreathingSign], page 283, Section 3.1.26 [ClusterSpanner], page 285, Section 3.1.27 [ClusterSpannerBeacon], page 286, Section 3.1.28 [CombineTextScript], page 286, Section 3.1.30 [DotColumn], page 288, Section 3.1.31 [Dots], page 289, Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.34 [DynamicLineSpanner], page 292, Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294, Section 3.1.37 [Episema], page 295, Section 3.1.38 [Fingering], page 296, Section 3.1.40 [Glissando], page 299, Section 3.1.44 [Hairpin], page 301, Section 3.1.48 [InstrumentSwitch], page 305, Section 3.1.51 [LaissezVibrerTie], page 308, Section 3.1.52 [LaissezVibrerTieColumn], page 309, Section 3.1.64 [MultiMeasureRest], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317, Section 3.1.66 [MultiMeasureRestText], page 319, Section 3.1.69 [NoteColumn], page 321, Section 3.1.70 [NoteHead], page 321, Section 3.1.72 [NoteSpacing], page 322, Section 3.1.77 [PercentRepeat], page 326, Section 3.1.78 [PercentRepeatCounter], page 327, Section 3.1.79 [PhrasingSlur], page 328, Section 3.1.82 [RepeatSlash], page 332, Section 3.1.83 [RepeatTie], page 332, Section 3.1.84 [RepeatTieColumn], page 333, Section 3.1.85 [Rest], page 333, Section 3.1.87 [Script], page 334, Section 3.1.88 [ScriptColumn], page 335, Section 3.1.101 [StringNumber], page 345, Section 3.1.102 [StrokeFinger], page 346, Section 3.1.111 [TextScript], page 354, Section 3.1.113 [Tie], page 357, Section 3.1.114 [TieColumn], page 358, Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361, Section 3.1.118 [TrillPitchHead], page 362, Section 3.1.119 [TrillSpanner], page 362, Section 3.1.120 [TupletBracket], page 363, Section 3.1.121 [TupletNumber], page 365, Section 3.1.124 [VaticanaLigature], page 367 and Section 3.1.127 [VoiceFollower], page 369.

This context sets the following properties:

- Set grob-property **padding** in **Section 3.1.87 [Script], page 334** to 0.5.
- Set grob-property **style** in **Section 3.1.70 [NoteHead], page 321** to 'vaticana.punctum.
- Set translator property **autoBeaming** to #f.
- Set translator property **localKeySignature** to '().

This context is a 'bottom' context; it cannot contain other contexts.

This context is built from the following engraver(s):

Section 2.2.3 [Arpeggio_engraver], page 216

Generate an Arpeggio symbol.

Music types accepted:

Section 1.2.4 [arpeggio-event], page 36

This engraver creates the following layout object(s):

[Section 3.1.9 \[Arpeggio\]](#), page 272.

Section 2.2.4 [Auto_beam_engraver], page 216

Generate beams based on measure characteristics and observed Stems. Uses `beatLength`, `measureLength`, and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through [Section 2.2.106 \[Stem-engraver\]](#), page 248 properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted:

[Section 1.2.8 \[beam-forbid-event\]](#), page 37

Properties (read)

- `autoBeaming` (boolean)
If set to true then beams are generated automatically.
- `beamSettings` (list)
Specifies when automatically generated beams should begin and end, as well as beam subdivision behavior. See [Section “Setting automatic beam behavior” in *Notation Reference*](#) for more information.
- `beatLength` (moment)
The length of one beat in this time signature.
- `subdivideBeams` (boolean)
If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 279.

Section 2.2.9 [Beam_engraver], page 218

Handle Beam events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:

[Section 1.2.7 \[beam-event\]](#), page 37

Properties (read)

- `beamMelismaBusy` (boolean)
Signal if a beam is present.
- `beatLength` (moment)
The length of one beat in this time signature.
- `subdivideBeams` (boolean)
If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

Properties (write)

- `forbidBreak` (boolean)
If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 279.

Section 2.2.11 [Bend_engraver], page 218

Create fall spanners.

Music types accepted:

[Section 1.2.9 \[bend-after-event\]](#), page 37

This engraver creates the following layout object(s):

[Section 3.1.20 \[BendAfter\]](#), page 281.

Section 2.2.13 [Breathing_sign_engraver], page 219

Create a breathing sign.

Music types accepted:

[Section 1.2.13 \[breathing-event\]](#), page 37

This engraver creates the following layout object(s):

[Section 3.1.23 \[BreathingSign\]](#), page 283.

Section 2.2.15 [Chord_tremolo_engraver], page 220

Generate beams for tremolo repeats.

Music types accepted:

[Section 1.2.67 \[tremolo-span-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 279.

Section 2.2.17 [Cluster_spanner_engraver], page 221

Engrave a cluster using `Spanner` notation.

Music types accepted:

[Section 1.2.14 \[cluster-note-event\]](#), page 37

This engraver creates the following layout object(s):

[Section 3.1.26 \[ClusterSpanner\]](#), page 285 and [Section 3.1.27 \[ClusterSpannerBeacon\]](#), page 286.

Section 2.2.24 [Dots_engraver], page 223

Create [Section 3.1.31 \[Dots\]](#), page 289 objects for [Section 3.2.82 \[rhythmic-head-interface\]](#), page 413s.

This engraver creates the following layout object(s):

[Section 3.1.31 \[Dots\]](#), page 289.

Section 2.2.27 [Dynamic_align_engraver], page 223

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

[Section 1.2.12 \[break-span-event\]](#), page 37

Properties (read)

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

[Section 3.1.34 \[DynamicLineSpanner\]](#), page 292.

Section 2.2.31 [Episema_engraver], page 225

Create an *Editio Vaticana*-style episema line.

Music types accepted:

[Section 1.2.19 \[episema-event\], page 38](#)

This engraver creates the following layout object(s):

[Section 3.1.37 \[Episema\], page 295.](#)

Section 2.2.35 [Fingering_engraver], page 226

Create fingering scripts.

Music types accepted:

[Section 1.2.21 \[fingering-event\], page 38](#) and [Section 1.2.61 \[stroke-finger-event\], page 44](#)

This engraver creates the following layout object(s):

[Section 3.1.38 \[Fingering\], page 296.](#)

Section 2.2.36 [Font_size_engraver], page 226

Put `fontSize` into `font-size` grob property.

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Section 2.2.37 [Forbid_line_break_engraver], page 226

Forbid line breaks when note heads are still playing at some point.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

Section 2.2.39 [Glissando_engraver], page 227

Engrave glissandi.

Music types accepted:

[Section 1.2.22 \[glissando-event\], page 38](#)

This engraver creates the following layout object(s):

[Section 3.1.40 \[Glissando\], page 299.](#)

Section 2.2.40 [Grace_beam_engraver], page 228

Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted:

[Section 1.2.7 \[beam-event\], page 37](#)

Properties (read)

`beamMelismaBusy` (boolean)

Signal if a beam is present.

beatLength (moment)

The length of one beat in this time signature.

subdivideBeams (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 279.

[Section 2.2.41 \[Grace_engraver\]](#), page 228

Set font size and other properties for grace notes.

Properties (read)

graceSettings (list)

Overrides for grace notes. This property should be manipulated through the **add-grace-property** function.

[Section 2.2.45 \[Grob_pq_engraver\]](#), page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

[Section 2.2.50 \[Instrument_switch_engraver\]](#), page 231

Create a cue text for taking instrument.

Properties (read)

instrumentCueName (markup)

The name to print if another instrument is to be taken.

This engraver creates the following layout object(s):

[Section 3.1.48 \[InstrumentSwitch\]](#), page 305.

[Section 2.2.53 \[Laissez_vibrer_engraver\]](#), page 232

Create laissez vibrer items.

Music types accepted:

[Section 1.2.27 \[laissez-vibrer-event\]](#), page 39

This engraver creates the following layout object(s):

[Section 3.1.51 \[LaissezVibrerTie\]](#), page 308 and [Section 3.1.52 \[LaissezVibrerTieColumn\]](#), page 309.

Section 2.2.63 [Multi_measure_rest_engraver], page 235

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the [Section 3.1.64 \[MultiMeasureRest\]](#), page 316. Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

[Section 1.2.34 \[multi-measure-rest-event\]](#), page 39 and [Section 1.2.35 \[multi-measure-text-event\]](#), page 40

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`internalBarNumber` (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`measureLength` (moment)

Length of one measure in the current time signature.

`measurePosition` (moment)

How much of the current measure have we had. This can be set manually to create incomplete measures.

`restNumberThreshold` (number)

If a multimeasure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s):

[Section 3.1.64 \[MultiMeasureRest\]](#), page 316, [Section 3.1.65 \[MultiMeasureRestNumber\]](#), page 317 and [Section 3.1.66 \[MultiMeasureRestText\]](#), page 319.

Section 2.2.64 [New_dynamic_engraver], page 235

Create hairpins, dynamic texts, and their vertical alignments. The symbols are collected onto a `DynamicLineSpanner` grob which takes care of vertical positioning.

Music types accepted:

[Section 1.2.1 \[absolute-dynamic-event\]](#), page 36 and [Section 1.2.56 \[span-dynamic-event\]](#), page 42

Properties (read)

`crescendoSpanner` (symbol)

The type of spanner to be used for crescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin crescendo is used.

`crescendoText` (markup)

The text to print at start of non-hairpin crescendo, i.e., ‘cresc.’.

currentMusicalColumn (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

decrescendoSpanner (symbol)

The type of spanner to be used for decrescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin decrescendo is used.

decrescendoText (markup)

The text to print at start of non-hairpin decrescendo, i.e., ‘dim.’.

This engraver creates the following layout object(s):

Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294 and Section 3.1.44 [Hairpin], page 301.

Section 2.2.65 [New_fingering_engraver], page 236

Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

fingeringOrientations (list)

A list of symbols, containing ‘left’, ‘right’, ‘up’ and/or ‘down’. This list determines where fingerings are put relative to the chord being fingered.

harmonicDots (boolean)

If set, harmonic notes in dotted chords get dots.

stringNumberOrientations (list)

See **fingeringOrientations**.

strokeFingerOrientations (list)

See **fingeringOrientations**.

This engraver creates the following layout object(s):

Section 3.1.38 [Fingering], page 296, Section 3.1.87 [Script], page 334, Section 3.1.101 [StringNumber], page 345 and Section 3.1.102 [StrokeFinger], page 346.

Section 2.2.66 [Note_head_line_engraver], page 236

Engrave a line between two note heads, for example a glissando. If **followVoice** is set, staff switches also generate a line.

Properties (read)

followVoice (boolean)

If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s):

Section 3.1.40 [Glissando], page 299 and Section 3.1.127 [VoiceFollower], page 369.

Section 2.2.67 [Note_heads_engraver], page 237

Generate note heads.

Music types accepted:

[Section 1.2.37 \[note-event\], page 40](#)

Properties (read)

`middleCPosition` (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

`staffLineLayoutFunction` (procedure)

Layout of staff lines, `traditional`, or `semitone`.

This engraver creates the following layout object(s):

[Section 3.1.70 \[NoteHead\], page 321.](#)

Section 2.2.70 [Note_spacing_engraver], page 238

Generate `NoteSpacing`, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s):

[Section 3.1.72 \[NoteSpacing\], page 322.](#)

Section 2.2.72 [Output_property_engraver], page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\], page 36](#)

Section 2.2.76 [Part_combine_engraver], page 239

Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted:

[Section 1.2.41 \[part-combine-event\], page 41](#)

Properties (read)

`aDueText` (markup)

Text to print at a unisono passage.

`printPartCombineTexts` (boolean)

Set ‘Solo’ and ‘A due’ texts in the part combiner?

`soloIIText` (markup)

The text for the start of a solo for voice ‘two’ when part-combining.

`soloText` (markup)

The text for the start of a solo when part-combining.

This engraver creates the following layout object(s):

[Section 3.1.28 \[CombineTextScript\], page 286.](#)

Section 2.2.77 [Percent_repeat_engraver], page 240

Make whole bar and double bar repeats.

Music types accepted:

[Section 1.2.43 \[percent-event\]](#), page 41

Properties (read)

countPercentRepeats (boolean)

If set, produce counters for percent repeats.

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

measureLength (moment)

Length of one measure in the current time signature.

repeatCountVisibility (procedure)

A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when **countPercentRepeats** is set.

Properties (write)

forbidBreak (boolean)

If set to **##t**, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.32 \[DoublePercentRepeat\]](#), page 289, [Section 3.1.33 \[DoublePercentRepeatCounter\]](#), page 290, [Section 3.1.77 \[PercentRepeat\]](#), page 326 and [Section 3.1.78 \[PercentRepeatCounter\]](#), page 327.

[Section 2.2.78 \[Phrasing_slur_engraver\]](#), page 241

Print phrasing slurs. Similar to [Section 2.2.95 \[Slur_engraver\]](#), page 245.

Music types accepted:

[Section 1.2.45 \[phrasing-slur-event\]](#), page 41

This engraver creates the following layout object(s):

[Section 3.1.79 \[PhrasingSlur\]](#), page 328.

[Section 2.2.83 \[Pitched_trill_engraver\]](#), page 242

Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s):

[Section 3.1.116 \[TrillPitchAccidental\]](#), page 360, [Section 3.1.117 \[TrillPitchGroup\]](#), page 361 and [Section 3.1.118 \[TrillPitchHead\]](#), page 362.

[Section 2.2.85 \[Repeat_tie_engraver\]](#), page 243

Create repeat ties.

Music types accepted:

[Section 1.2.46 \[repeat-tie-event\]](#), page 41

This engraver creates the following layout object(s):

[Section 3.1.83 \[RepeatTie\]](#), page 332 and [Section 3.1.84 \[RepeatTieColumn\]](#), page 333.

[Section 2.2.87 \[Rest_engraver\]](#), page 243

Engrave rests.

Music types accepted:

[Section 1.2.47 \[rest-event\]](#), page 41

Properties (read)

`middleCPosition` (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s):

[Section 3.1.85 \[Rest\]](#), page 333.

[Section 2.2.88 \[Rhythmic_column_engraver\]](#), page 244

Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s):

[Section 3.1.69 \[NoteColumn\]](#), page 321.

[Section 2.2.90 \[Script_column_engraver\]](#), page 244

Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s):

[Section 3.1.88 \[ScriptColumn\]](#), page 335.

[Section 2.2.91 \[Script_engraver\]](#), page 244

Handle note scripted articulations.

Music types accepted:

[Section 1.2.5 \[articulation-event\]](#), page 37

Properties (read)

`scriptDefinitions` (list)

The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See `'scm/script.scm'` for more information.

This engraver creates the following layout object(s):

[Section 3.1.87 \[Script\]](#), page 334.

[Section 2.2.94 \[Slash_repeat_engraver\]](#), page 245

Make beat repeats.

Music types accepted:

[Section 1.2.43 \[percent-event\]](#), page 41

Properties (read)

`measureLength` (moment)

Length of one measure in the current time signature.

This engraver creates the following layout object(s):

[Section 3.1.82 \[RepeatSlash\]](#), page 332.

[Section 2.2.100 \[Spanner_break_forbid_engraver\]](#), page 247

Forbid breaks in certain spanners.

Section 2.2.112 [Text_engraver], page 250

Create text scripts.

Music types accepted:

[Section 1.2.63 \[text-script-event\], page 44](#)

This engraver creates the following layout object(s):

[Section 3.1.111 \[TextScript\], page 354.](#)

Section 2.2.114 [Tie_engraver], page 250

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.65 \[tie-event\], page 44](#)

Properties (read)

`tieWaitForNote` (boolean)

If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)

Signal whether a tie is present.

This engraver creates the following layout object(s):

[Section 3.1.113 \[Tie\], page 357](#) and [Section 3.1.114 \[TieColumn\], page 358.](#)

Section 2.2.120 [Trill_spanner_engraver], page 252

Create trill spanner from an event.

Music types accepted:

[Section 1.2.68 \[trill-span-event\], page 44](#)

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

[Section 3.1.119 \[TrillSpanner\], page 362.](#)

Section 2.2.121 [Tuplet_engraver], page 253

Catch tuplet events and generate appropriate bracket.

Music types accepted:

[Section 1.2.69 \[tuplet-span-event\], page 44](#)

Properties (read)

`tupletFullLength` (boolean)

If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)

If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s):

Section 3.1.120 [TupletBracket], page 363 and Section 3.1.121 [TupletNumber], page 365.

Section 2.2.122 [Tweak_engraver], page 253

Read the `tweaks` property from the originating event, and set properties.

Section 2.2.123 [Vaticana_ligature_engraver], page 253

Handle ligatures by glueing special ligature heads together.

Music types accepted:

Section 1.2.29 [ligature-event], page 39 and Section 1.2.44 [pes-or-flexa-event], page 41

This engraver creates the following layout object(s):

Section 3.1.30 [DotColumn], page 288 and Section 3.1.124 [VaticanaLigature], page 367.

2.1.27 Voice

Corresponds to a voice on a staff. This context handles the conversion of dynamic signs, stems, beams, super- and subscripts, slurs, ties, and rests.

You have to instantiate this explicitly if you want to have multiple voices on the same staff.

This context creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 272, Section 3.1.19 [Beam], page 279, Section 3.1.20 [BendAfter], page 281, Section 3.1.23 [BreathingSign], page 283, Section 3.1.26 [ClusterSpanner], page 285, Section 3.1.27 [ClusterSpannerBeacon], page 286, Section 3.1.28 [CombineTextScript], page 286, Section 3.1.31 [Dots], page 289, Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.34 [DynamicLineSpanner], page 292, Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294, Section 3.1.38 [Fingering], page 296, Section 3.1.40 [Glissando], page 299, Section 3.1.44 [Hairpin], page 301, Section 3.1.48 [InstrumentSwitch], page 305, Section 3.1.51 [LaissezVibrerTie], page 308, Section 3.1.52 [LaissezVibrerTieColumn], page 309, Section 3.1.55 [LigatureBracket], page 310, Section 3.1.64 [MultiMeasureRest], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317, Section 3.1.66 [MultiMeasureRestText], page 319, Section 3.1.69 [NoteColumn], page 321, Section 3.1.70 [NoteHead], page 321, Section 3.1.72 [NoteSpacing], page 322, Section 3.1.77 [PercentRepeat], page 326, Section 3.1.78 [PercentRepeatCounter], page 327, Section 3.1.79 [PhrasingSlur], page 328, Section 3.1.82 [RepeatSlash], page 332, Section 3.1.83 [RepeatTie], page 332, Section 3.1.84 [RepeatTieColumn], page 333, Section 3.1.85 [Rest], page 333, Section 3.1.87 [Script], page 334, Section 3.1.88 [ScriptColumn], page 335, Section 3.1.90 [Slur], page 336, Section 3.1.99 [Stem], page 343, Section 3.1.100 [StemTremolo], page 345, Section 3.1.101 [StringNumber], page 345, Section 3.1.102 [StrokeFinger], page 346, Section 3.1.111 [TextScript], page 354, Section 3.1.112 [TextSpanner], page 356, Section 3.1.113 [Tie], page 357, Section 3.1.114 [TieColumn], page 358, Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361, Section 3.1.118 [TrillPitchHead], page 362, Section 3.1.119 [TrillSpanner], page 362, Section 3.1.120 [TupletBracket], page 363, Section 3.1.121 [TupletNumber], page 365 and Section 3.1.127 [VoiceFollower], page 369.

This context sets the following properties:

- Set translator property `localKeySignature` to `'()`.

This context is a ‘bottom’ context; it cannot contain other contexts.

This context is built from the following engraver(s):

Section 2.2.3 [Arpeggio_engraver], page 216

Generate an Arpeggio symbol.

Music types accepted:

Section 1.2.4 [arpeggio-event], page 36

This engraver creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 272.

Section 2.2.4 [Auto_beam_engraver], page 216

Generate beams based on measure characteristics and observed Stems. Uses `beatLength`, `measureLength`, and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through **Section 2.2.106 [Stem-engraver], page 248** properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted:

Section 1.2.8 [beam-forbid-event], page 37

Properties (read)

`autoBeaming` (boolean)

If set to true then beams are generated automatically.

`beamSettings` (list)

Specifies when automatically generated beams should begin and end, as well as beam subdivision behavior. See **Section “Setting automatic beam behavior” in *Notation Reference*** for more information.

`beatLength` (moment)

The length of one beat in this time signature.

`subdivideBeams` (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 279.

Section 2.2.9 [Beam_engraver], page 218

Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:

Section 1.2.7 [beam-event], page 37

Properties (read)

`beamMelismaBusy` (boolean)

Signal if a beam is present.

`beatLength` (moment)

The length of one beat in this time signature.

`subdivideBeams` (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 279.

Section 2.2.11 [Bend_engraver], page 218

Create fall spanners.

Music types accepted:

Section 1.2.9 [bend-after-event], page 37

This engraver creates the following layout object(s):

Section 3.1.20 [BendAfter], page 281.

Section 2.2.13 [Breathing_sign_engraver], page 219

Create a breathing sign.

Music types accepted:

Section 1.2.13 [breathing-event], page 37

This engraver creates the following layout object(s):

Section 3.1.23 [BreathingSign], page 283.

Section 2.2.15 [Chord_tremolo_engraver], page 220

Generate beams for tremolo repeats.

Music types accepted:

Section 1.2.67 [tremolo-span-event], page 44

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 279.

Section 2.2.17 [Cluster_spanner_engraver], page 221

Engrave a cluster using `Spanner` notation.

Music types accepted:

Section 1.2.14 [cluster-note-event], page 37

This engraver creates the following layout object(s):

Section 3.1.26 [ClusterSpanner], page 285 and Section 3.1.27 [ClusterSpannerBeacon], page 286.

Section 2.2.24 [Dots_engraver], page 223

Create Section 3.1.31 [Dots], page 289 objects for Section 3.2.82 [rhythmic-head-interface], page 413s.

This engraver creates the following layout object(s):

Section 3.1.31 [Dots], page 289.

Section 2.2.27 [Dynamic_align_engraver], page 223

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [break-span-event], page 37

Properties (read)

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

[Section 3.1.34 \[DynamicLineSpanner\]](#), page 292.

[Section 2.2.35 \[Fingering_engraver\]](#), page 226

Create fingering scripts.

Music types accepted:

[Section 1.2.21 \[fingering-event\]](#), page 38 and [Section 1.2.61 \[stroke-finger-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.38 \[Fingering\]](#), page 296.

[Section 2.2.36 \[Font_size_engraver\]](#), page 226

Put `fontSize` into `font-size` grob property.

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

[Section 2.2.37 \[Forbid_line_break_engraver\]](#), page 226

Forbid line breaks when note heads are still playing at some point.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

[Section 2.2.39 \[Glissando_engraver\]](#), page 227

Engrave glissandi.

Music types accepted:

[Section 1.2.22 \[glissando-event\]](#), page 38

This engraver creates the following layout object(s):

[Section 3.1.40 \[Glissando\]](#), page 299.

[Section 2.2.40 \[Grace_beam_engraver\]](#), page 228

Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted:

[Section 1.2.7 \[beam-event\]](#), page 37

Properties (read)

`beamMelismaBusy` (boolean)

Signal if a beam is present.

beatLength (moment)

The length of one beat in this time signature.

subdivideBeams (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 279.

Section 2.2.41 [Grace_engraver], page 228

Set font size and other properties for grace notes.

Properties (read)

graceSettings (list)

Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

Section 2.2.45 [Grob_pq_engraver], page 229

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

busyGrobs (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Section 2.2.50 [Instrument_switch_engraver], page 231

Create a cue text for taking instrument.

Properties (read)

instrumentCueName (markup)

The name to print if another instrument is to be taken.

This engraver creates the following layout object(s):

[Section 3.1.48 \[InstrumentSwitch\]](#), page 305.

Section 2.2.53 [Laissez_vibrer_engraver], page 232

Create laissez vibrer items.

Music types accepted:

[Section 1.2.27 \[laissez-vibrer-event\]](#), page 39

This engraver creates the following layout object(s):

[Section 3.1.51 \[LaissezVibrerTie\]](#), page 308 and [Section 3.1.52 \[LaissezVibrerTieColumn\]](#), page 309.

Section 2.2.55 [Ligature_bracket_engraver], page 232

Handle `Ligature_events` by engraving `Ligature` brackets.

Music types accepted:

[Section 1.2.29 \[ligature-event\], page 39](#)

This engraver creates the following layout object(s):

[Section 3.1.55 \[LigatureBracket\], page 310.](#)

Section 2.2.63 [Multi_measure_rest_engraver], page 235

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the [Section 3.1.64 \[MultiMeasureRest\], page 316](#). Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

[Section 1.2.34 \[multi-measure-rest-event\], page 39](#) and [Section 1.2.35 \[multi-measure-text-event\], page 40](#)

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`internalBarNumber` (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`measureLength` (moment)

Length of one measure in the current time signature.

`measurePosition` (moment)

How much of the current measure have we had. This can be set manually to create incomplete measures.

`restNumberThreshold` (number)

If a multimeasure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s):

[Section 3.1.64 \[MultiMeasureRest\], page 316](#), [Section 3.1.65 \[MultiMeasureRestNumber\], page 317](#) and [Section 3.1.66 \[MultiMeasureRestText\], page 319.](#)

Section 2.2.64 [New_dynamic_engraver], page 235

Create hairpins, dynamic texts, and their vertical alignments. The symbols are collected onto a `DynamicLineSpanner` grob which takes care of vertical positioning.

Music types accepted:

[Section 1.2.1 \[absolute-dynamic-event\], page 36](#) and [Section 1.2.56 \[span-dynamic-event\], page 42](#)

Properties (read)

crescendoSpanner (symbol)

The type of spanner to be used for crescendo.
Available values are ‘hairpin’ and ‘text’. If unset, a hairpin crescendo is used.

crescendoText (markup)

The text to print at start of non-hairpin crescendo, i.e., ‘cresc.’.

currentMusicalColumn (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

decrescendoSpanner (symbol)

The type of spanner to be used for decrescendi.
Available values are ‘hairpin’ and ‘text’. If unset, a hairpin decrescendo is used.

decrescendoText (markup)

The text to print at start of non-hairpin decrescendo, i.e., ‘dim.’.

This engraver creates the following layout object(s):

Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294 and Section 3.1.44 [Hairpin], page 301.

Section 2.2.65 [New_fingering_engraver], page 236

Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

fingeringOrientations (list)

A list of symbols, containing ‘left’, ‘right’, ‘up’ and/or ‘down’. This list determines where fingerings are put relative to the chord being fingered.

harmonicDots (boolean)

If set, harmonic notes in dotted chords get dots.

stringNumberOrientations (list)

See **fingeringOrientations**.

strokeFingerOrientations (list)

See **fingeringOrientations**.

This engraver creates the following layout object(s):

Section 3.1.38 [Fingering], page 296, Section 3.1.87 [Script], page 334, Section 3.1.101 [StringNumber], page 345 and Section 3.1.102 [StrokeFinger], page 346.

Section 2.2.66 [Note_head_line_engraver], page 236

Engrave a line between two note heads, for example a glissando. If **followVoice** is set, staff switches also generate a line.

Properties (read)

followVoice (boolean)

If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s):

[Section 3.1.40 \[Glissando\]](#), page 299 and [Section 3.1.127 \[VoiceFollower\]](#), page 369.

[Section 2.2.67 \[Note_heads_engraver\]](#), page 237

Generate note heads.

Music types accepted:

[Section 1.2.37 \[note-event\]](#), page 40

Properties (read)

middleCPosition (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at **middleCClefPosition** and **middleCOffset**.

staffLineLayoutFunction (procedure)

Layout of staff lines, **traditional**, or **semitone**.

This engraver creates the following layout object(s):

[Section 3.1.70 \[NoteHead\]](#), page 321.

[Section 2.2.70 \[Note_spacing_engraver\]](#), page 238

Generate **NoteSpacing**, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s):

[Section 3.1.72 \[NoteSpacing\]](#), page 322.

[Section 2.2.72 \[Output_property_engraver\]](#), page 238

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 36

[Section 2.2.76 \[Part_combine_engraver\]](#), page 239

Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted:

[Section 1.2.41 \[part-combine-event\]](#), page 41

Properties (read)

aDueText (markup)

Text to print at a unisono passage.

printPartCombineTexts (boolean)

Set ‘Solo’ and ‘A due’ texts in the part combiner?

soloIIIText (markup)

The text for the start of a solo for voice ‘two’ when part-combining.

soloText (markup)

The text for the start of a solo when part-combining.

This engraver creates the following layout object(s):

Section 3.1.28 [CombineTextScript], page 286.

Section 2.2.77 [Percent_repeat_engraver], page 240

Make whole bar and double bar repeats.

Music types accepted:

Section 1.2.43 [percent-event], page 41

Properties (read)

countPercentRepeats (boolean)

If set, produce counters for percent repeats.

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

measureLength (moment)

Length of one measure in the current time signature.

repeatCountVisibility (procedure)

A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when **countPercentRepeats** is set.

Properties (write)

forbidBreak (boolean)

If set to **##t**, prevent a line break at this point.

This engraver creates the following layout object(s):

Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.77 [PercentRepeat], page 326 and Section 3.1.78 [PercentRepeatCounter], page 327.

Section 2.2.78 [Phrasing_slur_engraver], page 241

Print phrasing slurs. Similar to Section 2.2.95 [Slur_engraver], page 245.

Music types accepted:

Section 1.2.45 [phrasing-slur-event], page 41

This engraver creates the following layout object(s):

Section 3.1.79 [PhrasingSlur], page 328.

Section 2.2.83 [Pitched_trill_engraver], page 242

Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s):

Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361 and Section 3.1.118 [TrillPitchHead], page 362.

Section 2.2.85 [Repeat_tie_engraver], page 243

Create repeat ties.

Music types accepted:

Section 1.2.46 [repeat-tie-event], page 41

This engraver creates the following layout object(s):

Section 3.1.83 [RepeatTie], page 332 and Section 3.1.84 [RepeatTieColumn], page 333.

Section 2.2.87 [Rest_engraver], page 243

Engrave rests.

Music types accepted:

Section 1.2.47 [rest-event], page 41

Properties (read)

`middleCPosition` (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s):

Section 3.1.85 [Rest], page 333.

Section 2.2.88 [Rhythmic_column_engraver], page 244

Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s):

Section 3.1.69 [NoteColumn], page 321.

Section 2.2.90 [Script_column_engraver], page 244

Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s):

Section 3.1.88 [ScriptColumn], page 335.

Section 2.2.91 [Script_engraver], page 244

Handle note scripted articulations.

Music types accepted:

Section 1.2.5 [articulation-event], page 37

Properties (read)

`scriptDefinitions` (list)

The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See '`scm/script.scm`' for more information.

This engraver creates the following layout object(s):

Section 3.1.87 [Script], page 334.

Section 2.2.94 [Slash_repeat_engraver], page 245

Make beat repeats.

Music types accepted:

Section 1.2.43 [percent-event], page 41

Properties (read)

measureLength (moment)

Length of one measure in the current time signature.

This engraver creates the following layout object(s):

Section 3.1.82 [RepeatSlash], page 332.

Section 2.2.95 [Slur_engraver], page 245

Build slur grobs from slur events.

Music types accepted:

Section 1.2.51 [slur-event], page 42

Properties (read)

doubleSlurs (boolean)

If set, two slurs are created for every slurred note, one above and one below the chord.

slurMelismaBusy (boolean)

Signal if a slur is present.

This engraver creates the following layout object(s):

Section 3.1.90 [Slur], page 336.

Section 2.2.100 [Spanner_break_forbid_engraver], page 247

Forbid breaks in certain spanners.

Section 2.2.106 [Stem_engraver], page 248

Create stems and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted:

Section 1.2.66 [tremolo-event], page 44

Properties (read)

stemLeftBeamCount (integer)

Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

stemRightBeamCount (integer)

See **stemLeftBeamCount**.

tremoloFlags (integer)

The number of tremolo flags to add if no number is specified.

This engraver creates the following layout object(s):

Section 3.1.99 [Stem], page 343 and Section 3.1.100 [StemTremolo], page 345.

Section 2.2.112 [Text_engraver], page 250

Create text scripts.

Music types accepted:

Section 1.2.63 [text-script-event], page 44

This engraver creates the following layout object(s):

Section 3.1.111 [TextScript], page 354.

Section 2.2.113 [Text_spanner_engraver], page 250

Create text spanner from an event.

Music types accepted:

[Section 1.2.64 \[text-span-event\], page 44](#)

This engraver creates the following layout object(s):

[Section 3.1.112 \[TextSpanner\], page 356.](#)

Section 2.2.114 [Tie_engraver], page 250

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.65 \[tie-event\], page 44](#)

Properties (read)

`tieWaitForNote` (boolean)

If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)

Signal whether a tie is present.

This engraver creates the following layout object(s):

[Section 3.1.113 \[Tie\], page 357](#) and [Section 3.1.114 \[TieColumn\], page 358.](#)

Section 2.2.120 [Trill_spanner_engraver], page 252

Create trill spanner from an event.

Music types accepted:

[Section 1.2.68 \[trill-span-event\], page 44](#)

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

[Section 3.1.119 \[TrillSpanner\], page 362.](#)

Section 2.2.121 [Tuplet_engraver], page 253

Catch tuplet events and generate appropriate bracket.

Music types accepted:

[Section 1.2.69 \[tuplet-span-event\], page 44](#)

Properties (read)

`tupletFullLength` (boolean)

If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)

If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s):

Section 3.1.120 [TupletBracket], page 363 and Section 3.1.121 [Tuplet-Number], page 365.

Section 2.2.122 [Tweak_engraver], page 253

Read the `tweaks` property from the originating event, and set properties.

2.2 Engravers and Performers

See Section “Modifying context plug-ins” in *Notation Reference*.

2.2.1 Accidental_engraver

Make accidentals. Catch note heads, ties and notices key-change events. This engraver usually lives at Staff level, but reads the settings for Accidental at Voice level, so you can `\override` them at Voice.

Properties (read)

`autoAccidentals` (list)

List of different ways to typeset an accidental.

For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

Each entry in the list is either a symbol or a procedure.

symbol The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is Section “Score” in *Internals Reference* then all staves share accidentals, and if *context* is Section “Staff” in *Internals Reference* then all voices in the same staff share accidentals, but staves do not.

procedure The procedure represents an accidental rule to be applied to the previously specified context.

The procedure takes the following arguments:

`context` The current context to which the rule should be applied.

`pitch` The pitch of the note to be evaluated.

`barnum` The current bar number.

`measurepos`

The current measure position.

The procedure returns a pair of booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. (`#t` . `#f`) does not make sense.

`autoCautionaries` (list)

List similar to `autoAccidentals`, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

extraNatural (boolean)

Whether to typeset an extra natural sign before accidentals changing from a non-natural to another non-natural.

harmonicAccidentals (boolean)

If set, harmonic notes in chords get accidentals.

internalBarNumber (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the **Accidental_engraver**.

keySignature (list)

The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. **keySignature** = #`((6 . ,FLAT)).

localKeySignature (list)

The key signature at this point in the measure. The format is the same as for **keySignature**, but can also contain ((*octave* . *name*) . (*alter* *barnumber* . *measureposition*)) pairs.

Properties (write)

localKeySignature (list)

The key signature at this point in the measure. The format is the same as for **keySignature**, but can also contain ((*octave* . *name*) . (*alter* *barnumber* . *measureposition*)) pairs.

This engraver creates the following layout object(s):

Section 3.1.1 [Accidental], page 266, Section 3.1.2 [AccidentalCautionary], page 266, Section 3.1.3 [AccidentalPlacement], page 267 and Section 3.1.4 [AccidentalSuggestion], page 268.

Accidental_engraver is part of the following context(s): Section 2.1.12 [GregorianTranscriptionStaff], page 89, Section 2.1.15 [MensuralStaff], page 113, Section 2.1.21 [Staff], page 152 and Section 2.1.25 [VaticanaStaff], page 181.

2.2.2 Ambitus_engraver

Create an ambitus.

Properties (read)

keySignature (list)

The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. **keySignature** = #`((6 . ,FLAT)).

middleCPosition (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at **middleCClefPosition** and **middleCOffset**.

This engraver creates the following layout object(s):

Section 3.1.3 [AccidentalPlacement], page 267, Section 3.1.5 [Ambitus], page 269, Section 3.1.6 [AmbitusAccidental], page 270, Section 3.1.7 [AmbitusLine], page 271 and Section 3.1.8 [AmbitusNoteHead], page 271.

Ambitus_engraver is not part of any context.

2.2.3 Arpeggio_engraver

Generate an Arpeggio symbol.

Music types accepted:

[Section 1.2.4 \[arpeggio-event\]](#), page 36

This engraver creates the following layout object(s):

[Section 3.1.9 \[Arpeggio\]](#), page 272.

Arpeggio_engraver is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.4 Auto_beam_engraver

Generate beams based on measure characteristics and observed Stems. Uses **beatLength**, **measureLength**, and **measurePosition** to decide when to start and stop a beam. Overriding beaming is done through [Section 2.2.106 \[Stem-engraver\]](#), page 248 properties **stemLeftBeamCount** and **stemRightBeamCount**.

Music types accepted:

[Section 1.2.8 \[beam-forbid-event\]](#), page 37

Properties (read)

autoBeaming (boolean)

If set to true then beams are generated automatically.

beamSettings (list)

Specifies when automatically generated beams should begin and end, as well as beam subdivision behavior. See [Section “Setting automatic beam behavior” in *Notation Reference*](#) for more information.

beatLength (moment)

The length of one beat in this time signature.

subdivideBeams (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 279.

Auto_beam_engraver is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.5 Axis_group_engraver

Group all objects created in this context in a **VerticalAxisGroup** spanner.

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

[Section 3.1.126 \[VerticalAxisGroup\]](#), page 368.

`Axis_group_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.7 \[Dynamics\]](#), page 81, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.17 \[NoteNames\]](#), page 134, [Section 2.1.19 \[RhythmicStaff\]](#), page 137, [Section 2.1.21 \[Staff\]](#), page 152, [Section 2.1.23 \[TabStaff\]](#), page 162 and [Section 2.1.25 \[VaticanaStaff\]](#), page 181.

2.2.6 Balloon_engraver

Create balloon texts.

Music types accepted:

[Section 1.2.2 \[annotate-output-event\]](#), page 36

This engraver creates the following layout object(s):

[Section 3.1.10 \[BalloonTextItem\]](#), page 273.

`Balloon_engraver` is not part of any context.

2.2.7 Bar_engraver

Create barlines. This engraver is controlled through the `whichBar` property. If it has no bar line to create, it will forbid a linebreak at this point.

Properties (read)

`whichBar` (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in [Section “bar-line-interface” in *Internals Reference*](#).

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.11 \[BarLine\]](#), page 273.

`Bar_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.7 \[Dynamics\]](#), page 81, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.19 \[RhythmicStaff\]](#), page 137, [Section 2.1.21 \[Staff\]](#), page 152, [Section 2.1.23 \[TabStaff\]](#), page 162 and [Section 2.1.25 \[VaticanaStaff\]](#), page 181.

2.2.8 Bar_number_engraver

A bar number is created whenever `measurePosition` is zero and when there is a bar line (i.e., when `whichBar` is set). It is put on top of all staves, and appears only at the left side of the staff. The staves are taken from `stavesFound`, which is maintained by [Section 2.2.101 \[Staff_collecting_engraver\]](#), page 247.

Properties (read)

`barNumberVisibility` (procedure)

A Procedure that takes an integer and returns whether the corresponding bar number should be printed.

`currentBarNumber` (integer)

Contains the current barnumber. This property is incremented at every bar line.

`stavesFound` (list of grobs)

A list of all staff-symbols found.

`whichBar` (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in [Section “bar-line-interface” in *Internals Reference*](#).

This engraver creates the following layout object(s):

[Section 3.1.12 \[BarNumber\]](#), page 275.

`Bar_number_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 140.

2.2.9 Beam_engraver

Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams.

Music types accepted:

[Section 1.2.7 \[beam-event\]](#), page 37

Properties (read)

`beamMelismaBusy` (boolean)

Signal if a beam is present.

`beatLength` (moment)

The length of one beat in this time signature.

`subdivideBeams` (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 279.

`Beam_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.10 Beam_performer

Music types accepted:

[Section 1.2.7 \[beam-event\]](#), page 37

`Beam_performer` is not part of any context.

2.2.11 Bend_engraver

Create fall spanners.

Music types accepted:

[Section 1.2.9 \[bend-after-event\]](#), page 37

This engraver creates the following layout object(s):

Section 3.1.20 [BendAfter], page 281.

`Bend_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 52, Section 2.1.6 [DrumVoice], page 70, Section 2.1.13 [GregorianTranscriptionVoice], page 98, Section 2.1.16 [MensuralVoice], page 122, Section 2.1.24 [TabVoice], page 168, Section 2.1.26 [VaticanaVoice], page 191 and Section 2.1.27 [Voice], page 202.

2.2.12 Break_align_engraver

Align grobs with corresponding `break-align-symbols` into groups, and order the groups according to `breakAlignOrder`. The left edge of the alignment gets a separate group, with a symbol `left-edge`.

This engraver creates the following layout object(s):

Section 3.1.21 [BreakAlignGroup], page 281, Section 3.1.22 [BreakAlignment], page 282 and Section 3.1.54 [LeftEdge], page 310.

`Break_align_engraver` is part of the following context(s): Section 2.1.20 [Score], page 140.

2.2.13 Breathing_sign_engraver

Create a breathing sign.

Music types accepted:

Section 1.2.13 [breathing-event], page 37

This engraver creates the following layout object(s):

Section 3.1.23 [BreathingSign], page 283.

`Breathing_sign_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 52, Section 2.1.6 [DrumVoice], page 70, Section 2.1.13 [GregorianTranscriptionVoice], page 98, Section 2.1.16 [MensuralVoice], page 122, Section 2.1.24 [TabVoice], page 168, Section 2.1.26 [VaticanaVoice], page 191 and Section 2.1.27 [Voice], page 202.

2.2.14 Chord_name_engraver

Catch note and rest events and generate the appropriate chordname.

Music types accepted:

Section 1.2.37 [note-event], page 40 and Section 1.2.47 [rest-event], page 41

Properties (read)

`chordChanges` (boolean)

Only show changes in chords scheme?

`chordNameExceptions` (list)

An alist of chord exceptions. Contains (*chord* . *markup*) entries.

`chordNameExceptions` (list)

An alist of chord exceptions. Contains (*chord* . *markup*) entries.

`chordNameFunction` (procedure)

The function that converts lists of pitches to chord names.

`chordNoteNamer` (procedure)

A function that converts from a pitch object to a text markup. Used for single pitches.

`chordRootNamer` (procedure)

A function that converts from a pitch object to a text markup. Used for chords.

`majorSevenSymbol` (markup)

How should the major 7th be formatted in a chord name?

`noChordSymbol` (markup)

Markup to be displayed for rests in a `ChordNames` context.

This engraver creates the following layout object(s):

[Section 3.1.24 \[ChordName\]](#), page 283.

`Chord_name_engraver` is part of the following context(s): [Section 2.1.2 \[ChordNames\]](#), page 51.

2.2.15 Chord_tremolo_engraver

Generate beams for tremolo repeats.

Music types accepted:

[Section 1.2.67 \[tremolo-span-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 279.

`Chord_tremolo_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.16 Clef_engraver

Determine and set reference point for pitches.

Properties (read)

`clefGlyph` (string)

Name of the symbol within the music font.

`clefOctavation` (integer)

Add this much extra octavation. Values of 7 and -7 are common.

`clefPosition` (number)

Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

`explicitClefVisibility` (vector)

‘break-visibility’ function for clef changes.

`forceClef` (boolean)

Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

This engraver creates the following layout object(s):

[Section 3.1.25 \[Clef\]](#), page 284 and [Section 3.1.73 \[OctavateEight\]](#), page 323.

`Clef_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.21 \[Staff\]](#), page 152, [Section 2.1.23 \[TabStaff\]](#), page 162 and [Section 2.1.25 \[VaticanaStaff\]](#), page 181.

2.2.17 Cluster_spanner_engraver

Engrave a cluster using `Spanner` notation.

Music types accepted:

[Section 1.2.14 \[cluster-note-event\]](#), page 37

This engraver creates the following layout object(s):

[Section 3.1.26 \[ClusterSpanner\]](#), page 285 and [Section 3.1.27 \[ClusterSpannerBeacon\]](#), page 286.

`Cluster_spanner_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.18 Collision_engraver

Collect `NoteColumns`, and as soon as there are two or more, put them in a `NoteCollision` object.

This engraver creates the following layout object(s):

[Section 3.1.68 \[NoteCollision\]](#), page 320.

`Collision_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.21 \[Staff\]](#), page 152, [Section 2.1.23 \[TabStaff\]](#), page 162 and [Section 2.1.25 \[VaticanaStaff\]](#), page 181.

2.2.19 Completion_heads_engraver

This engraver replaces `Note_heads_engraver`. It plays some trickery to break long notes and automatically tie them into the next measure.

Music types accepted:

[Section 1.2.37 \[note-event\]](#), page 40 and [Section 1.2.65 \[tie-event\]](#), page 44

Properties (read)

`measureLength` (moment)

Length of one measure in the current time signature.

`measurePosition` (moment)

How much of the current measure have we had. This can be set manually to create incomplete measures.

`middleCPosition` (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

Properties (write)

`completionBusy` (boolean)

Whether a completion-note head is playing.

This engraver creates the following layout object(s):

[Section 3.1.31 \[Dots\]](#), page 289, [Section 3.1.70 \[NoteHead\]](#), page 321 and [Section 3.1.113 \[Tie\]](#), page 357.

`Completion_heads_engraver` is not part of any context.

2.2.20 Control_track_performer

`Control_track_performer` is not part of any context.

2.2.21 Custos_engraver

Engrave custodes.

This engraver creates the following layout object(s):

Section 3.1.29 [Custos], page 288.

`Custos_engraver` is part of the following context(s): Section 2.1.15 [MensuralStaff], page 113 and Section 2.1.25 [VaticanaStaff], page 181.

2.2.22 Default_bar_line_engraver

This engraver determines what kind of automatic bar lines should be produced, and sets `whichBar` accordingly. It should be at the same level as Section 2.2.118 [Timing_translator], page 252.

Properties (read)

`automaticBars` (boolean)

If set to false then bar lines will not be printed automatically; they must be explicitly created with a `\bar` command. Unlike the `\cadenzaOn` keyword, measures are still counted. Bar line generation will resume according to that count if this property is unset.

`barAlways` (boolean)

If set to true a bar line is drawn after each note.

`defaultBarType` (string)

Set the default type of bar line. See `whichBar` for information on available bar types.

This variable is read by Section “Timing_translator” in *Internals Reference* at Section “Score” in *Internals Reference* level.

`measureLength` (moment)

Length of one measure in the current time signature.

`measurePosition` (moment)

How much of the current measure have we had. This can be set manually to create incomplete measures.

`whichBar` (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in Section “bar-line-interface” in *Internals Reference*.

Properties (write)

`automaticBars` (boolean)

If set to false then bar lines will not be printed automatically; they must be explicitly created with a `\bar` command. Unlike the `\cadenzaOn` keyword, measures are still counted. Bar line generation will resume according to that count if this property is unset.

`Default_bar_line_engraver` is part of the following context(s): Section 2.1.20 [Score], page 140.

2.2.23 Dot_column_engraver

Engrave dots on dotted notes shifted to the right of the note. If omitted, then dots appear on top of the notes.

This engraver creates the following layout object(s):

Section 3.1.30 [DotColumn], page 288.

`Dot_column_engraver` is part of the following context(s): Section 2.1.5 [DrumStaff], page 65, Section 2.1.12 [GregorianTranscriptionStaff], page 89, Section 2.1.15 [MensuralStaff], page 113, Section 2.1.19 [RhythmicStaff], page 137, Section 2.1.21 [Staff], page 152, Section 2.1.23 [TabStaff], page 162 and Section 2.1.25 [VaticanaStaff], page 181.

2.2.24 Dots_engraver

Create Section 3.1.31 [Dots], page 289 objects for Section 3.2.82 [rhythmic-head-interface], page 413s.

This engraver creates the following layout object(s):

Section 3.1.31 [Dots], page 289.

`Dots_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 52, Section 2.1.6 [DrumVoice], page 70, Section 2.1.13 [GregorianTranscriptionVoice], page 98, Section 2.1.16 [MensuralVoice], page 122, Section 2.1.24 [TabVoice], page 168, Section 2.1.26 [VaticanaVoice], page 191 and Section 2.1.27 [Voice], page 202.

2.2.25 Drum_note_performer

Play drum notes.

Music types accepted:

Section 1.2.37 [note-event], page 40

`Drum_note_performer` is not part of any context.

2.2.26 Drum_notes_engraver

Generate drum note heads.

Music types accepted:

Section 1.2.37 [note-event], page 40

Properties (read)

`drumStyleTable` (hash table)

A hash table which maps drums to layout settings. Predefined values: ‘drums-style’, ‘timbales-style’, ‘congas-style’, ‘bongos-style’, and ‘percussion-style’.

The layout style is a hash table, containing the drum-pitches (e.g., the symbol ‘hihat’) as keys, and a list (*notehead-style script vertical-position*) as values.

This engraver creates the following layout object(s):

Section 3.1.70 [NoteHead], page 321 and Section 3.1.87 [Script], page 334.

`Drum_notes_engraver` is part of the following context(s): Section 2.1.6 [DrumVoice], page 70.

2.2.27 Dynamic_align_engraver

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [break-span-event], page 37

Properties (read)

`currentMusicalColumn` (graphical (layout) object)
 Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

Section 3.1.34 [DynamicLineSpanner], page 292.

`Dynamic_align_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 52, Section 2.1.6 [DrumVoice], page 70, Section 2.1.7 [Dynamics], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 98, Section 2.1.16 [MensuralVoice], page 122, Section 2.1.24 [TabVoice], page 168, Section 2.1.26 [VaticanaVoice], page 191 and Section 2.1.27 [Voice], page 202.

2.2.28 Dynamic_engraver

Create hairpins, dynamic texts, and their vertical alignments. The symbols are collected onto a `DynamicLineSpanner` grob which takes care of vertical positioning.

Music types accepted:

Section 1.2.1 [absolute-dynamic-event], page 36 and Section 1.2.56 [span-dynamic-event], page 42

This engraver creates the following layout object(s):

Section 3.1.34 [DynamicLineSpanner], page 292, Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294 and Section 3.1.44 [Hairpin], page 301.

`Dynamic_engraver` is not part of any context.

2.2.29 Dynamic_performer

Music types accepted:

Section 1.2.1 [absolute-dynamic-event], page 36, Section 1.2.16 [crescendo-event], page 38 and Section 1.2.17 [decrescendo-event], page 38

Properties (read)

`dynamicAbsoluteVolumeFunction` (procedure)
 A procedure that takes one argument, the text value of a dynamic event, and returns the absolute volume of that dynamic event.

`instrumentEqualizer` (procedure)
 A function taking a string (instrument name), and returning a (*min* . *max*) pair of numbers for the loudness range of the instrument.

`midiInstrument` (string)
 Name of the MIDI instrument to use.

`midiMaximumVolume` (number)
 Analogous to `midiMinimumVolume`.

`midiMinimumVolume` (number)
 Set the minimum loudness for MIDI. Ranges from 0 to 1.

`Dynamic_performer` is not part of any context.

2.2.30 Engraver

Base class for engravers. Does nothing, so it is not used.

`Engraver` is not part of any context.

2.2.31 Episema_engraver

Create an *Editio Vaticana*-style episema line.

Music types accepted:

[Section 1.2.19 \[episema-event\]](#), page 38

This engraver creates the following layout object(s):

[Section 3.1.37 \[Episema\]](#), page 295.

Episema_engraver is part of the following context(s): [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98 and [Section 2.1.26 \[VaticanaVoice\]](#), page 191.

2.2.32 Extender_engraver

Create lyric extenders.

Music types accepted:

[Section 1.2.15 \[completize-extender-event\]](#), page 38 and [Section 1.2.20 \[extender-event\]](#), page 38

Properties (read)

extendersOverRests (boolean)

Whether to continue extenders as they cross a rest.

includeGraceNotes (boolean)

Do not ignore grace notes for [Section “Lyrics” in *Internals Reference*](#).

This engraver creates the following layout object(s):

[Section 3.1.56 \[LyricExtender\]](#), page 311.

Extender_engraver is part of the following context(s): [Section 2.1.14 \[Lyrics\]](#), page 110.

2.2.33 Figured_bass_engraver

Make figured bass numbers.

Music types accepted:

[Section 1.2.6 \[bass-figure-event\]](#), page 37 and [Section 1.2.47 \[rest-event\]](#), page 41

Properties (read)

figuredBassAlterationDirection (direction)

Where to put alterations relative to the main figure.

figuredBassCenterContinuations (boolean)

Whether to vertically center pairs of extender lines. This does not work with three or more lines.

figuredBassFormatter (procedure)

A routine generating a markup for a bass figure.

ignoreFiguredBassRest (boolean)

Don't swallow rest events.

implicitBassFigures (list)

A list of bass figures that are not printed as numbers, but only as extender lines.

useBassFigureExtenders (boolean)

Whether to use extender lines for repeated bass figures.

This engraver creates the following layout object(s):

Section 3.1.13 [BassFigure], page 277, Section 3.1.14 [BassFigureAlignment], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.17 [BassFigureContinuation], page 278 and Section 3.1.18 [BassFigureLine], page 279.

Figured_bass_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 65, Section 2.1.8 [FiguredBass], page 84, Section 2.1.12 [GregorianTranscriptionStaff], page 89, Section 2.1.15 [MensuralStaff], page 113, Section 2.1.21 [Staff], page 152, Section 2.1.23 [TabStaff], page 162 and Section 2.1.25 [VaticanaStaff], page 181.

2.2.34 Figured_bass_position_engraver

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 277.

Figured_bass_position_engraver is part of the following context(s): Section 2.1.5 [DrumStaff], page 65, Section 2.1.12 [GregorianTranscriptionStaff], page 89, Section 2.1.15 [MensuralStaff], page 113, Section 2.1.21 [Staff], page 152, Section 2.1.23 [TabStaff], page 162 and Section 2.1.25 [VaticanaStaff], page 181.

2.2.35 Fingering_engraver

Create fingering scripts.

Music types accepted:

Section 1.2.21 [fingering-event], page 38 and Section 1.2.61 [stroke-finger-event], page 44

This engraver creates the following layout object(s):

Section 3.1.38 [Fingering], page 296.

Fingering_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 52, Section 2.1.13 [GregorianTranscriptionVoice], page 98, Section 2.1.16 [MensuralVoice], page 122, Section 2.1.26 [VaticanaVoice], page 191 and Section 2.1.27 [Voice], page 202.

2.2.36 Font_size_engraver

Put `fontSize` into `font-size` grob property.

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Font_size_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 52, Section 2.1.5 [DrumStaff], page 65, Section 2.1.6 [DrumVoice], page 70, Section 2.1.9 [FretBoards], page 85, Section 2.1.12 [GregorianTranscriptionStaff], page 89, Section 2.1.13 [GregorianTranscriptionVoice], page 98, Section 2.1.14 [Lyrics], page 110, Section 2.1.15 [MensuralStaff], page 113, Section 2.1.16 [MensuralVoice], page 122, Section 2.1.19 [RhythmicStaff], page 137, Section 2.1.21 [Staff], page 152, Section 2.1.23 [TabStaff], page 162, Section 2.1.24 [TabVoice], page 168, Section 2.1.25 [VaticanaStaff], page 181, Section 2.1.26 [VaticanaVoice], page 191 and Section 2.1.27 [Voice], page 202.

2.2.37 Forbid_line_break_engraver

Forbid line breaks when note heads are still playing at some point.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

`Forbid_line_break_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.38 `Fretboard_engraver`

Generate fret diagram from one or more events of type `NoteEvent`.

Music types accepted:

[Section 1.2.37 \[note-event\]](#), page 40 and [Section 1.2.60 \[string-number-event\]](#), page 43

Properties (read)

`chordChanges` (boolean)

Only show changes in chords scheme?

`highStringOne` (boolean)

Whether the first string is the string with highest pitch on the instrument. This used by the automatic string selector for tablature notation.

`maximumFretStretch` (number)

Don't allocate frets further than this from specified frets.

`minimumFret` (number)

The tablature auto string-selecting mechanism selects the highest string with a fret at least `minimumFret`.

`noteToFretFunction` (procedure)

Convert list of notes and list of defined strings to full list of strings and fret numbers. Parameters: The context, a list of note events, a list of tabstring events, and the fretboard grob if a fretboard is desired.

`predefinedDiagramTable` (hash table)

The hash table of predefined fret diagrams to use in FretBoards.

`stringTunings` (list)

The tablature strings tuning. It is a list of the pitch (in semitones) of each string (starting with the lower one).

`tablatureFormat` (procedure)

A function formatting a tablature note head. Called with three arguments: context, string number and, fret number. It returns the text as a markup.

This engraver creates the following layout object(s):

[Section 3.1.39 \[FretBoard\]](#), page 298.

`Fretboard_engraver` is part of the following context(s): [Section 2.1.9 \[FretBoards\]](#), page 85.

2.2.39 `Glissando_engraver`

Engrave glissandi.

Music types accepted:

[Section 1.2.22 \[glissando-event\]](#), page 38

This engraver creates the following layout object(s):

[Section 3.1.40 \[Glissando\]](#), page 299.

`Glissando_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.40 `Grace_beam_engraver`

Handle `Beam` events by engraving beams. If omitted, then notes are printed with flags instead of beams. Only engraves beams when we are at grace points in time.

Music types accepted:

[Section 1.2.7 \[beam-event\]](#), page 37

Properties (read)

`beamMelismaBusy` (boolean)

Signal if a beam is present.

`beatLength` (moment)

The length of one beat in this time signature.

`subdivideBeams` (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 279.

`Grace_beam_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.41 `Grace_engraver`

Set font size and other properties for grace notes.

Properties (read)

`graceSettings` (list)

Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

`Grace_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.42 `Grace_spacing_engraver`

Bookkeeping of shortest starting and playing notes in grace note runs.

Properties (read)

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

[Section 3.1.41 \[GraceSpacing\]](#), page 300.

`Grace_spacing_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 140.

2.2.43 Grid_line_span_engraver

This engraver makes cross-staff lines: It catches all normal lines and draws a single span line across them.

This engraver creates the following layout object(s):

[Section 3.1.42 \[GridLine\]](#), page 300.

`Grid_line_span_engraver` is not part of any context.

2.2.44 Grid_point_engraver

Generate grid points.

Properties (read)

`gridInterval` (moment)

Interval for which to generate `GridPoints`.

This engraver creates the following layout object(s):

[Section 3.1.43 \[GridPoint\]](#), page 301.

`Grid_point_engraver` is not part of any context.

2.2.45 Grob_pq_engraver

Administrate when certain grobs (e.g., note heads) stop playing.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

Properties (write)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

`Grob_pq_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.21 \[Staff\]](#), page 152, [Section 2.1.23 \[TabStaff\]](#), page 162, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.25 \[VaticanaStaff\]](#), page 181, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.46 Hara_kiri_engraver

Like `Axis_group_engraver`, but make a hara-kiri spanner, and add interesting items (i.e., note heads, lyric syllables, and normal rests).

Properties (read)

`keepAliveInterfaces` (list)

A list of symbols, signifying grob interfaces that are worth keeping a staff with `remove-empty` set around for.

This engraver creates the following layout object(s):

[Section 3.1.126 \[VerticalAxisGroup\]](#), page 368.

`Hara_kiri_engraver` is part of the following context(s): [Section 2.1.2 \[ChordNames\]](#), page 51, [Section 2.1.8 \[FiguredBass\]](#), page 84, [Section 2.1.9 \[FretBoards\]](#), page 85 and [Section 2.1.14 \[Lyrics\]](#), page 110.

2.2.47 `Horizontal_bracket_engraver`

Create horizontal brackets over notes for musical analysis purposes.

Music types accepted:

[Section 1.2.38 \[note-grouping-event\]](#), page 40

This engraver creates the following layout object(s):

[Section 3.1.46 \[HorizontalBracket\]](#), page 303.

`Horizontal_bracket_engraver` is not part of any context.

2.2.48 `Hyphen_engraver`

Create lyric hyphens and distance constraints between words.

Music types accepted:

[Section 1.2.24 \[hyphen-event\]](#), page 38

This engraver creates the following layout object(s):

[Section 3.1.57 \[LyricHyphen\]](#), page 312 and [Section 3.1.58 \[LyricSpace\]](#), page 313.

`Hyphen_engraver` is part of the following context(s): [Section 2.1.14 \[Lyrics\]](#), page 110.

2.2.49 `Instrument_name_engraver`

Create a system start text for instrument or vocal names.

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`instrumentName` (markup)

The name to print left of a staff. The `instrumentName` property labels the staff in the first system, and the `shortInstrumentName` property labels following lines.

`shortInstrumentName` (markup)

See `instrumentName`.

`shortVocalName` (markup)

Name of a vocal line, short version.

`vocalName` (markup)

Name of a vocal line.

This engraver creates the following layout object(s):

[Section 3.1.47 \[InstrumentName\]](#), page 304.

`Instrument_name_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.9 \[FretBoards\]](#), page 85, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.14 \[Lyrics\]](#), page 110, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.18 \[PianoStaff\]](#), page 135, [Section 2.1.19 \[RhythmicStaff\]](#), page 137, [Section 2.1.21 \[Staff\]](#), page 152, [Section 2.1.23 \[TabStaff\]](#), page 162 and [Section 2.1.25 \[VaticanaStaff\]](#), page 181.

2.2.50 Instrument_switch_engraver

Create a cue text for taking instrument.

Properties (read)

instrumentCueName (markup)

The name to print if another instrument is to be taken.

This engraver creates the following layout object(s):

[Section 3.1.48 \[InstrumentSwitch\]](#), page 305.

Instrument_switch_engraver is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.51 Key_engraver

Engrave a key signature.

Music types accepted:

[Section 1.2.25 \[key-change-event\]](#), page 39

Properties (read)

createKeyOnClefChange (boolean)

Print a key signature whenever the clef is changed.

explicitKeySignatureVisibility (vector)

‘break-visibility’ function for explicit key changes. ‘\override’ of the **break-visibility** property will set the visibility for normal (i.e., at the start of the line) key signatures.

extraNatural (boolean)

Whether to typeset an extra natural sign before accidentals changing from a non-natural to another non-natural.

keyAlterationOrder (list)

An alist that defines in what order alterations should be printed. The format is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -2 (sharp) to 2 (flat).

keySignature (list)

The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. **keySignature** = #`((6 . ,FLAT)).

lastKeySignature (list)

Last key signature before a key signature change.

printKeyCancellation (boolean)

Print restoration alterations before a key signature change.

Properties (write)

keySignature (list)

The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. **keySignature** = #`((6 . ,FLAT)).

`lastKeySignature` (list)

Last key signature before a key signature change.

`tonic` (pitch)

The tonic of the current scale.

This engraver creates the following layout object(s):

Section 3.1.49 [KeyCancellation], page 306 and Section 3.1.50 [KeySignature], page 307.

`Key_engraver` is part of the following context(s): Section 2.1.12 [GregorianTranscriptionStaff], page 89, Section 2.1.15 [MensuralStaff], page 113, Section 2.1.21 [Staff], page 152 and Section 2.1.25 [VaticanaStaff], page 181.

2.2.52 Key_performer

Music types accepted:

Section 1.2.25 [key-change-event], page 39

`Key_performer` is not part of any context.

2.2.53 Laissez_vibrer_engraver

Create laissez vibrer items.

Music types accepted:

Section 1.2.27 [laissez-vibrer-event], page 39

This engraver creates the following layout object(s):

Section 3.1.51 [LaissezVibrerTie], page 308 and Section 3.1.52 [LaissezVibrerTieColumn], page 309.

`Laissez_vibrer_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 52, Section 2.1.6 [DrumVoice], page 70, Section 2.1.13 [GregorianTranscriptionVoice], page 98, Section 2.1.16 [MensuralVoice], page 122, Section 2.1.24 [TabVoice], page 168, Section 2.1.26 [VaticanaVoice], page 191 and Section 2.1.27 [Voice], page 202.

2.2.54 Ledger_line_engraver

Create the spanner to draw ledger lines, and notices objects that need ledger lines.

This engraver creates the following layout object(s):

Section 3.1.53 [LedgerLineSpanner], page 309.

`Ledger_line_engraver` is part of the following context(s): Section 2.1.5 [DrumStaff], page 65, Section 2.1.12 [GregorianTranscriptionStaff], page 89, Section 2.1.15 [MensuralStaff], page 113, Section 2.1.19 [RhythmicStaff], page 137, Section 2.1.21 [Staff], page 152, Section 2.1.23 [TabStaff], page 162 and Section 2.1.25 [VaticanaStaff], page 181.

2.2.55 Ligature_bracket_engraver

Handle `Ligature_events` by engraving `Ligature` brackets.

Music types accepted:

Section 1.2.29 [ligature-event], page 39

This engraver creates the following layout object(s):

Section 3.1.55 [LigatureBracket], page 310.

`Ligature_bracket_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 52, Section 2.1.13 [GregorianTranscriptionVoice], page 98, Section 2.1.24 [TabVoice], page 168 and Section 2.1.27 [Voice], page 202.

2.2.56 Lyric_engraver

Engrave text for lyrics.

Music types accepted:

[Section 1.2.31 \[lyric-event\]](#), page 39

Properties (read)

`ignoreMelismata` (boolean)

Ignore melismata for this [Section “Lyrics”](#) in *Internals Reference* line.

`includeGraceNotes` (boolean)

Do not ignore grace notes for [Section “Lyrics”](#) in *Internals Reference*.

`lyricMelismaAlignment` (direction)

Alignment to use for a melisma syllable.

This engraver creates the following layout object(s):

[Section 3.1.59 \[LyricText\]](#), page 313.

`Lyric_engraver` is part of the following context(s): [Section 2.1.14 \[Lyrics\]](#), page 110.

2.2.57 Lyric_performer

Music types accepted:

[Section 1.2.31 \[lyric-event\]](#), page 39

`Lyric_performer` is not part of any context.

2.2.58 Mark_engraver

Create `RehearsalMark` objects. It puts them on top of all staves (which is taken from the property `stavesFound`). If moving this engraver to a different context, [Section 2.2.101 \[Staff_collecting_engraver\]](#), page 247 must move along, otherwise all marks end up on the same Y location.

Music types accepted:

[Section 1.2.32 \[mark-event\]](#), page 39

Properties (read)

`markFormatter` (procedure)

A procedure taking as arguments the context and the rehearsal mark.
It should return the formatted mark as a markup object.

`rehearsalMark` (integer)

The last rehearsal mark printed.

`stavesFound` (list of grobs)

A list of all staff-symbols found.

This engraver creates the following layout object(s):

[Section 3.1.81 \[RehearsalMark\]](#), page 330.

`Mark_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 140.

2.2.59 Measure_grouping_engraver

Create `MeasureGrouping` to indicate beat subdivision.

Properties (read)

`beamSettings` (list)

Specifies when automatically generated beams should begin and end, as well as beam subdivision behavior. See [Section “Setting automatic beam behavior” in *Notation Reference*](#) for more information.

`beatLength` (moment)

The length of one beat in this time signature.

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`measurePosition` (moment)

How much of the current measure have we had. This can be set manually to create incomplete measures.

This engraver creates the following layout object(s):

[Section 3.1.60 \[MeasureGrouping\]](#), page 314.

`Measure_grouping_engraver` is not part of any context.

2.2.60 Melody_engraver

Create information for context dependent typesetting decisions.

This engraver creates the following layout object(s):

[Section 3.1.61 \[MelodyItem\]](#), page 315.

`Melody_engraver` is not part of any context.

2.2.61 Mensural_ligature_engraver

Handle `Mensural_ligature_events` by glueing special ligature heads together.

Music types accepted:

[Section 1.2.29 \[ligature-event\]](#), page 39

This engraver creates the following layout object(s):

[Section 3.1.62 \[MensuralLigature\]](#), page 315.

`Mensural_ligature_engraver` is part of the following context(s): [Section 2.1.16 \[MensuralVoice\]](#), page 122.

2.2.62 Metronome_mark_engraver

Engrave metronome marking. This delegates the formatting work to the function in the `metronomeMarkFormatter` property. The mark is put over all staves. The staves are taken from the `stavesFound` property, which is maintained by [Section 2.2.101 \[Staff_collecting_engraver\]](#), page 247.

Properties (read)

`metronomeMarkFormatter` (procedure)

How to produce a metronome markup. Called with four arguments: text, duration, count and context.

`stavesFound` (list of grobs)

A list of all staff-symbols found.

`tempoHideNote` (boolean)

Hide the note=count in tempo marks.

`tempoText` (markup)

Text for tempo marks.

`tempoUnitCount` (number)
Count for specifying tempo.

`tempoUnitDuration` (duration)
Unit for specifying tempo.

This engraver creates the following layout object(s):

[Section 3.1.63 \[MetronomeMark\]](#), page 316.

`Metronome_mark_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 140.

2.2.63 Multi_measure_rest_engraver

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the [Section 3.1.64 \[MultiMeasureRest\]](#), page 316. Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

[Section 1.2.34 \[multi-measure-rest-event\]](#), page 39 and [Section 1.2.35 \[multi-measure-text-event\]](#), page 40

Properties (read)

`currentCommandColumn` (graphical (layout) object)
Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`internalBarNumber` (integer)
Contains the current barnumber. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`measureLength` (moment)
Length of one measure in the current time signature.

`measurePosition` (moment)
How much of the current measure have we had. This can be set manually to create incomplete measures.

`restNumberThreshold` (number)
If a multimeasure rest has more measures than this, a number is printed.

This engraver creates the following layout object(s):

[Section 3.1.64 \[MultiMeasureRest\]](#), page 316, [Section 3.1.65 \[MultiMeasureRestNumber\]](#), page 317 and [Section 3.1.66 \[MultiMeasureRestText\]](#), page 319.

`Multi_measure_rest_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.64 New_dynamic_engraver

Create hairpins, dynamic texts, and their vertical alignments. The symbols are collected onto a `DynamicLineSpanner` grob which takes care of vertical positioning.

Music types accepted:

[Section 1.2.1 \[absolute-dynamic-event\]](#), page 36 and [Section 1.2.56 \[span-dynamic-event\]](#), page 42

Properties (read)

crescendoSpanner (symbol)

The type of spanner to be used for crescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin crescendo is used.

crescendoText (markup)

The text to print at start of non-hairpin crescendo, i.e., ‘cresc.’.

currentMusicalColumn (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

decrescendoSpanner (symbol)

The type of spanner to be used for decrescendi. Available values are ‘hairpin’ and ‘text’. If unset, a hairpin decrescendo is used.

decrescendoText (markup)

The text to print at start of non-hairpin decrescendo, i.e., ‘dim.’.

This engraver creates the following layout object(s):

Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294 and Section 3.1.44 [Hairpin], page 301.

New_dynamic_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 52, Section 2.1.6 [DrumVoice], page 70, Section 2.1.7 [Dynamics], page 81, Section 2.1.13 [GregorianTranscriptionVoice], page 98, Section 2.1.16 [MensuralVoice], page 122, Section 2.1.24 [TabVoice], page 168, Section 2.1.26 [VaticanaVoice], page 191 and Section 2.1.27 [Voice], page 202.

2.2.65 New_fingering_engraver

Create fingering scripts for notes in a new chord. This engraver is ill-named, since it also takes care of articulations and harmonic note heads.

Properties (read)

fingeringOrientations (list)

A list of symbols, containing ‘left’, ‘right’, ‘up’ and/or ‘down’. This list determines where fingerings are put relative to the chord being fingered.

harmonicDots (boolean)

If set, harmonic notes in dotted chords get dots.

stringNumberOrientations (list)

See **fingeringOrientations**.

strokeFingerOrientations (list)

See **fingeringOrientations**.

This engraver creates the following layout object(s):

Section 3.1.38 [Fingering], page 296, Section 3.1.87 [Script], page 334, Section 3.1.101 [StringNumber], page 345 and Section 3.1.102 [StrokeFinger], page 346.

New_fingering_engraver is part of the following context(s): Section 2.1.3 [CueVoice], page 52, Section 2.1.13 [GregorianTranscriptionVoice], page 98, Section 2.1.16 [MensuralVoice], page 122, Section 2.1.26 [VaticanaVoice], page 191 and Section 2.1.27 [Voice], page 202.

2.2.66 Note_head_line_engraver

Engrave a line between two note heads, for example a glissando. If **followVoice** is set, staff switches also generate a line.

Properties (read)

`followVoice` (boolean)

If set, note heads are tracked across staff switches by a thin line.

This engraver creates the following layout object(s):

Section 3.1.40 [Glissando], page 299 and Section 3.1.127 [VoiceFollower], page 369.

`Note_head_line_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 52, Section 2.1.13 [GregorianTranscriptionVoice], page 98, Section 2.1.16 [MensuralVoice], page 122, Section 2.1.24 [TabVoice], page 168, Section 2.1.26 [VaticanaVoice], page 191 and Section 2.1.27 [Voice], page 202.

2.2.67 `Note_heads_engraver`

Generate note heads.

Music types accepted:

Section 1.2.37 [note-event], page 40

Properties (read)

`middleCPosition` (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

`staffLineLayoutFunction` (procedure)

Layout of staff lines, `traditional`, or `semitone`.

This engraver creates the following layout object(s):

Section 3.1.70 [NoteHead], page 321.

`Note_heads_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 52, Section 2.1.13 [GregorianTranscriptionVoice], page 98, Section 2.1.16 [MensuralVoice], page 122, Section 2.1.26 [VaticanaVoice], page 191 and Section 2.1.27 [Voice], page 202.

2.2.68 `Note_name_engraver`

Print pitches as words.

Music types accepted:

Section 1.2.37 [note-event], page 40

Properties (read)

`printOctaveNames` (boolean)

Print octave marks for the `NoteNames` context.

This engraver creates the following layout object(s):

Section 3.1.71 [NoteName], page 322.

`Note_name_engraver` is part of the following context(s): Section 2.1.17 [NoteNames], page 134.

2.2.69 `Note_performer`

Music types accepted:

Section 1.2.37 [note-event], page 40

`Note_performer` is not part of any context.

2.2.70 Note_spacing_engraver

Generate `NoteSpacing`, an object linking horizontal lines for use in spacing.

This engraver creates the following layout object(s):

[Section 3.1.72 \[NoteSpacing\]](#), page 322.

`Note_spacing_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.71 Ottava_spanner_engraver

Create a text spanner when the ottavation property changes.

Properties (read)

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`middleCOffset` (number)

The offset of middle C from the position given by `middleCClefPosition`. This is used for ottava brackets.

`ottavation` (markup)

If set, the text for an ottava spanner. Changing this creates a new text spanner.

This engraver creates the following layout object(s):

[Section 3.1.74 \[OttavaBracket\]](#), page 324.

`Ottava_spanner_engraver` is part of the following context(s): [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.21 \[Staff\]](#), page 152 and [Section 2.1.25 \[VaticanaStaff\]](#), page 181.

2.2.72 Output_property_engraver

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 36

`Output_property_engraver` is part of the following context(s): [Section 2.1.2 \[ChordNames\]](#), page 51, [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.7 \[Dynamics\]](#), page 81, [Section 2.1.9 \[FretBoards\]](#), page 85, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.19 \[RhythmicStaff\]](#), page 137, [Section 2.1.20 \[Score\]](#), page 140, [Section 2.1.21 \[Staff\]](#), page 152, [Section 2.1.22 \[StaffGroup\]](#), page 161, [Section 2.1.23 \[TabStaff\]](#), page 162, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.25 \[VaticanaStaff\]](#), page 181, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.73 Page_turn_engraver

Decide where page turns are allowed to go.

Music types accepted:

[Section 1.2.11 \[break-event\]](#), page 37

Properties (read)

`minimumPageTurnLength` (moment)

Minimum length of a rest for a page turn to be allowed.

`minimumRepeatLengthForPageTurn` (moment)

Minimum length of a repeated section for a page turn to be allowed within that section.

`Page_turn_engraver` is not part of any context.

2.2.74 `Paper_column_engraver`

Take care of generating columns.

This engraver decides whether a column is breakable. The default is that a column is always breakable. However, every `Bar_engraver` that does not have a barline at a certain point will set `forbidBreaks` in the score context to stop line breaks. In practice, this means that you can make a break point by creating a bar line (assuming that there are no beams or notes that prevent a break point).

Music types accepted:

[Section 1.2.11 \[break-event\]](#), page 37 and [Section 1.2.26 \[label-event\]](#), page 39

Properties (read)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

Properties (write)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.67 \[NonMusicalPaperColumn\]](#), page 320 and [Section 3.1.75 \[PaperColumn\]](#), page 325.

`Paper_column_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 140.

2.2.75 `Parenthesis_engraver`

Parenthesize objects whose music cause has the `parenthesize` property.

This engraver creates the following layout object(s):

[Section 3.1.76 \[ParenthesesItem\]](#), page 326.

`Parenthesis_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 140.

2.2.76 `Part_combine_engraver`

Part combine engraver for orchestral scores: Print markings ‘a2’, ‘Solo’, ‘Solo II’, and ‘unisono’.

Music types accepted:

[Section 1.2.41 \[part-combine-event\]](#), page 41

Properties (read)

`aDueText` (markup)

Text to print at a unisono passage.

`printPartCombineTexts` (boolean)

Set ‘Solo’ and ‘A due’ texts in the part combiner?

`soloIIText` (markup)

The text for the start of a solo for voice ‘two’ when part-combining.

`soloText` (markup)

The text for the start of a solo when part-combining.

This engraver creates the following layout object(s):

[Section 3.1.28 \[CombineTextScript\]](#), page 286.

`Part_combine_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.77 Percent_repeat_engraver

Make whole bar and double bar repeats.

Music types accepted:

[Section 1.2.43 \[percent-event\]](#), page 41

Properties (read)

`countPercentRepeats` (boolean)

If set, produce counters for percent repeats.

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`measureLength` (moment)

Length of one measure in the current time signature.

`repeatCountVisibility` (procedure)

A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when `countPercentRepeats` is set.

Properties (write)

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

This engraver creates the following layout object(s):

[Section 3.1.32 \[DoublePercentRepeat\]](#), page 289, [Section 3.1.33 \[DoublePercentRepeatCounter\]](#), page 290, [Section 3.1.77 \[PercentRepeat\]](#), page 326 and [Section 3.1.78 \[PercentRepeatCounter\]](#), page 327.

`Percent_repeat_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.78 Phrasing_slur_engraver

Print phrasing slurs. Similar to [Section 2.2.95 \[Slur_engraver\]](#), page 245.

Music types accepted:

[Section 1.2.45 \[phrasing-slur-event\]](#), page 41

This engraver creates the following layout object(s):

[Section 3.1.79 \[PhrasingSlur\]](#), page 328.

Phrasing_slur_engraver is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.79 Piano_pedal_align_engraver

Align piano pedal symbols and brackets.

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

This engraver creates the following layout object(s):

[Section 3.1.92 \[SostenutoPedalLineSpanner\]](#), page 338, [Section 3.1.104 \[SustainPedalLineSpanner\]](#), page 348 and [Section 3.1.123 \[UnaCordaPedalLineSpanner\]](#), page 366.

Piano_pedal_align_engraver is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.21 \[Staff\]](#), page 152, [Section 2.1.23 \[TabStaff\]](#), page 162 and [Section 2.1.25 \[VaticanaStaff\]](#), page 181.

2.2.80 Piano_pedal_engraver

Engrave piano pedal symbols and brackets.

Music types accepted:

[Section 1.2.54 \[sostenuto-event\]](#), page 42, [Section 1.2.62 \[sustain-event\]](#), page 44 and [Section 1.2.70 \[una-corda-event\]](#), page 45

Properties (read)

currentCommandColumn (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

pedalSostenutoStrings (list)

See **pedalSustainStrings**.

pedalSostenutoStyle (symbol)

See **pedalSustainStyle**.

pedalSustainStrings (list)

A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

pedalSustainStyle (symbol)

A symbol that indicates how to print sustain pedals: **text**, **bracket** or **mixed** (both).

`pedalUnaCordaStrings` (list)
See `pedalSustainStrings`.

`pedalUnaCordaStyle` (symbol)
See `pedalSustainStyle`.

This engraver creates the following layout object(s):

Section 3.1.80 [`PianoPedalBracket`], page 329, Section 3.1.91 [`SostenutoPedal`], page 337, Section 3.1.103 [`SustainPedal`], page 347 and Section 3.1.122 [`UnaCordaPedal`], page 365.

`Piano_pedal_engraver` is part of the following context(s): Section 2.1.7 [`Dynamics`], page 81, Section 2.1.12 [`GregorianTranscriptionStaff`], page 89, Section 2.1.15 [`MensuralStaff`], page 113, Section 2.1.21 [`Staff`], page 152, Section 2.1.23 [`TabStaff`], page 162 and Section 2.1.25 [`VaticanaStaff`], page 181.

2.2.81 Piano_pedal_performer

Music types accepted:

Section 1.2.54 [`sostenuto-event`], page 42, Section 1.2.62 [`sustain-event`], page 44 and Section 1.2.70 [`una-corda-event`], page 45

`Piano_pedal_performer` is not part of any context.

2.2.82 Pitch_squash_engraver

Set the vertical position of note heads to `squashedPosition`, if that property is set. This can be used to make a single-line staff demonstrating the rhythm of a melody.

Properties (read)

`squashedPosition` (integer)
Vertical position of squashing for Section “Pitch_squash_engraver” in *Internals Reference*.

`Pitch_squash_engraver` is part of the following context(s): Section 2.1.19 [`RhythmicStaff`], page 137.

2.2.83 Pitched_trill_engraver

Print the bracketed note head after a note head with trill.

This engraver creates the following layout object(s):

Section 3.1.116 [`TrillPitchAccidental`], page 360, Section 3.1.117 [`TrillPitchGroup`], page 361 and Section 3.1.118 [`TrillPitchHead`], page 362.

`Pitched_trill_engraver` is part of the following context(s): Section 2.1.3 [`CueVoice`], page 52, Section 2.1.6 [`DrumVoice`], page 70, Section 2.1.13 [`GregorianTranscriptionVoice`], page 98, Section 2.1.16 [`MensuralVoice`], page 122, Section 2.1.24 [`TabVoice`], page 168, Section 2.1.26 [`VaticanaVoice`], page 191 and Section 2.1.27 [`Voice`], page 202.

2.2.84 Repeat_acknowledge_engraver

Acknowledge repeated music, and convert the contents of `repeatCommands` into an appropriate setting for `whichBar`.

Properties (read)

`doubleRepeatType` (string)
Set the default bar line for double repeats.

`repeatCommands` (list)
This property is a list of commands of the form (list 'volta x), where x is a string or #f. 'end-repeat is also accepted as a command.

`whichBar` (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:"
```

This will create a start-repeat bar in this staff only. Valid values are described in [Section “bar-line-interface” in *Internals Reference*](#).

`Repeat_acknowledge_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), [page 140](#).

2.2.85 Repeat_tie_engraver

Create repeat ties.

Music types accepted:

[Section 1.2.46 \[repeat-tie-event\]](#), [page 41](#)

This engraver creates the following layout object(s):

[Section 3.1.83 \[RepeatTie\]](#), [page 332](#) and [Section 3.1.84 \[RepeatTieColumn\]](#), [page 333](#).

`Repeat_tie_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), [page 52](#), [Section 2.1.6 \[DrumVoice\]](#), [page 70](#), [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), [page 98](#), [Section 2.1.16 \[MensuralVoice\]](#), [page 122](#), [Section 2.1.24 \[TabVoice\]](#), [page 168](#), [Section 2.1.26 \[VaticanaVoice\]](#), [page 191](#) and [Section 2.1.27 \[Voice\]](#), [page 202](#).

2.2.86 Rest_collision_engraver

Handle collisions of rests.

Properties (read)

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

This engraver creates the following layout object(s):

[Section 3.1.86 \[RestCollision\]](#), [page 334](#).

`Rest_collision_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), [page 65](#), [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), [page 89](#), [Section 2.1.15 \[MensuralStaff\]](#), [page 113](#), [Section 2.1.21 \[Staff\]](#), [page 152](#), [Section 2.1.23 \[TabStaff\]](#), [page 162](#) and [Section 2.1.25 \[VaticanaStaff\]](#), [page 181](#).

2.2.87 Rest_engraver

Engrave rests.

Music types accepted:

[Section 1.2.47 \[rest-event\]](#), [page 41](#)

Properties (read)

`middleCPosition` (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

This engraver creates the following layout object(s):

[Section 3.1.85 \[Rest\]](#), [page 333](#).

`Rest_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), [page 52](#), [Section 2.1.6 \[DrumVoice\]](#), [page 70](#), [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), [page 98](#), [Section 2.1.16 \[MensuralVoice\]](#), [page 122](#), [Section 2.1.24 \[TabVoice\]](#), [page 168](#), [Section 2.1.26 \[VaticanaVoice\]](#), [page 191](#) and [Section 2.1.27 \[Voice\]](#), [page 202](#).

2.2.88 Rhythmic_column_engraver

Generate `NoteColumn`, an object that groups stems, note heads, and rests.

This engraver creates the following layout object(s):

Section 3.1.69 [`NoteColumn`], page 321.

`Rhythmic_column_engraver` is part of the following context(s): Section 2.1.3 [`CueVoice`], page 52, Section 2.1.6 [`DrumVoice`], page 70, Section 2.1.13 [`GregorianTranscriptionVoice`], page 98, Section 2.1.16 [`MensuralVoice`], page 122, Section 2.1.24 [`TabVoice`], page 168, Section 2.1.26 [`VaticanaVoice`], page 191 and Section 2.1.27 [`Voice`], page 202.

2.2.89 Scheme_engraver

Implement engravers in Scheme. Interprets arguments to `\consists` as callbacks.

`Scheme_engraver` is not part of any context.

2.2.90 Script_column_engraver

Find potentially colliding scripts and put them into a `ScriptColumn` object; that will fix the collisions.

This engraver creates the following layout object(s):

Section 3.1.88 [`ScriptColumn`], page 335.

`Script_column_engraver` is part of the following context(s): Section 2.1.3 [`CueVoice`], page 52, Section 2.1.6 [`DrumVoice`], page 70, Section 2.1.13 [`GregorianTranscriptionVoice`], page 98, Section 2.1.16 [`MensuralVoice`], page 122, Section 2.1.24 [`TabVoice`], page 168, Section 2.1.26 [`VaticanaVoice`], page 191 and Section 2.1.27 [`Voice`], page 202.

2.2.91 Script_engraver

Handle note scripted articulations.

Music types accepted:

Section 1.2.5 [`articulation-event`], page 37

Properties (read)

`scriptDefinitions` (list)

The description of scripts. This is used by the `Script_engraver` for typesetting note-superscripts and subscripts. See '`scm/script.scm`' for more information.

This engraver creates the following layout object(s):

Section 3.1.87 [`Script`], page 334.

`Script_engraver` is part of the following context(s): Section 2.1.3 [`CueVoice`], page 52, Section 2.1.6 [`DrumVoice`], page 70, Section 2.1.7 [`Dynamics`], page 81, Section 2.1.13 [`GregorianTranscriptionVoice`], page 98, Section 2.1.16 [`MensuralVoice`], page 122, Section 2.1.24 [`TabVoice`], page 168, Section 2.1.26 [`VaticanaVoice`], page 191 and Section 2.1.27 [`Voice`], page 202.

2.2.92 Script_row_engraver

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

Section 3.1.89 [`ScriptRow`], page 335.

`Script_row_engraver` is part of the following context(s): Section 2.1.5 [`DrumStaff`], page 65, Section 2.1.12 [`GregorianTranscriptionStaff`], page 89, Section 2.1.15 [`MensuralStaff`], page 113, Section 2.1.21 [`Staff`], page 152, Section 2.1.23 [`TabStaff`], page 162 and Section 2.1.25 [`VaticanaStaff`], page 181.

2.2.93 Separating_line_group_engraver

Generate objects for computing spacing parameters.

Properties (read)

`createSpacing` (boolean)

Create `StaffSpacing` objects? Should be set for staves.

Properties (write)

`hasStaffSpacing` (boolean)

True if the current `CommandColumn` contains items that will affect spacing.

This engraver creates the following layout object(s):

[Section 3.1.96 \[StaffSpacing\]](#), page 341.

`Separating_line_group_engraver` is part of the following context(s): [Section 2.1.2 \[ChordNames\]](#), page 51, [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.8 \[FiguredBass\]](#), page 84, [Section 2.1.9 \[FretBoards\]](#), page 85, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.17 \[NoteNames\]](#), page 134, [Section 2.1.19 \[RhythmicStaff\]](#), page 137, [Section 2.1.21 \[Staff\]](#), page 152, [Section 2.1.23 \[TabStaff\]](#), page 162 and [Section 2.1.25 \[VaticanaStaff\]](#), page 181.

2.2.94 Slash_repeat_engraver

Make beat repeats.

Music types accepted:

[Section 1.2.43 \[percent-event\]](#), page 41

Properties (read)

`measureLength` (moment)

Length of one measure in the current time signature.

This engraver creates the following layout object(s):

[Section 3.1.82 \[RepeatSlash\]](#), page 332.

`Slash_repeat_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.95 Slur_engraver

Build slur grobs from slur events.

Music types accepted:

[Section 1.2.51 \[slur-event\]](#), page 42

Properties (read)

`doubleSlurs` (boolean)

If set, two slurs are created for every slurred note, one above and one below the chord.

`slurMelismaBusy` (boolean)

Signal if a slur is present.

This engraver creates the following layout object(s):

[Section 3.1.90 \[Slur\]](#), page 336.

`Slur_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.24 \[TabVoice\]](#), page 168 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.96 Slur_performer

Music types accepted:

[Section 1.2.51 \[slur-event\]](#), page 42

`Slur_performer` is not part of any context.

2.2.97 Spacing_engraver

Make a `SpacingSpanner` and do bookkeeping of shortest starting and playing notes.

Music types accepted:

[Section 1.2.55 \[spacing-section-event\]](#), page 42

Properties (read)

`currentCommandColumn` (graphical (layout) object)
Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`currentMusicalColumn` (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`proportionalNotationDuration` (moment)
Global override for shortest-playing duration. This is used for switching on proportional notation.

This engraver creates the following layout object(s):

[Section 3.1.93 \[SpacingSpanner\]](#), page 339.

`Spacing_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 140.

2.2.98 Span_arpeggio_engraver

Make arpeggios that span multiple staves.

Properties (read)

`connectArpeggios` (boolean)
If set, connect arpeggios across piano staff.

This engraver creates the following layout object(s):

[Section 3.1.9 \[Arpeggio\]](#), page 272.

`Span_arpeggio_engraver` is part of the following context(s): [Section 2.1.11 \[GrandStaff\]](#), page 88, [Section 2.1.18 \[PianoStaff\]](#), page 135 and [Section 2.1.22 \[StaffGroup\]](#), page 161.

2.2.99 Span_bar_engraver

Make cross-staff bar lines: It catches all normal bar lines and draws a single span bar across them.

This engraver creates the following layout object(s):

[Section 3.1.94 \[SpanBar\]](#), page 340.

`Span_bar_engraver` is part of the following context(s): [Section 2.1.11 \[GrandStaff\]](#), page 88, [Section 2.1.18 \[PianoStaff\]](#), page 135 and [Section 2.1.22 \[StaffGroup\]](#), page 161.

2.2.100 `Spanner_break_forbid_engraver`

Forbid breaks in certain spanners.

`Spanner_break_forbid_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.101 `Staff_collecting_engraver`

Maintain the `stavesFound` variable.

Properties (read)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

Properties (write)

`stavesFound` (list of grobs)
A list of all staff-symbols found.

`Staff_collecting_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.20 \[Score\]](#), page 140, [Section 2.1.21 \[Staff\]](#), page 152, [Section 2.1.23 \[TabStaff\]](#), page 162 and [Section 2.1.25 \[VaticanaStaff\]](#), page 181.

2.2.102 `Staff_performer`

`Staff_performer` is not part of any context.

2.2.103 `Staff_symbol_engraver`

Create the constellation of five (default) staff lines.

Music types accepted:

[Section 1.2.58 \[staff-span-event\]](#), page 43

This engraver creates the following layout object(s):

[Section 3.1.97 \[StaffSymbol\]](#), page 342.

`Staff_symbol_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.19 \[RhythmicStaff\]](#), page 137, [Section 2.1.21 \[Staff\]](#), page 152, [Section 2.1.23 \[TabStaff\]](#), page 162 and [Section 2.1.25 \[VaticanaStaff\]](#), page 181.

2.2.104 `Stanza_number_align_engraver`

This engraver ensures that stanza numbers are neatly aligned.

`Stanza_number_align_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 140.

2.2.105 `Stanza_number_engraver`

Engrave stanza numbers.

Properties (read)

`stanza` (markup)
Stanza ‘number’ to print before the start of a verse. Use in `Lyrics` context.

This engraver creates the following layout object(s):

[Section 3.1.98 \[StanzaNumber\]](#), page 342.

`Stanza_number_engraver` is part of the following context(s): [Section 2.1.14 \[Lyrics\]](#), page 110.

2.2.106 Stem_engraver

Create stems and single-stem tremolos. It also works together with the beam engraver for overriding beaming.

Music types accepted:

[Section 1.2.66 \[tremolo-event\]](#), page 44

Properties (read)

`stemLeftBeamCount` (integer)

Specify the number of beams to draw on the left side of the next note.
Overrides automatic beaming. The value is only used once, and then it is erased.

`stemRightBeamCount` (integer)

See `stemLeftBeamCount`.

`tremoloFlags` (integer)

The number of tremolo flags to add if no number is specified.

This engraver creates the following layout object(s):

[Section 3.1.99 \[Stem\]](#), page 343 and [Section 3.1.100 \[StemTremolo\]](#), page 345.

`Stem_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.107 System_start_delimiter_engraver

Create a system start delimiter (i.e., a `SystemStartBar`, `SystemStartBrace`, `SystemStartBracket` or `SystemStartSquare` spanner).

Properties (read)

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`systemStartDelimiter` (symbol)

Which grob to make for the start of the system/staff? Set to `SystemStartBrace`, `SystemStartBracket` or `SystemStartBar`.

`systemStartDelimiterHierarchy` (pair)

A nested list, indicating the nesting of a start delimiters.

This engraver creates the following layout object(s):

[Section 3.1.106 \[SystemStartBar\]](#), page 350, [Section 3.1.107 \[SystemStartBrace\]](#), page 350, [Section 3.1.108 \[SystemStartBracket\]](#), page 351 and [Section 3.1.109 \[SystemStartSquare\]](#), page 352.

`System_start_delimiter_engraver` is part of the following context(s): [Section 2.1.1 \[ChoirStaff\]](#), page 50, [Section 2.1.11 \[GrandStaff\]](#), page 88, [Section 2.1.18 \[PianoStaff\]](#), page 135, [Section 2.1.20 \[Score\]](#), page 140 and [Section 2.1.22 \[StaffGroup\]](#), page 161.

2.2.108 `Tab_harmonic_engraver`

In a tablature, parenthesize objects whose music cause has the `parenthesize` property.

This engraver creates the following layout object(s):

[Section 3.1.45 \[HarmonicParenthesesItem\]](#), page 302.

`Tab_harmonic_engraver` is part of the following context(s): [Section 2.1.24 \[TabVoice\]](#), page 168.

2.2.109 `Tab_note_heads_engraver`

Generate one or more tablature noteheads from event of type `NoteEvent`.

Music types accepted:

[Section 1.2.37 \[note-event\]](#), page 40 and [Section 1.2.60 \[string-number-event\]](#), page 43

Properties (read)

`fretLabels` (list)

A list of strings or Scheme-formatted markups containing, in the correct order, the labels to be used for lettered frets in tablature.

`highStringOne` (boolean)

Whether the first string is the string with highest pitch on the instrument. This used by the automatic string selector for tablature notation.

`middleCPosition` (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

`minimumFret` (number)

The tablature auto string-selecting mechanism selects the highest string with a fret at least `minimumFret`.

`noteToFretFunction` (procedure)

Convert list of notes and list of defined strings to full list of strings and fret numbers. Parameters: The context, a list of note events, a list of tabstring events, and the fretboard grob if a fretboard is desired.

`stringOneTopmost` (boolean)

Whether the first string is printed on the top line of the tablature.

`stringTunings` (list)

The tablature strings tuning. It is a list of the pitch (in semitones) of each string (starting with the lower one).

`tablatureFormat` (procedure)

A function formatting a tablature note head. Called with three arguments: context, string number and, fret number. It returns the text as a markup.

`tabStaffLineLayoutFunction` (procedure)

A function determining the staff position of a tablature note head. Called with two arguments: the context and the string.

This engraver creates the following layout object(s):

[Section 3.1.110 \[TabNoteHead\]](#), page 353.

`Tab_note_heads_engraver` is part of the following context(s): [Section 2.1.24 \[TabVoice\]](#), page 168.

2.2.110 `Tab_staff_symbol_engraver`

Create a tablature staff symbol, but look at `stringTunings` for the number of lines.

Properties (read)

`stringTunings` (list)

The tablature strings tuning. It is a list of the pitch (in semitones) of each string (starting with the lower one).

This engraver creates the following layout object(s):

[Section 3.1.97 \[StaffSymbol\]](#), page 342.

`Tab_staff_symbol_engraver` is part of the following context(s): [Section 2.1.23 \[TabStaff\]](#), page 162.

2.2.111 `Tempo_performer`

Properties (read)

`tempoWholesPerMinute` (moment)

The tempo in whole notes per minute.

`Tempo_performer` is not part of any context.

2.2.112 `Text_engraver`

Create text scripts.

Music types accepted:

[Section 1.2.63 \[text-script-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.111 \[TextScript\]](#), page 354.

`Text_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.7 \[Dynamics\]](#), page 81, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.113 `Text_spanner_engraver`

Create text spanner from an event.

Music types accepted:

[Section 1.2.64 \[text-span-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.112 \[TextSpanner\]](#), page 356.

`Text_spanner_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.7 \[Dynamics\]](#), page 81, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.114 `Tie_engraver`

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.65 \[tie-event\]](#), page 44

Properties (read)

`tieWaitForNote` (boolean)

If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)

Signal whether a tie is present.

This engraver creates the following layout object(s):

[Section 3.1.113 \[Tie\]](#), page 357 and [Section 3.1.114 \[TieColumn\]](#), page 358.

`Tie_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.17 \[NoteNames\]](#), page 134, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.115 Tie_performer

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.65 \[tie-event\]](#), page 44

Properties (read)

`tieWaitForNote` (boolean)

If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

Properties (write)

`tieMelismaBusy` (boolean)

Signal whether a tie is present.

`Tie_performer` is not part of any context.

2.2.116 Time_signature_engraver

Create a [Section 3.1.115 \[TimeSignature\]](#), page 359 whenever `timeSignatureFraction` changes.

Properties (read)

`implicitTimeSignatureVisibility` (vector)

break visibility for the default time signature.

`timeSignatureFraction` (pair of numbers)

A pair of numbers, signifying the time signature. For example, #'(4 . 4) is a 4/4 time signature.

This engraver creates the following layout object(s):

[Section 3.1.115 \[TimeSignature\]](#), page 359.

`Time_signature_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 65, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 89, [Section 2.1.15 \[MensuralStaff\]](#), page 113, [Section 2.1.19 \[RhythmicStaff\]](#), page 137, [Section 2.1.21 \[Staff\]](#), page 152 and [Section 2.1.23 \[TabStaff\]](#), page 162.

2.2.117 Time_signature_performer

`Time_signature_performer` is not part of any context.

2.2.118 Timing_translator

This engraver adds the alias **Timing** to its containing context. Responsible for synchronizing timing information from staves. Normally in **Score**. In order to create polyrhythmic music, this engraver should be removed from **Score** and placed in **Staff**.

Properties (read)

- currentBarNumber** (integer)
Contains the current barnumber. This property is incremented at every bar line.
- internalBarNumber** (integer)
Contains the current barnumber. This property is used for internal timekeeping, among others by the **Accidental_engraver**.
- measureLength** (moment)
Length of one measure in the current time signature.
- measurePosition** (moment)
How much of the current measure have we had. This can be set manually to create incomplete measures.

Properties (write)

- currentBarNumber** (integer)
Contains the current barnumber. This property is incremented at every bar line.
- internalBarNumber** (integer)
Contains the current barnumber. This property is used for internal timekeeping, among others by the **Accidental_engraver**.
- measurePosition** (moment)
How much of the current measure have we had. This can be set manually to create incomplete measures.

Timing_translator is part of the following context(s): [Section 2.1.20 \[Score\], page 140](#).

2.2.119 Translator

Base class. Not instantiated.

Translator is not part of any context.

2.2.120 Trill_spanner_engraver

Create trill spanner from an event.

Music types accepted:

[Section 1.2.68 \[trill-span-event\], page 44](#)

Properties (read)

- currentCommandColumn** (graphical (layout) object)
Grob that is X-parent to all current breakable (clef, key signature, etc.) items.
- currentMusicalColumn** (graphical (layout) object)
Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

This engraver creates the following layout object(s):

[Section 3.1.119 \[TrillSpanner\]](#), page 362.

`Trill_spanner_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.121 Tuplet_engraver

Catch tuplet events and generate appropriate bracket.

Music types accepted:

[Section 1.2.69 \[tuplet-span-event\]](#), page 44

Properties (read)

`tupletFullLength` (boolean)

If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)

If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

This engraver creates the following layout object(s):

[Section 3.1.120 \[TupletBracket\]](#), page 363 and [Section 3.1.121 \[TupletNumber\]](#), page 365.

`Tuplet_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.122 Tweak_engraver

Read the `tweaks` property from the originating event, and set properties.

`Tweak_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 52, [Section 2.1.6 \[DrumVoice\]](#), page 70, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 98, [Section 2.1.16 \[MensuralVoice\]](#), page 122, [Section 2.1.24 \[TabVoice\]](#), page 168, [Section 2.1.26 \[VaticanaVoice\]](#), page 191 and [Section 2.1.27 \[Voice\]](#), page 202.

2.2.123 Vaticana_ligature_engraver

Handle ligatures by glueing special ligature heads together.

Music types accepted:

[Section 1.2.29 \[ligature-event\]](#), page 39 and [Section 1.2.44 \[pes-or-flexa-event\]](#), page 41

This engraver creates the following layout object(s):

[Section 3.1.30 \[DotColumn\]](#), page 288 and [Section 3.1.124 \[VaticanaLigature\]](#), page 367.

`Vaticana_ligature_engraver` is part of the following context(s): [Section 2.1.26 \[VaticanaVoice\]](#), page 191.

2.2.124 Vertical_align_engraver

Catch groups (staves, lyrics lines, etc.) and stack them vertically.

Properties (read)

`alignAboveContext` (string)

Where to insert newly created context in vertical alignment.

`alignBelowContext` (string)

Where to insert newly created context in vertical alignment.

This engraver creates the following layout object(s):

[Section 3.1.125 \[VerticalAlignment\]](#), page 367.

`Vertical_align_engraver` is part of the following context(s): [Section 2.1.1 \[ChoirStaff\]](#), page 50, [Section 2.1.18 \[PianoStaff\]](#), page 135, [Section 2.1.20 \[Score\]](#), page 140 and [Section 2.1.22 \[StaffGroup\]](#), page 161.

2.2.125 `Vertically_spaced_contexts_engraver`

Properties (read)

`verticallySpacedContexts` (list)

List of symbols, containing context names whose vertical axis groups should be taken into account for vertical spacing of systems.

Properties (write)

`verticallySpacedContexts` (list)

List of symbols, containing context names whose vertical axis groups should be taken into account for vertical spacing of systems.

`Vertically_spaced_contexts_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 140.

2.2.126 `Volta_engraver`

Make volta brackets.

Properties (read)

`repeatCommands` (list)

This property is a list of commands of the form (list 'volta x), where x is a string or #f. 'end-repeat is also accepted as a command.

`stavesFound` (list of grobs)

A list of all staff-symbols found.

`voltaSpannerDuration` (moment)

This specifies the maximum duration to use for the brackets printed for \alternative. This can be used to shrink the length of brackets in the situation where one alternative is very large.

This engraver creates the following layout object(s):

[Section 3.1.128 \[VoltaBracket\]](#), page 370 and [Section 3.1.129 \[VoltaBracketSpanner\]](#), page 371.

`Volta_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 140.

2.3 Tunable context properties

`aDueText` (markup)

Text to print at a unisono passage.

`alignAboveContext` (string)

Where to insert newly created context in vertical alignment.

`alignBassFigureAccidentals` (boolean)

If true, then the accidentals are aligned in bass figure context.

`alignBelowContext` (string)

Where to insert newly created context in vertical alignment.

associatedVoice (string)

Name of the **Voice** that has the melody for this **Lyrics** line.

autoAccidentals (list)

List of different ways to typeset an accidental.

For determining when to print an accidental, several different rules are tried. The rule that gives the highest number of accidentals is used.

Each entry in the list is either a symbol or a procedure.

symbol The symbol is the name of the context in which the following rules are to be applied. For example, if *context* is **Section “Score” in *Internals Reference*** then all staves share accidentals, and if *context* is **Section “Staff” in *Internals Reference*** then all voices in the same staff share accidentals, but staves do not.

procedure The procedure represents an accidental rule to be applied to the previously specified context.

The procedure takes the following arguments:

context The current context to which the rule should be applied.

pitch The pitch of the note to be evaluated.

barnum The current bar number.

measurepos

The current measure position.

The procedure returns a pair of booleans. The first states whether an extra natural should be added. The second states whether an accidental should be printed. (**#t** . **#f**) does not make sense.

autoBeamCheck (procedure)

A procedure taking three arguments, *context*, *dir* [start/stop (-1 or 1)], and *test* [shortest note in the beam]. A non-**#f** return value starts or stops the auto beam.

autoBeaming (boolean)

If set to true then beams are generated automatically.

autoCautionaries (list)

List similar to **autoAccidentals**, but it controls cautionary accidentals rather than normal ones. Both lists are tried, and the one giving the most accidentals wins. In case of draw, a normal accidental is typeset.

automaticBars (boolean)

If set to false then bar lines will not be printed automatically; they must be explicitly created with a **\bar** command. Unlike the **\cadenzaOn** keyword, measures are still counted. Bar line generation will resume according to that count if this property is unset.

barAlways (boolean)

If set to true a bar line is drawn after each note.

barCheckSynchronize (boolean)

If true then reset **measurePosition** when finding a bar check.

barNumberVisibility (procedure)

A Procedure that takes an integer and returns whether the corresponding bar number should be printed.

bassFigureFormatFunction (procedure)

A procedure that is called to produce the formatting for a **BassFigure** grob. It takes a list of **BassFigureEvents**, a context, and the grob to format.

bassStaffProperties (list)

An alist of property settings to apply for the down staff of **PianoStaff**. Used by `\autochange`.

beamSettings (list)

Specifies when automatically generated beams should begin and end, as well as beam subdivision behavior. See [Section “Setting automatic beam behavior” in *Notation Reference*](#) for more information.

beatLength (moment)

The length of one beat in this time signature.

chordChanges (boolean)

Only show changes in chords scheme?

chordNameExceptions (list)

An alist of chord exceptions. Contains (*chord . markup*) entries.

chordNameExceptionsFull (list)

An alist of full chord exceptions. Contains (*chord . markup*) entries.

chordNameExceptionsPartial (list)

An alist of partial chord exceptions. Contains (*chord . (prefix-markup suffix-markup)*) entries.

chordNameFunction (procedure)

The function that converts lists of pitches to chord names.

chordNameLowercaseMinor (boolean)

Downcase roots of minor chords?

chordNameSeparator (markup)

The markup object used to separate parts of a chord name.

chordNoteNamer (procedure)

A function that converts from a pitch object to a text markup. Used for single pitches.

chordPrefixSpacer (number)

The space added between the root symbol and the prefix of a chord name.

chordRootNamer (procedure)

A function that converts from a pitch object to a text markup. Used for chords.

clefGlyph (string)

Name of the symbol within the music font.

clefOctavation (integer)

Add this much extra octavation. Values of 7 and -7 are common.

clefPosition (number)

Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

completionBusy (boolean)

Whether a completion-note head is playing.

connectArpeggios (boolean)

If set, connect arpeggios across piano staff.

`countPercentRepeats` (boolean)

If set, produce counters for percent repeats.

`createKeyOnClefChange` (boolean)

Print a key signature whenever the clef is changed.

`createSpacing` (boolean)

Create `StaffSpacing` objects? Should be set for staves.

`crescendoSpanner` (symbol)

The type of spanner to be used for crescendi. Available values are ‘`hairpin`’ and ‘`text`’. If unset, a hairpin crescendo is used.

`crescendoText` (markup)

The text to print at start of non-hairpin crescendo, i.e., ‘`cresc.`’.

`currentBarNumber` (integer)

Contains the current barnumber. This property is incremented at every bar line.

`decrescendoSpanner` (symbol)

The type of spanner to be used for decrescendi. Available values are ‘`hairpin`’ and ‘`text`’. If unset, a hairpin decrescendo is used.

`decrescendoText` (markup)

The text to print at start of non-hairpin decrescendo, i.e., ‘`dim.`’.

`defaultBarType` (string)

Set the default type of bar line. See `whichBar` for information on available bar types.

This variable is read by [Section “Timing_translator” in *Internals Reference*](#) at [Section “Score” in *Internals Reference*](#) level.

`doubleRepeatType` (string)

Set the default bar line for double repeats.

`doubleSlurs` (boolean)

If set, two slurs are created for every slurred note, one above and one below the chord.

`drumPitchTable` (hash table)

A table mapping percussion instruments (symbols) to pitches.

`drumStyleTable` (hash table)

A hash table which maps drums to layout settings. Predefined values: ‘`drums-style`’, ‘`timbales-style`’, ‘`congas-style`’, ‘`bongos-style`’, and ‘`percussion-style`’.

The layout style is a hash table, containing the drum-pitches (e.g., the symbol ‘`hihat`’) as keys, and a list (*notehead-style script vertical-position*) as values.

`explicitClefVisibility` (vector)

‘`break-visibility`’ function for clef changes.

`explicitKeySignatureVisibility` (vector)

‘`break-visibility`’ function for explicit key changes. ‘`\override`’ of the `break-visibility` property will set the visibility for normal (i.e., at the start of the line) key signatures.

`extendersOverRests` (boolean)

Whether to continue extenders as they cross a rest.

`extraNatural` (boolean)

Whether to typeset an extra natural sign before accidentals changing from a non-natural to another non-natural.

`figuredBassAlterationDirection` (direction)

Where to put alterations relative to the main figure.

`figuredBassCenterContinuations` (boolean)

Whether to vertically center pairs of extender lines. This does not work with three or more lines.

`figuredBassFormatter` (procedure)

A routine generating a markup for a bass figure.

`figuredBassPlusDirection` (direction)

Where to put plus signs relative to the main figure.

`fingeringOrientations` (list)

A list of symbols, containing ‘left’, ‘right’, ‘up’ and/or ‘down’. This list determines where fingerings are put relative to the chord being fingered.

`firstClef` (boolean)

If true, create a new clef when starting a staff.

`followVoice` (boolean)

If set, note heads are tracked across staff switches by a thin line.

`fontSize` (number)

The relative size of all grobs in a context.

`forbidBreak` (boolean)

If set to `##t`, prevent a line break at this point.

`forceClef` (boolean)

Show clef symbol, even if it has not changed. Only active for the first clef after the property is set, not for the full staff.

`fretLabels` (list)

A list of strings or Scheme-formatted markups containing, in the correct order, the labels to be used for lettered frets in tablature.

`gridInterval` (moment)

Interval for which to generate `GridPoints`.

`harmonicAccidentals` (boolean)

If set, harmonic notes in chords get accidentals.

`harmonicDots` (boolean)

If set, harmonic notes in dotted chords get dots.

`highStringOne` (boolean)

Whether the first string is the string with highest pitch on the instrument. This used by the automatic string selector for tablature notation.

`ignoreBarChecks` (boolean)

Ignore bar checks.

`ignoreFiguredBassRest` (boolean)

Don’t swallow rest events.

`ignoreMelismata` (boolean)

Ignore melismata for this [Section “Lyrics” in *Internals Reference*](#) line.

`implicitBassFigures` (list)

A list of bass figures that are not printed as numbers, but only as extender lines.

`implicitTimeSignatureVisibility` (vector)

break visibility for the default time signature.

`includeGraceNotes` (boolean)

Do not ignore grace notes for [Section “Lyrics” in *Internals Reference*](#).

`instrumentCueName` (markup)

The name to print if another instrument is to be taken.

`instrumentEqualizer` (procedure)

A function taking a string (instrument name), and returning a (*min* . *max*) pair of numbers for the loudness range of the instrument.

`instrumentName` (markup)

The name to print left of a staff. The `instrumentName` property labels the staff in the first system, and the `shortInstrumentName` property labels following lines.

`instrumentTransposition` (pitch)

Define the transposition of the instrument. Its value is the pitch that sounds like middle C. This is used to transpose the MIDI output, and \quotes.

`internalBarNumber` (integer)

Contains the current barnumber. This property is used for internal timekeeping, among others by the `Accidental_engraver`.

`keepAliveInterfaces` (list)

A list of symbols, signifying grob interfaces that are worth keeping a staff with `remove-empty` set around for.

`keyAlterationOrder` (list)

An alist that defines in what order alterations should be printed. The format is (*step* . *alter*), where *step* is a number from 0 to 6 and *alter* from -2 (sharp) to 2 (flat).

`keySignature` (list)

The current key signature. This is an alist containing (*step* . *alter*) or ((*octave* . *step*) . *alter*), where *step* is a number in the range 0 to 6 and *alter* a fraction, denoting alteration. For alterations, use symbols, e.g. `keySignature = #`((6 . ,FLAT))`.

`lyricMelismaAlignment` (direction)

Alignment to use for a melisma syllable.

`majorSevenSymbol` (markup)

How should the major 7th be formatted in a chord name?

`markFormatter` (procedure)

A procedure taking as arguments the context and the rehearsal mark. It should return the formatted mark as a markup object.

`maximumFretStretch` (number)

Don't allocate frets further than this from specified frets.

`measureLength` (moment)

Length of one measure in the current time signature.

`measurePosition` (moment)

How much of the current measure have we had. This can be set manually to create incomplete measures.

melismaBusyProperties (list)

A list of properties (symbols) to determine whether a melisma is playing. Setting this property will influence how lyrics are aligned to notes. For example, if set to `#'(melismaBusy beamMelismaBusy)`, only manual melismata and manual beams are considered. Possible values include `melismaBusy`, `slurMelismaBusy`, `tieMelismaBusy`, and `beamMelismaBusy`.

metronomeMarkFormatter (procedure)

How to produce a metronome markup. Called with four arguments: text, duration, count and context.

middleCClefPosition (number)

The position of the middle C, as determined only by the clef. This can be calculated by looking at `clefPosition` and `clefGlyph`.

middleCOffset (number)

The offset of middle C from the position given by `middleCClefPosition`. This is used for ottava brackets.

middleCPosition (number)

The place of the middle C, measured in half staff-spaces. Usually determined by looking at `middleCClefPosition` and `middleCOffset`.

midiInstrument (string)

Name of the MIDI instrument to use.

midiMaximumVolume (number)

Analogous to `midiMinimumVolume`.

midiMinimumVolume (number)

Set the minimum loudness for MIDI. Ranges from 0 to 1.

minimumFret (number)

The tablature auto string-selecting mechanism selects the highest string with a fret at least `minimumFret`.

minimumPageTurnLength (moment)

Minimum length of a rest for a page turn to be allowed.

minimumRepeatLengthForPageTurn (moment)

Minimum length of a repeated section for a page turn to be allowed within that section.

noChordSymbol (markup)

Markup to be displayed for rests in a `ChordNames` context.

noteToFretFunction (procedure)

Convert list of notes and list of defined strings to full list of strings and fret numbers. Parameters: The context, a list of note events, a list of tabstring events, and the fretboard grob if a fretboard is desired.

ottavation (markup)

If set, the text for an ottava spanner. Changing this creates a new text spanner.

output (music output)

The output produced by a score-level translator during music interpretation.

pedalSostenutoStrings (list)

See `pedalSustainStrings`.

pedalSostenutoStyle (symbol)

See `pedalSustainStyle`.

`pedalSustainStrings` (list)

A list of strings to print for sustain-pedal. Format is (*up updown down*), where each of the three is the string to print when this is done with the pedal.

`pedalSustainStyle` (symbol)

A symbol that indicates how to print sustain pedals: `text`, `bracket` or `mixed` (both).

`pedalUnaCordaStrings` (list)

See `pedalSustainStrings`.

`pedalUnaCordaStyle` (symbol)

See `pedalSustainStyle`.

`predefinedDiagramTable` (hash table)

The hash table of predefined fret diagrams to use in `FretBoards`.

`printKeyCancellation` (boolean)

Print restoration alterations before a key signature change.

`printOctaveNames` (boolean)

Print octave marks for the `NoteNames` context.

`printPartCombineTexts` (boolean)

Set 'Solo' and 'A due' texts in the part combiner?

`proportionalNotationDuration` (moment)

Global override for shortest-playing duration. This is used for switching on proportional notation.

`rehearsalMark` (integer)

The last rehearsal mark printed.

`repeatCommands` (list)

This property is a list of commands of the form (`list 'volta x`), where *x* is a string or `#f`. `'end-repeat` is also accepted as a command.

`repeatCountVisibility` (procedure)

A procedure taking as arguments an integer and context, returning whether the corresponding percent repeat number should be printed when `countPercentRepeats` is set.

`restNumberThreshold` (number)

If a multimeasure rest has more measures than this, a number is printed.

`shapeNoteStyles` (vector)

Vector of symbols, listing style for each note head relative to the tonic (qv.) of the scale.

`shortInstrumentName` (markup)

See `instrumentName`.

`shortVocalName` (markup)

Name of a vocal line, short version.

`skipBars` (boolean)

If set to true, then skip the empty bars that are produced by multimeasure notes and rests. These bars will not appear on the printed output. If not set (the default), multimeasure notes and rests expand into their full length, printing the appropriate number of empty bars so that synchronization with other voices is preserved.

```

{
  r1 r1*3 R1*3
  \set Score.skipBars= ##t
  r1*3 R1*3
}

```

skipTypesetting (boolean)

If true, no typesetting is done, speeding up the interpretation phase. Useful for debugging large scores.

soloIIIText (markup)

The text for the start of a solo for voice ‘two’ when part-combining.

soloText (markup)

The text for the start of a solo when part-combining.

squashedPosition (integer)

Vertical position of squashing for [Section “Pitch-squash-engraver” in *Internals Reference*](#).

staffLineLayoutFunction (procedure)

Layout of staff lines, **traditional**, or **semitone**.

stanza (markup)

Stanza ‘number’ to print before the start of a verse. Use in **Lyrics** context.

stemLeftBeamCount (integer)

Specify the number of beams to draw on the left side of the next note. Overrides automatic beaming. The value is only used once, and then it is erased.

stemRightBeamCount (integer)

See **stemLeftBeamCount**.

stringNumberOrientations (list)

See **fingeringOrientations**.

stringOneTopmost (boolean)

Whether the first string is printed on the top line of the tablature.

stringTunings (list)

The tablature strings tuning. It is a list of the pitch (in semitones) of each string (starting with the lower one).

strokeFingerOrientations (list)

See **fingeringOrientations**.

subdivideBeams (boolean)

If set, multiple beams will be subdivided at beat positions by only drawing one beam over the beat.

suggestAccidentals (boolean)

If set, accidentals are typeset as cautionary suggestions over the note.

systemStartDelimiter (symbol)

Which grob to make for the start of the system/staff? Set to **SystemStartBrace**, **SystemStartBracket** or **SystemStartBar**.

systemStartDelimiterHierarchy (pair)

A nested list, indicating the nesting of a start delimiters.

tablatureFormat (procedure)

A function formatting a tablature note head. Called with three arguments: context, string number and, fret number. It returns the text as a markup.

`tabStaffLineLayoutFunction` (procedure)

A function determining the staff position of a tablature note head. Called with two arguments: the context and the string.

`tempoHideNote` (boolean)

Hide the note=count in tempo marks.

`tempoText` (markup)

Text for tempo marks.

`tempoUnitCount` (number)

Count for specifying tempo.

`tempoUnitDuration` (duration)

Unit for specifying tempo.

`tempoWholesPerMinute` (moment)

The tempo in whole notes per minute.

`tieWaitForNote` (boolean)

If true, tied notes do not have to follow each other directly. This can be used for writing out arpeggios.

`timeSignatureFraction` (pair of numbers)

A pair of numbers, signifying the time signature. For example, `#'(4 . 4)` is a 4/4 time signature.

`timing` (boolean)

Keep administration of measure length, position, bar number, etc.? Switch off for cadenzas.

`tonic` (pitch)

The tonic of the current scale.

`topLevelAlignment` (boolean)

If true, the *Vertical_align_engraver* will create a *VerticalAlignment*; otherwise, it will create a *StaffGrouper*

`trebleStaffProperties` (list)

An alist of property settings to apply for the up staff of *PianoStaff*. Used by `\autochange`.

`tremoloFlags` (integer)

The number of tremolo flags to add if no number is specified.

`tupletFullLength` (boolean)

If set, the tuplet is printed up to the start of the next note.

`tupletFullLengthNote` (boolean)

If set, end at the next note, otherwise end on the matter (time signatures, etc.) before the note.

`tupletSpannerDuration` (moment)

Normally, a tuplet bracket is as wide as the `\times` expression that gave rise to it. By setting this property, you can make brackets last shorter.

```
{
  \set tupletSpannerDuration = #(ly:make-moment 1 4)
  \times 2/3 { c8 c c c c c }
}
```

`useBassFigureExtenders` (boolean)

Whether to use extender lines for repeated bass figures.

`verticallySpacedContexts` (list)

List of symbols, containing context names whose vertical axis groups should be taken into account for vertical spacing of systems.

`vocalName` (markup)

Name of a vocal line.

`voltaSpannerDuration` (moment)

This specifies the maximum duration to use for the brackets printed for `\alternative`. This can be used to shrink the length of brackets in the situation where one alternative is very large.

`whichBar` (string)

This property is read to determine what type of bar line to create.

Example:

```
\set Staff.whichBar = "|:."
```

This will create a start-repeat bar in this staff only. Valid values are described in [Section “bar-line-interface” in *Internals Reference*](#).

2.4 Internal context properties

`associatedVoiceContext` (context)

The context object of the `Voice` that has the melody for this `Lyrics`.

`barCheckLastFail` (moment)

Where in the measure did the last barcheck fail?

`beamMelismaBusy` (boolean)

Signal if a beam is present.

`busyGrobs` (list)

A queue of (*end-moment* . *GROB*) cons cells. This is for internal (C++) use only. This property contains the grobs which are still busy (e.g. note heads, spanners, etc.).

`currentCommandColumn` (graphical (layout) object)

Grob that is X-parent to all current breakable (clef, key signature, etc.) items.

`currentMusicalColumn` (graphical (layout) object)

Grob that is X-parent to all non-breakable items (note heads, lyrics, etc.).

`dynamicAbsoluteVolumeFunction` (procedure)

A procedure that takes one argument, the text value of a dynamic event, and returns the absolute volume of that dynamic event.

`finalizations` (list)

A list of expressions to evaluate before proceeding to next time step. This is an internal variable.

`graceSettings` (list)

Overrides for grace notes. This property should be manipulated through the `add-grace-property` function.

`hasStaffSpacing` (boolean)

True if the current `CommandColumn` contains items that will affect spacing.

lastKeySignature (list)

Last key signature before a key signature change.

localKeySignature (list)

The key signature at this point in the measure. The format is the same as for **keySignature**, but can also contain *((octave . name) . (alter barnumber . measureposition))* pairs.

melismaBusy (boolean)

Signifies whether a melisma is active. This can be used to signal melismas on top of those automatically detected.

quotedCueEventTypes (list)

A list of symbols, representing the event types that should be duplicated for **\cueDuring** commands.

quotedEventTypes (list)

A list of symbols, representing the event types that should be duplicated for **\quoteDuring** commands. This is also a fallback for **\cueDuring** if **quotedCueEventTypes** is not set

rootSystem (graphical (layout) object)

The System object.

scriptDefinitions (list)

The description of scripts. This is used by the **Script_engraver** for typesetting note-superscripts and subscripts. See '**scm/script.scm**' for more information.

slurMelismaBusy (boolean)

Signal if a slur is present.

stavesFound (list of grobs)

A list of all staff-symbols found.

tieMelismaBusy (boolean)

Signal whether a tie is present.

3 Backend

3.1 All layout objects

3.1.1 Accidental

Accidental objects are created by: [Section 2.2.1 \[Accidental-engraver\]](#), page 214.

Standard settings:

```
alteration (number):
    accidental-interface::calc-alteration
    Alteration numbers for accidental.

avoid-slur (symbol):
    'inside
    Method of handling slur collisions. Choices are inside, outside,
    around, and ignore. inside adjusts the slur if needed to keep the
    grob inside the slur. outside moves the grob vertically to the outside
    of the slur. around moves the grob vertically to the outside of the slur
    only if there is a collision. ignore does not move either. In grobs whose
    notational significance depends on vertical position (such as accidentals,
    clefs, etc.), outside and around behave like ignore.

glyph-name-alist (list):
    '((0 . accidentals.natural) (-1/2 . accidentals.flat) (1/2
    . accidentals.sharp) (1 . accidentals.doublsharp) (-1 .
    accidentals.flatflat) (3/4 . accidentals.sharp.slashslash.stemstemstem)
    (1/4 . accidentals.sharp.slashslash.stem)
    (-1/4 . accidentals.mirroredflat) (-3/4 .
    accidentals.mirroredflat.flat))
    An alist of key-string pairs.

stencil (stencil):
    ly:accidental-interface::print
    The symbol to print.

X-extent (pair of numbers):
    ly:accidental-interface::width
    Hard coded extent in X direction.

Y-extent (pair of numbers):
    ly:accidental-interface::height
    Hard coded extent in Y direction.
```

This object supports the following interface(s): [Section 3.2.1 \[accidental-interface\]](#), page 372, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.44 \[item-interface\]](#), page 398.

3.1.2 AccidentalCautionary

AccidentalCautionary objects are created by: [Section 2.2.1 \[Accidental-engraver\]](#), page 214.

Standard settings:

```
alteration (number):
    accidental-interface::calc-alteration
    Alteration numbers for accidental.
```

avoid-slur (symbol):

'inside

Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

glyph-name-alist (list):

'((0 . accidentals.natural) (-1/2 . accidentals.flat) (1/2 . accidentals.sharp) (1 . accidentals.doublesharp) (-1 . accidentals.flatflat) (3/4 . accidentals.sharp.slashslash.stemstemstem) (1/4 . accidentals.sharp.slashslash.stem) (-1/4 . accidentals.mirroredflat) (-3/4 . accidentals.mirroredflat.flat))

An alist of key-string pairs.

parenthesized (boolean):

#t

Parenthesize this grob.

stencil (stencil):

ly:accidental-interface::print

The symbol to print.

Y-extent (pair of numbers):

ly:accidental-interface::height

Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.1 \[accidental-interface\]](#), page 372, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.44 \[item-interface\]](#), page 398.

3.1.3 AccidentalPlacement

AccidentalPlacement objects are created by: [Section 2.2.1 \[Accidental-engraver\]](#), page 214 and [Section 2.2.2 \[Ambitus-engraver\]](#), page 215.

Standard settings:

direction (direction):

-1

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

left-padding (dimension, in staff space):

0.2

The amount of space that is put left to an object (e.g., a group of accidentals).

right-padding (dimension, in staff space):

0.15

Space to insert on the right side of an object (e.g., between note and its accidentals).

script-priority (number):

-100

A sorting key that determines in what order a script is within a stack of scripts.

X-extent (pair of numbers):

ly:axis-group-interface::width

Hard coded extent in X direction.

This object supports the following interface(s): [Section 3.2.2 \[accidental-placement-interface\]](#), page 373, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.44 \[item-interface\]](#), page 398.

3.1.4 AccidentalSuggestion

AccidentalSuggestion objects are created by: [Section 2.2.1 \[Accidental_engraver\]](#), page 214.

Standard settings:

alteration (number):

accidental-interface::calc-alteration

Alteration numbers for accidental.

direction (direction):

1

If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.

font-size (number):

-2

The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

glyph-name-alist (list):

```
'((0 . accidentals.natural) (-1/2 . accidentals.flat) (1/2
 . accidentals.sharp) (1 . accidentals.doubleslash) (-1 .
 accidentals.flatflat) (3/4 . accidentals.sharp.slashslash.stemstemstem)
 (1/4 . accidentals.sharp.slashslash.stem)
 (-1/4 . accidentals.mirroredflat) (-3/4 .
 accidentals.mirroredflat.flat))
```

An alist of key-string pairs.

outside-staff-priority (number):

0

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

script-priority (number):

0

A sorting key that determines in what order a script is within a stack of scripts.

self-alignment-X (number):
 0
 Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

side-axis (number):
 1
 If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

staff-padding (dimension, in staff space):
 0.25
 Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
 ly:accidental-interface::print
 The symbol to print.

X-extent (pair of numbers):
 ly:accidental-interface::width
 Hard coded extent in X direction.

X-offset (number):
 #<simple-closure (#<primitive-generic +> #<simple-closure (#<primitive-procedure ly:self-alignment-interface::centered-on-x-parent>) > #<simple-closure (#<primitive-procedure ly:self-alignment-interface::x-aligned-on-self>) >) >
 The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
 ly:accidental-interface::height
 Hard coded extent in Y direction.

Y-offset (number):
 ly:side-position-interface::y-aligned-side
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.1 \[accidental-interface\]](#), page 372, [Section 3.2.3 \[accidental-suggestion-interface\]](#), page 373, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.84 \[script-interface\]](#), page 414, [Section 3.2.85 \[self-alignment-interface\]](#), page 415 and [Section 3.2.89 \[side-position-interface\]](#), page 417.

3.1.5 Ambitus

Ambitus objects are created by: [Section 2.2.2 \[Ambitus-engraver\]](#), page 215.

Standard settings:

axes (list):
 '(0 1)
 List of axis numbers. In the case of alignment grobs, this should contain only one number.

break-align-symbol (symbol):

'ambitus

This key is used for aligning and spacing breakable items.

break-visibility (vector):

##(## #f #t)

A vector of 3 booleans, ##(*end-of-line unbroken begin-of-line*).

#t means visible, #f means killed.

non-musical (boolean):

#t

True if the grob belongs to a NonMusicalPaperColumn.

space-alist (list):

'((clef extra-space . 0.5) (key-signature extra-space . 0.0)
(staff-bar extra-space . 0.0) (time-signature extra-space .
0.0) (first-note fixed-space . 0.0))

A table that specifies distances between prefatory items, like clef and time-signature. The format is an alist of spacing tuples: (*break-align-symbol type . distance*), where *type* can be the symbols *minimum-space* or *extra-space*.

X-extent (pair of numbers):

ly:axis-group-interface::width

Hard coded extent in X direction.

Y-extent (pair of numbers):

ly:axis-group-interface::height

Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.5 \[ambitus-interface\]](#), page 374, [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.15 \[break-aligned-interface\]](#), page 381, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.44 \[item-interface\]](#), page 398.

3.1.6 AmbitusAccidental

AmbitusAccidental objects are created by: [Section 2.2.2 \[Ambitus-engraver\]](#), page 215.

Standard settings:

direction (direction):

-1

If *side-axis* is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.

glyph-name-alist (list):

'((0 . accidentals.natural) (-1/2 . accidentals.flat) (1/2 .
accidentals.sharp) (1 . accidentals.doublesharp) (-1 .
accidentals.flatflat) (3/4 . accidentals.sharp.slashslash.stemstemstem)
(1/4 . accidentals.sharp.slashslash.stem)
(-1/4 . accidentals.mirroredflat) (-3/4 .
accidentals.mirroredflat.flat))

An alist of key-string pairs.

padding (dimension, in staff space):

0.5

Add this much extra space between objects that are next to each other.

side-axis (number):

0

If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

stencil (stencil):

`ly:accidental-interface::print`

The symbol to print.

X-offset (number):

`ly:side-position-interface::x-aligned-side`

The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):

`ly:accidental-interface::height`

Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.1 \[accidental-interface\]](#), page 372, [Section 3.2.15 \[break-aligned-interface\]](#), page 381, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.89 \[side-position-interface\]](#), page 417.

3.1.7 AmbitusLine

AmbitusLine objects are created by: [Section 2.2.2 \[Ambitus-engraver\]](#), page 215.

Standard settings:

gap (dimension, in staff space):

0.35

Size of a gap in a variable symbol.

stencil (stencil):

`ambitus::print`

The symbol to print.

thickness (number):

2

Line thickness, generally measured in `line-thickness`.

X-offset (number):

`ly:self-alignment-interface::centered-on-x-parent`

The horizontal amount that this object is moved relative to its X-parent.

This object supports the following interface(s): [Section 3.2.5 \[ambitus-interface\]](#), page 374, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.44 \[item-interface\]](#), page 398.

3.1.8 AmbitusNoteHead

AmbitusNoteHead objects are created by: [Section 2.2.2 \[Ambitus-engraver\]](#), page 215.

Standard settings:

duration-log (integer):
 2
 The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

glyph-name (string):
note-head::calc-glyph-name
 The glyph name within the font.

stencil (stencil):
ly:note-head::print
 The symbol to print.

Y-offset (number):
ly:staff-symbol-referencer::callback
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.5 \[ambitus-interface\]](#), page 374, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.48 \[ledgered-interface\]](#), page 401, [Section 3.2.66 \[note-head-interface\]](#), page 407, [Section 3.2.82 \[rhythmic-head-interface\]](#), page 413 and [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424.

3.1.9 Arpeggio

Arpeggio objects are created by: [Section 2.2.3 \[Arpeggio-engraver\]](#), page 216 and [Section 2.2.98 \[Span_arpeggio_engraver\]](#), page 246.

Standard settings:

direction (direction):
 -1
 If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

padding (dimension, in staff space):
 0.5
 Add this much extra space between objects that are next to each other.

positions (pair of numbers):
ly:arpeggio::calc-positions
 Pair of staff coordinates (*left* . *right*), where both *left* and *right* are in **staff-space** units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

script-priority (number):
 0
 A sorting key that determines in what order a script is within a stack of scripts.

side-axis (number):
 0
 If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

staff-position (number):
 0.0
 Vertical position, measured in half staff spaces, counted from the middle line.

stencil (stencil):
 ly:arpeggio::print
 The symbol to print.

X-extent (pair of numbers):
 ly:arpeggio::width
 Hard coded extent in X direction.

X-offset (number):
 ly:side-position-interface::x-aligned-side
 The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):
 ly:staff-symbol-referencer::callback
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.6 \[arpeggio-interface\]](#), page 374, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424.

3.1.10 BalloonTextItem

BalloonTextItem objects are created by: [Section 2.2.6 \[Balloon-engraver\]](#), page 217.

Standard settings:

stencil (stencil):
 ly:balloon-interface::print
 The symbol to print.

text (markup):
 #<procedure #f (grob)>
 Text markup. See [Section “Formatting text” in Notation Reference](#).

X-offset (number):
 #<procedure #f (grob)>
 The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):
 #<procedure #f (grob)>
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.8 \[balloon-interface\]](#), page 377, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.11 BarLine

BarLine objects are created by: [Section 2.2.7 \[Bar-engraver\]](#), page 217.

Standard settings:

allow-span-bar (boolean):
 #t
 If false, no inter-staff bar line will be created below this bar line.

bar-size (dimension, in staff space):
 ly:bar-line::calc-bar-size
 The size of a bar line.

break-align-anchor (number):
 ly:bar-line::calc-anchor
 Grobs aligned to this break-align grob will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

break-align-symbol (symbol):
 'staff-bar
 This key is used for aligning and spacing breakable items.

break-visibility (vector):
 bar-line::calc-break-visibility
 A vector of 3 booleans, #(end-of-line unbroken begin-of-line).
 #t means visible, #f means killed.

gap (dimension, in staff space):
 0.4
 Size of a gap in a variable symbol.

glyph (string):
 "|"
 A string determining what 'style' of glyph is typeset. Valid choices depend on the function that is reading this property.

glyph-name (string):
 bar-line::calc-glyph-name
 The glyph name within the font.

hair-thickness (number):
 1.9
 Thickness of the thin line in a bar line.

kern (dimension, in staff space):
 3.0
 Amount of extra white space to add. For bar lines, this is the amount of space after a thick line.

layer (integer):
 0
 The output layer (a value between 0 and 2): Layers define the order of printing objects. Objects in lower layers are overprinted by objects in higher layers.

non-musical (boolean):
 #t
 True if the grob belongs to a NonMusicalPaperColumn.

space-alist (list):

```
'((time-signature extra-space . 0.75) (custos minimum-space
. 2.0) (clef minimum-space . 1.0) (key-signature extra-space
. 1.0) (key-cancellation extra-space . 1.0) (first-note
fixed-space . 1.3) (next-note semi-fixed-space . 0.9)
(right-edge extra-space . 0.0))
```

A table that specifies distances between prefatory items, like clef and time-signature. The format is an alist of spacing tuples: (*break-align-symbol type . distance*), where *type* can be the symbols *minimum-space* or *extra-space*.

stencil (stencil):

```
ly:bar-line::print
```

The symbol to print.

thick-thickness (number):

```
6.0
```

Bar line thickness, measured in *line-thickness*.

thin-kern (number):

```
3.0
```

The space after a hair-line in a bar line.

This object supports the following interface(s): [Section 3.2.9 \[bar-line-interface\]](#), page 377, [Section 3.2.15 \[break-aligned-interface\]](#), page 381, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.44 \[item-interface\]](#), page 398.

3.1.12 BarNumber

BarNumber objects are created by: [Section 2.2.8 \[Bar_number-engraver\]](#), page 217.

Standard settings:

after-line-breaking (boolean):

```
ly:side-position-interface::move-to-extremal-staff
```

Dummy property, used to trigger callback for *after-line-breaking*.

break-align-symbols (list):

```
'(left-edge staff-bar)
```

A list of symbols that determine which break-aligned grobs to align this to. If the grob selected by the first symbol in the list is invisible due to break-visibility, we will align to the next grob (and so on). Choices are *left-edge*, *ambitus*, *breathing-sign*, *clef*, *staff-bar*, *key-cancellation*, *key-signature*, *time-signature*, and *custos*.

break-visibility (vector):

```
##f ##f #t
```

A vector of 3 booleans, *##(end-of-line unbroken begin-of-line)*. *#t* means visible, *#f* means killed.

direction (direction):

```
1
```

If *side-axis* is 0 (or *#X*), then this property determines whether the object is placed *#LEFT*, *#CENTER* or *#RIGHT* with respect to the other object. Otherwise, it determines whether the object is placed *#UP*, *#CENTER* or *#DOWN*. Numerical values may also be used: *#UP=1*, *#DOWN=-1*, *#LEFT=-1*, *#RIGHT=1*, *#CENTER=0*.

font-family (symbol):
 'roman
 The font family is the broadest category for selecting text fonts. Options include: **sans**, **roman**.

font-size (number):
 -2
 The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

non-musical (boolean):
 #t
 True if the grob belongs to a **NonMusicalPaperColumn**.

outside-staff-priority (number):
 100
 If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

padding (dimension, in staff space):
 1.0
 Add this much extra space between objects that are next to each other.

self-alignment-X (number):
 1
 Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

side-axis (number):
 1
 If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

stencil (stencil):
 ly:text-interface::print
 The symbol to print.

X-offset (number):
 #<simple-closure (#<primitive-generic +> #<simple-closure (#<primitive-procedure ly:break-alignable-interface::self-align-callback>) > #<simple-closure (#<primitive-procedure ly:self-alignment-interface::x-aligned-on-self>) >) >
 The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):
 ly:side-position-interface::y-aligned-side
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.14 \[break-alignable-interface\]](#), page 381, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.85 \[self-alignment-interface\]](#), page 415, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.13 BassFigure

BassFigure objects are created by: [Section 2.2.33 \[Figured_bass_engraver\]](#), page 225.

Standard settings:

```
stencil (stencil):
  ly:text-interface::print
  The symbol to print.
```

This object supports the following interface(s): [Section 3.2.11 \[bass-figure-interface\]](#), page 378, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.81 \[rhythmic-grob-interface\]](#), page 413 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.14 BassFigureAlignment

BassFigureAlignment objects are created by: [Section 2.2.33 \[Figured_bass_engraver\]](#), page 225.

Standard settings:

```
axes (list):
  '(1)
  List of axis numbers. In the case of alignment grobs, this should contain
  only one number.

padding (dimension, in staff space):
  0.2
  Add this much extra space between objects that are next to each other.

stacking-dir (direction):
  -1
  Stack objects in which direction?

Y-extent (pair of numbers):
  ly:axis-group-interface::height
  Hard coded extent in Y direction.
```

This object supports the following interface(s): [Section 3.2.4 \[align-interface\]](#), page 373, [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.10 \[bass-figure-alignment-interface\]](#), page 378, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.15 BassFigureAlignmentPositioning

BassFigureAlignmentPositioning objects are created by: [Section 2.2.34 \[Figured_bass_position_engraver\]](#), page 226.

Standard settings:

```
axes (list):
  '(1)
  List of axis numbers. In the case of alignment grobs, this should contain
  only one number.

direction (direction):
  1
  If side-axis is 0 (or #X), then this property determines whether the ob-
  ject is placed #LEFT, #CENTER or #RIGHT with respect to the other object.
  Otherwise, it determines whether the object is placed #UP, #CENTER or
```

#DOWN. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

padding (dimension, in staff space):

0.5

Add this much extra space between objects that are next to each other.

side-axis (number):

1

If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

staff-padding (dimension, in staff space):

1.0

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

Y-extent (pair of numbers):

ly:axis-group-interface::height

Hard coded extent in Y direction.

Y-offset (number):

ly:side-position-interface::y-aligned-side

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.16 BassFigureBracket

BassFigureBracket objects are created by: [Section 2.2.33 \[Figured_bass-engraver\]](#), page 225.

Standard settings:

edge-height (pair):

'(0.2 . 0.2)

A pair of numbers specifying the heights of the vertical edges: (**left-height** . **right-height**).

stencil (stencil):

ly:enclosing-bracket::print

The symbol to print.

X-extent (pair of numbers):

ly:enclosing-bracket::width

Hard coded extent in X direction.

This object supports the following interface(s): [Section 3.2.29 \[enclosing-bracket-interface\]](#), page 386, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.44 \[item-interface\]](#), page 398.

3.1.17 BassFigureContinuation

BassFigureContinuation objects are created by: [Section 2.2.33 \[Figured_bass-engraver\]](#), page 225.

Standard settings:

stencil (stencil):
 `ly:figured-bass-continuation::print`
 The symbol to print.

Y-offset (number):
 `ly:figured-bass-continuation::center-on-figures`
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.31 \[figured-bass-continuation-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.18 BassFigureLine

BassFigureLine objects are created by: [Section 2.2.33 \[Figured_bass_engraver\]](#), page 225.

Standard settings:

axes (list):
 `'(1)`
 List of axis numbers. In the case of alignment grobs, this should contain only one number.

vertical-skylines (pair of skylines):
 `ly:axis-group-interface::calc-skylines`
 Two skylines, one above and one below this grob.

Y-extent (pair of numbers):
 `ly:axis-group-interface::height`
 Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.19 Beam

Beam objects are created by: [Section 2.2.4 \[Auto_beam_engraver\]](#), page 216, [Section 2.2.9 \[Beam_engraver\]](#), page 218, [Section 2.2.15 \[Chord_tremolo_engraver\]](#), page 220 and [Section 2.2.40 \[Grace_beam_engraver\]](#), page 228.

Standard settings:

auto-knee-gap (dimension, in staff space):
 5.5
 If a gap is found between note heads where a horizontal beam fits that is larger than this number, make a kneed beam.

beam-thickness (dimension, in staff space):
 0.48
 Beam thickness, measured in `staff-space` units.

beamed-stem-shorten (list):
 `'(1.0 0.5 0.25)`
 How much to shorten beamed stems, when their direction is forced. It is a list, since the value is different depending on the number of flags and beams.

beaming (pair):
 `ly:beam::calc-beaming`

Pair of number lists. Each number list specifies which beams to make. 0 is the central beam, 1 is the next beam toward the note, etc. This information is used to determine how to connect the beaming patterns from stem to stem inside a beam.

`clip-edges` (boolean):

`#t`

Allow outward pointing beamlets at the edges of beams?

`concaveness` (number):

`ly:beam::calc-concaveness`

A beam is concave if its inner stems are closer to the beam than the two outside stems. This number is a measure of the closeness of the inner stems. It is used for damping the slope of the beam.

`damping` (number):

1

Amount of beam slope damping.

`details` (list):

`'((secondary-beam-demerit . 10) (stem-length-demerit-factor . 5) (region-size . 2) (beam-eps . 0.001) (stem-length-limit-penalty . 5000) (damping-direction-penalty . 800) (hint-direction-penalty . 20) (musical-direction-factor . 400) (ideal-slope-factor . 10) (round-to-zero-slope . 0.02))`

Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a `details` property.

`direction` (direction):

`ly:beam::calc-direction`

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

`font-family` (symbol):

`'roman`

The font family is the broadest category for selecting text fonts. Options include: `sans`, `roman`.

`gap` (dimension, in staff space):

0.8

Size of a gap in a variable symbol.

`neutral-direction` (direction):

-1

Which direction to take in the center of the staff.

`positions` (pair of numbers):

`#<simple-closure #<simple-closure (#<procedure chain-grob-member-functions (grob value . funcs)> (#<primitive-procedure cons> 0 0) #<primitive-procedure ly:beam::calc-least-squares-positions> #<primitive-procedure ly:beam::slope-damping> #<primitive-procedure`

```
ly:beam::shift-region-to-valid> #<primitive-procedure
ly:beam::quanting>) > >
```

Pair of staff coordinates (*left* . *right*), where both *left* and *right* are in **staff-space** units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

```
stencil (stencil):
  ly:beam::print
  The symbol to print.
```

This object supports the following interface(s): [Section 3.2.12 \[beam-interface\]](#), page 378, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.96 \[spanner-interface\]](#), page 422, [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424 and [Section 3.2.119 \[unbreakable-spanner-interface\]](#), page 434.

3.1.20 BendAfter

BendAfter objects are created by: [Section 2.2.11 \[Bend-engraver\]](#), page 218.

Standard settings:

```
minimum-length (dimension, in staff space):
  0.5
  Try to make a spanner at least this long, normally in the horizontal
  direction. This requires an appropriate callback for the springs-and-
rods property. If added to a Tie, this sets the minimum distance be-
  tween noteheads.

stencil (stencil):
  bend::print
  The symbol to print.

thickness (number):
  2.0
  Line thickness, generally measured in line-thickness.
```

This object supports the following interface(s): [Section 3.2.13 \[bend-after-interface\]](#), page 381, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.21 BreakAlignGroup

BreakAlignGroup objects are created by: [Section 2.2.12 \[Break_align-engraver\]](#), page 219.

Standard settings:

```
axes (list):
  '(0)
  List of axis numbers. In the case of alignment grobs, this should contain
  only one number.

break-align-anchor (number):
  ly:break-aligned-interface::calc-average-anchor
  Grobs aligned to this break-align grob will have their X-offsets shifted
  by this number. In bar lines, for example, this is used to position grobs
  relative to the (visual) center of the bar line.
```

break-visibility (vector):
 ly:break-aligned-interface::calc-break-visibility
 A vector of 3 booleans, #(end-of-line unbroken begin-of-line).
 #t means visible, #f means killed.

X-extent (pair of numbers):
 ly:axis-group-interface::width
 Hard coded extent in X direction.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.15 \[break-aligned-interface\]](#), page 381, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.44 \[item-interface\]](#), page 398.

3.1.22 BreakAlignment

BreakAlignment objects are created by: [Section 2.2.12 \[Break_align_engraver\]](#), page 219.

Standard settings:

axes (list):
 '(0)
 List of axis numbers. In the case of alignment grobs, this should contain only one number.

break-align-orders (vector):
 #((left-edge ambitus breathing-sign clef staff-bar key-cancellation key-signature time-signature custos) (left-edge ambitus breathing-sign clef staff-bar key-cancellation key-signature time-signature custos) (left-edge ambitus breathing-sign clef key-cancellation key-signature staff-bar time-signature custos))
 Defines the order in which prefatory matter (clefs, key signatures) appears. The format is a vector of length 3, where each element is one order for end-of-line, middle of line, and start-of-line, respectively. An order is a list of symbols.
 For example, clefs are put after key signatures by setting

```
\override Score.BreakAlignment #'break-align-orders =
  #(make-vector 3 '(span-bar
                    breathing-sign
                    staff-bar
                    key
                    clef
                    time-signature))
```

non-musical (boolean):
 #t
 True if the grob belongs to a NonMusicalPaperColumn.

stacking-dir (direction):
 1
 Stack objects in which direction?

X-extent (pair of numbers):
 ly:axis-group-interface::width
 Hard coded extent in X direction.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.16 \[break-alignment-interface\]](#), page 382, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.44 \[item-interface\]](#), page 398.

3.1.23 BreathingSign

BreathingSign objects are created by: [Section 2.2.13 \[Breathing_sign_engraver\]](#), page 219.

Standard settings:

`break-align-symbol` (symbol):

`'breathing-sign`

This key is used for aligning and spacing breakable items.

`break-visibility` (vector):

`##(##t ##t ##f)`

A vector of 3 booleans, `##(end-of-line unbroken begin-of-line)`.

`##t` means visible, `##f` means killed.

`non-musical` (boolean):

`##t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`space-alist` (list):

`'((ambitus extra-space . 2.0) (custos minimum-space . 1.0) (key-signature minimum-space . 1.5) (time-signature minimum-space . 1.5) (staff-bar minimum-space . 1.5) (clef minimum-space . 2.0) (first-note fixed-space . 1.0) (right-edge extra-space . 0.1))`

A table that specifies distances between prefatory items, like clef and time-signature. The format is an alist of spacing tuples: *(break-align-symbol type . distance)*, where *type* can be the symbols `minimum-space` or `extra-space`.

`stencil` (stencil):

`ly:text-interface::print`

The symbol to print.

`text` (markup):

`'(##<procedure musicglyph-markup (layout props glyph-name)> scripts.rcomma)`

Text markup. See [Section “Formatting text” in *Notation Reference*](#).

`Y-offset` (number):

`ly:breathing-sign::offset-callback`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.15 \[break-aligned-interface\]](#), page 381, [Section 3.2.17 \[breathing-sign-interface\]](#), page 383, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.24 ChordName

ChordName objects are created by: [Section 2.2.14 \[Chord_name_engraver\]](#), page 219.

Standard settings:

after-line-breaking (boolean):
 ly:chord-name::after-line-breaking
 Dummy property, used to trigger callback for **after-line-breaking**.

font-family (symbol):
 'sans
 The font family is the broadest category for selecting text fonts. Options include: **sans**, **roman**.

font-size (number):
 1.5
 The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

stencil (stencil):
 ly:text-interface::print
 The symbol to print.

word-space (dimension, in staff space):
 0.0
 Space to insert between words in texts.

This object supports the following interface(s): [Section 3.2.18 \[chord-name-interface\]](#), page 383, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.81 \[rhythmic-grob-interface\]](#), page 413 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.25 Clef

Clef objects are created by: [Section 2.2.16 \[Clef_engraver\]](#), page 220.

Standard settings:

avoid-slur (symbol):
 'inside
 Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

break-align-anchor (number):
 ly:break-aligned-interface::calc-extent-aligned-anchor
 Grobs aligned to this break-align grob will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

break-align-symbol (symbol):
 'clef
 This key is used for aligning and spacing breakable items.

break-visibility (vector):
 #(#f #f #t)
 A vector of 3 booleans, *#(end-of-line unbroken begin-of-line)*. **#t** means visible, **#f** means killed.

extra-spacing-height (pair of numbers):

`'(-0.5 . 0.5)`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the ‘car’ to the bottom of the item and adding the ‘cdr’ to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

glyph-name (string):

`ly:clef::calc-glyph-name`

The glyph name within the font.

non-musical (boolean):

`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

space-alist (list):

`'((ambitus extra-space . 2.0) (staff-bar extra-space . 0.7) (key-cancellation minimum-space . 3.5) (key-signature minimum-space . 3.5) (time-signature minimum-space . 4.2) (first-note minimum-fixed-space . 5.0) (next-note extra-space . 0.5) (right-edge extra-space . 0.5))`

A table that specifies distances between prefatory items, like clef and time-signature. The format is an alist of spacing tuples: *(break-align-symbol type . distance)*, where *type* can be the symbols `minimum-space` or `extra-space`.

stencil (stencil):

`ly:clef::print`

The symbol to print.

Y-offset (number):

`ly:staff-symbol-referencer::callback`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.15 \[break-aligned-interface\]](#), page 381, [Section 3.2.19 \[clef-interface\]](#), page 383, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424.

3.1.26 ClusterSpanner

ClusterSpanner objects are created by: [Section 2.2.17 \[Cluster-spanner-engraver\]](#), page 221.

Standard settings:

minimum-length (dimension, in staff space):

`0.0`

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between noteheads.

padding (dimension, in staff space):

`0.25`

Add this much extra space between objects that are next to each other.

springs-and-rods (boolean):
 `ly:spanner::set-spacing-rods`
 Dummy variable for triggering spacing routines.

stencil (stencil):
 `ly:cluster::print`
 The symbol to print.

style (symbol):
 `'ramp`
 This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

This object supports the following interface(s): [Section 3.2.21 \[cluster-interface\]](#), page 384, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.27 ClusterSpannerBeacon

ClusterSpannerBeacon objects are created by: [Section 2.2.17 \[Cluster-spanner-engraver\]](#), page 221.

Standard settings:

Y-extent (pair of numbers):
 `ly:cluster-beacon::height`
 Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.20 \[cluster-beacon-interface\]](#), page 383, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.81 \[rhythmic-grob-interface\]](#), page 413.

3.1.28 CombineTextScript

CombineTextScript objects are created by: [Section 2.2.76 \[Part-combine-engraver\]](#), page 239.

Standard settings:

avoid-slur (symbol):
 `'outside`
 Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

baseline-skip (dimension, in staff space):
 2
 Distance between base lines of multiple lines of text.

direction (direction):
 1
 If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

extra-spacing-width (pair of numbers):

`'(+inf.0 . -inf.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the ‘car’ on the left side of the item and adding the ‘cdr’ on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

font-series (symbol):

`'bold`

Select the series of a font. Choices include `medium`, `bold`, `bold-narrow`, etc.

outside-staff-priority (number):

450

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

padding (dimension, in staff space):

0.5

Add this much extra space between objects that are next to each other.

script-priority (number):

200

A sorting key that determines in what order a script is within a stack of scripts.

side-axis (number):

1

If the value is `#X` (or equivalently 0), the object is placed horizontally next to the other object. If the value is `#Y` or 1, it is placed vertically.

staff-padding (dimension, in staff space):

0.5

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):

`ly:text-interface::print`

The symbol to print.

X-offset (number):

`ly:self-alignment-interface::x-aligned-on-self`

The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.110 \[text-interface\]](#), page 429 and [Section 3.2.111 \[text-script-interface\]](#), page 430.

3.1.29 Custos

Custos objects are created by: [Section 2.2.21 \[Custos_engraver\]](#), page 222.

Standard settings:

```
break-align-symbol (symbol):
    'custos
    This key is used for aligning and spacing breakable items.

break-visibility (vector):
    #(#t #f #f)
    A vector of 3 booleans, #(end-of-line unbroken begin-of-line).
    #t means visible, #f means killed.

neutral-direction (direction):
    -1
    Which direction to take in the center of the staff.

non-musical (boolean):
    #t
    True if the grob belongs to a NonMusicalPaperColumn.

space-alist (list):
    '((first-note minimum-fixed-space . 0.0) (right-edge
    extra-space . 0.1))
    A table that specifies distances between prefatory items, like clef and
    time-signature. The format is an alist of spacing tuples: (break-align-
    symbol type . distance), where type can be the symbols minimum-
    space or extra-space.

stencil (stencil):
    ly:custos::print
    The symbol to print.

style (symbol):
    'vaticana
    This setting determines in what style a grob is typeset. Valid choices
    depend on the stencil callback reading this property.

Y-offset (number):
    ly:staff-symbol-referencer::callback
    The vertical amount that this object is moved relative to its Y-parent.
```

This object supports the following interface(s): [Section 3.2.15 \[break-aligned-interface\]](#), page 381, [Section 3.2.22 \[custos-interface\]](#), page 384, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424.

3.1.30 DotColumn

DotColumn objects are created by: [Section 2.2.23 \[Dot_column_engraver\]](#), page 223 and [Section 2.2.123 \[Vaticana_ligature_engraver\]](#), page 253.

Standard settings:

```
axes (list):
    '(0)
    List of axis numbers. In the case of alignment grobs, this should contain
    only one number.
```

direction (direction):

1

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

X-extent (pair of numbers):

ly:axis-group-interface::width

Hard coded extent in X direction.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.23 \[dot-column-interface\]](#), page 384, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.44 \[item-interface\]](#), page 398.

3.1.31 Dots

Dots objects are created by: [Section 2.2.19 \[Completion_heads_engraver\]](#), page 221 and [Section 2.2.24 \[Dots_engraver\]](#), page 223.

Standard settings:

dot-count (integer):

dots::calc-dot-count

The number of dots.

extra-spacing-height (pair of numbers):

'(-0.5 . 0.5)

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to **(-inf.0 . +inf.0)**.

staff-position (number):

dots::calc-staff-position

Vertical position, measured in half staff spaces, counted from the middle line.

stencil (stencil):

ly:dots::print

The symbol to print.

This object supports the following interface(s): [Section 3.2.24 \[dots-interface\]](#), page 385, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424.

3.1.32 DoublePercentRepeat

DoublePercentRepeat objects are created by: [Section 2.2.77 \[Percent_repeat_engraver\]](#), page 240.

Standard settings:

break-align-symbol (symbol):

'staff-bar

This key is used for aligning and spacing breakable items.

break-visibility (vector):
`##t ##t ##f`
 A vector of 3 booleans, `##(end-of-line unbroken begin-of-line)`.
`##t` means visible, `##f` means killed.

dot-negative-kern (number):
 0.75
 The space to remove between a dot and a slash in percent repeat glyphs.
 Larger values bring the two elements closer together.

font-encoding (symbol):
`'fetaMusic`
 The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

non-musical (boolean):
`##t`
 True if the grob belongs to a `NonMusicalPaperColumn`.

slash-negative-kern (number):
 1.6
 The space to remove between slashes in percent repeat glyphs. Larger values bring the two elements closer together.

slope (number):
 1.0
 The slope of this object.

stencil (stencil):
`ly:percent-repeat-item-interface::double-percent`
 The symbol to print.

thickness (number):
 0.48
 Line thickness, generally measured in `line-thickness`.

width (dimension, in staff space):
 2.0
 The width of a grob measured in staff space.

This object supports the following interface(s): [Section 3.2.15 \[break-aligned-interface\]](#), page 381, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.73 \[percent-repeat-interface\]](#), page 411 and [Section 3.2.74 \[percent-repeat-item-interface\]](#), page 411.

3.1.33 DoublePercentRepeatCounter

`DoublePercentRepeatCounter` objects are created by: [Section 2.2.77 \[Percent-repeat-engraver\]](#), page 240.

Standard settings:

direction (direction):
 1

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

`font-encoding` (symbol):

`'fetaText`

The font encoding is the broadest category for selecting a font. Currently, only Lilypond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

`font-size` (number):

`-2`

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

`padding` (dimension, in staff space):

`0.2`

Add this much extra space between objects that are next to each other.

`self-alignment-X` (number):

`0`

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

`side-axis` (number):

`1`

If the value is `#X` (or equivalently 0), the object is placed horizontally next to the other object. If the value is `#Y` or 1, it is placed vertically.

`staff-padding` (dimension, in staff space):

`0.25`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):

`ly:text-interface::print`

The symbol to print.

`X-offset` (number):

```
#<simple-closure (#<primitive-generic +> #<simple-closure (#<primitive-procedure ly:self-alignment-interface::centered-on-y-parent>) > #<simple-closure (#<primitive-procedure ly:self-alignment-interface::x-aligned-on-self>) >) >
```

The horizontal amount that this object is moved relative to its X-parent.

`Y-offset` (number):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.73 \[percent-repeat-interface\]](#), page 411, [Section 3.2.74 \[percent-repeat-item-interface\]](#), page 411, [Section 3.2.85 \[self-alignment-interface\]](#), page 415, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.34 DynamicLineSpanner

DynamicLineSpanner objects are created by: [Section 2.2.27 \[Dynamic-align-engraver\]](#), page 223 and [Section 2.2.28 \[Dynamic-engraver\]](#), page 224.

Standard settings:

axes (list):

'(1)

List of axis numbers. In the case of alignment grobs, this should contain only one number.

direction (direction):

-1

If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.

minimum-space (dimension, in staff space):

1.2

Minimum distance that the victim should move (after padding).

outside-staff-priority (number):

250

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

padding (dimension, in staff space):

0.6

Add this much extra space between objects that are next to each other.

side-axis (number):

1

If the value is #X (or equivalently 0), the object is placed horizontally next to the other object. If the value is #Y or 1, it is placed vertically.

slur-padding (number):

0.3

Extra distance between slur and script.

staff-padding (dimension, in staff space):

0.1

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

X-extent (pair of numbers):

ly:axis-group-interface::width

Hard coded extent in X direction.

Y-extent (pair of numbers):

`ly:axis-group-interface::height`

Hard coded extent in Y direction.

Y-offset (number):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.25 \[dynamic-interface\]](#), page 385, [Section 3.2.26 \[dynamic-line-spanner-interface\]](#), page 385, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.35 DynamicText

DynamicText objects are created by: [Section 2.2.28 \[Dynamic-engraver\]](#), page 224 and [Section 2.2.64 \[New_dynamic-engraver\]](#), page 235.

Standard settings:

direction (direction):

`ly:script-interface::calc-direction`

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

extra-spacing-width (pair of numbers):

`'(+inf.0 . -inf.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the ‘car’ on the left side of the item and adding the ‘cdr’ on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

font-encoding (symbol):

`'fetaText`

The font encoding is the broadest category for selecting a font. Currently, only Lilypond’s system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

font-series (symbol):

`'bold`

Select the series of a font. Choices include `medium`, `bold`, `bold-narrow`, etc.

font-shape (symbol):

`'italic`

Select the shape of a font. Choices include `upright`, `italic`, `caps`.

outside-staff-priority (number):

`250`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

right-padding (dimension, in staff space):
 0.5
 Space to insert on the right side of an object (e.g., between note and its accidentals).

self-alignment-X (number):
 0
 Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

self-alignment-Y (number):
 0
 Like **self-alignment-X** but for the Y axis.

stencil (stencil):
 ly:text-interface::print
 The symbol to print.

X-offset (number):
 ly:self-alignment-interface::x-aligned-on-self
 The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):
 ly:self-alignment-interface::y-aligned-on-self
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.25 \[dynamic-interface\]](#), page 385, [Section 3.2.27 \[dynamic-text-interface\]](#), page 386, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.84 \[script-interface\]](#), page 414, [Section 3.2.85 \[self-alignment-interface\]](#), page 415 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.36 DynamicTextSpanner

DynamicTextSpanner objects are created by: [Section 2.2.28 \[Dynamic-engraver\]](#), page 224 and [Section 2.2.64 \[New_dynamic-engraver\]](#), page 235.

Standard settings:

before-line-breaking (boolean):
 dynamic-text-spanner::before-line-breaking
 Dummy property, used to trigger a callback function.

bound-details (list):
 '((right (attach-dir . -1) (Y . 0) (padding . 0.75)) (right-broken (attach-dir . 1) (padding . 0.0)) (left (attach-dir . -1) (Y . 0) (stencil-offset -0.75 . -0.5) (padding . 0.75)) (left-broken (attach-dir . 1)))
 An alist of properties for determining attachments of spanners to edges.

dash-fraction (number):
 0.2
 Size of the dashes, relative to **dash-period**. Should be between 0.0 (no line) and 1.0 (continuous line).

dash-period (number):
 3.0
 The length of one dash together with whitespace. If negative, no line is drawn at all.

font-shape (symbol):
 'italic'
 Select the shape of a font. Choices include **upright**, **italic**, **caps**.

font-size (number):
 1
 The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

left-bound-info (list):
 ly:line-spanner::calc-left-bound-info-and-text
 An alist of properties for determining attachments of spanners to edges.

minimum-Y-extent (pair of numbers):
 '(-1 . 1)
 Minimum size of an object in Y dimension, measured in **staff-space** units.

right-bound-info (list):
 ly:line-spanner::calc-right-bound-info
 An alist of properties for determining attachments of spanners to edges.

stencil (stencil):
 ly:line-spanner::print
 The symbol to print.

style (symbol):
 'dashed-line
 This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

This object supports the following interface(s): [Section 3.2.25 \[dynamic-interface\]](#), page 385, [Section 3.2.28 \[dynamic-text-spanner-interface\]](#), page 386, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.52 \[line-spanner-interface\]](#), page 402, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.37 Episema

Episema objects are created by: [Section 2.2.31 \[Episema-engraver\]](#), page 225.

Standard settings:

bound-details (list):
 '(((left (Y . 0) (padding . 0) (attach-dir . -1)) (right (Y . 0) (padding . 0) (attach-dir . 1)))
 An alist of properties for determining attachments of spanners to edges.

direction (direction):
 1

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

`left-bound-info` (list):

`ly:line-spanner::calc-left-bound-info`

An alist of properties for determining attachments of spanners to edges.

`right-bound-info` (list):

`ly:line-spanner::calc-right-bound-info`

An alist of properties for determining attachments of spanners to edges.

`side-axis` (number):

1

If the value is `#X` (or equivalently 0), the object is placed horizontally next to the other object. If the value is `#Y` or 1, it is placed vertically.

`stencil` (stencil):

`ly:line-spanner::print`

The symbol to print.

`style` (symbol):

`'line`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

`Y-offset` (number):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.30 \[episema-interface\]](#), page 387, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.52 \[line-spanner-interface\]](#), page 402, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.38 Fingering

Fingering objects are created by: [Section 2.2.35 \[Fingering-engraver\]](#), page 226 and [Section 2.2.65 \[New-fingering-engraver\]](#), page 236.

Standard settings:

`avoid-slur` (symbol):

`'around`

Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.

`direction` (direction):

`ly:script-interface::calc-direction`

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

`font-encoding` (symbol):

`'fetaText`

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

`font-size` (number):

`-5`

The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

`padding` (dimension, in staff space):

`0.5`

Add this much extra space between objects that are next to each other.

`script-priority` (number):

`100`

A sorting key that determines in what order a script is within a stack of scripts.

`self-alignment-X` (number):

`0`

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

`self-alignment-Y` (number):

`0`

Like `self-alignment-X` but for the Y axis.

`slur-padding` (number):

`0.2`

Extra distance between slur and script.

`staff-padding` (dimension, in staff space):

`0.5`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (stencil):

`ly:text-interface::print`

The symbol to print.

`text` (markup):

`fingering::calc-text`

Text markup. See [Section "Formatting text" in *Notation Reference*](#).

This object supports the following interface(s): [Section 3.2.32 \[finger-interface\]](#), page 387, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.85 \[self-alignment-interface\]](#), page 415, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.110 \[text-interface\]](#), page 429 and [Section 3.2.111 \[text-script-interface\]](#), page 430.

3.1.39 FretBoard

FretBoard objects are created by: [Section 2.2.38 \[Fretboard-engraver\]](#), page 227.

Standard settings:

`after-line-breaking` (boolean):

`ly:chord-name::after-line-breaking`

Dummy property, used to trigger callback for `after-line-breaking`.

`fret-diagram-details` (list):

`'((finger-code . below-string))`

An alist of detailed grob properties for fret diagrams. Each alist entry consists of a (*property* . *value*) pair. The properties which can be included in `fret-diagram-details` include the following:

- `barre-type` – Type of barre indication used. Choices include `curved`, `straight`, and `none`. Default `curved`.
- `capo-thickness` – Thickness of capo indicator, in multiples of fret-space. Default value 0.5.
- `dot-color` – Color of dots. Options include `black` and `white`. Default `black`.
- `dot-label-font-mag` – Magnification for font used to label fret dots. Default value 1.
- `dot-position` – Location of dot in fret space. Default 0.6 for dots without labels, 0.95-`dot-radius` for dots with labels.
- `dot-radius` – Radius of dots, in terms of fret spaces. Default value 0.425 for labeled dots, 0.25 for unlabeled dots.
- `finger-code` – Code for the type of fingering indication used. Options include `none`, `in-dot`, and `below-string`. Default `none` for markup fret diagrams, `below-string` for FretBoards fret diagrams.
- `fret-count` – The number of frets. Default 4.
- `fret-label-font-mag` – The magnification of the font used to label the lowest fret number. Default 0.5.
- `fret-label-vertical-offset` – The offset of the fret label from the center of the fret in direction parallel to strings. Default 0.
- `label-dir` – Side to which the fret label is attached. -1, `#LEFT`, or `#DOWN` for left or down; 1, `#RIGHT`, or `#UP` for right or up. Default `#RIGHT`.
- `mute-string` – Character string to be used to indicate muted string. Default `"x"`.
- `number-type` – Type of numbers to use in fret label. Choices include `roman-lower`, `roman-upper`, and `arabic`. Default `roman-lower`.
- `open-string` – Character string to be used to indicate open string. Default `"o"`.

- **orientation** – Orientation of fret-diagram. Options include **normal**, **landscape**, and **opposing-landscape**. Default **normal**.
- **string-count** – The number of strings. Default 6.
- **string-label-font-mag** – The magnification of the font used to label fingerings at the string, rather than in the dot. Default value 0.6 for **normal** orientation, 0.5 for **landscape** and **opposing-landscape**.
- **string-thickness-factor** – Factor for changing thickness of each string in the fret diagram. Thickness of string k is given by $\text{thickness} * (1 + \text{string-thickness-factor}) ^ (k-1)$. Default 0.
- **top-fret-thickness** – The thickness of the top fret line, as a multiple of the standard thickness. Default value 3.
- **xo-font-magnification** – Magnification used for mute and open string indicators. Default value 0.5.
- **xo-padding** – Padding for open and mute indicators from top fret. Default value 0.25.

stencil (stencil):

fret-board::calc-stencil

The symbol to print.

This object supports the following interface(s): [Section 3.2.18 \[chord-name-interface\]](#), page 383, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.34 \[fret-diagram-interface\]](#), page 388, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.81 \[rhythmic-grob-interface\]](#), page 413.

3.1.40 Glissando

Glissando objects are created by: [Section 2.2.39 \[Glissando-engraver\]](#), page 227 and [Section 2.2.66 \[Note-head-line-engraver\]](#), page 236.

Standard settings:

after-line-breaking (boolean):

ly:spanner::kill-zero-spanned-time

Dummy property, used to trigger callback for **after-line-breaking**.

bound-details (list):

'((right (attach-dir . 0) (padding . 1.5)) (left (attach-dir . 0) (padding . 1.5)))

An alist of properties for determining attachments of spanners to edges.

gap (dimension, in staff space):

0.5

Size of a gap in a variable symbol.

left-bound-info (list):

ly:line-spanner::calc-left-bound-info

An alist of properties for determining attachments of spanners to edges.

right-bound-info (list):

ly:line-spanner::calc-right-bound-info

An alist of properties for determining attachments of spanners to edges.

stencil (stencil):
 ly:line-spanner::print
 The symbol to print.

style (symbol):
 'line
 This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

X-extent (pair of numbers)
 Hard coded extent in X direction.

Y-extent (pair of numbers)
 Hard coded extent in Y direction.

zigzag-width (dimension, in staff space):
 0.75
 The width of one zigzag squiggle. This number is adjusted slightly so that the glissando line can be constructed from a whole number of squiggles.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.52 \[line-spanner-interface\]](#), page 402, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.119 \[unbreakable-spanner-interface\]](#), page 434.

3.1.41 GraceSpacing

GraceSpacing objects are created by: [Section 2.2.42 \[Grace_spacing_engraver\]](#), page 228.

Standard settings:

common-shortest-duration (moment):
 grace-spacing::calc-shortest-duration
 The most common shortest note length. This is used in spacing. Enlarging this sets the score tighter.

shortest-duration-space (dimension, in staff space):
 1.6
 Start with this much space for the shortest duration. This is expressed in **spacing-increment** as unit. See also [Section “spacing-spanner-interface” in *Internals Reference*](#).

spacing-increment (number):
 0.8
 Add this much space for a doubled duration. Typically, the width of a note head. See also [Section “spacing-spanner-interface” in *Internals Reference*](#).

This object supports the following interface(s): [Section 3.2.35 \[grace-spacing-interface\]](#), page 390, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.93 \[spacing-options-interface\]](#), page 420 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.42 GridLine

GridLine objects are created by: [Section 2.2.43 \[Grid_line_span_engraver\]](#), page 229.

Standard settings:

layer (integer):
 0
 The output layer (a value between 0 and 2): Layers define the order of printing objects. Objects in lower layers are overprinted by objects in higher layers.

self-alignment-X (number):
 0
 Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

stencil (stencil):
 ly:grid-line-interface::print
 The symbol to print.

X-extent (pair of numbers):
 ly:grid-line-interface::width
 Hard coded extent in X direction.

X-offset (number):
 #<simple-closure (#<primitive-generic +> #<simple-closure (#<primitive-procedure ly:self-alignment-interface::centered-on-x-parent>) > #<simple-closure (#<primitive-procedure ly:self-alignment-interface::x-aligned-on-self>) >) >
 The horizontal amount that this object is moved relative to its X-parent.

This object supports the following interface(s): [Section 3.2.37 \[grid-line-interface\]](#), page 391, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.85 \[self-alignment-interface\]](#), page 415.

3.1.43 GridPoint

GridPoint objects are created by: [Section 2.2.44 \[Grid_point_engraver\]](#), page 229.

Standard settings:

X-extent (pair of numbers):
 '(0 . 0)
 Hard coded extent in X direction.

Y-extent (pair of numbers):
 '(0 . 0)
 Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.38 \[grid-point-interface\]](#), page 391, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.44 \[item-interface\]](#), page 398.

3.1.44 Hairpin

Hairpin objects are created by: [Section 2.2.28 \[Dynamic_engraver\]](#), page 224 and [Section 2.2.64 \[New_dynamic_engraver\]](#), page 235.

Standard settings:

after-line-breaking (boolean):
 ly:spanner::kill-zero-spanned-time
 Dummy property, used to trigger callback for **after-line-breaking**.

bound-padding (number):
 1.0
 The amount of padding to insert around spanner bounds.

circled-tip (boolean)
 Put a circle at start/end of hairpins (al/del niente).

grow-direction (direction):
 hairpin::calc-grow-direction
 Crescendo or decrescendo?

height (dimension, in staff space):
 0.6666
 Height of an object in **staff-space** units.

minimum-length (dimension, in staff space):
 2.0
 Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the **springs-and-rods** property. If added to a **Tie**, this sets the minimum distance between noteheads.

self-alignment-Y (number):
 0
 Like **self-alignment-X** but for the Y axis.

springs-and-rods (boolean):
 ly:spanner::set-spacing-rods
 Dummy variable for triggering spacing routines.

stencil (stencil):
 ly:hairpin::print
 The symbol to print.

thickness (number):
 1.0
 Line thickness, generally measured in **line-thickness**.

to-barline (boolean):
 #t
 If true, the spanner will stop at the bar line just before it would otherwise stop.

Y-offset (number):
 ly:self-alignment-interface::y-aligned-on-self
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.25 \[dynamic-interface\]](#), page 385, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.40 \[hairpin-interface\]](#), page 395, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.85 \[self-alignment-interface\]](#), page 415 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.45 HarmonicParenthesesItem

HarmonicParenthesesItem objects are created by: [Section 2.2.108 \[Tab_harmonic_engraver\]](#), page 249.

Standard settings:

padding (dimension, in staff space):

0

Add this much extra space between objects that are next to each other.

stencil (stencil):

`parentheses-item::print`

The symbol to print.

stencils (list):

`parentheses-item::calc-angled-bracket-stencils`

Multiple stencils, used as intermediate value.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.72 \[parentheses-interface\]](#), page 410.

3.1.46 HorizontalBracket

HorizontalBracket objects are created by: [Section 2.2.47 \[Horizontal_bracket_engraver\]](#), page 230.

Standard settings:

bracket-flare (pair of numbers):

'(0.5 . 0.5)

A pair of numbers specifying how much edges of brackets should slant outward. Value 0.0 means straight edges.

connect-to-neighbor (pair):

`ly:tuplet-bracket::calc-connect-to-neighbors`

Pair of booleans, indicating whether this grob looks as a continued break.

direction (direction):

-1

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP**=1, **#DOWN**=-1, **#LEFT**=-1, **#RIGHT**=1, **#CENTER**=0.

padding (dimension, in staff space):

0.2

Add this much extra space between objects that are next to each other.

side-axis (number):

1

If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

staff-padding (dimension, in staff space):

0.2

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

```

stencil (stencil):
    ly:horizontal-bracket::print
    The symbol to print.

thickness (number):
    1.0
    Line thickness, generally measured in line-thickness.

Y-offset (number):
    ly:side-position-interface::y-aligned-side
    The vertical amount that this object is moved relative to its Y-parent.

```

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.42 \[horizontal-bracket-interface\]](#), page 396, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.47 InstrumentName

InstrumentName objects are created by: [Section 2.2.49 \[Instrument_name-engraver\]](#), page 230.

Standard settings:

```

direction (direction):
    -1
    If side-axis is 0 (or #X), then this property determines whether the ob-
    ject is placed #LEFT, #CENTER or #RIGHT with respect to the other object.
    Otherwise, it determines whether the object is placed #UP, #CENTER or
    #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-
    1, #RIGHT=1, #CENTER=0.

padding (dimension, in staff space):
    0.3
    Add this much extra space between objects that are next to each other.

self-alignment-X (number):
    0
    Specify alignment of an object. The value -1 means left aligned, 0 cen-
    tered, and 1 right-aligned in X direction. Other numerical values may
    also be specified.

self-alignment-Y (number):
    0
    Like self-alignment-X but for the Y axis.

stencil (stencil):
    system-start-text::print
    The symbol to print.

X-offset (number):
    system-start-text::calc-x-offset
    The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):
    system-start-text::calc-y-offset
    The vertical amount that this object is moved relative to its Y-parent.

```

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.85 \[self-alignment-interface\]](#), page 415, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.108 \[system-start-text-interface\]](#), page 428.

3.1.48 InstrumentSwitch

InstrumentSwitch objects are created by: [Section 2.2.50 \[Instrument_switch_engraver\]](#), page 231.

Standard settings:

direction (direction):

1

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

extra-spacing-width (pair of numbers):

'(+inf.0 . -inf.0)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to **(+inf.0 . -inf.0)**.

outside-staff-priority (number):

500

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

padding (dimension, in staff space):

0.5

Add this much extra space between objects that are next to each other.

self-alignment-X (number):

-1

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

side-axis (number):

1

If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

staff-padding (dimension, in staff space):

0.5

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):

ly:text-interface::print

The symbol to print.

X-offset (number):

`ly:self-alignment-interface::x-aligned-on-self`

The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.85 \[self-alignment-interface\]](#), page 415, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.49 KeyCancellation

KeyCancellation objects are created by: [Section 2.2.51 \[Key-engraver\]](#), page 231.

Standard settings:

break-align-symbol (symbol):

`'key-cancellation`

This key is used for aligning and spacing breakable items.

break-visibility (vector):

`##(##t ##t ##f)`

A vector of 3 booleans, `##(end-of-line unbroken begin-of-line)`.

`##t` means visible, `##f` means killed.

glyph-name-alist (list):

`'((0 . accidentals.natural))`

An alist of key-string pairs.

non-musical (boolean):

`##t`

True if the grob belongs to a NonMusicalPaperColumn.

space-alist (list):

`'((time-signature extra-space . 1.25) (staff-bar extra-space . 0.6) (key-signature extra-space . 0.5) (right-edge extra-space . 0.5) (first-note fixed-space . 2.5))`

A table that specifies distances between prefatory items, like clef and time-signature. The format is an alist of spacing tuples: `(break-align-symbol type . distance)`, where *type* can be the symbols `minimum-space` or `extra-space`.

stencil (stencil):

`ly:key-signature-interface::print`

The symbol to print.

Y-offset (number):

`ly:staff-symbol-referencer::callback`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.15 \[break-aligned-interface\]](#), page 381, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.45 \[key-cancellation-interface\]](#), page 400, [Section 3.2.46 \[key-signature-interface\]](#), page 400 and [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424.

3.1.50 KeySignature

KeySignature objects are created by: [Section 2.2.51 \[Key_engraver\]](#), page 231.

Standard settings:

avoid-slur (symbol):

'inside

Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

break-align-anchor (number):

ly:break-aligned-interface::calc-extent-aligned-anchor

Grobs aligned to this break-align grob will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

break-align-symbol (symbol):

'key-signature

This key is used for aligning and spacing breakable items.

break-visibility (vector):

##(## #f #t)

A vector of 3 booleans, **##(end-of-line unbroken begin-of-line)**. **#t** means visible, **#f** means killed.

glyph-name-alist (list):

'((0 . accidentals.natural) (-1/2 . accidentals.flat) (1/2 . accidentals.sharp) (1 . accidentals.doublesharp) (-1 . accidentals.flatflat) (3/4 . accidentals.sharp.slashslash.stemstemstem) (1/4 . accidentals.sharp.slashslash.stem) (-1/4 . accidentals.mirroredflat) (-3/4 . accidentals.mirroredflat.flat))

An alist of key-string pairs.

non-musical (boolean):

#t

True if the grob belongs to a `NonMusicalPaperColumn`.

space-alist (list):

'((time-signature extra-space . 1.15) (staff-bar extra-space . 1.1) (right-edge extra-space . 0.5) (first-note fixed-space . 2.5))

A table that specifies distances between prefatory items, like clef and time-signature. The format is an alist of spacing tuples: **(break-align-symbol type . distance)**, where *type* can be the symbols **minimum-space** or **extra-space**.

stencil (stencil):

ly:key-signature-interface::print

The symbol to print.

Y-offset (number):

`ly:staff-symbol-referencer::callback`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.15 \[break-aligned-interface\]](#), page 381, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.46 \[key-signature-interface\]](#), page 400 and [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424.

3.1.51 LaissezVibrerTie

LaissezVibrerTie objects are created by: [Section 2.2.53 \[Laissez_vibrer_engraver\]](#), page 232.

Standard settings:

control-points (list):

`ly:semi-tie::calc-control-points`

List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

details (list):

`'((ratio . 0.333) (height-limit . 1.0))`

Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a **details** property.

direction (direction):

`ly:tie::calc-direction`

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

extra-spacing-height (pair of numbers):

`'(-0.5 . 0.5)`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the ‘car’ to the bottom of the item and adding the ‘cdr’ to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

head-direction (direction):

`-1`

Are the note heads left or right in a semitie?

stencil (stencil):

`laissez-vibrer::print`

The symbol to print.

thickness (number):

`1.0`

Line thickness, generally measured in **line-thickness**.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.87 \[semi-tie-interface\]](#), page 416.

3.1.52 LaissezVibrerTieColumn

LaissezVibrerTieColumn objects are created by: [Section 2.2.53 \[Laissez_vibrer_engraver\]](#), page 232.

Standard settings:

```
head-direction (direction):
    ly:semi-tie-column::calc-head-direction
    Are the note heads left or right in a semitie?

X-extent (pair of numbers)
    Hard coded extent in X direction.

Y-extent (pair of numbers)
    Hard coded extent in Y direction.
```

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.86 \[semi-tie-column-interface\]](#), page 415.

3.1.53 LedgerLineSpanner

LedgerLineSpanner objects are created by: [Section 2.2.54 \[Ledger_line_engraver\]](#), page 232.

Standard settings:

```
layer (integer):
    0
    The output layer (a value between 0 and 2): Layers define the order of
    printing objects. Objects in lower layers are overprinted by objects in
    higher layers.

length-fraction (number):
    0.25
    Multiplier for lengths. Used for determining ledger lines and stem
    lengths.

minimum-length-fraction (number):
    0.25
    Minimum length of ledger line as fraction of note head size.

springs-and-rods (boolean):
    ly:ledger-line-spanner::set-spacing-rods
    Dummy variable for triggering spacing routines.

stencil (stencil):
    ly:ledger-line-spanner::print
    The symbol to print.

X-extent (pair of numbers)
    Hard coded extent in X direction.

Y-extent (pair of numbers)
    Hard coded extent in Y direction.
```

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.47 \[ledger-line-spanner-interface\]](#), page 400 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.54 LeftEdge

LeftEdge objects are created by: [Section 2.2.12 \[Break_align_engraver\]](#), page 219.

Standard settings:

```
break-align-anchor (number):
  ly:break-aligned-interface::calc-extent-aligned-anchor
  Grobs aligned to this break-align grob will have their X-offsets shifted
  by this number. In bar lines, for example, this is used to position grobs
  relative to the (visual) center of the bar line.

break-align-symbol (symbol):
  'left-edge
  This key is used for aligning and spacing breakable items.

break-visibility (vector):
  #(#t #f #t)
  A vector of 3 booleans, #(end-of-line unbroken begin-of-line).
  #t means visible, #f means killed.

non-musical (boolean):
  #t
  True if the grob belongs to a NonMusicalPaperColumn.

space-alist (list):
  '((custos extra-space . 0.0) (ambitus extra-space . 2.0)
   (time-signature extra-space . 1.0) (staff-bar extra-space .
   0.0) (breathing-sign minimum-space . 0.0) (clef extra-space .
   0.8) (first-note fixed-space . 2.0) (right-edge extra-space
   . 0.0) (key-signature extra-space . 0.8) (key-cancellation
   extra-space . 0.0))
  A table that specifies distances between prefatory items, like clef and
  time-signature. The format is an alist of spacing tuples: (break-align-
  symbol type . distance), where type can be the symbols minimum-
  space or extra-space.

X-extent (pair of numbers):
  '(0 . 0)
  Hard coded extent in X direction.
```

This object supports the following interface(s): [Section 3.2.15 \[break-aligned-interface\]](#), page 381, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.44 \[item-interface\]](#), page 398.

3.1.55 LigatureBracket

LigatureBracket objects are created by: [Section 2.2.55 \[Ligature_bracket_engraver\]](#), page 232.

Standard settings:

```
connect-to-neighbor (pair):
  ly:tuplet-bracket::calc-connect-to-neighbors
  Pair of booleans, indicating whether this grob looks as a continued
  break.

control-points (list):
  ly:tuplet-bracket::calc-control-points
  List of offsets (number pairs) that form control points for the tie, slur,
  or bracket shape. For Béziers, this should list the control points of a
  third-order Bézier curve.
```

direction (direction):

1

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

edge-height (pair):

'(0.7 . 0.7)

A pair of numbers specifying the heights of the vertical edges: (*left-height* . *right-height*).

padding (dimension, in staff space):

2.0

Add this much extra space between objects that are next to each other.

positions (pair of numbers):

ly:tuplet-bracket::calc-positions

Pair of staff coordinates (*left* . *right*), where both *left* and *right* are in **staff-space** units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

shorten-pair (pair of numbers):

'(-0.2 . -0.2)

The lengths to shorten a text-spanner on both sides, for example a pedal bracket. Positive values shorten the text-spanner, while negative values lengthen it.

staff-padding (dimension, in staff space):

0.25

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):

ly:tuplet-bracket::print

The symbol to print.

thickness (number):

1.6

Line thickness, generally measured in **line-thickness**.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.117 \[tuplet-bracket-interface\]](#), page 432.

3.1.56 LyricExtender

LyricExtender objects are created by: [Section 2.2.32 \[Extender_engraver\]](#), page 225.

Standard settings:

minimum-length (dimension, in staff space):

1.5

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the **springs-and-rods** property. If added to a **Tie**, this sets the minimum distance between noteheads.

stencil (stencil):
 ly:lyric-extender::print
 The symbol to print.

thickness (number):
 0.8
 Line thickness, generally measured in **line-thickness**.

Y-extent (pair of numbers):
 '(0 . 0)
 Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.53 \[lyric-extender-interface\]](#), page 403, [Section 3.2.55 \[lyric-interface\]](#), page 404 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.57 LyricHyphen

LyricHyphen objects are created by: [Section 2.2.48 \[Hyphen-engraver\]](#), page 230.

Standard settings:

dash-period (number):
 10.0
 The length of one dash together with whitespace. If negative, no line is drawn at all.

height (dimension, in staff space):
 0.42
 Height of an object in **staff-space** units.

length (dimension, in staff space):
 0.66
 User override for the stem length of unbeamed stems.

minimum-distance (dimension, in staff space):
 0.1
 Minimum distance between rest and notes or beam.

minimum-length (dimension, in staff space):
 0.3
 Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the **springs-and-rods** property. If added to a **Tie**, this sets the minimum distance between noteheads.

padding (dimension, in staff space):
 0.07
 Add this much extra space between objects that are next to each other.

springs-and-rods (boolean):
 ly:lyric-hyphen::set-spacing-rods
 Dummy variable for triggering spacing routines.

```

stencil (stencil):
    ly:lyric-hyphen::print
    The symbol to print.

thickness (number):
    1.3
    Line thickness, generally measured in line-thickness.

Y-extent (pair of numbers):
    '(0 . 0)
    Hard coded extent in Y direction.

```

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.54 \[lyric-hyphen-interface\]](#), page 403, [Section 3.2.55 \[lyric-interface\]](#), page 404 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.58 LyricSpace

LyricSpace objects are created by: [Section 2.2.48 \[Hyphen-engraver\]](#), page 230.

Standard settings:

```

minimum-distance (dimension, in staff space):
    0.45
    Minimum distance between rest and notes or beam.

padding (dimension, in staff space):
    0.0
    Add this much extra space between objects that are next to each other.

springs-and-rods (boolean):
    ly:lyric-hyphen::set-spacing-rods
    Dummy variable for triggering spacing routines.

X-extent (pair of numbers)
    Hard coded extent in X direction.

Y-extent (pair of numbers)
    Hard coded extent in Y direction.

```

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.54 \[lyric-hyphen-interface\]](#), page 403 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.59 LyricText

LyricText objects are created by: [Section 2.2.56 \[Lyric-engraver\]](#), page 233.

Standard settings:

```

extra-spacing-width (pair of numbers):
    '(0.0 . 0.0)
    In the horizontal spacing problem, we pad each item by this amount (by
    adding the ‘car’ on the left side of the item and adding the ‘cdr’ on the
    right side of the item). In order to make a grob take up no horizontal
    space at all, set this to (+inf.0 . -inf.0).

font-series (symbol):
    'bold-narrow
    Select the series of a font. Choices include medium, bold, bold-narrow,
    etc.

```

font-size (number):
 1.0
 The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

self-alignment-X (number):
 0
 Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

stencil (stencil):
 lyric-text::print
 The symbol to print.

text (markup):
 #<procedure #f (grob)>
 Text markup. See [Section “Formatting text” in *Notation Reference*](#).

word-space (dimension, in staff space):
 0.6
 Space to insert between words in texts.

X-offset (number):
 ly:self-alignment-interface::aligned-on-x-parent
 The horizontal amount that this object is moved relative to its X-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.56 \[lyric-syllable-interface\]](#), page 404, [Section 3.2.81 \[rhythmic-grob-interface\]](#), page 413, [Section 3.2.85 \[self-alignment-interface\]](#), page 415 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.60 MeasureGrouping

MeasureGrouping objects are created by: [Section 2.2.59 \[Measure-grouping-engraver\]](#), page 233.

Standard settings:

direction (direction):
 1
 If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.

height (dimension, in staff space):
 2.0
 Height of an object in **staff-space** units.

padding (dimension, in staff space):
 2
 Add this much extra space between objects that are next to each other.

side-axis (number):
 1

If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

staff-padding (dimension, in staff space):

3

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):

`ly:measure-grouping::print`

The symbol to print.

thickness (number):

1

Line thickness, generally measured in `line-thickness`.

Y-offset (number):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.58 \[measure-grouping-interface\]](#), page 404, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.61 MelodyItem

MelodyItem objects are created by: [Section 2.2.60 \[Melody-engraver\]](#), page 234.

Standard settings:

neutral-direction (direction):

-1

Which direction to take in the center of the staff.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.59 \[melody-spanner-interface\]](#), page 404.

3.1.62 MensuralLigature

MensuralLigature objects are created by: [Section 2.2.61 \[Mensural-ligature-engraver\]](#), page 234.

Standard settings:

stencil (stencil):

`ly:mensural-ligature::print`

The symbol to print.

thickness (number):

1.4

Line thickness, generally measured in `line-thickness`.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.60 \[mensural-ligature-interface\]](#), page 405 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.63 MetronomeMark

MetronomeMark objects are created by: [Section 2.2.62 \[Metronome-mark-engraver\]](#), page 234.

Standard settings:

```
after-line-breaking (boolean):
  ly:side-position-interface::move-to-extremal-staff
  Dummy property, used to trigger callback for after-line-breaking.
```

```
direction (direction):
  1
  If side-axis is 0 (or #X), then this property determines whether the ob-
  ject is placed #LEFT, #CENTER or #RIGHT with respect to the other object.
  Otherwise, it determines whether the object is placed #UP, #CENTER or
  #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-
  1, #RIGHT=1, #CENTER=0.
```

```
extra-spacing-width (pair of numbers):
  '(+inf.0 . -inf.0)
  In the horizontal spacing problem, we pad each item by this amount (by
  adding the 'car' on the left side of the item and adding the 'cdr' on the
  right side of the item). In order to make a grob take up no horizontal
  space at all, set this to (+inf.0 . -inf.0).
```

```
outside-staff-priority (number):
  1000
  If set, the grob is positioned outside the staff in such a way as to avoid
  all collisions. In case of a potential collision, the grob with the smaller
  outside-staff-priority is closer to the staff.
```

```
padding (dimension, in staff space):
  0.8
  Add this much extra space between objects that are next to each other.
```

```
side-axis (number):
  1
  If the value is #X (or equivalently 0), the object is placed horizontally
  next to the other object. If the value is #Y or 1, it is placed vertically.
```

```
stencil (stencil):
  ly:text-interface::print
  The symbol to print.
```

```
Y-offset (number):
  ly:side-position-interface::y-aligned-side
  The vertical amount that this object is moved relative to its Y-parent.
```

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.61 \[metronome-mark-interface\]](#), page 405, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.64 MultiMeasureRest

MultiMeasureRest objects are created by: [Section 2.2.63 \[Multi-measure-rest-engraver\]](#), page 235.

Standard settings:

expand-limit (integer):
 10
 Maximum number of measures expanded in church rests.

hair-thickness (number):
 2.0
 Thickness of the thin line in a bar line.

padding (dimension, in staff space):
 1
 Add this much extra space between objects that are next to each other.

springs-and-rods (boolean):
 ly:multi-measure-rest::set-spacing-rods
 Dummy variable for triggering spacing routines.

staff-position (number):
 0
 Vertical position, measured in half staff spaces, counted from the middle line.

stencil (stencil):
 ly:multi-measure-rest::print
 The symbol to print.

thick-thickness (number):
 6.6
 Bar line thickness, measured in **line-thickness**.

Y-offset (number):
 ly:staff-symbol-referencer::callback
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.62 \[multi-measure-interface\]](#), page 405, [Section 3.2.63 \[multi-measure-rest-interface\]](#), page 405, [Section 3.2.80 \[rest-interface\]](#), page 413, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424.

3.1.65 MultiMeasureRestNumber

MultiMeasureRestNumber objects are created by: [Section 2.2.63 \[Multi-measure-rest-engraver\]](#), page 235.

Standard settings:

bound-padding (number):
 2.0
 The amount of padding to insert around spanner bounds.

direction (direction):
 1
 If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.

font-encoding (symbol):

`'fetaText`

The font encoding is the broadest category for selecting a font. Currently, only Lilypond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

padding (dimension, in staff space):

0.4

Add this much extra space between objects that are next to each other.

self-alignment-X (number):

0

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

side-axis (number):

1

If the value is `#X` (or equivalently 0), the object is placed horizontally next to the other object. If the value is `#Y` or 1, it is placed vertically.

springs-and-rods (boolean):

`ly:multi-measure-rest::set-text-rods`

Dummy variable for triggering spacing routines.

staff-padding (dimension, in staff space):

0.4

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):

`ly:text-interface::print`

The symbol to print.

X-offset (number):

```
#<simple-closure (#<primitive-generic +> #<simple-closure
  (#<primitive-procedure ly:self-alignment-interface::x-
    aligned-on-self>) > #<simple-closure (#<primitive-procedure
    ly:self-alignment-interface::x-centered-on-y-parent>) >) >
```

The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.62 \[multi-measure-interface\]](#), page 405, [Section 3.2.85 \[self-alignment-interface\]](#), page 415, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.66 MultiMeasureRestText

MultiMeasureRestText objects are created by: [Section 2.2.63 \[Multi-measure-rest-engraver\]](#), page 235.

Standard settings:

direction (direction):

1

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

outside-staff-priority (number):

450

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

padding (dimension, in staff space):

0.2

Add this much extra space between objects that are next to each other.

self-alignment-X (number):

0

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

staff-padding (dimension, in staff space):

0.25

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):

ly:text-interface::print

The symbol to print.

X-offset (number):

```
#<simple-closure (#<primitive-generic +> #<simple-closure
  (#<primitive-procedure ly:self-alignment-interface::x-
    centered-on-y-parent>) > #<simple-closure (#<primitive-
    procedure ly:self-alignment-interface::x-aligned-on-self>)
  >) >
```

The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):

ly:side-position-interface::y-aligned-side

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.62 \[multi-measure-interface\]](#), page 405, [Section 3.2.85 \[self-alignment-interface\]](#), page 415, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.67 NonMusicalPaperColumn

NonMusicalPaperColumn objects are created by: [Section 2.2.74 \[Paper_column_engraver\]](#), page 239.

Standard settings:

```
allow-loose-spacing (boolean):
    #t
    If set, column can be detached from main spacing.

axes (list):
    '(0)
    List of axis numbers. In the case of alignment grobs, this should contain
    only one number.

before-line-breaking (boolean):
    ly:paper-column::before-line-breaking
    Dummy property, used to trigger a callback function.

full-measure-extra-space (number):
    1.0
    Extra space that is allocated at the beginning of a measure with only
    one note. This property is read from the NonMusicalPaperColumn that
    begins the measure.

horizontal-skylines (pair of skylines):
    ly:separation-item::calc-skylines
    Two skylines, one to the left and one to the right of this grob.

line-break-permission (symbol):
    'allow
    Instructs the line breaker on whether to put a line break at this column.
    Can be force or allow.

non-musical (boolean):
    #t
    True if the grob belongs to a NonMusicalPaperColumn.

page-break-permission (symbol):
    'allow
    Instructs the page breaker on whether to put a page break at this col-
    umn. Can be force or allow.

X-extent (pair of numbers):
    ly:axis-group-interface::width
    Hard coded extent in X direction.
```

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.71 \[paper-column-interface\]](#), page 409, [Section 3.2.88 \[separation-item-interface\]](#), page 416 and [Section 3.2.91 \[spaceable-grob-interface\]](#), page 419.

3.1.68 NoteCollision

NoteCollision objects are created by: [Section 2.2.18 \[Collision_engraver\]](#), page 221.

Standard settings:

axes (list):
 '(0 1)
 List of axis numbers. In the case of alignment grobs, this should contain only one number.

prefer-dotted-right (boolean):
 #t
 For note collisions, prefer to shift dotted up-note to the right, rather than shifting just the dot.

X-extent (pair of numbers):
 ly:axis-group-interface::width
 Hard coded extent in X direction.

Y-extent (pair of numbers):
 ly:axis-group-interface::height
 Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.64 \[note-collision-interface\]](#), page 406.

3.1.69 NoteColumn

NoteColumn objects are created by: [Section 2.2.88 \[Rhythmic-column-engraver\]](#), page 244.

Standard settings:

axes (list):
 '(0 1)
 List of axis numbers. In the case of alignment grobs, this should contain only one number.

horizontal-skylines (pair of skylines):
 ly:separation-item::calc-skylines
 Two skylines, one to the left and one to the right of this grob.

X-extent (pair of numbers):
 ly:axis-group-interface::width
 Hard coded extent in X direction.

Y-extent (pair of numbers):
 ly:axis-group-interface::height
 Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.65 \[note-column-interface\]](#), page 407 and [Section 3.2.88 \[separation-item-interface\]](#), page 416.

3.1.70 NoteHead

NoteHead objects are created by: [Section 2.2.19 \[Completion-heads-engraver\]](#), page 221, [Section 2.2.26 \[Drum-notes-engraver\]](#), page 223 and [Section 2.2.67 \[Note-heads-engraver\]](#), page 237.

Standard settings:

duration-log (integer):
 note-head::calc-duration-log

The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

glyph-name (string):
 `note-head::calc-glyph-name`
 The glyph name within the font.

stem-attachment (pair of numbers):
 `ly:note-head::calc-stem-attachment`
 An (x . y) pair where the stem attaches to the notehead.

stencil (stencil):
 `ly:note-head::print`
 The symbol to print.

X-offset (number):
 `ly:note-head::stem-x-shift`
 The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):
 `ly:staff-symbol-referencer::callback`
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.36 \[gregorian-ligature-interface\]](#), page 390, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.48 \[ledgered-interface\]](#), page 401, [Section 3.2.60 \[mensural-ligature-interface\]](#), page 405, [Section 3.2.66 \[note-head-interface\]](#), page 407, [Section 3.2.81 \[rhythmic-grob-interface\]](#), page 413, [Section 3.2.82 \[rhythmic-head-interface\]](#), page 413, [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424 and [Section 3.2.120 \[vaticana-ligature-interface\]](#), page 434.

3.1.71 NoteName

NoteName objects are created by: [Section 2.2.68 \[Note_name_engraver\]](#), page 237.

Standard settings:

stencil (stencil):
 `ly:text-interface::print`
 The symbol to print.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.67 \[note-name-interface\]](#), page 408 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.72 NoteSpacing

NoteSpacing objects are created by: [Section 2.2.70 \[Note_spacing_engraver\]](#), page 238.

Standard settings:

knee-spacing-correction (number):
 1.0
 Factor for the optical correction amount for kneed beams. Set between 0 for no correction and 1 for full correction.

same-direction-correction (number):
 0.25

Optical correction amount for stems that are placed in tight configurations. This amount is used for stems with the same direction to compensate for note head to stem distance.

space-to-barline (boolean):

#t

If set, the distance between a note and the following non-musical column will be measured to the bar line instead of to the beginning of the non-musical column. If there is a clef change followed by a bar line, for example, this means that we will try to space the non-musical column as though the clef is not there.

stem-spacing-correction (number):

0.5

Optical correction amount for stems that are placed in tight configurations. For opposite directions, this amount is the correction for two normal sized stems that overlap completely.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.68 \[note-spacing-interface\]](#), page 408 and [Section 3.2.92 \[spacing-interface\]](#), page 420.

3.1.73 OctavateEight

OctavateEight objects are created by: [Section 2.2.16 \[Clef-engraver\]](#), page 220.

Standard settings:

break-visibility (vector):

##(#f #f #t)

A vector of 3 booleans, **##(end-of-line unbroken begin-of-line)**. **#t** means visible, **#f** means killed.

font-shape (symbol):

'italic

Select the shape of a font. Choices include **upright**, **italic**, **caps**.

font-size (number):

-4

The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

self-alignment-X (number):

0

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

staff-padding (dimension, in staff space):

0.2

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):

ly:text-interface::print

The symbol to print.

X-offset (number):

```
#<simple-closure (#<primitive-generic +> #<simple-closure
  (#<primitive-procedure ly:self-alignment-interface::x-
    aligned-on-self>) > #<simple-closure (#<primitive-procedure
    ly:self-alignment-interface::centered-on-x-parent>) >) >
```

The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):

```
ly:side-position-interface::y-aligned-side
```

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.85 \[self-alignment-interface\]](#), page 415, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.74 OttawaBracket

OttawaBracket objects are created by: [Section 2.2.71 \[Ottawa_spanner_engraver\]](#), page 238.

Standard settings:

dash-fraction (number):

```
0.3
```

Size of the dashes, relative to **dash-period**. Should be between 0.0 (no line) and 1.0 (continuous line).

direction (direction):

```
1
```

If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.

edge-height (pair):

```
'(0 . 1.2)
```

A pair of numbers specifying the heights of the vertical edges: (*left-height* . *right-height*).

font-shape (symbol):

```
'italic
```

Select the shape of a font. Choices include **upright**, **italic**, **caps**.

minimum-length (dimension, in staff space):

```
1.0
```

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the **springs-and-rods** property. If added to a Tie, this sets the minimum distance between noteheads.

outside-staff-priority (number):

```
400
```

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

padding (dimension, in staff space):

0.5

Add this much extra space between objects that are next to each other.

shorten-pair (pair of numbers):

'(0.0 . -0.6)

The lengths to shorten a text-spanner on both sides, for example a pedal bracket. Positive values shorten the text-spanner, while negative values lengthen it.

staff-padding (dimension, in staff space):

1.0

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):

ly:ottava-bracket::print

The symbol to print.

style (symbol):

'dashed-line

This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

Y-offset (number):

ly:side-position-interface::y-aligned-side

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.42 \[horizontal-bracket-interface\]](#), page 396, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.70 \[ottava-bracket-interface\]](#), page 408, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.75 PaperColumn

PaperColumn objects are created by: [Section 2.2.74 \[Paper_column_engraver\]](#), page 239.

Standard settings:

allow-loose-spacing (boolean):

#t

If set, column can be detached from main spacing.

axes (list):

'(0)

List of axis numbers. In the case of alignment grobs, this should contain only one number.

before-line-breaking (boolean):

ly:paper-column::before-line-breaking

Dummy property, used to trigger a callback function.

horizontal-skylines (pair of skylines):

ly:separation-item::calc-skylines

Two skylines, one to the left and one to the right of this grob.

X-extent (pair of numbers):
`ly:axis-group-interface::width`
 Hard coded extent in X direction.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.71 \[paper-column-interface\]](#), page 409, [Section 3.2.88 \[separation-item-interface\]](#), page 416 and [Section 3.2.91 \[spaceable-grob-interface\]](#), page 419.

3.1.76 ParenthesesItem

ParenthesesItem objects are created by: [Section 2.2.75 \[Parenthesis-engraver\]](#), page 239.

Standard settings:

font-size (number):
 -6
 The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

padding (dimension, in staff space):
 0.2
 Add this much extra space between objects that are next to each other.

stencil (stencil):
`parentheses-item::print`
 The symbol to print.

stencils (list):
`parentheses-item::calc-parenthesis-stencils`
 Multiple stencils, used as intermediate value.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.72 \[parentheses-interface\]](#), page 410.

3.1.77 PercentRepeat

PercentRepeat objects are created by: [Section 2.2.77 \[Percent-repeat-engraver\]](#), page 240.

Standard settings:

dot-negative-kern (number):
 0.75
 The space to remove between a dot and a slash in percent repeat glyphs. Larger values bring the two elements closer together.

font-encoding (symbol):
`'fetaMusic`
 The font encoding is the broadest category for selecting a font. Currently, only Lilypond’s system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

slope (number):
 1.0
 The slope of this object.

springs-and-rods (boolean):
 `ly:multi-measure-rest::set-spacing-rods`
 Dummy variable for triggering spacing routines.

stencil (stencil):
 `ly:multi-measure-rest::percent`
 The symbol to print.

thickness (number):
 0.48
 Line thickness, generally measured in `line-thickness`.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.63 \[multi-measure-rest-interface\]](#), page 405, [Section 3.2.73 \[percent-repeat-interface\]](#), page 411 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.78 PercentRepeatCounter

PercentRepeatCounter objects are created by: [Section 2.2.77 \[Percent-repeat-engraver\]](#), page 240.

Standard settings:

direction (direction):
 1
 If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

font-encoding (symbol):
 `'fetaText`
 The font encoding is the broadest category for selecting a font. Currently, only Lilypond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

font-size (number):
 -2
 The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

padding (dimension, in staff space):
 0.2
 Add this much extra space between objects that are next to each other.

self-alignment-X (number):
 0
 Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

staff-padding (dimension, in staff space):
 0.25

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`stencil` (`stencil`):

`ly:text-interface::print`

The symbol to print.

`X-offset` (`number`):

```
#<simple-closure (#<primitive-generic +> #<simple-closure
  (#<primitive-procedure ly:self-alignment-interface::x-
    centered-on-y-parent>) > #<simple-closure (#<primitive-
    procedure ly:self-alignment-interface::x-aligned-on-self>)
  >) >
```

The horizontal amount that this object is moved relative to its X-parent.

`Y-offset` (`number`):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.73 \[percent-repeat-interface\]](#), page 411, [Section 3.2.85 \[self-alignment-interface\]](#), page 415, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.79 PhrasingSlur

PhrasingSlur objects are created by: [Section 2.2.78 \[Phrasing_slur_engraver\]](#), page 241.

Standard settings:

`control-points` (`list`):

`ly:slur::calc-control-points`

List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

`details` (`list`):

```
'((region-size . 4) (head-encompass-penalty . 1000.0)
  (stem-encompass-penalty . 30.0) (closeness-factor .
  10) (edge-attraction-factor . 4) (same-slope-penalty
  . 20) (steeper-slope-factor . 50) (non-horizontal-
  penalty . 15) (max-slope . 1.1) (max-slope-factor . 10)
  (free-head-distance . 0.3) (free-slur-distance . 0.8)
  (extra-object-collision-penalty . 50) (accidental-collision
  . 3) (extra-encompass-free-distance . 0.3) (extra-encompass-
  collision-distance . 0.8) (head-slur-distance-max-ratio . 3)
  (head-slur-distance-factor . 10) (absolute-closeness-measure
  . 0.3) (edge-slope-exponent . 1.7))
```

Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a `details` property.

`direction` (`direction`):

`ly:slur::calc-direction`

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

`height-limit` (dimension, in staff space):

2.0

Maximum slur height: The longer the slur, the closer it is to this height.

`minimum-length` (dimension, in staff space):

1.5

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between noteheads.

`ratio` (number):

0.333

Parameter for slur shape. The higher this number, the quicker the slur attains its `height-limit`.

`springs-and-rods` (boolean):

`ly:spanner::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):

`ly:slur::print`

The symbol to print.

`thickness` (number):

1.1

Line thickness, generally measured in `line-thickness`.

`Y-extent` (pair of numbers):

`ly:slur::height`

Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.90 \[slur-interface\]](#), page 418 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.80 PianoPedalBracket

PianoPedalBracket objects are created by: [Section 2.2.80 \[Piano_pedal-engraver\]](#), page 241.

Standard settings:

`bound-padding` (number):

1.0

The amount of padding to insert around spanner bounds.

`bracket-flare` (pair of numbers):

'(0.5 . 0.5)

A pair of numbers specifying how much edges of brackets should slant outward. Value 0.0 means straight edges.

direction (direction):
 -1
 If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP**=1, **#DOWN**=-1, **#LEFT**=-1, **#RIGHT**=1, **#CENTER**=0.

edge-height (pair):
 '(1.0 . 1.0)
 A pair of numbers specifying the heights of the vertical edges: (*left-height* . *right-height*).

shorten-pair (pair of numbers):
 '(0.0 . 0.0)
 The lengths to shorten a text-spanner on both sides, for example a pedal bracket. Positive values shorten the text-spanner, while negative values lengthen it.

stencil (stencil):
 ly:piano-pedal-bracket::print
 The symbol to print.

style (symbol):
 'line
 This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

thickness (number):
 1.0
 Line thickness, generally measured in **line-thickness**.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.75 \[piano-pedal-bracket-interface\]](#), page 411, [Section 3.2.76 \[piano-pedal-interface\]](#), page 412 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.81 RehearsalMark

RehearsalMark objects are created by: [Section 2.2.58 \[Mark-engraver\]](#), page 233.

Standard settings:

after-line-breaking (boolean):
 ly:side-position-interface::move-to-extremal-staff
 Dummy property, used to trigger callback for **after-line-breaking**.

baseline-skip (dimension, in staff space):
 2
 Distance between base lines of multiple lines of text.

break-align-symbols (list):
 '(staff-bar clef)
 A list of symbols that determine which break-aligned grobs to align this to. If the grob selected by the first symbol in the list is invisible due to break-visibility, we will align to the next grob (and so on). Choices are **left-edge**, **ambitus**, **breathing-sign**, **clef**, **staff-bar**, **key-cancellation**, **key-signature**, **time-signature**, and **custos**.

break-visibility (vector):
`##f #t #t`
 A vector of 3 booleans, `##(end-of-line unbroken begin-of-line)`.
`#t` means visible, `#f` means killed.

direction (direction):
 1
 If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

extra-spacing-width (pair of numbers):
`'(+inf.0 . -inf.0)`
 In the horizontal spacing problem, we pad each item by this amount (by adding the ‘car’ on the left side of the item and adding the ‘cdr’ on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

font-size (number):
 2
 The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

non-musical (boolean):
`#t`
 True if the grob belongs to a `NonMusicalPaperColumn`.

outside-staff-priority (number):
 1500
 If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

padding (dimension, in staff space):
 0.8
 Add this much extra space between objects that are next to each other.

self-alignment-X (number):
 0
 Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

stencil (stencil):
`ly:text-interface::print`
 The symbol to print.

X-offset (number):
`#<simple-closure (#<primitive-generic +> #<simple-closure (#<primitive-procedure ly:break-alignable-interface::self-align-callback>) > #<simple-closure (#<primitive-procedure ly:self-alignment-interface::x-aligned-on-self>) >) >`
 The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.14 \[break-alignable-interface\]](#), page 381, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.57 \[mark-interface\]](#), page 404, [Section 3.2.85 \[self-alignment-interface\]](#), page 415, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.82 RepeatSlash

RepeatSlash objects are created by: [Section 2.2.94 \[Slash_repeat_engraver\]](#), page 245.

Standard settings:

slope (number):

1.7

The slope of this object.

stencil (stencil):

`ly:percent-repeat-item-interface::beat-slash`

The symbol to print.

thickness (number):

0.48

Line thickness, generally measured in `line-thickness`.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.73 \[percent-repeat-interface\]](#), page 411, [Section 3.2.74 \[percent-repeat-item-interface\]](#), page 411 and [Section 3.2.81 \[rhythmic-grob-interface\]](#), page 413.

3.1.83 RepeatTie

RepeatTie objects are created by: [Section 2.2.85 \[Repeat_tie_engraver\]](#), page 243.

Standard settings:

control-points (list):

`ly:semi-tie::calc-control-points`

List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

details (list):

`'((ratio . 0.333) (height-limit . 1.0))`

Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a `details` property.

direction (direction):

`ly:tie::calc-direction`

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

extra-spacing-height (pair of numbers):

`'(-0.5 . 0.5)`

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the ‘car’ to the bottom of the item and adding the ‘cdr’ to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

head-direction (direction):

`1`

Are the note heads left or right in a semitie?

stencil (stencil):

`ly:tie::print`

The symbol to print.

thickness (number):

`1.0`

Line thickness, generally measured in `line-thickness`.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.87 \[semi-tie-interface\]](#), page 416.

3.1.84 RepeatTieColumn

RepeatTieColumn objects are created by: [Section 2.2.85 \[Repeat_tie_engraver\]](#), page 243.

Standard settings:

direction (direction):

`ly:tie::calc-direction`

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

head-direction (direction):

`ly:semi-tie-column::calc-head-direction`

Are the note heads left or right in a semitie?

X-extent (pair of numbers)

Hard coded extent in X direction.

Y-extent (pair of numbers)

Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.86 \[semi-tie-column-interface\]](#), page 415.

3.1.85 Rest

Rest objects are created by: [Section 2.2.87 \[Rest_engraver\]](#), page 243.

Standard settings:

duration-log (integer):

`stem::calc-duration-log`

The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

minimum-distance (dimension, in staff space):
 0.25
 Minimum distance between rest and notes or beam.

stencil (stencil):
 ly:rest::print
 The symbol to print.

X-extent (pair of numbers):
 ly:rest::width
 Hard coded extent in X direction.

Y-extent (pair of numbers):
 ly:rest::height
 Hard coded extent in Y direction.

Y-offset (number):
 ly:rest::y-offset-callback
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.80 \[rest-interface\]](#), page 413, [Section 3.2.81 \[rhythmic-grob-interface\]](#), page 413, [Section 3.2.82 \[rhythmic-head-interface\]](#), page 413 and [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424.

3.1.86 RestCollision

RestCollision objects are created by: [Section 2.2.86 \[Rest-collision-engraver\]](#), page 243.

Standard settings:

minimum-distance (dimension, in staff space):
 0.75
 Minimum distance between rest and notes or beam.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.79 \[rest-collision-interface\]](#), page 412.

3.1.87 Script

Script objects are created by: [Section 2.2.26 \[Drum-notes-engraver\]](#), page 223, [Section 2.2.65 \[New-fingering-engraver\]](#), page 236 and [Section 2.2.91 \[Script-engraver\]](#), page 244.

Standard settings:

add-stem-support (boolean):
 #t
 If set, the Stem object is included in this script's support.

direction (direction):
 ly:script-interface::calc-direction
 If side-axis is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.

font-encoding (symbol):

`'fetaMusic`

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are `fetaMusic` (Emmentaler), `fetaBraces`, `fetaText` (Emmentaler).

side-axis (number):

1

If the value is `#X` (or equivalently 0), the object is placed horizontally next to the other object. If the value is `#Y` or 1, it is placed vertically.

staff-padding (dimension, in staff space):

0.25

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics `p` and `f`) on their baselines.

stencil (stencil):

`ly:script-interface::print`

The symbol to print.

X-offset (number):

`script-interface::calc-x-offset`

The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.84 \[script-interface\]](#), page 414 and [Section 3.2.89 \[side-position-interface\]](#), page 417.

3.1.88 ScriptColumn

ScriptColumn objects are created by: [Section 2.2.90 \[Script_column_engraver\]](#), page 244.

Standard settings:

before-line-breaking (boolean):

`ly:script-column::before-line-breaking`

Dummy property, used to trigger a callback function.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.83 \[script-column-interface\]](#), page 414.

3.1.89 ScriptRow

ScriptRow objects are created by: [Section 2.2.92 \[Script_row_engraver\]](#), page 244.

Standard settings:

before-line-breaking (boolean):

`ly:script-column::row-before-line-breaking`

Dummy property, used to trigger a callback function.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.83 \[script-column-interface\]](#), page 414.

3.1.90 Slur

Slur objects are created by: [Section 2.2.95 \[Slur_engraver\]](#), page 245.

Standard settings:

avoid-slur (symbol):
 'inside

Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

control-points (list):
 ly:slur::calc-control-points

List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

details (list):
 '((region-size . 4) (head-encompass-penalty . 1000.0)
 (stem-encompass-penalty . 30.0) (closeness-factor .
 10) (edge-attraction-factor . 4) (same-slope-penalty
 . 20) (steeper-slope-factor . 50) (non-horizontal-
 penalty . 15) (max-slope . 1.1) (max-slope-factor . 10)
 (free-head-distance . 0.3) (free-slur-distance . 0.8)
 (extra-object-collision-penalty . 50) (accidental-collision
 . 3) (extra-encompass-free-distance . 0.3) (extra-encompass-
 collision-distance . 0.8) (head-slur-distance-max-ratio . 3)
 (head-slur-distance-factor . 10) (absolute-closeness-measure
 . 0.3) (edge-slope-exponent . 1.7))

Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a **details** property.

direction (direction):
 ly:slur::calc-direction
 If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

height-limit (dimension, in staff space):
 2.0
 Maximum slur height: The longer the slur, the closer it is to this height.

line-thickness (number):
 0.8
 The thickness of the tie or slur contour.

minimum-length (dimension, in staff space):
 1.5

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between noteheads.

`ratio` (number):

0.25

Parameter for slur shape. The higher this number, the quicker the slur attains its `height-limit`.

`springs-and-rods` (boolean):

`ly:spanner::set-spacing-rods`

Dummy variable for triggering spacing routines.

`stencil` (stencil):

`ly:slur::print`

The symbol to print.

`thickness` (number):

1.2

Line thickness, generally measured in `line-thickness`.

`Y-extent` (pair of numbers):

`ly:slur::height`

Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.90 \[slur-interface\]](#), page 418 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.91 SostenutoPedal

SostenutoPedal objects are created by: [Section 2.2.80 \[Piano_pedal-engraver\]](#), page 241.

Standard settings:

`direction` (direction):

1

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

`extra-spacing-width` (pair of numbers):

`'(+inf.0 . -inf.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the ‘car’ on the left side of the item and adding the ‘cdr’ on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`font-shape` (symbol):

`'italic`

Select the shape of a font. Choices include `upright`, `italic`, `caps`.

`padding` (dimension, in staff space):

0.0

Add this much extra space between objects that are next to each other.

self-alignment-X (number):
 0
 Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

stencil (stencil):
 ly:text-interface::print
 The symbol to print.

X-offset (number):
 ly:self-alignment-interface::x-aligned-on-self
 The horizontal amount that this object is moved relative to its X-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.77 \[piano-pedal-script-interface\]](#), page 412, [Section 3.2.85 \[self-alignment-interface\]](#), page 415 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.92 SostenutoPedalLineSpanner

SostenutoPedalLineSpanner objects are created by: [Section 2.2.79 \[Piano_pedal_align_engraver\]](#), page 241.

Standard settings:

axes (list):
 '(1)
 List of axis numbers. In the case of alignment grobs, this should contain only one number.

direction (direction):
 -1
 If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.

minimum-space (dimension, in staff space):
 1.0
 Minimum distance that the victim should move (after padding).

outside-staff-priority (number):
 1000
 If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

padding (dimension, in staff space):
 1.2
 Add this much extra space between objects that are next to each other.

side-axis (number):
 1
 If the value is #X (or equivalently 0), the object is placed horizontally next to the other object. If the value is #Y or 1, it is placed vertically.

staff-padding (dimension, in staff space):

1.0

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

X-extent (pair of numbers):

ly:axis-group-interface::width

Hard coded extent in X direction.

Y-extent (pair of numbers):

ly:axis-group-interface::height

Hard coded extent in Y direction.

Y-offset (number):

ly:side-position-interface::y-aligned-side

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.76 \[piano-pedal-interface\]](#), page 412, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.93 SpacingSpanner

SpacingSpanner objects are created by: [Section 2.2.97 \[Spacing-engraver\]](#), page 246.

Standard settings:

average-spacing-wishes (boolean):

#t

If set, the spacing wishes are averaged over staves.

base-shortest-duration (moment):

#<Mom 3/16>

Spacing is based on the shortest notes in a piece. Normally, pieces are spaced as if notes at least as short as this are present.

common-shortest-duration (moment):

ly:spacing-spanner::calc-common-shortest-duration

The most common shortest note length. This is used in spacing. Enlarging this sets the score tighter.

shortest-duration-space (dimension, in staff space):

2.0

Start with this much space for the shortest duration. This is expressed in **spacing-increment** as unit. See also [Section “spacing-spanner-interface” in *Internals Reference*](#).

spacing-increment (number):

1.2

Add this much space for a doubled duration. Typically, the width of a note head. See also [Section “spacing-spanner-interface” in *Internals Reference*](#).

springs-and-rods (boolean):

ly:spacing-spanner::set-springs

Dummy variable for triggering spacing routines.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.93 \[spacing-options-interface\]](#), page 420, [Section 3.2.94 \[spacing-spanner-interface\]](#), page 420 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.94 SpanBar

SpanBar objects are created by: [Section 2.2.99 \[Span_bar_engraver\]](#), page 246.

Standard settings:

```
allow-span-bar (boolean):
    #t
    If false, no inter-staff bar line will be created below this bar line.

bar-size (dimension, in staff space):
    ly:span-bar::calc-bar-size
    The size of a bar line.

before-line-breaking (boolean):
    ly:span-bar::before-line-breaking
    Dummy property, used to trigger a callback function.

break-align-symbol (symbol):
    'staff-bar
    This key is used for aligning and spacing breakable items.

glyph-name (string):
    ly:span-bar::calc-glyph-name
    The glyph name within the font.

hair-thickness (number):
    1.6
    Thickness of the thin line in a bar line.

kern (dimension, in staff space):
    3.0
    Amount of extra white space to add. For bar lines, this is the amount
    of space after a thick line.

layer (integer):
    0
    The output layer (a value between 0 and 2): Layers define the order of
    printing objects. Objects in lower layers are overprinted by objects in
    higher layers.

non-musical (boolean):
    #t
    True if the grob belongs to a NonMusicalPaperColumn.

stencil (stencil):
    ly:span-bar::print
    The symbol to print.

thick-thickness (number):
    6.0
    Bar line thickness, measured in line-thickness.
```

thin-kern (number):
 3.0
 The space after a hair-line in a bar line.

X-extent (pair of numbers):
 ly:span-bar::width
 Hard coded extent in X direction.

Y-extent (pair of numbers):
 ly:axis-group-interface::height
 Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.9 \[bar-line-interface\]](#), page 377, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.95 \[span-bar-interface\]](#), page 421.

3.1.95 StaffGrouper

StaffGrouper objects are not created by any engraver.

Standard settings:

after-last-staff-spacing (list):
 '((space . 10.5) (minimum-distance . 8) (padding . 1))
 An alist of spacing variables that controls the spacing after the last staff in this staff group. See *next-staff-spacing* for a description of the elements of this alist.

between-staff-spacing (list):
 '((space . 9) (minimum-distance . 7) (padding . 1))
 An alist of spacing variables that controls the spacing between staves within this staff group. See *next-staff-spacing* for a description of the elements of this alist.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.97 \[staff-grouper-interface\]](#), page 423.

3.1.96 StaffSpacing

StaffSpacing objects are created by: [Section 2.2.93 \[Separating_line_group_engraver\]](#), page 245.

Standard settings:

non-musical (boolean):
 #t
 True if the grob belongs to a `NonMusicalPaperColumn`.

stem-spacing-correction (number):
 0.4
 Optical correction amount for stems that are placed in tight configurations. For opposite directions, this amount is the correction for two normal sized stems that overlap completely.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.92 \[spacing-interface\]](#), page 420 and [Section 3.2.98 \[staff-spacing-interface\]](#), page 423.

3.1.97 StaffSymbol

StaffSymbol objects are created by: [Section 2.2.103 \[Staff_symbol_engraver\]](#), page 247 and [Section 2.2.110 \[Tab_staff_symbol_engraver\]](#), page 250.

Standard settings:

```
layer (integer):
  0
  The output layer (a value between 0 and 2): Layers define the order of
  printing objects. Objects in lower layers are overprinted by objects in
  higher layers.

ledger-line-thickness (pair of numbers):
  '(1.0 . 0.1)
  The thickness of ledger lines. It is the sum of 2 numbers: The first
  is the factor for line thickness, and the second for staff space. Both
  contributions are added.

line-count (integer):
  5
  The number of staff lines.

stencil (stencil):
  ly:staff-symbol::print
  The symbol to print.

Y-extent (pair of numbers):
  ly:staff-symbol::height
  Hard coded extent in Y direction.
```

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.99 \[staff-symbol-interface\]](#), page 423.

3.1.98 StanzaNumber

StanzaNumber objects are created by: [Section 2.2.105 \[Stanza_number_engraver\]](#), page 247.

Standard settings:

```
direction (direction):
  -1
  If side-axis is 0 (or #X), then this property determines whether the ob-
  ject is placed #LEFT, #CENTER or #RIGHT with respect to the other object.
  Otherwise, it determines whether the object is placed #UP, #CENTER or
  #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-
  1, #RIGHT=1, #CENTER=0.

font-series (symbol):
  'bold
  Select the series of a font. Choices include medium, bold, bold-narrow,
  etc.

padding (dimension, in staff space):
  1.0
  Add this much extra space between objects that are next to each other.

side-axis (number):
  0
```

If the value is `#X` (or equivalently 0), the object is placed horizontally next to the other object. If the value is `#Y` or 1, it is placed vertically.

`stencil` (`stencil`):

`ly:text-interface::print`

The symbol to print.

`X-offset` (`number`):

`ly:side-position-interface::x-aligned-side`

The horizontal amount that this object is moved relative to its X-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.101 \[stanza-number-interface\]](#), page 424 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.99 Stem

Stem objects are created by: [Section 2.2.106 \[Stem-engraver\]](#), page 248.

Standard settings:

`beamlet-default-length` (`pair`):

`'(1.1 . 1.1)`

A pair of numbers. The first number specifies the default length of a beamlet that sticks out of the left hand side of this stem; the second number specifies the default length of the beamlet to the right. The actual length of a beamlet is determined by taking either the default length or the length specified by `beamlet-max-length-proportion`, whichever is smaller.

`beamlet-max-length-proportion` (`pair`):

`'(0.75 . 0.75)`

The maximum length of a beamlet, as a proportion of the distance between two adjacent stems.

`default-direction` (`direction`):

`ly:stem::calc-default-direction`

Direction determined by note head positions.

`details` (`list`):

`'((lengths 3.5 3.5 3.5 4.5 5.0 6.0) (beamed-lengths 3.26 3.5 3.6) (beamed-minimum-free-lengths 1.83 1.5 1.25) (beamed-extreme-minimum-free-lengths 2.0 1.25) (stem-shorten 1.0 0.5))`

Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a `details` property.

`direction` (`direction`):

`ly:stem::calc-direction`

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

duration-log (integer):
`stem::calc-duration-log`
 The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

flag (stencil):
`ly:stem::calc-flag`
 A function returning the full flag stencil for the **Stem**, which is passed to the function as the only argument. The default `ly:stem::calc-stencil` function uses the **flag-style** property to determine the correct glyph for the flag. By providing your own function, you can create arbitrary flags.

length (dimension, in staff space):
`ly:stem::calc-length`
 User override for the stem length of unbeamed stems.

neutral-direction (direction):
 -1
 Which direction to take in the center of the staff.

stem-end-position (number):
`ly:stem::calc-stem-end-position`
 Where does the stem end (the end is opposite to the support-head)?

stencil (stencil):
`ly:stem::print`
 The symbol to print.

thickness (number):
 1.3
 Line thickness, generally measured in **line-thickness**.

X-extent (pair of numbers):
`ly:stem::width`
 Hard coded extent in X direction.

X-offset (number):
`ly:stem::offset-callback`
 The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers):
`ly:stem::height`
 Hard coded extent in Y direction.

Y-offset (number):
`ly:staff-symbol-referencer::callback`
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.102 \[stem-interface\]](#), page 424.

3.1.100 StemTremolo

StemTremolo objects are created by: [Section 2.2.106 \[Stem-engraver\]](#), page 248.

Standard settings:

```

beam-thickness (dimension, in staff space):
    0.48
    Beam thickness, measured in staff-space units.

beam-width (dimension, in staff space):
    ly:stem-tremolo::calc-width
    Width of the tremolo sign.

slope (number):
    ly:stem-tremolo::calc-slope
    The slope of this object.

stencil (stencil):
    ly:stem-tremolo::print
    The symbol to print.

style (symbol):
    ly:stem-tremolo::calc-style
    This setting determines in what style a grob is typeset. Valid choices
    depend on the stencil callback reading this property.

X-extent (pair of numbers):
    ly:stem-tremolo::width
    Hard coded extent in X direction.

Y-extent (pair of numbers):
    ly:stem-tremolo::height
    Hard coded extent in Y direction.
```

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.103 \[stem-tremolo-interface\]](#), page 426.

3.1.101 StringNumber

StringNumber objects are created by: [Section 2.2.65 \[New-fingering-engraver\]](#), page 236.

Standard settings:

```

avoid-slur (symbol):
    'around
    Method of handling slur collisions. Choices are inside, outside,
around, and ignore. inside adjusts the slur if needed to keep the
grob inside the slur. outside moves the grob vertically to the outside
of the slur. around moves the grob vertically to the outside of the slur
only if there is a collision. ignore does not move either. In grobs whose
notational significance depends on vertical position (such as accidentals,
clefs, etc.), outside and around behave like ignore.

font-encoding (symbol):
    'fetaText
    The font encoding is the broadest category for selecting a font. Cur-
rently, only LilyPond's system fonts (Emmentaler) are using this prop-
erty. Available values are fetaMusic (Emmentaler), fetaBraces,
fetaText (Emmentaler).
```

font-size (number):
 -5
 The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

padding (dimension, in staff space):
 0.5
 Add this much extra space between objects that are next to each other.

script-priority (number):
 100
 A sorting key that determines in what order a script is within a stack of scripts.

self-alignment-X (number):
 0
 Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

self-alignment-Y (number):
 0
 Like **self-alignment-X** but for the Y axis.

staff-padding (dimension, in staff space):
 0.5
 Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
print-circled-text-callback
 The symbol to print.

text (markup):
string-number::calc-text
 Text markup. See [Section “Formatting text” in *Notation Reference*](#).

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.85 \[self-alignment-interface\]](#), page 415, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.104 \[string-number-interface\]](#), page 427, [Section 3.2.110 \[text-interface\]](#), page 429 and [Section 3.2.111 \[text-script-interface\]](#), page 430.

3.1.102 StrokeFinger

StrokeFinger objects are created by: [Section 2.2.65 \[New_fingering-engraver\]](#), page 236.

Standard settings:

digit-names (vector):
 #(p i m a x)
 Names for string finger digits.

font-shape (symbol):
 'italic
 Select the shape of a font. Choices include **upright**, **italic**, **caps**.

font-size (number):
 -4
 The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

padding (dimension, in staff space):
 0.5
 Add this much extra space between objects that are next to each other.

script-priority (number):
 100
 A sorting key that determines in what order a script is within a stack of scripts.

self-alignment-X (number):
 0
 Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

self-alignment-Y (number):
 0
 Like **self-alignment-X** but for the Y axis.

staff-padding (dimension, in staff space):
 0.5
 Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
 ly:text-interface::print
 The symbol to print.

text (markup):
 stroke-finger::calc-text
 Text markup. See Section “Formatting text” in *Notation Reference*.

This object supports the following interface(s): Section 3.2.33 [font-interface], page 387, Section 3.2.39 [grob-interface], page 392, Section 3.2.44 [item-interface], page 398, Section 3.2.85 [self-alignment-interface], page 415, Section 3.2.89 [side-position-interface], page 417, Section 3.2.105 [stroke-finger-interface], page 427, Section 3.2.110 [text-interface], page 429 and Section 3.2.111 [text-script-interface], page 430.

3.1.103 SustainPedal

SustainPedal objects are created by: Section 2.2.80 [Piano_pedal-engraver], page 241.

Standard settings:

direction (direction):
 1
 If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.

extra-spacing-width (pair of numbers):

`'(+inf.0 . -inf.0)`

In the horizontal spacing problem, we pad each item by this amount (by adding the ‘car’ on the left side of the item and adding the ‘cdr’ on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

padding (dimension, in staff space):

`0.0`

Add this much extra space between objects that are next to each other.

self-alignment-X (number):

`0`

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified.

stencil (stencil):

`ly:sustain-pedal::print`

The symbol to print.

X-offset (number):

`ly:self-alignment-interface::x-aligned-on-self`

The horizontal amount that this object is moved relative to its X-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.76 \[piano-pedal-interface\]](#), page 412, [Section 3.2.77 \[piano-pedal-script-interface\]](#), page 412, [Section 3.2.85 \[self-alignment-interface\]](#), page 415 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.104 SustainPedalLineSpanner

SustainPedalLineSpanner objects are created by: [Section 2.2.79 \[Piano_pedal_align_engraver\]](#), page 241.

Standard settings:

axes (list):

`'(1)`

List of axis numbers. In the case of alignment grobs, this should contain only one number.

direction (direction):

`-1`

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

minimum-space (dimension, in staff space):

`1.0`

Minimum distance that the victim should move (after padding).

outside-staff-priority (number):

`1000`

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller `outside-staff-priority` is closer to the staff.

`padding` (dimension, in staff space):

1.2

Add this much extra space between objects that are next to each other.

`side-axis` (number):

1

If the value is `#X` (or equivalently 0), the object is placed horizontally next to the other object. If the value is `#Y` or 1, it is placed vertically.

`staff-padding` (dimension, in staff space):

1.2

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

`X-extent` (pair of numbers):

`ly:axis-group-interface::width`

Hard coded extent in X direction.

`Y-extent` (pair of numbers):

`ly:axis-group-interface::height`

Hard coded extent in Y direction.

`Y-offset` (number):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.76 \[piano-pedal-interface\]](#), page 412, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.105 System

System objects are not created by any engraver.

Standard settings:

`axes` (list):

'(0 1)

List of axis numbers. In the case of alignment grobs, this should contain only one number.

`vertical-skylines` (pair of skylines):

`ly:axis-group-interface::calc-skylines`

Two skylines, one above and one below this grob.

`X-extent` (pair of numbers):

`ly:axis-group-interface::width`

Hard coded extent in X direction.

`Y-extent` (pair of numbers):

`ly:system::height`

Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.106 \[system-interface\]](#), page 427.

3.1.106 SystemStartBar

SystemStartBar objects are created by: [Section 2.2.107 \[System_start_delimiter_engraver\]](#), page 248.

Standard settings:

collapse-height (dimension, in staff space):
5.0
Minimum height of system start delimiter. If equal or smaller, the bracket/brace/line is removed.

direction (direction):
-1
If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.

padding (dimension, in staff space):
-0.1
Add this much extra space between objects that are next to each other.

stencil (stencil):
ly:system-start-delimiter::print
The symbol to print.

style (symbol):
'bar-line
This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

thickness (number):
1.6
Line thickness, generally measured in **line-thickness**.

X-offset (number):
ly:side-position-interface::x-aligned-side
The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers)
Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.107 \[system-start-delimiter-interface\]](#), page 428.

3.1.107 SystemStartBrace

SystemStartBrace objects are created by: [Section 2.2.107 \[System_start_delimiter_engraver\]](#), page 248.

Standard settings:

collapse-height (dimension, in staff space):

5.0

Minimum height of system start delimiter. If equal or smaller, the bracket/brace/line is removed.

direction (direction):

-1

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

font-encoding (symbol):

'fetaBraces

The font encoding is the broadest category for selecting a font. Currently, only LilyPond's system fonts (Emmentaler) are using this property. Available values are **fetaMusic** (Emmentaler), **fetaBraces**, **fetaText** (Emmentaler).

padding (dimension, in staff space):

0.3

Add this much extra space between objects that are next to each other.

stencil (stencil):

ly:system-start-delimiter::print

The symbol to print.

style (symbol):

'brace

This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

X-offset (number):

ly:side-position-interface::x-aligned-side

The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers)

Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.107 \[system-start-delimiter-interface\]](#), page 428.

3.1.108 SystemStartBracket

SystemStartBracket objects are created by: [Section 2.2.107 \[System_start_delimiter_engraver\]](#), page 248.

Standard settings:

collapse-height (dimension, in staff space):

5.0

Minimum height of system start delimiter. If equal or smaller, the bracket/brace/line is removed.

direction (direction):
 -1
 If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

padding (dimension, in staff space):
 0.8
 Add this much extra space between objects that are next to each other.

stencil (stencil):
 ly:system-start-delimiter::print
 The symbol to print.

style (symbol):
 'bracket
 This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

thickness (number):
 0.45
 Line thickness, generally measured in **line-thickness**.

X-offset (number):
 ly:side-position-interface::x-aligned-side
 The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers)
 Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.107 \[system-start-delimiter-interface\]](#), page 428.

3.1.109 SystemStartSquare

SystemStartSquare objects are created by: [Section 2.2.107 \[System_start_delimiter_engraver\]](#), page 248.

Standard settings:

direction (direction):
 -1
 If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

stencil (stencil):
 ly:system-start-delimiter::print
 The symbol to print.

style (symbol):

`'line-bracket`

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

thickness (number):

`1.0`

Line thickness, generally measured in `line-thickness`.

X-offset (number):

`ly:side-position-interface::x-aligned-side`

The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers)

Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.107 \[system-start-delimiter-interface\]](#), page 428.

3.1.110 TabNoteHead

TabNoteHead objects are created by: [Section 2.2.109 \[Tab_note_heads_engraver\]](#), page 249.

Standard settings:

details (list):

`'((tied-properties (break-visibility . #(#f #f #t))
(parenthesize . #t)) (repeat-tied-properties (note-head-
visible . #t) (parenthesize . #t)))`

Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a `details` property.

direction (direction):

`0`

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

duration-log (integer):

`note-head::calc-duration-log`

The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

font-series (symbol):

`'bold`

Select the series of a font. Choices include `medium`, `bold`, `bold-narrow`, etc.

font-size (number):

`-2`

The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

stem-attachment (pair of numbers):
 '(0.0 . 1.35)
 An (x . y) pair where the stem attaches to the notehead.

stencil (stencil):
 ly:text-interface::print
 The symbol to print.

whiteout (boolean):
 #t
 If true, the grob is printed over a white background to white-out underlying material, if the grob is visible. Usually #f by default.

X-offset (number):
 ly:self-alignment-interface::x-aligned-on-self
 The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):
 ly:staff-symbol-referencer::callback
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.66 \[note-head-interface\]](#), page 407, [Section 3.2.81 \[rhythmic-grob-interface\]](#), page 413, [Section 3.2.82 \[rhythmic-head-interface\]](#), page 413, [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424, [Section 3.2.109 \[tab-note-head-interface\]](#), page 429 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.111 TextScript

TextScript objects are created by: [Section 2.2.112 \[Text-engraver\]](#), page 250.

Standard settings:

avoid-slur (symbol):
 'around
 Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

direction (direction):
 -1
 If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.

direction (direction):
 -1
 If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or

#DOWN. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

extra-spacing-width (pair of numbers):
`'(+inf.0 . -inf.0)`
 In the horizontal spacing problem, we pad each item by this amount (by adding the ‘car’ on the left side of the item and adding the ‘cdr’ on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

outside-staff-priority (number):
 450
 If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

padding (dimension, in staff space):
 0.5
 Add this much extra space between objects that are next to each other.

script-priority (number):
 200
 A sorting key that determines in what order a script is within a stack of scripts.

side-axis (number):
 1
 If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

slur-padding (number):
 0.5
 Extra distance between slur and script.

staff-padding (dimension, in staff space):
 0.5
 Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
`ly:text-interface::print`
 The symbol to print.

X-offset (number):
`ly:self-alignment-interface::x-aligned-on-self`
 The horizontal amount that this object is moved relative to its X-parent.

Y-offset (number):
`ly:side-position-interface::y-aligned-side`
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.43 \[instrument-specific-markup-interface\]](#), page 396, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.85 \[self-alignment-interface\]](#), page 415, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.110 \[text-interface\]](#), page 429 and [Section 3.2.111 \[text-script-interface\]](#), page 430.

3.1.112 TextSpanner

TextSpanner objects are created by: [Section 2.2.113 \[Text_spanner_engraver\]](#), page 250.

Standard settings:

bound-details (list):

```
'((left (Y . 0) (padding . 0.25) (attach-dir . -1)) (left-
broken (end-on-note . #t)) (right (Y . 0) (padding . 0.25)))
```

An alist of properties for determining attachments of spanners to edges.

dash-fraction (number):

0.2

Size of the dashes, relative to **dash-period**. Should be between 0.0 (no line) and 1.0 (continuous line).

dash-period (number):

3.0

The length of one dash together with whitespace. If negative, no line is drawn at all.

direction (direction):

1

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

font-shape (symbol):

'italic

Select the shape of a font. Choices include **upright**, **italic**, **caps**.

left-bound-info (list):

```
ly:line-spanner::calc-left-bound-info
```

An alist of properties for determining attachments of spanners to edges.

outside-staff-priority (number):

350

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

right-bound-info (list):

```
ly:line-spanner::calc-right-bound-info
```

An alist of properties for determining attachments of spanners to edges.

side-axis (number):

1

If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

staff-padding (dimension, in staff space):

0.8

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
 ly:line-spanner::print
 The symbol to print.

style (symbol):
 'dashed-line
 This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

Y-offset (number):
 ly:side-position-interface::y-aligned-side
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.52 \[line-spanner-interface\]](#), page 402, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.113 Tie

Tie objects are created by: [Section 2.2.19 \[Completion-heads-engraver\]](#), page 221 and [Section 2.2.114 \[Tie-engraver\]](#), page 250.

Standard settings:

avoid-slur (symbol):
 'inside
 Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

control-points (list):
 ly:tie::calc-control-points
 List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

details (list):
 '((ratio . 0.333) (center-staff-line-clearance . 0.6) (tip-staff-line-clearance . 0.45) (note-head-gap . 0.2) (stem-gap . 0.35) (height-limit . 1.0) (horizontal-distance-penalty-factor . 10) (same-dir-as-stem-penalty . 8) (min-length-penalty-factor . 26) (tie-tie-collision-distance . 0.45) (tie-tie-collision-penalty . 25.0) (intra-space-threshold . 1.25) (outer-tie-vertical-distance-symmetry-penalty-factor . 10) (outer-tie-length-symmetry-penalty-factor . 10) (vertical-distance-penalty-factor . 7) (outer-tie-vertical-gap . 0.25) (multi-tie-region-size . 3) (single-tie-region-size . 4) (between-length-limit . 1.0))
 Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a **details** property.

direction (direction):
`ly:tie::calc-direction`
 If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

font-size (number):
`-6`
 The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

line-thickness (number):
`0.8`
 The thickness of the tie or slur contour.

neutral-direction (direction):
`1`
 Which direction to take in the center of the staff.

springs-and-rods (boolean):
`ly:spanner::set-spacing-rods`
 Dummy variable for triggering spacing routines.

stencil (stencil):
`ly:tie::print`
 The symbol to print.

thickness (number):
`1.2`
 Line thickness, generally measured in **line-thickness**.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.113 \[tie-interface\]](#), page 431.

3.1.114 TieColumn

TieColumn objects are created by: [Section 2.2.114 \[Tie-engraver\]](#), page 250.

Standard settings:

before-line-breaking (boolean):
`ly:tie-column::before-line-breaking`
 Dummy property, used to trigger a callback function.

X-extent (pair of numbers)
 Hard coded extent in X direction.

Y-extent (pair of numbers)
 Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.112 \[tie-column-interface\]](#), page 430.

3.1.115 TimeSignature

TimeSignature objects are created by: [Section 2.2.116 \[Time_signature_engraver\]](#), page 251.

Standard settings:

avoid-slur (symbol):
'inside

Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

break-align-anchor (number):

ly:break-aligned-interface::calc-extent-aligned-anchor

Grobs aligned to this break-align grob will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

break-align-symbol (symbol):

'time-signature

This key is used for aligning and spacing breakable items.

break-visibility (vector):

##(##t ##t ##t)

A vector of 3 booleans, ##(end-of-line unbroken begin-of-line).
##t means visible, ##f means killed.

extra-spacing-height (pair of numbers):

'(-1.0 . 1.0)

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to (-inf.0 . +inf.0).

non-musical (boolean):

##t

True if the grob belongs to a NonMusicalPaperColumn.

space-alist (list):

'((first-note fixed-space . 2.0) (right-edge extra-space . 0.5) (staff-bar minimum-space . 2.0))

A table that specifies distances between prefatory items, like clef and time-signature. The format is an alist of spacing tuples: (*break-align-symbol type . distance*), where *type* can be the symbols *minimum-space* or *extra-space*.

stencil (stencil):

ly:time-signature::print

The symbol to print.

style (symbol):

'C

This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

This object supports the following interface(s): [Section 3.2.15 \[break-aligned-interface\]](#), page 381, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398 and [Section 3.2.114 \[time-signature-interface\]](#), page 432.

3.1.116 TrillPitchAccidental

TrillPitchAccidental objects are created by: [Section 2.2.83 \[Pitched_trill_engraver\]](#), page 242.

Standard settings:

`direction` (direction):

-1

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

`font-size` (number):

-4

The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

`glyph-name-alist` (list):

```
'((0 . accidentals.natural) (-1/2 . accidentals.flat) (1/2
 . accidentals.sharp) (1 . accidentals.doublesharp) (-1 .
 accidentals.flatflat) (3/4 . accidentals.sharp.slashslash.stemstemstem)
 (1/4 . accidentals.sharp.slashslash.stem)
 (-1/4 . accidentals.mirroredflat) (-3/4 .
 accidentals.mirroredflat.flat))
```

An alist of key-string pairs.

`padding` (dimension, in staff space):

0.2

Add this much extra space between objects that are next to each other.

`side-axis` (number):

0

If the value is `#X` (or equivalently 0), the object is placed horizontally next to the other object. If the value is `#Y` or 1, it is placed vertically.

`stencil` (stencil):

`ly:accidental-interface::print`

The symbol to print.

`X-offset` (number):

`ly:side-position-interface::x-aligned-side`

The horizontal amount that this object is moved relative to its X-parent.

`Y-extent` (pair of numbers):

`ly:accidental-interface::height`

Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.1 \[accidental-interface\]](#), page 372, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.115 \[trill-pitch-accidental-interface\]](#), page 432.

3.1.117 TrillPitchGroup

TrillPitchGroup objects are created by: [Section 2.2.83 \[Pitched_trill_engraver\]](#), page 242.

Standard settings:

- axes** (list):
 '(0)
 List of axis numbers. In the case of alignment grobs, this should contain only one number.
- direction** (direction):
 1
 If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.
- font-size** (number):
 -4
 The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.
- padding** (dimension, in staff space):
 0.3
 Add this much extra space between objects that are next to each other.
- side-axis** (number):
 0
 If the value is #X (or equivalently 0), the object is placed horizontally next to the other object. If the value is #Y or 1, it is placed vertically.
- stencil** (stencil):
 parentheses-elements
 The symbol to print.
- stencils** (list):
 parentheses-item::calc-parenthesis-stencils
 Multiple stencils, used as intermediate value.
- X-offset** (number):
 ly:side-position-interface::x-aligned-side
 The horizontal amount that this object is moved relative to its X-parent.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.66 \[note-head-interface\]](#), page 407, [Section 3.2.72 \[parentheses-interface\]](#), page 410 and [Section 3.2.89 \[side-position-interface\]](#), page 417.

3.1.118 TrillPitchHead

TrillPitchHead objects are created by: [Section 2.2.83 \[Pitched-trill-engraver\]](#), page 242.

Standard settings:

- duration-log** (integer):
2
The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.
- font-size** (number):
-4
The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.
- stencil** (stencil):
`ly:note-head::print`
The symbol to print.
- Y-offset** (number):
`ly:staff-symbol-referencer::callback`
The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.48 \[ledgered-interface\]](#), page 401, [Section 3.2.78 \[pitched-trill-interface\]](#), page 412, [Section 3.2.82 \[rhythmic-head-interface\]](#), page 413 and [Section 3.2.100 \[staff-symbol-referencer-interface\]](#), page 424.

3.1.119 TrillSpanner

TrillSpanner objects are created by: [Section 2.2.120 \[Trill-spanner-engraver\]](#), page 252.

Standard settings:

- after-line-breaking** (boolean):
`ly:spanner::kill-zero-spanned-time`
Dummy property, used to trigger callback for after-line-breaking.
- bound-details** (list):
`'((left (text #<procedure musicglyph-markup (layout props glyph-name)> scripts.trill) (Y . 0) (stencil-offset -0.5 . -1) (padding . 0.5) (attach-dir . 0)) (left-broken (end-on-note . #t)) (right (Y . 0)))`
An alist of properties for determining attachments of spanners to edges.
- direction** (direction):
1
If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.
- left-bound-info** (list):
`ly:line-spanner::calc-left-bound-info`
An alist of properties for determining attachments of spanners to edges.

outside-staff-priority (number):
 50
 If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

padding (dimension, in staff space):
 0.5
 Add this much extra space between objects that are next to each other.

right-bound-info (list):
 ly:line-spanner::calc-right-bound-info
 An alist of properties for determining attachments of spanners to edges.

side-axis (number):
 1
 If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

staff-padding (dimension, in staff space):
 1.0
 Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):
 ly:line-spanner::print
 The symbol to print.

style (symbol):
 'trill
 This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

Y-offset (number):
 ly:side-position-interface::y-aligned-side
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.52 \[line-spanner-interface\]](#), page 402, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.116 \[trill-spanner-interface\]](#), page 432.

3.1.120 TupletBracket

TupletBracket objects are created by: [Section 2.2.121 \[Tuplet-engraver\]](#), page 253.

Standard settings:

connect-to-neighbor (pair):
 ly:tuplet-bracket::calc-connect-to-neighbors
 Pair of booleans, indicating whether this grob looks as a continued break.

control-points (list):
 ly:tuplet-bracket::calc-control-points

List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

direction (direction):

`ly:tuplet-bracket::calc-direction`

If `side-axis` is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

edge-height (pair):

`'(0.7 . 0.7)`

A pair of numbers specifying the heights of the vertical edges: (`left-height` . `right-height`).

full-length-to-extent (boolean):

`#t`

Run to the extent of the column for a full-length tuplet bracket.

padding (dimension, in staff space):

`1.1`

Add this much extra space between objects that are next to each other.

positions (pair of numbers):

`ly:tuplet-bracket::calc-positions`

Pair of staff coordinates (`left` . `right`), where both `left` and `right` are in `staff-space` units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

shorten-pair (pair of numbers):

`'(-0.2 . -0.2)`

The lengths to shorten a text-spanner on both sides, for example a pedal bracket. Positive values shorten the text-spanner, while negative values lengthen it.

staff-padding (dimension, in staff space):

`0.25`

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

stencil (stencil):

`ly:tuplet-bracket::print`

The symbol to print.

thickness (number):

`1.6`

Line thickness, generally measured in `line-thickness`.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.117 \[tuplet-bracket-interface\]](#), page 432.

3.1.121 TupletNumber

TupletNumber objects are created by: [Section 2.2.121 \[Tuplet_engraver\]](#), page 253.

Standard settings:

```
avoid-slur (symbol):
  'inside
  Method of handling slur collisions. Choices are inside, outside,
around, and ignore. inside adjusts the slur if needed to keep the
grob inside the slur. outside moves the grob vertically to the outside
of the slur. around moves the grob vertically to the outside of the slur
only if there is a collision. ignore does not move either. In grobs whose
notational significance depends on vertical position (such as accidentals,
clefs, etc.), outside and around behave like ignore.
```

```
font-shape (symbol):
  'italic
  Select the shape of a font. Choices include upright, italic, caps.
```

```
font-size (number):
  -2
  The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal
size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12%
larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.
```

```
stencil (stencil):
  ly:tuplet-number::print
  The symbol to print.
```

```
text (markup):
  tuplet-number::calc-denominator-text
  Text markup. See Section “Formatting text” in Notation Reference.
```

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.96 \[spanner-interface\]](#), page 422, [Section 3.2.110 \[text-interface\]](#), page 429 and [Section 3.2.118 \[tuplet-number-interface\]](#), page 434.

3.1.122 UnaCordaPedal

UnaCordaPedal objects are created by: [Section 2.2.80 \[Piano_pedal_engraver\]](#), page 241.

Standard settings:

```
direction (direction):
  1
  If side-axis is 0 (or #X), then this property determines whether the ob-
ject is placed #LEFT, #CENTER or #RIGHT with respect to the other object.
Otherwise, it determines whether the object is placed #UP, #CENTER or
#DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1,
#RIGHT=1, #CENTER=0.
```

```
extra-spacing-width (pair of numbers):
  '(+inf.0 . -inf.0)
  In the horizontal spacing problem, we pad each item by this amount (by
adding the ‘car’ on the left side of the item and adding the ‘cdr’ on the
right side of the item). In order to make a grob take up no horizontal
space at all, set this to (+inf.0 . -inf.0).
```

font-shape (symbol):
 `'italic`
 Select the shape of a font. Choices include `upright`, `italic`, `caps`.

padding (dimension, in staff space):
 `0.0`
 Add this much extra space between objects that are next to each other.

self-alignment-X (number):
 `0`
 Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified.

stencil (stencil):
 `ly:text-interface::print`
 The symbol to print.

X-offset (number):
 `ly:self-alignment-interface::x-aligned-on-self`
 The horizontal amount that this object is moved relative to its X-parent.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.44 \[item-interface\]](#), page 398, [Section 3.2.77 \[piano-pedal-script-interface\]](#), page 412, [Section 3.2.85 \[self-alignment-interface\]](#), page 415 and [Section 3.2.110 \[text-interface\]](#), page 429.

3.1.123 UnaCordaPedalLineSpanner

UnaCordaPedalLineSpanner objects are created by: [Section 2.2.79 \[Piano_pedal_align_engraver\]](#), page 241.

Standard settings:

axes (list):
 `'(1)`
 List of axis numbers. In the case of alignment grobs, this should contain only one number.

direction (direction):
 `-1`
 If **side-axis** is 0 (or `#X`), then this property determines whether the object is placed `#LEFT`, `#CENTER` or `#RIGHT` with respect to the other object. Otherwise, it determines whether the object is placed `#UP`, `#CENTER` or `#DOWN`. Numerical values may also be used: `#UP=1`, `#DOWN=-1`, `#LEFT=-1`, `#RIGHT=1`, `#CENTER=0`.

minimum-space (dimension, in staff space):
 `1.0`
 Minimum distance that the victim should move (after padding).

outside-staff-priority (number):
 `1000`
 If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

padding (dimension, in staff space):

1.2

Add this much extra space between objects that are next to each other.

side-axis (number):

1

If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

staff-padding (dimension, in staff space):

1.2

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

X-extent (pair of numbers):

`ly:axis-group-interface::width`

Hard coded extent in X direction.

Y-extent (pair of numbers):

`ly:axis-group-interface::height`

Hard coded extent in Y direction.

Y-offset (number):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.76 \[piano-pedal-interface\]](#), page 412, [Section 3.2.89 \[side-position-interface\]](#), page 417 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.124 VaticanaLigature

VaticanaLigature objects are created by: [Section 2.2.123 \[Vaticana_ligature_engraver\]](#), page 253.

Standard settings:

stencil (stencil):

`ly:vaticana-ligature::print`

The symbol to print.

thickness (number):

0.6

Line thickness, generally measured in `line-thickness`.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.120 \[vaticana-ligature-interface\]](#), page 434.

3.1.125 VerticalAlignment

VerticalAlignment objects are created by: [Section 2.2.124 \[Vertical_align_engraver\]](#), page 253.

Standard settings:

axes (list):

'(1)

List of axis numbers. In the case of alignment grobs, this should contain only one number.

stacking-dir (direction):
 -1
 Stack objects in which direction?

vertical-skylines (pair of skylines):
 ly:axis-group-interface::combine-skylines
 Two skylines, one above and one below this grob.

X-extent (pair of numbers):
 ly:axis-group-interface::width
 Hard coded extent in X direction.

Y-extent (pair of numbers):
 ly:axis-group-interface::height
 Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.4 \[align-interface\]](#), page 373, [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.39 \[grob-interface\]](#), page 392 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.126 VerticalAxisGroup

VerticalAxisGroup objects are created by: [Section 2.2.5 \[Axis_group-engraver\]](#), page 216 and [Section 2.2.46 \[Hara_kiri-engraver\]](#), page 229.

Standard settings:

axes (list):
 '(1)
 List of axis numbers. In the case of alignment grobs, this should contain only one number.

default-next-staff-spacing (list):
 '((space . 9) (minimum-distance . 8) (padding . 1))
 An alist of spacing variables that controls the spacing between this staff and the next. See *next-staff-spacing* for a description of the elements of this alist.

next-staff-spacing (list):
 ly:axis-group-interface::calc-next-staff-spacing
 An alist of properties used to position the next staff in the system. The symbols that can be defined in the alist are

- *space* – the amount of stretchable space between the center of this staff and the center of the next staff;
- *padding* – the minimum amount of whitespace that must be present between this staff and the next staff;
- *stretchability* – the ease with which the stretchable space increases when the system to which this staff belongs is stretched. If this is zero, the distance to the next staff will be fixed either at *space* or at *padding* plus the minimum distance to ensure there is no overlap, whichever is larger;
- *minimum-distance* – the minimum distance to place between the center of this staff and the center of the next. This differs from *padding* in that the height of a staff has no effect on the application of *minimum-distance* (whereas the height of a staff is crucial for *padding*).

non-affinity-spacing (list):
 '((padding . 0.5))
 An alist of spacing variables that controls the spacing from a loose line (see *staff-affinity*) to the staff for which the loose line does not have affinity. See *next-staff-spacing* for a description of the elements of this alist.

stencil (stencil):
 ly:axis-group-interface::print
 The symbol to print.

vertical-skylines (pair of skylines):
 ly:hara-kiri-group-spanner::calc-skylines
 Two skylines, one above and one below this grob.

X-extent (pair of numbers):
 ly:axis-group-interface::width
 Hard coded extent in X direction.

Y-extent (pair of numbers):
 ly:hara-kiri-group-spanner::y-extent
 Hard coded extent in Y direction.

Y-offset (number):
 ly:hara-kiri-group-spanner::force-hara-kiri-callback
 The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.41 \[hara-kiri-group-spanner-interface\]](#), page 395, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.121 \[vertically-spaceable-interface\]](#), page 435.

3.1.127 VoiceFollower

VoiceFollower objects are created by: [Section 2.2.66 \[Note_head_line_engraver\]](#), page 236.

Standard settings:

after-line-breaking (boolean):
 ly:spanner::kill-zero-spanned-time
 Dummy property, used to trigger callback for *after-line-breaking*.

bound-details (list):
 '((right (attach-dir . 0) (padding . 1.5)) (left (attach-dir . 0) (padding . 1.5)))
 An alist of properties for determining attachments of spanners to edges.

gap (dimension, in staff space):
 0.5
 Size of a gap in a variable symbol.

left-bound-info (list):
 ly:line-spanner::calc-left-bound-info
 An alist of properties for determining attachments of spanners to edges.

non-musical (boolean):
 #t
 True if the grob belongs to a `NonMusicalPaperColumn`.

right-bound-info (list):
`ly:line-spanner::calc-right-bound-info`
 An alist of properties for determining attachments of spanners to edges.

stencil (stencil):
`ly:line-spanner::print`
 The symbol to print.

style (symbol):
`'line`
 This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

X-extent (pair of numbers)
 Hard coded extent in X direction.

Y-extent (pair of numbers)
 Hard coded extent in Y direction.

This object supports the following interface(s): [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.52 \[line-spanner-interface\]](#), page 402 and [Section 3.2.96 \[spanner-interface\]](#), page 422.

3.1.128 VoltaBracket

VoltaBracket objects are created by: [Section 2.2.126 \[Volta-engraver\]](#), page 254.

Standard settings:

direction (direction):
`1`
 If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

edge-height (pair):
`'(2.0 . 2.0)`
 A pair of numbers specifying the heights of the vertical edges: (*left-height* . *right-height*).

font-encoding (symbol):
`'fetaText`
 The font encoding is the broadest category for selecting a font. Currently, only Lilypond's system fonts (Emmentaler) are using this property. Available values are **fetaMusic** (Emmentaler), **fetaBraces**, **fetaText** (Emmentaler).

font-size (number):
`-4`
 The font size, compared to the 'normal' size. 0 is style-sheet's normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

stencil (stencil):
`ly:volta-bracket-interface::print`
 The symbol to print.

thickness (number):
 1.6
 Line thickness, generally measured in **line-thickness**.

word-space (dimension, in staff space):
 0.6
 Space to insert between words in texts.

This object supports the following interface(s): [Section 3.2.33 \[font-interface\]](#), page 387, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.42 \[horizontal-bracket-interface\]](#), page 396, [Section 3.2.51 \[line-interface\]](#), page 401, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.96 \[spanner-interface\]](#), page 422, [Section 3.2.110 \[text-interface\]](#), page 429, [Section 3.2.122 \[volta-bracket-interface\]](#), page 435 and [Section 3.2.123 \[volta-interface\]](#), page 435.

3.1.129 VoltaBracketSpanner

VoltaBracketSpanner objects are created by: [Section 2.2.126 \[Volta-engraver\]](#), page 254.

Standard settings:

after-line-breaking (boolean):
 ly:side-position-interface::move-to-extremal-staff
 Dummy property, used to trigger callback for **after-line-breaking**.

axes (list):
 '(1)
 List of axis numbers. In the case of alignment grobs, this should contain only one number.

direction (direction):
 1
 If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

no-alignment (boolean):
 #t
 If set, don't place this grob in a **VerticalAlignment**; rather, place it using its own **Y-offset** callback.

outside-staff-priority (number):
 600
 If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.

padding (dimension, in staff space):
 1
 Add this much extra space between objects that are next to each other.

side-axis (number):
 1
 If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

X-extent (pair of numbers):

`ly:axis-group-interface::width`

Hard coded extent in X direction.

Y-extent (pair of numbers):

`ly:axis-group-interface::height`

Hard coded extent in Y direction.

Y-offset (number):

`ly:side-position-interface::y-aligned-side`

The vertical amount that this object is moved relative to its Y-parent.

This object supports the following interface(s): [Section 3.2.7 \[axis-group-interface\]](#), page 375, [Section 3.2.39 \[grob-interface\]](#), page 392, [Section 3.2.89 \[side-position-interface\]](#), page 417, [Section 3.2.96 \[spanner-interface\]](#), page 422 and [Section 3.2.123 \[volta-interface\]](#), page 435.

3.2 Graphical Object Interfaces

3.2.1 accidental-interface

A single accidental.

User settable properties:

alteration (number)

Alteration numbers for accidental.

avoid-slur (symbol)

Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

glyph-name-alist (list)

An alist of key-string pairs.

hide-tied-accidental-after-break (boolean)

If set, an accidental that appears on a tied note after a line break will not be displayed.

parenthesized (boolean)

Parenthesize this grob.

restore-first (boolean)

Print a natural before the accidental.

Internal properties:

forced (boolean)

Manually forced accidental.

tie (graphical (layout) object)

A pointer to a **Tie** object.

This grob interface is used in the following graphical object(s): [Section 3.1.1 \[Accidental\]](#), page 266, [Section 3.1.2 \[AccidentalCautionary\]](#), page 266, [Section 3.1.4 \[AccidentalSuggestion\]](#),

page 268, Section 3.1.6 [AmbitusAccidental], page 270 and Section 3.1.116 [TrillPitchAccidental], page 360.

3.2.2 accidental-placement-interface

Resolve accidental collisions.

User settable properties:

- direction** (direction)
If **side-axis** is 0 (or #X), then this property determines whether the object is placed #LEFT, #CENTER or #RIGHT with respect to the other object. Otherwise, it determines whether the object is placed #UP, #CENTER or #DOWN. Numerical values may also be used: #UP=1, #DOWN=-1, #LEFT=-1, #RIGHT=1, #CENTER=0.
- left-padding** (dimension, in staff space)
The amount of space that is put left to an object (e.g., a group of accidentals).
- padding** (dimension, in staff space)
Add this much extra space between objects that are next to each other.
- right-padding** (dimension, in staff space)
Space to insert on the right side of an object (e.g., between note and its accidentals).
- script-priority** (number)
A sorting key that determines in what order a script is within a stack of scripts.

Internal properties:

- accidental-grobs** (list)
An alist with (*notename . groblist*) entries.
- positioning-done** (boolean)
Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): Section 3.1.3 [AccidentalPlacement], page 267.

3.2.3 accidental-suggestion-interface

An accidental, printed as a suggestion (typically: vertically over a note).

This grob interface is used in the following graphical object(s): Section 3.1.4 [AccidentalSuggestion], page 268.

3.2.4 align-interface

Order grobs from top to bottom, left to right, right to left or bottom to top. For vertical alignments of staves, the **break-system-details** of the left Section “NonMusicalPaperColumn” in *Internals Reference* may be set to tune vertical spacing.

User settable properties:

- align-dir** (direction)
Which side to align? -1: left side, 0: around center of width, 1: right side.

- axes** (list) List of axis numbers. In the case of alignment grobs, this should contain only one number.
- padding** (dimension, in staff space)
Add this much extra space between objects that are next to each other.
- stacking-dir** (direction)
Stack objects in which direction?

Internal properties:

- elements** (array of grobs)
An array of grobs; the type is depending on the grob where this is set in.
- positioning-done** (boolean)
Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): [Section 3.1.14 \[BassFigure-Alignment\]](#), page 277 and [Section 3.1.125 \[VerticalAlignment\]](#), page 367.

3.2.5 ambitus-interface

The line between note heads for a pitch range.

User settable properties:

- gap** (dimension, in staff space)
Size of a gap in a variable symbol.
- thickness** (number)
Line thickness, generally measured in **line-thickness**.

Internal properties:

- note-heads** (array of grobs)
An array of note head grobs.

This grob interface is used in the following graphical object(s): [Section 3.1.5 \[Ambitus\]](#), page 269, [Section 3.1.7 \[AmbitusLine\]](#), page 271 and [Section 3.1.8 \[AmbitusNoteHead\]](#), page 271.

3.2.6 arpeggio-interface

Functions and settings for drawing an arpeggio symbol.

User settable properties:

- arpeggio-direction** (direction)
If set, put an arrow on the arpeggio squiggly line.
- positions** (pair of numbers)
Pair of staff coordinates (*left* . *right*), where both *left* and *right* are in **staff-space** units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.
- script-priority** (number)
A sorting key that determines in what order a script is within a stack of scripts.

dash-definition (pair)

List of **dash-elements** defining the dash structure. Each **dash-element** has a starting t value, an ending t-value, a **dash-fraction**, and a **dash-period**.

Internal properties:

stems (array of grobs)

An array of stem objects.

This grob interface is used in the following graphical object(s): [Section 3.1.9 \[Arpeggio\], page 272](#).

3.2.7 axis-group-interface

An object that groups other layout objects.

User settable properties:

axes (list) List of axis numbers. In the case of alignment grobs, this should contain only one number.

default-next-staff-spacing (list)

An alist of spacing variables that controls the spacing between this staff and the next. See *next-staff-spacing* for a description of the elements of this alist.

inter-loose-line-spacing (list)

Specifies how to vertically position a non-spaced line relative to the other non-spaced lines around it. See *next-staff-spacing* for the format of this list.

inter-staff-spacing (list)

Specifies how to vertically position a non-spaced line relative to the staff for which it has affinity. See *next-staff-spacing* for the format of this list.

keep-fixed-while-stretching (boolean)

A grob with this property set to true is fixed relative to the staff above it when systems are stretched.

max-stretch (number)

The maximum amount that this **VerticalAxisGroup** can be vertically stretched (for example, in order to better fill a page).

non-affinity-spacing (list)

An alist of spacing variables that controls the spacing from a loose line (see *staff-affinity*) to the staff for which the loose line does not have affinity. See *next-staff-spacing* for a description of the elements of this alist.

next-staff-spacing (list)

An alist of properties used to position the next staff in the system. The symbols that can be defined in the alist are

- *space* – the amount of stretchable space between the center of this staff and the center of the next staff;
- *padding* – the minimum amount of whitespace that must be present between this staff and the next staff;

- *stretchability* – the ease with which the stretchable space increases when the system to which this staff belongs is stretched. If this is zero, the distance to the next staff will be fixed either at *space* or at *padding* plus the minimum distance to ensure there is no overlap, whichever is larger;
- *minimum-distance* – the minimum distance to place between the center of this staff and the center of the next. This differs from *padding* in that the height of a staff has no effect on the application of *minimum-distance* (whereas the height of a staff is crucial for *padding*).

no-alignment (boolean)

If set, don't place this grob in a **VerticalAlignment**; rather, place it using its own **Y-offset** callback.

staff-affinity (direction)

The direction of the staff to which this line should stick.

vertical-skylines (pair of skylines)

Two skylines, one above and one below this grob.

Internal properties:

X-common (graphical (layout) object)

Common reference point for axis group.

Y-common (graphical (layout) object)

See **X-common**.

adjacent-pure-heights (pair)

A pair of vectors. Used by a **VerticalAxisGroup** to cache the **Y-extents** of different column ranges.

elements (array of grobs)

An array of grobs; the type is depending on the grob where this is set in.

pure-Y-common (graphical (layout) object)

A cache of the **common_refpoint_of_array** of the **elements** grob set.

pure-relevant-grobs (array of grobs)

All the grobs (items and spanners) that are relevant for finding the **pure-Y-extent**

pure-relevant-items (array of grobs)

A subset of elements that are relevant for finding the **pure-Y-extent**.

pure-relevant-spanners (array of grobs)

A subset of elements that are relevant for finding the **pure-Y-extent**.

staff-grouper (graphical (layout) object)

The staff grouper we belong to.

system-Y-offset (number)

The Y-offset (relative to the bottom of the top-margin of the page) of the system to which this staff belongs.

This grob interface is used in the following graphical object(s): [Section 3.1.5 \[Ambitus\]](#), page 269, [Section 3.1.14 \[BassFigureAlignment\]](#), page 277, [Section 3.1.15 \[BassFigureAlignment-Positioning\]](#), page 277, [Section 3.1.18 \[BassFigureLine\]](#), page 279, [Section 3.1.21 \[BreakAlign-Group\]](#), page 281, [Section 3.1.22 \[BreakAlignment\]](#), page 282, [Section 3.1.30 \[DotColumn\]](#),

page 288, Section 3.1.34 [DynamicLineSpanner], page 292, Section 3.1.67 [NonMusicalPaperColumn], page 320, Section 3.1.68 [NoteCollision], page 320, Section 3.1.69 [NoteColumn], page 321, Section 3.1.75 [PaperColumn], page 325, Section 3.1.92 [SostenutoPedalLineSpanner], page 338, Section 3.1.104 [SustainPedalLineSpanner], page 348, Section 3.1.105 [System], page 349, Section 3.1.117 [TrillPitchGroup], page 361, Section 3.1.123 [UnaCordaPedalLineSpanner], page 366, Section 3.1.125 [VerticalAlignment], page 367, Section 3.1.126 [VerticalAxisGroup], page 368 and Section 3.1.129 [VoltaBracketSpanner], page 371.

3.2.8 balloon-interface

A collection of routines to put text balloons around an object.

User settable properties:

padding (dimension, in staff space)

Add this much extra space between objects that are next to each other.

text (markup)

Text markup. See Section “Formatting text” in *Notation Reference*.

This grob interface is used in the following graphical object(s): Section 3.1.10 [BalloonTextItem], page 273.

3.2.9 bar-line-interface

Bar line.

Print a special bar symbol. It replaces the regular bar symbol with a special symbol. The argument *bartype* is a string which specifies the kind of bar line to print. Options are |, :|, |: , :|: , :|. |: , :|:|: , . , ||, |. , .| , .|. , |.| , : , **dashed**, ' and **S**.

These produce, respectively, a normal bar line, a right repeat, a left repeat, a thick double repeat, a thin-thick-thin double repeat, a thin-thick double repeat, a thick bar, a double bar, a start bar, an end bar, a thick double bar, a thin-thick-thin bar, a dotted bar, a dashed bar, a tick as bar line and a segno bar.

In addition, there is an option ||: which is equivalent to |: except at line breaks, where it produces a double bar (||) at the end of the line and a repeat sign (|:) at the beginning of the new line.

For segno, **S** produces a segno sign except at line breaks, where it produces a double bar (||) at the end of the line and a segno sign at the beginning of the new line. |**S** is equivalent to **S** but produces a simple bar line (|) instead of a double bar line (||) at line breaks. **S**| produces the segno sign at line breaks and starts the following line without special bar lines.

S|: and |: **S** are used for repeat/segno combinations that are separated at line breaks. Alternatively, .**S**|: and |: **S** may be used which combine repeat signs and segno at the same line in case of a line break. |: **S**|: is a combination of a left repeat (:|), a segno (**S**) and a right repeat |: which splits before the segno at line breaks; |: **S** . |: splits after the segno sign.

If *bartype* is set to **empty** then nothing is printed, but a line break is allowed at that spot.

gap is used for the gaps in dashed bar lines.

User settable properties:

allow-span-bar (boolean)

If false, no inter-staff bar line will be created below this bar line.

gap (dimension, in staff space)

Size of a gap in a variable symbol.

- kern** (dimension, in staff space)
Amount of extra white space to add. For bar lines, this is the amount of space after a thick line.
- thin-kern** (number)
The space after a hair-line in a bar line.
- hair-thickness** (number)
Thickness of the thin line in a bar line.
- thick-thickness** (number)
Bar line thickness, measured in **line-thickness**.
- glyph** (string)
A string determining what ‘style’ of glyph is typeset. Valid choices depend on the function that is reading this property.
- glyph-name** (string)
The glyph name within the font.
- bar-size** (dimension, in staff space)
The size of a bar line.

Internal properties:

- bar-extent** (pair of numbers)
The Y-extent of the actual bar line. This may differ from **Y-extent** because it does not include the dots in a repeat bar line.

This grob interface is used in the following graphical object(s): [Section 3.1.11 \[BarLine\]](#), page 273 and [Section 3.1.94 \[SpanBar\]](#), page 340.

3.2.10 bass-figure-alignment-interface

Align a bass figure.

This grob interface is used in the following graphical object(s): [Section 3.1.14 \[BassFigure-Alignment\]](#), page 277.

3.2.11 bass-figure-interface

A bass figure text.

User settable properties:

- implicit** (boolean)
Is this an implicit bass figure?

This grob interface is used in the following graphical object(s): [Section 3.1.13 \[BassFigure\]](#), page 277.

3.2.12 beam-interface

A beam.

The **beam-thickness** property is the weight of beams, measured in staffspace. The **direction** property is not user-serviceable. Use the **direction** property of **Stem** instead.

The following properties may be set in the **details** list.

- stem-length-demerit-factor**
Demerit factor used for inappropriate stem lengths.

secondary-beam-demerit

Demerit used in quanting calculations for multiple beams.

region-size

Size of region for checking quant scores.

beam-eps Epsilon for beam quant code to check for presence in gap.

stem-length-limit-penalty

Penalty for differences in stem lengths on a beam.

damping-direction-penalty

Demerit penalty applied when beam direction is different from damping direction.

hint-direction-penalty

Demerit penalty applied when beam direction is different from damping direction, but damping slope is \leq **round-to-zero-slope**.

musical-direction-factor

Demerit scaling factor for difference between beam slope and music slope.

ideal-slope-factor

Demerit scaling factor for difference between beam slope and damping slope.

round-to-zero-slope

Damping slope which is considered zero for purposes of calculating direction penalties.

User settable properties:**annotation** (string)

Annotate a grob for debug purposes.

auto-knee-gap (dimension, in staff space)

If a gap is found between note heads where a horizontal beam fits that is larger than this number, make a kneed beam.

beamed-stem-shorten (list)

How much to shorten beamed stems, when their direction is forced. It is a list, since the value is different depending on the number of flags and beams.

beaming (pair)

Pair of number lists. Each number list specifies which beams to make. 0 is the central beam, 1 is the next beam toward the note, etc. This information is used to determine how to connect the beaming patterns from stem to stem inside a beam.

beam-thickness (dimension, in staff space)

Beam thickness, measured in **staff-space** units.

break-overshoot (pair of numbers)

How much does a broken spanner stick out of its bounds?

clip-edges (boolean)

Allow outward pointing beamlets at the edges of beams?

concaveness (number)

A beam is concave if its inner stems are closer to the beam than the two outside stems. This number is a measure of the closeness of the inner stems. It is used for damping the slope of the beam.

- damping** (number)
Amount of beam slope damping.
- details** (list)
Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a **details** property.
- direction** (direction)
If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.
- gap** (dimension, in staff space)
Size of a gap in a variable symbol.
- gap-count** (integer)
Number of gapped beams for tremolo.
- grow-direction** (direction)
Crescendo or decrescendo?
- inspect-quants** (pair of numbers)
If debugging is set, set beam and slur quants to this position, and print the respective scores.
- knee** (boolean)
Is this beam kneed?
- length-fraction** (number)
Multiplier for lengths. Used for determining ledger lines and stem lengths.
- neutral-direction** (direction)
Which direction to take in the center of the staff.
- positions** (pair of numbers)
Pair of staff coordinates (*left* . *right*), where both *left* and *right* are in **staff-space** units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

Internal properties:

- least-squares-dy** (number)
The ideal beam slope, without damping.
- normal-stems** (array of grobs)
An array of visible stems.
- quant-score** (string)
The beam quanting score; stored for debugging.
- quantized-positions** (pair of numbers)
The beam positions after quanting.
- shorten** (dimension, in staff space)
The amount of space that a stem is shortened. Internally used to distribute beam shortening over stems.

stems (array of grobs)
An array of stem objects.

This grob interface is used in the following graphical object(s): [Section 3.1.19 \[Beam\]](#), [page 279](#).

3.2.13 bend-after-interface

A doit or drop.

User settable properties:

thickness (number)
Line thickness, generally measured in **line-thickness**.

Internal properties:

delta-position (number)
The vertical position difference.

This grob interface is used in the following graphical object(s): [Section 3.1.20 \[BendAfter\]](#), [page 281](#).

3.2.14 break-alignable-interface

Object that is aligned on a break alignment.

User settable properties:

break-align-symbols (list)
A list of symbols that determine which break-aligned grobs to align this to. If the grob selected by the first symbol in the list is invisible due to break-visibility, we will align to the next grob (and so on). Choices are **left-edge**, **ambitus**, **breathing-sign**, **clef**, **staff-bar**, **key-cancellation**, **key-signature**, **time-signature**, and **custos**.

This grob interface is used in the following graphical object(s): [Section 3.1.12 \[BarNumber\]](#), [page 275](#) and [Section 3.1.81 \[RehearsalMark\]](#), [page 330](#).

3.2.15 break-aligned-interface

Items that are aligned in prefatory matter.

The spacing of these items is controlled by the **space-alist** property. It contains a list **break-align-symbols** with a specification of the associated space. The space specification can be

(**minimum-space** . *spc*)
Pad space until the distance is *spc*.

(**fixed-space** . *spc*)
Set a fixed space.

(**semi-fixed-space** . *spc*)
Set a space. Half of it is fixed and half is stretchable. (does not work at start of line. fixme)

(**extra-space** . *spc*)
Add *spc* amount of space.

Special keys for the alist are **first-note** and **next-note**, signifying the first note on a line, and the next note halfway a line.

Rules for this spacing are much more complicated than this. See [Wanske] page 126–134, [Ross] page 143–147.

User settable properties:

break-align-anchor (number)

Grobs aligned to this break-align grob will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

break-align-anchor-alignment (number)

Read by `ly:break-aligned-interface::calc-extent-aligned-anchor` for aligning an anchor to a grob's extent.

break-align-symbol (symbol)

This key is used for aligning and spacing breakable items.

space-alist (list)

A table that specifies distances between prefatory items, like clef and time-signature. The format is an alist of spacing tuples: (*break-align-symbol type . distance*), where *type* can be the symbols *minimum-space* or *extra-space*.

This grob interface is used in the following graphical object(s): [Section 3.1.5 \[Ambitus\]](#), page 269, [Section 3.1.6 \[AmbitusAccidental\]](#), page 270, [Section 3.1.11 \[BarLine\]](#), page 273, [Section 3.1.21 \[BreakAlignGroup\]](#), page 281, [Section 3.1.23 \[BreathingSign\]](#), page 283, [Section 3.1.25 \[Clef\]](#), page 284, [Section 3.1.29 \[Custos\]](#), page 288, [Section 3.1.32 \[DoublePercentRepeat\]](#), page 289, [Section 3.1.49 \[KeyCancellation\]](#), page 306, [Section 3.1.50 \[KeySignature\]](#), page 307, [Section 3.1.54 \[LeftEdge\]](#), page 310 and [Section 3.1.115 \[TimeSignature\]](#), page 359.

3.2.16 break-alignment-interface

The object that performs break alignment. See [Section 3.2.15 \[break-aligned-interface\]](#), page 381.

User settable properties:

break-align-orders (vector)

Defines the order in which prefatory matter (clefs, key signatures) appears. The format is a vector of length 3, where each element is one order for end-of-line, middle of line, and start-of-line, respectively. An order is a list of symbols.

For example, clefs are put after key signatures by setting

```
\override Score.BreakAlignment #'break-align-orders =
  #(make-vector 3 '(span-bar
                    breathing-sign
                    staff-bar
                    key
                    clef
                    time-signature))
```

Internal properties:**positioning-done** (boolean)

Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): [Section 3.1.22 \[BreakAlignment\]](#), page 282.

3.2.17 breathing-sign-interface

A breathing sign.

User settable properties:**direction** (direction)

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

This grob interface is used in the following graphical object(s): [Section 3.1.23 \[BreathingSign\]](#), page 283.

3.2.18 chord-name-interface

A chord label (name or fretboard).

Internal properties:**begin-of-line-visible** (boolean)

Set to make **ChordName** or **FretBoard** be visible only at beginning of line or at chord changes.

This grob interface is used in the following graphical object(s): [Section 3.1.24 \[ChordName\]](#), page 283 and [Section 3.1.39 \[FretBoard\]](#), page 298.

3.2.19 clef-interface

A clef sign.

User settable properties:**full-size-change** (boolean)

Don't make a change clef smaller.

glyph (string)

A string determining what 'style' of glyph is typeset. Valid choices depend on the function that is reading this property.

glyph-name (string)

The glyph name within the font.

non-default (boolean)

Set for manually specified clefs.

This grob interface is used in the following graphical object(s): [Section 3.1.25 \[Clef\]](#), page 284.

3.2.20 cluster-beacon-interface

A place holder for the cluster spanner to determine the vertical extents of a cluster spanner at this X position.

User settable properties:

positions (pair of numbers)
 Pair of staff coordinates (*left* . *right*), where both *left* and *right* are in **staff-space** units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

This grob interface is used in the following graphical object(s): [Section 3.1.27 \[ClusterSpannerBeacon\]](#), page 286.

3.2.21 cluster-interface

A graphically drawn musical cluster.

padding adds to the vertical extent of the shape (top and bottom).

The property **style** controls the shape of cluster segments. Valid values include **leftsided-stairs**, **rightsided-stairs**, **centered-stairs**, and **ramp**.

User settable properties:

style (symbol)
 This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

padding (dimension, in staff space)
 Add this much extra space between objects that are next to each other.

Internal properties:

columns (array of grobs)
 An array of grobs, typically containing **PaperColumn** or **NoteColumn** objects.

This grob interface is used in the following graphical object(s): [Section 3.1.26 \[ClusterSpanner\]](#), page 285.

3.2.22 custos-interface

A custos object. **style** can have four valid values: **mensural**, **vaticana**, **medicaea**, and **hufnagel**. **mensural** is the default style.

User settable properties:

style (symbol)
 This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

neutral-position (number)
 Position (in half staff spaces) where to flip the direction of custos stem.

neutral-direction (direction)
 Which direction to take in the center of the staff.

This grob interface is used in the following graphical object(s): [Section 3.1.29 \[Custos\]](#), page 288.

3.2.23 dot-column-interface

Group dot objects so they form a column, and position dots so they do not clash with staff lines.

User settable properties:**direction** (direction)

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

Internal properties:**dots** (array of grobs)Multiple **Dots** objects.**positioning-done** (boolean)

Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): [Section 3.1.30 \[DotColumn\]](#), [page 288](#).

3.2.24 dots-interface

The dots to go with a notehead or rest. **direction** sets the preferred direction to move in case of staff line collisions. **style** defaults to undefined, which is normal 19th/20th century traditional style. Set **style** to **vaticana** for ancient type dots.

User settable properties:**direction** (direction)

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

dot-count (integer)

The number of dots.

style (symbol)

This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

This grob interface is used in the following graphical object(s): [Section 3.1.31 \[Dots\]](#), [page 289](#).

3.2.25 dynamic-interface

Any kind of loudness sign.

This grob interface is used in the following graphical object(s): [Section 3.1.34 \[DynamicLineSpanner\]](#), [page 292](#), [Section 3.1.35 \[DynamicText\]](#), [page 293](#), [Section 3.1.36 \[DynamicTextSpanner\]](#), [page 294](#) and [Section 3.1.44 \[Hairpin\]](#), [page 301](#).

3.2.26 dynamic-line-spanner-interface

Dynamic line spanner.

User settable properties:**avoid-slur** (symbol)

Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the

grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

This grob interface is used in the following graphical object(s): [Section 3.1.34 \[DynamicLineSpanner\]](#), page 292.

3.2.27 dynamic-text-interface

An absolute text dynamic.

User settable properties:

right-padding (dimension, in staff space)
Space to insert on the right side of an object (e.g., between note and its accidentals).

This grob interface is used in the following graphical object(s): [Section 3.1.35 \[DynamicText\]](#), page 293.

3.2.28 dynamic-text-spanner-interface

Dynamic text spanner.

User settable properties:

text (markup)
Text markup. See [Section “Formatting text” in Notation Reference](#).

This grob interface is used in the following graphical object(s): [Section 3.1.36 \[DynamicTextSpanner\]](#), page 294.

3.2.29 enclosing-bracket-interface

Brackets alongside bass figures.

User settable properties:

bracket-flare (pair of numbers)
A pair of numbers specifying how much edges of brackets should slant outward. Value 0.0 means straight edges.

edge-height (pair)
A pair of numbers specifying the heights of the vertical edges: (**left-height** . **right-height**).

padding (dimension, in staff space)
Add this much extra space between objects that are next to each other.

shorten-pair (pair of numbers)
The lengths to shorten a text-spanner on both sides, for example a pedal bracket. Positive values shorten the text-spanner, while negative values lengthen it.

thickness (number)
Line thickness, generally measured in **line-thickness**.

Internal properties:**elements** (array of grobs)

An array of grobs; the type is depending on the grob where this is set in.

This grob interface is used in the following graphical object(s): [Section 3.1.16 \[BassFigureBracket\]](#), page 278.

3.2.30 episema-interface

An episema line.

This grob interface is used in the following graphical object(s): [Section 3.1.37 \[Episema\]](#), page 295.

3.2.31 figured-bass-continuation-interface

Simple extender line between bounds.

User settable properties:**thickness** (number)

Line thickness, generally measured in **line-thickness**.

padding (dimension, in staff space)

Add this much extra space between objects that are next to each other.

Internal properties:**figures** (array of grobs)

Figured bass objects for continuation line.

This grob interface is used in the following graphical object(s): [Section 3.1.17 \[BassFigureContinuation\]](#), page 278.

3.2.32 finger-interface

A fingering instruction.

This grob interface is used in the following graphical object(s): [Section 3.1.38 \[Fingering\]](#), page 296.

3.2.33 font-interface

Any symbol that is typeset through fixed sets of glyphs, (i.e., fonts).

User settable properties:**font-encoding** (symbol)

The font encoding is the broadest category for selecting a font. Currently, only lilypond's system fonts (Emmentaler) are using this property. Available values are **fetaMusic** (Emmentaler), **fetaBraces**, **fetaText** (Emmentaler).

font-family (symbol)

The font family is the broadest category for selecting text fonts. Options include: **sans**, **roman**.

font-name (string)

Specifies a file name (without extension) of the font to load. This setting overrides selection using **font-family**, **font-series** and **font-shape**.

font-series (symbol)

Select the series of a font. Choices include **medium**, **bold**, **bold-narrow**, etc.

font-shape (symbol)

Select the shape of a font. Choices include **upright**, **italic**, **caps**.

font-size (number)

The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

Internal properties:

font (font metric)

A cached font metric object.

This grob interface is used in the following graphical object(s): Section 3.1.1 [Accidental], page 266, Section 3.1.2 [AccidentalCautionary], page 266, Section 3.1.4 [AccidentalSuggestion], page 268, Section 3.1.6 [AmbitusAccidental], page 270, Section 3.1.7 [AmbitusLine], page 271, Section 3.1.8 [AmbitusNoteHead], page 271, Section 3.1.9 [Arpeggio], page 272, Section 3.1.10 [BalloonTextItem], page 273, Section 3.1.11 [BarLine], page 273, Section 3.1.12 [BarNumber], page 275, Section 3.1.13 [BassFigure], page 277, Section 3.1.19 [Beam], page 279, Section 3.1.23 [BreathingSign], page 283, Section 3.1.24 [ChordName], page 283, Section 3.1.25 [Clef], page 284, Section 3.1.28 [CombineTextScript], page 286, Section 3.1.29 [Custos], page 288, Section 3.1.31 [Dots], page 289, Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294, Section 3.1.37 [Episema], page 295, Section 3.1.38 [Fingering], page 296, Section 3.1.39 [FretBoard], page 298, Section 3.1.45 [HarmonicParenthesesItem], page 302, Section 3.1.47 [InstrumentName], page 304, Section 3.1.48 [InstrumentSwitch], page 305, Section 3.1.49 [KeyCancellation], page 306, Section 3.1.50 [KeySignature], page 307, Section 3.1.57 [LyricHyphen], page 312, Section 3.1.59 [LyricText], page 313, Section 3.1.62 [MensuralLigature], page 315, Section 3.1.63 [MetronomeMark], page 316, Section 3.1.64 [MultiMeasureRest], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317, Section 3.1.66 [MultiMeasureRestText], page 319, Section 3.1.67 [NonMusicalPaperColumn], page 320, Section 3.1.70 [NoteHead], page 321, Section 3.1.71 [NoteName], page 322, Section 3.1.73 [OctavateEight], page 323, Section 3.1.74 [OttavaBracket], page 324, Section 3.1.75 [PaperColumn], page 325, Section 3.1.76 [ParenthesesItem], page 326, Section 3.1.77 [PercentRepeat], page 326, Section 3.1.78 [PercentRepeatCounter], page 327, Section 3.1.81 [RehearsalMark], page 330, Section 3.1.85 [Rest], page 333, Section 3.1.87 [Script], page 334, Section 3.1.91 [SostenutoPedal], page 337, Section 3.1.94 [SpanBar], page 340, Section 3.1.98 [StanzaNumber], page 342, Section 3.1.99 [Stem], page 343, Section 3.1.101 [StringNumber], page 345, Section 3.1.102 [StrokeFinger], page 346, Section 3.1.103 [SustainPedal], page 347, Section 3.1.107 [SystemStartBrace], page 350, Section 3.1.108 [SystemStartBracket], page 351, Section 3.1.109 [SystemStartSquare], page 352, Section 3.1.110 [TabNoteHead], page 353, Section 3.1.111 [TextScript], page 354, Section 3.1.112 [TextSpanner], page 356, Section 3.1.115 [TimeSignature], page 359, Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361, Section 3.1.118 [TrillPitchHead], page 362, Section 3.1.119 [TrillSpanner], page 362, Section 3.1.121 [TupletNumber], page 365, Section 3.1.122 [UnaCordaPedal], page 365, Section 3.1.124 [VaticanaLigature], page 367 and Section 3.1.128 [VoltaBracket], page 370.

3.2.34 fret-diagram-interface

A fret diagram

User settable properties:

align-dir (direction)

Which side to align? -1: left side, 0: around center of width, 1: right side.

fret-diagram-details (list)

An alist of detailed grob properties for fret diagrams. Each alist entry consists of a (*property . value*) pair. The properties which can be included in **fret-diagram-details** include the following:

- **barre-type** – Type of barre indication used. Choices include **curved**, **straight**, and **none**. Default **curved**.
- **capo-thickness** – Thickness of capo indicator, in multiples of fret-space. Default value 0.5.
- **dot-color** – Color of dots. Options include **black** and **white**. Default **black**.
- **dot-label-font-mag** – Magnification for font used to label fret dots. Default value 1.
- **dot-position** – Location of dot in fret space. Default 0.6 for dots without labels, 0.95-**dot-radius** for dots with labels.
- **dot-radius** – Radius of dots, in terms of fret spaces. Default value 0.425 for labeled dots, 0.25 for unlabeled dots.
- **finger-code** – Code for the type of fingering indication used. Options include **none**, **in-dot**, and **below-string**. Default **none** for markup fret diagrams, **below-string** for FretBoards fret diagrams.
- **fret-count** – The number of frets. Default 4.
- **fret-label-font-mag** – The magnification of the font used to label the lowest fret number. Default 0.5.
- **fret-label-vertical-offset** – The offset of the fret label from the center of the fret in direction parallel to strings. Default 0.
- **label-dir** – Side to which the fret label is attached. -1, **#LEFT**, or **#DOWN** for left or down; 1, **#RIGHT**, or **#UP** for right or up. Default **#RIGHT**.
- **mute-string** – Character string to be used to indicate muted string. Default **"x"**.
- **number-type** – Type of numbers to use in fret label. Choices include **roman-lower**, **roman-upper**, and **arabic**. Default **roman-lower**.
- **open-string** – Character string to be used to indicate open string. Default **"o"**.
- **orientation** – Orientation of fret-diagram. Options include **normal**, **landscape**, and **opposing-landscape**. Default **normal**.
- **string-count** – The number of strings. Default 6.
- **string-label-font-mag** – The magnification of the font used to label fingerings at the string, rather than in the dot. Default value 0.6 for **normal** orientation, 0.5 for **landscape** and **opposing-landscape**.

- **string-thickness-factor** – Factor for changing thickness of each string in the fret diagram. Thickness of string k is given by $\text{thickness} * (1 + \text{string-thickness-factor}) ^ (k-1)$. Default 0.
- **top-fret-thickness** – The thickness of the top fret line, as a multiple of the standard thickness. Default value 3.
- **xo-font-magnification** – Magnification used for mute and open string indicators. Default value 0.5.
- **xo-padding** – Padding for open and mute indicators from top fret. Default value 0.25.

size (number)

Size of object, relative to standard size.

dot-placement-list (list)

List consisting of (*description string-number fret-number finger-number*) entries used to define fret diagrams.

thickness (number)

Line thickness, generally measured in **line-thickness**.

This grob interface is used in the following graphical object(s): [Section 3.1.39 \[FretBoard\]](#), [page 298](#).

3.2.35 grace-spacing-interface

Keep track of durations in a run of grace notes.

User settable properties:

common-shortest-duration (moment)

The most common shortest note length. This is used in spacing. Enlarging this sets the score tighter.

Internal properties:

columns (array of grobs)

An array of grobs, typically containing **PaperColumn** or **NoteColumn** objects.

This grob interface is used in the following graphical object(s): [Section 3.1.41 \[GraceSpacing\]](#), [page 300](#).

3.2.36 gregorian-ligature-interface

A gregorian ligature.

Internal properties:

virga (boolean)

Is this neume a virga?

strophæ (boolean)

Is this neume a strophæ?

inclinatum (boolean)

Is this neume an inclinatum?

auctum (boolean)

Is this neume liquescentically augmented?

<code>descendens</code> (boolean)	Is this neume of descendent type?
<code>ascendens</code> (boolean)	Is this neume of ascending type?
<code>oriscus</code> (boolean)	Is this neume an oriscus?
<code>quilisma</code> (boolean)	Is this neume a quilisma?
<code>deminutum</code> (boolean)	Is this neume deminished?
<code>cavum</code> (boolean)	Is this neume outlined?
<code>linea</code> (boolean)	Attach vertical lines to this neume?
<code>pes-or-flexa</code> (boolean)	Shall this neume be joined with the previous head?
<code>context-info</code> (integer)	Within a ligature, the final glyph or shape of a head may be affected by the left and/or right neighbour head. <code>context-info</code> holds for each head such information about the left and right neighbour, encoded as a bit mask.
<code>prefix-set</code> (number)	A bit mask that holds all Gregorian head prefixes, such as <code>\virga</code> or <code>\quilisma</code> .

This grob interface is used in the following graphical object(s): [Section 3.1.70 \[NoteHead\]](#), [page 321](#).

3.2.37 grid-line-interface

A line that is spanned between grid-points.

User settable properties:

<code>thickness</code> (number)	Line thickness, generally measured in <code>line-thickness</code> .
---------------------------------	---

Internal properties:

<code>elements</code> (array of grobs)	An array of grobs; the type is depending on the grob where this is set in.
--	--

This grob interface is used in the following graphical object(s): [Section 3.1.42 \[GridLine\]](#), [page 300](#).

3.2.38 grid-point-interface

A spanning point for grid lines.

This grob interface is used in the following graphical object(s): [Section 3.1.43 \[GridPoint\]](#), [page 301](#).

3.2.39 grob-interface

A grob represents a piece of music notation.

All grobs have an X and Y position on the page. These X and Y positions are stored in a relative format, thus they can easily be combined by stacking them, hanging one grob to the side of another, or coupling them into grouping objects.

Each grob has a reference point (a.k.a. parent): The position of a grob is stored relative to that reference point. For example, the X reference point of a staccato dot usually is the note head that it applies to. When the note head is moved, the staccato dot moves along automatically.

A grob is often associated with a symbol, but some grobs do not print any symbols. They take care of grouping objects. For example, there is a separate grob that stacks staves vertically. The [Section 3.1.68 \[NoteCollision\], page 320](#) object is also an abstract grob: It only moves around chords, but doesn't print anything.

Grobs have properties (Scheme variables) that can be read and set. Two types of them exist: immutable and mutable. Immutable variables define the default style and behavior. They are shared between many objects. They can be changed using `\override` and `\revert`. Mutable properties are variables that are specific to one grob. Typically, lists of other objects, or results from computations are stored in mutable properties. In particular, every call to `ly:grob-set-property!` (or its C++ equivalent) sets a mutable property.

The properties `after-line-breaking` and `before-line-breaking` are dummies that are not user-serviceable.

User settable properties:

- X-extent** (pair of numbers)
Hard coded extent in X direction.
- X-offset** (number)
The horizontal amount that this object is moved relative to its X-parent.
- Y-extent** (pair of numbers)
Hard coded extent in Y direction.
- Y-offset** (number)
The vertical amount that this object is moved relative to its Y-parent.
- after-line-breaking** (boolean)
Dummy property, used to trigger callback for `after-line-breaking`.
- avoid-slur** (symbol)
Method of handling slur collisions. Choices are `inside`, `outside`, `around`, and `ignore`. `inside` adjusts the slur if needed to keep the grob inside the slur. `outside` moves the grob vertically to the outside of the slur. `around` moves the grob vertically to the outside of the slur only if there is a collision. `ignore` does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), `outside` and `around` behave like `ignore`.
- before-line-breaking** (boolean)
Dummy property, used to trigger a callback function.
- color** (color)
The color of this grob.
- extra-X-extent** (pair of numbers)
A grob is enlarged in X dimension by this much.

- extra-Y-extent** (pair of numbers)
A grob is enlarged in Y dimension by this much.
- extra-offset** (pair of numbers)
A pair representing an offset. This offset is added just before outputting the symbol, so the typesetting engine is completely oblivious to it. The values are measured in **staff-space** units of the staff's **StaffSymbol**.
- layer** (integer)
The output layer (a value between 0 and 2): Layers define the order of printing objects. Objects in lower layers are overprinted by objects in higher layers.
- minimum-X-extent** (pair of numbers)
Minimum size of an object in X dimension, measured in **staff-space** units.
- minimum-Y-extent** (pair of numbers)
Minimum size of an object in Y dimension, measured in **staff-space** units.
- outside-staff-horizontal-padding** (number)
By default, an outside-staff-object can be placed so that it is very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.
- outside-staff-padding** (number)
The padding to place between this grob and the staff when spacing according to **outside-staff-priority**.
- outside-staff-priority** (number)
If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller **outside-staff-priority** is closer to the staff.
- rotation** (list)
Number of degrees to rotate this object, and what point to rotate around. For example, **#'(45 0 0)** rotates by 45 degrees around the center of this object.
- springs-and-rods** (boolean)
Dummy variable for triggering spacing routines.
- stencil** (stencil)
The symbol to print.
- transparent** (boolean)
This makes the grob invisible.
- whiteout** (boolean)
If true, the grob is printed over a white background to white-out underlying material, if the grob is visible. Usually **#f** by default.

Internal properties:

- axis-group-parent-X** (graphical (layout) object)
Containing X axis group.
- axis-group-parent-Y** (graphical (layout) object)
Containing Y axis group.

- cause** (any type)
Any kind of causation objects (i.e., music, or perhaps translator) that was the cause for this grob.
- cross-staff** (boolean)
For a beam or a stem, this is true if we depend on inter-staff spacing.
- interfaces** (list)
A list of symbols indicating the interfaces supported by this object. It is initialized from the **meta** field.
- meta** (list) Provide meta information. It is an alist with the entries **name** and **interfaces**.
- pure-Y-offset-in-progress** (boolean)
A debugging aid for catching cyclic dependencies.
- staff-symbol** (graphical (layout) object)
The staff symbol grob that we are in.

This grob interface is used in the following graphical object(s): Section 3.1.1 [Accidental], page 266, Section 3.1.2 [AccidentalCautionary], page 266, Section 3.1.3 [AccidentalPlacement], page 267, Section 3.1.4 [AccidentalSuggestion], page 268, Section 3.1.5 [Ambitus], page 269, Section 3.1.6 [AmbitusAccidental], page 270, Section 3.1.7 [AmbitusLine], page 271, Section 3.1.8 [AmbitusNoteHead], page 271, Section 3.1.9 [Arpeggio], page 272, Section 3.1.10 [BalloonTextItem], page 273, Section 3.1.11 [BarLine], page 273, Section 3.1.12 [BarNumber], page 275, Section 3.1.13 [BassFigure], page 277, Section 3.1.14 [BassFigureAlignment], page 277, Section 3.1.15 [BassFigureAlignmentPositioning], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.17 [BassFigureContinuation], page 278, Section 3.1.18 [BassFigureLine], page 279, Section 3.1.19 [Beam], page 279, Section 3.1.20 [BendAfter], page 281, Section 3.1.21 [BreakAlignGroup], page 281, Section 3.1.22 [BreakAlignment], page 282, Section 3.1.23 [BreathingSign], page 283, Section 3.1.24 [ChordName], page 283, Section 3.1.25 [Clef], page 284, Section 3.1.26 [ClusterSpanner], page 285, Section 3.1.27 [ClusterSpannerBeacon], page 286, Section 3.1.28 [CombineTextScript], page 286, Section 3.1.29 [Custos], page 288, Section 3.1.30 [DotColumn], page 288, Section 3.1.31 [Dots], page 289, Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.34 [DynamicLineSpanner], page 292, Section 3.1.35 [DynamicText], page 293, Section 3.1.36 [DynamicTextSpanner], page 294, Section 3.1.37 [Episema], page 295, Section 3.1.38 [Fingering], page 296, Section 3.1.39 [FretBoard], page 298, Section 3.1.40 [Glissando], page 299, Section 3.1.41 [GraceSpacing], page 300, Section 3.1.42 [GridLine], page 300, Section 3.1.43 [GridPoint], page 301, Section 3.1.44 [Hairpin], page 301, Section 3.1.45 [HarmonicParenthesesItem], page 302, Section 3.1.46 [HorizontalBracket], page 303, Section 3.1.47 [InstrumentName], page 304, Section 3.1.48 [InstrumentSwitch], page 305, Section 3.1.49 [KeyCancellation], page 306, Section 3.1.50 [KeySignature], page 307, Section 3.1.51 [LaissezVibrerTie], page 308, Section 3.1.52 [LaissezVibrerTieColumn], page 309, Section 3.1.53 [LedgerLineSpanner], page 309, Section 3.1.54 [LeftEdge], page 310, Section 3.1.55 [LigatureBracket], page 310, Section 3.1.56 [LyricExtender], page 311, Section 3.1.57 [LyricHyphen], page 312, Section 3.1.58 [LyricSpace], page 313, Section 3.1.59 [LyricText], page 313, Section 3.1.60 [MeasureGrouping], page 314, Section 3.1.61 [MelodyItem], page 315, Section 3.1.62 [MensuralLigature], page 315, Section 3.1.63 [MetronomeMark], page 316, Section 3.1.64 [MultiMeasureRest], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317, Section 3.1.66 [MultiMeasureRestText], page 319, Section 3.1.67 [NonMusicalPaperColumn], page 320, Section 3.1.68 [NoteCollision], page 320, Section 3.1.69 [NoteColumn], page 321, Section 3.1.70 [NoteHead], page 321, Section 3.1.71 [NoteName], page 322, Section 3.1.72 [NoteSpacing], page 322, Section 3.1.73 [OctavateEight], page 323, Section 3.1.74 [OttavaBracket], page 324, Section 3.1.75 [PaperColumn],

page 325, Section 3.1.76 [ParenthesesItem], page 326, Section 3.1.77 [PercentRepeat], page 326, Section 3.1.78 [PercentRepeatCounter], page 327, Section 3.1.79 [PhrasingSlur], page 328, Section 3.1.80 [PianoPedalBracket], page 329, Section 3.1.81 [RehearsalMark], page 330, Section 3.1.82 [RepeatSlash], page 332, Section 3.1.83 [RepeatTie], page 332, Section 3.1.84 [RepeatTieColumn], page 333, Section 3.1.85 [Rest], page 333, Section 3.1.86 [RestCollision], page 334, Section 3.1.87 [Script], page 334, Section 3.1.88 [ScriptColumn], page 335, Section 3.1.89 [ScriptRow], page 335, Section 3.1.90 [Slur], page 336, Section 3.1.91 [Sostenu-toPedal], page 337, Section 3.1.92 [SostenutoPedalLineSpanner], page 338, Section 3.1.93 [SpacingSpanner], page 339, Section 3.1.94 [SpanBar], page 340, Section 3.1.95 [StaffGrouper], page 341, Section 3.1.96 [StaffSpacing], page 341, Section 3.1.97 [StaffSymbol], page 342, Section 3.1.98 [StanzaNumber], page 342, Section 3.1.99 [Stem], page 343, Section 3.1.100 [StemTremolo], page 345, Section 3.1.101 [StringNumber], page 345, Section 3.1.102 [StrokeFinger], page 346, Section 3.1.103 [SustainPedal], page 347, Section 3.1.104 [SustainPedalLineSpanner], page 348, Section 3.1.105 [System], page 349, Section 3.1.106 [SystemStartBar], page 350, Section 3.1.107 [SystemStartBrace], page 350, Section 3.1.108 [SystemStartBracket], page 351, Section 3.1.109 [SystemStartSquare], page 352, Section 3.1.110 [TabNoteHead], page 353, Section 3.1.111 [TextScript], page 354, Section 3.1.112 [TextSpanner], page 356, Section 3.1.113 [Tie], page 357, Section 3.1.114 [TieColumn], page 358, Section 3.1.115 [TimeSignature], page 359, Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361, Section 3.1.118 [TrillPitchHead], page 362, Section 3.1.119 [TrillSpanner], page 362, Section 3.1.120 [TupletBracket], page 363, Section 3.1.121 [TupletNumber], page 365, Section 3.1.122 [UnaCordaPedal], page 365, Section 3.1.123 [UnaCordaPedalLineSpanner], page 366, Section 3.1.124 [VaticanaLigature], page 367, Section 3.1.125 [VerticalAlignment], page 367, Section 3.1.126 [VerticalAxisGroup], page 368, Section 3.1.127 [VoiceFollower], page 369, Section 3.1.128 [VoltaBracket], page 370 and Section 3.1.129 [VoltaBracketSpanner], page 371.

3.2.40 hairpin-interface

A hairpin crescendo or decrescendo.

User settable properties:

- `circled-tip` (boolean)
Put a circle at start/end of hairpins (al/del niente).
- `bound-padding` (number)
The amount of padding to insert around spanner bounds.
- `grow-direction` (direction)
Crescendo or decrescendo?
- `height` (dimension, in staff space)
Height of an object in `staff-space` units.

Internal properties:

- `adjacent-spanners` (array of grobs)
An array of directly neighboring dynamic spanners.

This grob interface is used in the following graphical object(s): [Section 3.1.44 \[Hairpin\]](#), [page 301](#).

3.2.41 hara-kiri-group-spanner-interface

A group spanner that keeps track of interesting items. If it doesn't contain any after line breaking, it removes itself and all its children.

User settable properties:

- `remove-empty` (boolean)
If set, remove group if it contains no interesting items.
- `remove-first` (boolean)
Remove the first staff of an orchestral score?

Internal properties:

- `items-worth-living` (array of grobs)
An array of interesting items. If empty in a particular staff, then that staff is erased.
- `important-column-ranks` (vector)
A cache of columns that contain `items-worth-living` data.

This grob interface is used in the following graphical object(s): [Section 3.1.126 \[VerticalAxisGroup\]](#), page 368.

3.2.42 horizontal-bracket-interface

A horizontal bracket encompassing notes.

User settable properties:

- `bracket-flare` (pair of numbers)
A pair of numbers specifying how much edges of brackets should slant outward. Value 0.0 means straight edges.
- `edge-height` (pair)
A pair of numbers specifying the heights of the vertical edges: (*left-height* . *right-height*).
- `shorten-pair` (pair of numbers)
The lengths to shorten a text-spanner on both sides, for example a pedal bracket. Positive values shorten the text-spanner, while negative values lengthen it.
- `connect-to-neighbor` (pair)
Pair of booleans, indicating whether this grob looks as a continued break.

Internal properties:

- `columns` (array of grobs)
An array of grobs, typically containing `PaperColumn` or `NoteColumn` objects.

This grob interface is used in the following graphical object(s): [Section 3.1.46 \[HorizontalBracket\]](#), page 303, [Section 3.1.74 \[OttavaBracket\]](#), page 324 and [Section 3.1.128 \[VoltaBracket\]](#), page 370.

3.2.43 instrument-specific-markup-interface

Instrument-specific markup (like fret boards or harp pedal diagrams).

User settable properties:

`fret-diagram-details` (list)

An alist of detailed grob properties for fret diagrams. Each alist entry consists of a (*property . value*) pair. The properties which can be included in `fret-diagram-details` include the following:

- `barre-type` – Type of barre indication used. Choices include `curved`, `straight`, and `none`. Default `curved`.
- `capo-thickness` – Thickness of capo indicator, in multiples of fret-space. Default value 0.5.
- `dot-color` – Color of dots. Options include `black` and `white`. Default `black`.
- `dot-label-font-mag` – Magnification for font used to label fret dots. Default value 1.
- `dot-position` – Location of dot in fret space. Default 0.6 for dots without labels, 0.95-`dot-radius` for dots with labels.
- `dot-radius` – Radius of dots, in terms of fret spaces. Default value 0.425 for labeled dots, 0.25 for unlabeled dots.
- `finger-code` – Code for the type of fingering indication used. Options include `none`, `in-dot`, and `below-string`. Default `none` for markup fret diagrams, `below-string` for FretBoards fret diagrams.
- `fret-count` – The number of frets. Default 4.
- `fret-label-font-mag` – The magnification of the font used to label the lowest fret number. Default 0.5.
- `fret-label-vertical-offset` – The offset of the fret label from the center of the fret in direction parallel to strings. Default 0.
- `label-dir` – Side to which the fret label is attached. `-1`, `#LEFT`, or `#DOWN` for left or down; `1`, `#RIGHT`, or `#UP` for right or up. Default `#RIGHT`.
- `mute-string` – Character string to be used to indicate muted string. Default `"x"`.
- `number-type` – Type of numbers to use in fret label. Choices include `roman-lower`, `roman-upper`, and `arabic`. Default `roman-lower`.
- `open-string` – Character string to be used to indicate open string. Default `"o"`.
- `orientation` – Orientation of fret-diagram. Options include `normal`, `landscape`, and `opposing-landscape`. Default `normal`.
- `string-count` – The number of strings. Default 6.
- `string-label-font-mag` – The magnification of the font used to label fingerings at the string, rather than in the dot. Default value 0.6 for `normal` orientation, 0.5 for `landscape` and `opposing-landscape`.
- `string-thickness-factor` – Factor for changing thickness of each string in the fret diagram. Thickness of string k is given by $\text{thickness} * (1 + \text{string-thickness-factor}) ^ (k-1)$. Default 0.
- `top-fret-thickness` – The thickness of the top fret line, as a multiple of the standard thickness. Default value 3.

- **xo-font-magnification** – Magnification used for mute and open string indicators. Default value 0.5.
- **xo-padding** – Padding for open and mute indicators from top fret. Default value 0.25.

harp-pedal-details (list)

An alist of detailed grob properties for harp pedal diagrams. Each alist entry consists of a (**property** . **value**) pair. The properties which can be included in harp-pedal-details include the following:

- **box-offset** – Vertical shift of the center of flat/sharp pedal boxes above/below the horizontal line. Default value 0.8.
- **box-width** – Width of each pedal box. Default value 0.4.
- **box-height** – Height of each pedal box. Default value 1.0.
- **space-before-divider** – Space between boxes before the first divider (so that the diagram can be made symmetric). Default value 0.8.
- **space-after-divider** – Space between boxes after the first divider. Default value 0.8.
- **circle-thickness** – Thickness (in unit of the line-thickness) of the ellipse around circled pedals. Default value 0.5.
- **circle-x-padding** – Padding in X direction of the ellipse around circled pedals. Default value 0.15.
- **circle-y-padding** – Padding in Y direction of the ellipse around circled pedals. Default value 0.2.

size (number)

Size of object, relative to standard size.

thickness (number)

Line thickness, generally measured in **line-thickness**.

This grob interface is used in the following graphical object(s): [Section 3.1.111 \[TextScript\]](#), [page 354](#).

3.2.44 item-interface

Grobs can be distinguished in their role in the horizontal spacing. Many grobs define constraints on the spacing by their sizes, for example, note heads, clefs, stems, and all other symbols with a fixed shape. These grobs form a subtype called **Item**.

Some items need special treatment for line breaking. For example, a clef is normally only printed at the start of a line (i.e., after a line break). To model this, ‘breakable’ items (clef, key signature, bar lines, etc.) are copied twice. Then we have three versions of each breakable item: one version if there is no line break, one version that is printed before the line break (at the end of a system), and one version that is printed after the line break.

Whether these versions are visible and take up space is determined by the outcome of the **break-visibility** grob property, which is a function taking a direction (−1, 0 or 1) as an argument. It returns a cons of booleans, signifying whether this grob should be transparent and have no extent.

The following variables for **break-visibility** are predefined:

grob will show:	before	no	after
	break	break	break
	no	no	no
all-invisible			

<code>begin-of-line-visible</code>	<code>no</code>	<code>no</code>	<code>yes</code>
<code>end-of-line-visible</code>	<code>yes</code>	<code>no</code>	<code>no</code>
<code>all-visible</code>	<code>yes</code>	<code>yes</code>	<code>yes</code>
<code>begin-of-line-invisible</code>	<code>yes</code>	<code>yes</code>	<code>no</code>
<code>end-of-line-invisible</code>	<code>no</code>	<code>yes</code>	<code>yes</code>
<code>center-invisible</code>	<code>yes</code>	<code>no</code>	<code>yes</code>

User settable properties:

`break-visibility` (vector)

A vector of 3 booleans, `#{end-of-line unbroken begin-of-line}`.

`#t` means visible, `#f` means killed.

`extra-spacing-height` (pair of numbers)

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the ‘car’ to the bottom of the item and adding the ‘cdr’ to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to `(-inf.0 . +inf.0)`.

`extra-spacing-width` (pair of numbers)

In the horizontal spacing problem, we pad each item by this amount (by adding the ‘car’ on the left side of the item and adding the ‘cdr’ on the right side of the item). In order to make a grob take up no horizontal space at all, set this to `(+inf.0 . -inf.0)`.

`non-musical` (boolean)

True if the grob belongs to a `NonMusicalPaperColumn`.

This grob interface is used in the following graphical object(s): Section 3.1.1 [Accidental], page 266, Section 3.1.2 [AccidentalCautionary], page 266, Section 3.1.3 [AccidentalPlacement], page 267, Section 3.1.4 [AccidentalSuggestion], page 268, Section 3.1.5 [Ambitus], page 269, Section 3.1.6 [AmbitusAccidental], page 270, Section 3.1.7 [AmbitusLine], page 271, Section 3.1.8 [AmbitusNoteHead], page 271, Section 3.1.9 [Arpeggio], page 272, Section 3.1.10 [BalloonTextItem], page 273, Section 3.1.11 [BarLine], page 273, Section 3.1.12 [BarNumber], page 275, Section 3.1.13 [BassFigure], page 277, Section 3.1.16 [BassFigureBracket], page 278, Section 3.1.21 [BreakAlignGroup], page 281, Section 3.1.22 [BreakAlignment], page 282, Section 3.1.23 [BreathingSign], page 283, Section 3.1.24 [ChordName], page 283, Section 3.1.25 [Clef], page 284, Section 3.1.27 [ClusterSpannerBeacon], page 286, Section 3.1.28 [CombineTextScript], page 286, Section 3.1.29 [Custos], page 288, Section 3.1.30 [DotColumn], page 288, Section 3.1.31 [Dots], page 289, Section 3.1.32 [DoublePercentRepeat], page 289, Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.35 [DynamicText], page 293, Section 3.1.38 [Fingering], page 296, Section 3.1.39 [FretBoard], page 298, Section 3.1.42 [GridLine], page 300, Section 3.1.43 [GridPoint], page 301, Section 3.1.45 [HarmonicParenthesesItem], page 302, Section 3.1.48 [InstrumentSwitch], page 305, Section 3.1.49 [KeyCancellation], page 306, Section 3.1.50 [KeySignature], page 307, Section 3.1.51 [LaissezVibrerTie], page 308, Section 3.1.52 [LaissezVibrerTieColumn], page 309, Section 3.1.54 [LeftEdge], page 310, Section 3.1.59 [LyricText], page 313, Section 3.1.61 [MelodyItem], page 315, Section 3.1.63 [MetronomeMark], page 316, Section 3.1.67 [NonMusicalPaperColumn], page 320, Section 3.1.68 [NoteCollision], page 320, Section 3.1.69 [NoteColumn], page 321, Section 3.1.70 [NoteHead], page 321, Section 3.1.71 [NoteName], page 322, Section 3.1.72 [NoteSpacing], page 322, Section 3.1.73 [OctavateEight], page 323, Section 3.1.75 [PaperColumn], page 325, Section 3.1.76 [ParenthesesItem], page 326, Section 3.1.81 [RehearsalMark], page 330, Section 3.1.82 [RepeatSlash], page 332, Section 3.1.83 [RepeatTie], page 332, Section 3.1.84 [RepeatTieColumn], page 333,

Section 3.1.85 [Rest], page 333, Section 3.1.86 [RestCollision], page 334, Section 3.1.87 [Script], page 334, Section 3.1.88 [ScriptColumn], page 335, Section 3.1.89 [ScriptRow], page 335, Section 3.1.91 [SostenutoPedal], page 337, Section 3.1.94 [SpanBar], page 340, Section 3.1.96 [StaffSpacing], page 341, Section 3.1.98 [StanzaNumber], page 342, Section 3.1.99 [Stem], page 343, Section 3.1.100 [StemTremolo], page 345, Section 3.1.101 [StringNumber], page 345, Section 3.1.102 [StrokeFinger], page 346, Section 3.1.103 [SustainPedal], page 347, Section 3.1.110 [TabNoteHead], page 353, Section 3.1.111 [TextScript], page 354, Section 3.1.115 [TimeSignature], page 359, Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361, Section 3.1.118 [TrillPitchHead], page 362 and Section 3.1.122 [UnaCordaPedal], page 365.

3.2.45 key-cancellation-interface

A key cancellation.

This grob interface is used in the following graphical object(s): [Section 3.1.49 \[KeyCancellation\]](#), page 306.

3.2.46 key-signature-interface

A group of accidentals, to be printed as signature sign.

User settable properties:

- `alteration-alist` (list)
List of (*pitch* . *accidental*) pairs for key signature.
- `c0-position` (integer)
An integer indicating the position of middle C.
- `glyph-name-alist` (list)
An alist of key-string pairs.
- `padding` (dimension, in staff space)
Add this much extra space between objects that are next to each other.
- `padding-pairs` (list)
An alist mapping (*name* . *name*) to distances.

This grob interface is used in the following graphical object(s): [Section 3.1.49 \[KeyCancellation\]](#), page 306 and [Section 3.1.50 \[KeySignature\]](#), page 307.

3.2.47 ledger-line-spanner-interface

This spanner draws the ledger lines of a staff. This is a separate grob because it has to process all potential collisions between all note heads.

User settable properties:

- `gap` (dimension, in staff space)
Size of a gap in a variable symbol.
- `length-fraction` (number)
Multiplier for lengths. Used for determining ledger lines and stem lengths.
- `minimum-length-fraction` (number)
Minimum length of ledger line as fraction of note head size.
- `thickness` (number)
Line thickness, generally measured in `line-thickness`.

Internal properties:

note-heads (array of grobs)
An array of note head grobs.

This grob interface is used in the following graphical object(s): [Section 3.1.53 \[LedgerLineSpanner\]](#), page 309.

3.2.48 ledgered-interface

Objects that need ledger lines, typically note heads. See also [Section 3.2.47 \[ledger-line-spanner-interface\]](#), page 400.

User settable properties:

no-ledgers (boolean)
If set, don't draw ledger lines on this object.

This grob interface is used in the following graphical object(s): [Section 3.1.8 \[AmbitusNoteHead\]](#), page 271, [Section 3.1.70 \[NoteHead\]](#), page 321 and [Section 3.1.118 \[TrillPitchHead\]](#), page 362.

3.2.49 ligature-bracket-interface

A bracket indicating a ligature in the original edition.

User settable properties:

width (dimension, in staff space)
The width of a grob measured in staff space.

thickness (number)
Line thickness, generally measured in **line-thickness**.

height (dimension, in staff space)
Height of an object in **staff-space** units.

This grob interface is not used in any graphical object.

3.2.50 ligature-interface

A ligature.

This grob interface is not used in any graphical object.

3.2.51 line-interface

Generic line objects. Any object using lines supports this. The property **style** can be **line**, **dashed-line**, **trill**, **dotted-line**, **zigzag** or **none** (a transparent line).

For **dashed-line**, the length of the dashes is tuned with **dash-fraction**. If the latter is set to 0, a dotted line is produced.

User settable properties:

arrow-length (number)
Arrow length.

arrow-width (number)
Arrow width.

dash-fraction (number)
Size of the dashes, relative to **dash-period**. Should be between 0.0 (no line) and 1.0 (continuous line).

dash-period (number)

The length of one dash together with whitespace. If negative, no line is drawn at all.

style (symbol)

This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

thickness (number)

Line thickness, generally measured in **line-thickness**.

zigzag-length (dimension, in staff space)

The length of the lines of a zigzag, relative to **zigzag-width**. A value of 1 gives 60-degree zigzags.

zigzag-width (dimension, in staff space)

The width of one zigzag squiggle. This number is adjusted slightly so that the glissando line can be constructed from a whole number of squiggles.

This grob interface is used in the following graphical object(s): [Section 3.1.36 \[DynamicTextSpanner\]](#), page 294, [Section 3.1.37 \[Episema\]](#), page 295, [Section 3.1.40 \[Glissando\]](#), page 299, [Section 3.1.44 \[Hairpin\]](#), page 301, [Section 3.1.46 \[HorizontalBracket\]](#), page 303, [Section 3.1.55 \[LigatureBracket\]](#), page 310, [Section 3.1.74 \[OttavaBracket\]](#), page 324, [Section 3.1.80 \[PianoPedalBracket\]](#), page 329, [Section 3.1.112 \[TextSpanner\]](#), page 356, [Section 3.1.119 \[TrillSpanner\]](#), page 362, [Section 3.1.120 \[TupletBracket\]](#), page 363, [Section 3.1.127 \[VoiceFollower\]](#), page 369 and [Section 3.1.128 \[VoltaBracket\]](#), page 370.

3.2.52 line-spanner-interface

Generic line drawn between two objects, e.g., for use with glissandi.

User settable properties:

bound-details (list)

An alist of properties for determining attachments of spanners to edges.

extra-dy (number)

Slope glissandi this much extra.

gap (dimension, in staff space)

Size of a gap in a variable symbol.

left-bound-info (list)

An alist of properties for determining attachments of spanners to edges.

right-bound-info (list)

An alist of properties for determining attachments of spanners to edges.

thickness (number)

Line thickness, generally measured in **line-thickness**.

to-barline (boolean)

If true, the spanner will stop at the bar line just before it would otherwise stop.

Internal properties:

note-columns (array of grobs)

An array of **NoteColumn** grobs.

This grob interface is used in the following graphical object(s): [Section 3.1.36 \[DynamicTextSpanner\]](#), page 294, [Section 3.1.37 \[Episema\]](#), page 295, [Section 3.1.40 \[Glissando\]](#), page 299, [Section 3.1.112 \[TextSpanner\]](#), page 356, [Section 3.1.119 \[TrillSpanner\]](#), page 362 and [Section 3.1.127 \[VoiceFollower\]](#), page 369.

3.2.53 lyric-extender-interface

The extender is a simple line at the baseline of the lyric that helps show the length of a melisma (a tied or slurred note).

User settable properties:

- left-padding** (dimension, in staff space)
The amount of space that is put left to an object (e.g., a group of accidentals).
- next** (graphical (layout) object)
Object that is next relation (e.g., the lyric syllable following an extender).
- right-padding** (dimension, in staff space)
Space to insert on the right side of an object (e.g., between note and its accidentals).
- thickness** (number)
Line thickness, generally measured in **line-thickness**.

Internal properties:

- heads** (array of grobs)
An array of note heads.

This grob interface is used in the following graphical object(s): [Section 3.1.56 \[LyricExtender\]](#), page 311.

3.2.54 lyric-hyphen-interface

A centered hyphen is simply a line between lyrics used to divide syllables.

User settable properties:

- dash-period** (number)
The length of one dash together with whitespace. If negative, no line is drawn at all.
- height** (dimension, in staff space)
Height of an object in **staff-space** units.
- length** (dimension, in staff space)
User override for the stem length of unbeamed stems.
- minimum-distance** (dimension, in staff space)
Minimum distance between rest and notes or beam.
- minimum-length** (dimension, in staff space)
Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the **springs-and-rods** property. If added to a **Tie**, this sets the minimum distance between noteheads.

padding (dimension, in staff space)

Add this much extra space between objects that are next to each other.

thickness (number)

Line thickness, generally measured in **line-thickness**.

This grob interface is used in the following graphical object(s): [Section 3.1.57 \[LyricHyphen\]](#), page 312 and [Section 3.1.58 \[LyricSpace\]](#), page 313.

3.2.55 lyric-interface

Any object that is related to lyrics.

This grob interface is used in the following graphical object(s): [Section 3.1.56 \[LyricExtender\]](#), page 311 and [Section 3.1.57 \[LyricHyphen\]](#), page 312.

3.2.56 lyric-syllable-interface

A single piece of lyrics.

This grob interface is used in the following graphical object(s): [Section 3.1.59 \[LyricText\]](#), page 313.

3.2.57 mark-interface

A rehearsal mark.

This grob interface is used in the following graphical object(s): [Section 3.1.81 \[RehearsalMark\]](#), page 330.

3.2.58 measure-grouping-interface

This object indicates groups of beats. Valid choices for **style** are **bracket** and **triangle**.

User settable properties:

thickness (number)

Line thickness, generally measured in **line-thickness**.

style (symbol)

This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

height (dimension, in staff space)

Height of an object in **staff-space** units.

This grob interface is used in the following graphical object(s): [Section 3.1.60 \[MeasureGrouping\]](#), page 314.

3.2.59 melody-spanner-interface

Context dependent typesetting decisions.

User settable properties:

neutral-direction (direction)

Which direction to take in the center of the staff.

Internal properties:

stems (array of grobs)

An array of stem objects.

This grob interface is used in the following graphical object(s): [Section 3.1.61 \[MelodyItem\]](#), page 315.

3.2.60 mensural-ligature-interface

A mensural ligature.

User settable properties:

thickness (number)
Line thickness, generally measured in **line-thickness**.

Internal properties:

delta-position (number)
The vertical position difference.

flexa-width (dimension, in staff space)
The width of a flexa shape in a ligature grob in (in **staff-space** units).

head-width (dimension, in staff space)
The width of this ligature head.

join-right-amount (number)
A length used for calculating the Y-extent of mensural ligatures.

primitive (integer)
A pointer to a ligature primitive, i.e., an item similar to a note head that is part of a ligature.

This grob interface is used in the following graphical object(s): [Section 3.1.62 \[MensuralLigature\]](#), page 315 and [Section 3.1.70 \[NoteHead\]](#), page 321.

3.2.61 metronome-mark-interface

A metronome mark.

This grob interface is used in the following graphical object(s): [Section 3.1.63 \[MetronomeMark\]](#), page 316.

3.2.62 multi-measure-interface

Multi measure rest, and the text or number that is printed over it.

User settable properties:

bound-padding (number)
The amount of padding to insert around spanner bounds.

This grob interface is used in the following graphical object(s): [Section 3.1.64 \[MultiMeasureRest\]](#), page 316, [Section 3.1.65 \[MultiMeasureRestNumber\]](#), page 317 and [Section 3.1.66 \[MultiMeasureRestText\]](#), page 319.

3.2.63 multi-measure-rest-interface

A rest that spans a whole number of measures.

User settable properties:

expand-limit (integer)
Maximum number of measures expanded in church rests.

measure-count (integer)
The number of measures for a multi-measure rest.

- hair-thickness** (number)
Thickness of the thin line in a bar line.
- thick-thickness** (number)
Bar line thickness, measured in **line-thickness**.
- bound-padding** (number)
The amount of padding to insert around spanner bounds.
- minimum-length** (dimension, in staff space)
Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the **springs-and-rods** property. If added to a **Tie**, this sets the minimum distance between noteheads.

Internal properties:

- use-breve-rest** (boolean)
Use breve rests for measures longer than a whole rest.

This grob interface is used in the following graphical object(s): [Section 3.1.64 \[MultiMeasureRest\]](#), page 316 and [Section 3.1.77 \[PercentRepeat\]](#), page 326.

3.2.64 note-collision-interface

An object that handles collisions between notes with different stem directions and horizontal shifts. Most of the interesting properties are to be set in [Section 3.2.65 \[note-column-interface\]](#), page 407: these are **force-hshift** and **horizontal-shift**.

User settable properties:

- merge-differently-dotted** (boolean)
Merge note heads in collisions, even if they have a different number of dots. This is normal notation for some types of polyphonic music.
merge-differently-dotted only applies to opposing stem directions (i.e., voice 1 & 2).
- merge-differently-headed** (boolean)
Merge note heads in collisions, even if they have different note heads. The smaller of the two heads is rendered invisible. This is used in polyphonic guitar notation. The value of this setting is used by [Section “note-collision-interface” in Internals Reference](#).
merge-differently-headed only applies to opposing stem directions (i.e., voice 1 & 2).
- prefer-dotted-right** (boolean)
For note collisions, prefer to shift dotted up-note to the right, rather than shifting just the dot.

Internal properties:

- positioning-done** (boolean)
Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): [Section 3.1.68 \[NoteCollision\]](#), page 320.

3.2.65 note-column-interface

Stem and noteheads combined.

User settable properties:

- force-hshift** (number)
This specifies a manual shift for notes in collisions. The unit is the note head width of the first voice note. This is used by [Section “note-collision-interface” in *Internals Reference*](#).
- horizontal-shift** (integer)
An integer that identifies ranking of `NoteColumns` for horizontal shifting. This is used by [Section “note-collision-interface” in *Internals Reference*](#).
- ignore-collision** (boolean)
If set, don't do note collision resolution on this `NoteColumn`.

Internal properties:

- arpeggio** (graphical (layout) object)
A pointer to an `Arpeggio` object.
- note-heads** (array of grobs)
An array of note head grobs.
- rest** (graphical (layout) object)
A pointer to a `Rest` object.
- rest-collision** (graphical (layout) object)
A rest collision that a rest is in.
- stem** (graphical (layout) object)
A pointer to a `Stem` object.

This grob interface is used in the following graphical object(s): [Section 3.1.69 \[NoteColumn\], page 321](#).

3.2.66 note-head-interface

A note head. There are many possible values for **style**. For a complete list, see [Section “Note head styles” in *Notation Reference*](#).

User settable properties:

- note-names** (vector)
Vector of strings containing names for easy-notation note heads.
- glyph-name** (string)
The glyph name within the font.
- stem-attachment** (pair of numbers)
An $(x . y)$ pair where the stem attaches to the notehead.
- style** (symbol)
This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.

Internal properties:

`accidental-grob` (graphical (layout) object)

The accidental for this note.

This grob interface is used in the following graphical object(s): [Section 3.1.8 \[AmbitusNoteHead\]](#), page 271, [Section 3.1.70 \[NoteHead\]](#), page 321, [Section 3.1.110 \[TabNoteHead\]](#), page 353 and [Section 3.1.117 \[TrillPitchGroup\]](#), page 361.

3.2.67 note-name-interface

Note names.

This grob interface is used in the following graphical object(s): [Section 3.1.71 \[NoteName\]](#), page 322.

3.2.68 note-spacing-interface

This object calculates spacing wishes for individual voices.

User settable properties:

`knee-spacing-correction` (number)

Factor for the optical correction amount for kneed beams. Set between 0 for no correction and 1 for full correction.

`same-direction-correction` (number)

Optical correction amount for stems that are placed in tight configurations. This amount is used for stems with the same direction to compensate for note head to stem distance.

`stem-spacing-correction` (number)

Optical correction amount for stems that are placed in tight configurations. For opposite directions, this amount is the correction for two normal sized stems that overlap completely.

`space-to-barline` (boolean)

If set, the distance between a note and the following non-musical column will be measured to the bar line instead of to the beginning of the non-musical column. If there is a clef change followed by a bar line, for example, this means that we will try to space the non-musical column as though the clef is not there.

Internal properties:

`left-items` (array of grobs)

DOCME

`right-items` (array of grobs)

DOCME

This grob interface is used in the following graphical object(s): [Section 3.1.72 \[NoteSpacing\]](#), page 322.

3.2.69 only-prebreak-interface

Kill this grob after the line breaking process.

This grob interface is not used in any graphical object.

3.2.70 ottava-bracket-interface

An ottava bracket.

User settable properties:

- edge-height** (pair)
A pair of numbers specifying the heights of the vertical edges: (*left-height* . *right-height*).
- bracket-flare** (pair of numbers)
A pair of numbers specifying how much edges of brackets should slant outward. Value 0.0 means straight edges.
- shorten-pair** (pair of numbers)
The lengths to shorten a text-spanner on both sides, for example a pedal bracket. Positive values shorten the text-spanner, while negative values lengthen it.
- minimum-length** (dimension, in staff space)
Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the **springs-and-rods** property. If added to a **Tie**, this sets the minimum distance between noteheads.

This grob interface is used in the following graphical object(s): [Section 3.1.74 \[OttavaBracket\]](#), page 324.

3.2.71 paper-column-interface

Paper_column objects form the top-most X parents for items. There are two types of columns: musical and non-musical, to which musical and non-musical objects are attached respectively. The spacing engine determines the X positions of these objects.

They are numbered, the first (leftmost) is column 0. Numbering happens before line breaking, and columns are not renumbered after line breaking. Since many columns go unused, you should only use the rank field to get ordering information. Two adjacent columns may have non-adjacent numbers.

User settable properties:

- between-cols** (pair)
Where to attach a loose column to.
- full-measure-extra-space** (number)
Extra space that is allocated at the beginning of a measure with only one note. This property is read from the **NonMusicalPaperColumn** that begins the measure.
- labels** (list)
List of labels (symbols) placed on a column.
- line-break-system-details** (list)
An alist of properties to use if this column is the start of a system.
- line-break-penalty** (number)
Penalty for a line break at this column. This affects the choices of the line breaker; it avoids a line break at a column with a positive penalty and prefers a line break at a column with a negative penalty.
- line-break-permission** (symbol)
Instructs the line breaker on whether to put a line break at this column. Can be **force** or **allow**.

- page-break-penalty** (number)
Penalty for page break at this column. This affects the choices of the page breaker; it avoids a page break at a column with a positive penalty and prefers a page break at a column with a negative penalty.
- page-break-permission** (symbol)
Instructs the page breaker on whether to put a page break at this column. Can be **force** or **allow**.
- page-turn-penalty** (number)
Penalty for a page turn at this column. This affects the choices of the page breaker; it avoids a page turn at a column with a positive penalty and prefers a page turn at a column with a negative penalty.
- page-turn-permission** (symbol)
Instructs the page breaker on whether to put a page turn at this column. Can be **force** or **allow**.
- rhythmic-location** (rhythmic location)
Where (bar number, measure position) in the score.
- shortest-playing-duration** (moment)
The duration of the shortest note playing here.
- shortest-starter-duration** (moment)
The duration of the shortest note that starts here.
- used** (boolean)
If set, this spacing column is kept in the spacing problem.
- when** (moment)
Global time step associated with this column happen?

Internal properties:

- bounded-by-me** (array of grobs)
An array of spanners that have this column as start/begin point. Only columns that have grobs or act as bounds are spaced.
- grace-spacing** (graphical (layout) object)
A run of grace notes.
- maybe-loose** (boolean)
Used to mark a breakable column that is loose if and only if it is in the middle of a line.
- spacing** (graphical (layout) object)
The spacing spanner governing this section.

This grob interface is used in the following graphical object(s): [Section 3.1.67 \[NonMusical-PaperColumn\]](#), page 320 and [Section 3.1.75 \[PaperColumn\]](#), page 325.

3.2.72 parentheses-interface

Parentheses for other objects.

User settable properties:

- padding** (dimension, in staff space)
Add this much extra space between objects that are next to each other.

stencils (list)

Multiple stencils, used as intermediate value.

This grob interface is used in the following graphical object(s): [Section 3.1.45 \[HarmonicParenthesesItem\]](#), page 302, [Section 3.1.76 \[ParenthesesItem\]](#), page 326 and [Section 3.1.117 \[TrillPitchGroup\]](#), page 361.

3.2.73 percent-repeat-interface

Beat, Double and single measure repeats.

User settable properties:

dot-negative-kern (number)

The space to remove between a dot and a slash in percent repeat glyphs. Larger values bring the two elements closer together.

slash-negative-kern (number)

The space to remove between slashes in percent repeat glyphs. Larger values bring the two elements closer together.

slope (number)

The slope of this object.

thickness (number)

Line thickness, generally measured in **line-thickness**.

This grob interface is used in the following graphical object(s): [Section 3.1.32 \[DoublePercentRepeat\]](#), page 289, [Section 3.1.33 \[DoublePercentRepeatCounter\]](#), page 290, [Section 3.1.77 \[PercentRepeat\]](#), page 326, [Section 3.1.78 \[PercentRepeatCounter\]](#), page 327 and [Section 3.1.82 \[RepeatSlash\]](#), page 332.

3.2.74 percent-repeat-item-interface

Repeats that look like percent signs.

User settable properties:

dot-negative-kern (number)

The space to remove between a dot and a slash in percent repeat glyphs. Larger values bring the two elements closer together.

slash-negative-kern (number)

The space to remove between slashes in percent repeat glyphs. Larger values bring the two elements closer together.

slope (number)

The slope of this object.

thickness (number)

Line thickness, generally measured in **line-thickness**.

This grob interface is used in the following graphical object(s): [Section 3.1.32 \[DoublePercentRepeat\]](#), page 289, [Section 3.1.33 \[DoublePercentRepeatCounter\]](#), page 290 and [Section 3.1.82 \[RepeatSlash\]](#), page 332.

3.2.75 piano-pedal-bracket-interface

The bracket of the piano pedal. It can be tuned through the regular bracket properties.

User settable properties:

- bound-padding** (number)
The amount of padding to insert around spanner bounds.
- edge-height** (pair)
A pair of numbers specifying the heights of the vertical edges: (*left-height* . *right-height*).
- shorten-pair** (pair of numbers)
The lengths to shorten a text-spanner on both sides, for example a pedal bracket. Positive values shorten the text-spanner, while negative values lengthen it.
- bracket-flare** (pair of numbers)
A pair of numbers specifying how much edges of brackets should slant outward. Value 0.0 means straight edges.

Internal properties:

- pedal-text** (graphical (layout) object)
A pointer to the text of a mixed-style piano pedal.

This grob interface is used in the following graphical object(s): [Section 3.1.80 \[PianoPedalBracket\]](#), page 329.

3.2.76 piano-pedal-interface

A piano pedal sign.

This grob interface is used in the following graphical object(s): [Section 3.1.80 \[PianoPedalBracket\]](#), page 329, [Section 3.1.92 \[SostenutoPedalLineSpanner\]](#), page 338, [Section 3.1.103 \[SustainPedal\]](#), page 347, [Section 3.1.104 \[SustainPedalLineSpanner\]](#), page 348 and [Section 3.1.123 \[UnaCordaPedalLineSpanner\]](#), page 366.

3.2.77 piano-pedal-script-interface

A piano pedal sign, fixed size.

This grob interface is used in the following graphical object(s): [Section 3.1.91 \[SostenutoPedal\]](#), page 337, [Section 3.1.103 \[SustainPedal\]](#), page 347 and [Section 3.1.122 \[UnaCordaPedal\]](#), page 365.

3.2.78 pitched-trill-interface

A note head to indicate trill pitches.

Internal properties:

- accidental-grob** (graphical (layout) object)
The accidental for this note.

This grob interface is used in the following graphical object(s): [Section 3.1.118 \[TrillPitchHead\]](#), page 362.

3.2.79 rest-collision-interface

Move around ordinary rests (not multi-measure-rests) to avoid conflicts.

User settable properties:

- minimum-distance** (dimension, in staff space)
Minimum distance between rest and notes or beam.

Internal properties:

positioning-done (boolean)

Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

elements (array of grobs)

An array of grobs; the type is depending on the grob where this is set in.

This grob interface is used in the following graphical object(s): [Section 3.1.86 \[RestCollision\]](#), [page 334](#).

3.2.80 rest-interface

A rest symbol. The property **style** can be **default**, **mensural**, **neomensural** or **classical**.

User settable properties:

direction (direction)

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

minimum-distance (dimension, in staff space)

Minimum distance between rest and notes or beam.

style (symbol)

This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

This grob interface is used in the following graphical object(s): [Section 3.1.64 \[MultiMeasureRest\]](#), [page 316](#) and [Section 3.1.85 \[Rest\]](#), [page 333](#).

3.2.81 rhythmic-grob-interface

Any object with a duration. Used to determine which grobs are interesting enough to maintain a hara-kiri staff.

This grob interface is used in the following graphical object(s): [Section 3.1.13 \[BassFigure\]](#), [page 277](#), [Section 3.1.24 \[ChordName\]](#), [page 283](#), [Section 3.1.27 \[ClusterSpannerBeam\]](#), [page 286](#), [Section 3.1.39 \[FretBoard\]](#), [page 298](#), [Section 3.1.59 \[LyricText\]](#), [page 313](#), [Section 3.1.70 \[NoteHead\]](#), [page 321](#), [Section 3.1.82 \[RepeatSlash\]](#), [page 332](#), [Section 3.1.85 \[Rest\]](#), [page 333](#) and [Section 3.1.110 \[TabNoteHead\]](#), [page 353](#).

3.2.82 rhythmic-head-interface

Note head or rest.

User settable properties:

duration-log (integer)

The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

Internal properties:

dot (graphical (layout) object)

A reference to a **Dots** object.

stem (graphical (layout) object)
A pointer to a **Stem** object.

This grob interface is used in the following graphical object(s): [Section 3.1.8 \[Ambitus-NoteHead\]](#), page 271, [Section 3.1.70 \[NoteHead\]](#), page 321, [Section 3.1.85 \[Rest\]](#), page 333, [Section 3.1.110 \[TabNoteHead\]](#), page 353 and [Section 3.1.118 \[TrillPitchHead\]](#), page 362.

3.2.83 script-column-interface

An interface that sorts scripts according to their **script-priority** and **outside-staff-priority**.

This grob interface is used in the following graphical object(s): [Section 3.1.88 \[ScriptColumn\]](#), page 335 and [Section 3.1.89 \[ScriptRow\]](#), page 335.

3.2.84 script-interface

An object that is put above or below a note.

User settable properties:

- add-stem-support** (boolean)
If set, the **Stem** object is included in this script's support.
- avoid-slur** (symbol)
Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.
- script-priority** (number)
A sorting key that determines in what order a script is within a stack of scripts.
- side-relative-direction** (direction)
Multiply direction of **direction-source** with this to get the direction of this object.
- slur-padding** (number)
Extra distance between slur and script.
- toward-stem-shift** (number)
Amount by which scripts are shifted toward the stem if their direction coincides with the stem direction. 0.0 means keep the default position (centered on the note head), 1.0 means centered on the stem. Interpolated values are possible.

Internal properties:

- direction-source** (graphical (layout) object)
In case **side-relative-direction** is set, which grob to get the direction from.
- positioning-done** (boolean)
Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

script-stencil (pair)

A pair (*type* . *arg*) which acts as an index for looking up a **Stencil** object.

slur (graphical (layout) object)

A pointer to a **Slur** object.

This grob interface is used in the following graphical object(s): [Section 3.1.4 \[AccidentalSuggestion\]](#), page 268, [Section 3.1.35 \[DynamicText\]](#), page 293 and [Section 3.1.87 \[Script\]](#), page 334.

3.2.85 self-alignment-interface

Position this object on itself and/or on its parent. To this end, the following functions are provided:

Self_alignment_interface::[xy]_aligned_on_self

Align self on reference point, using **self-alignment-X** and **self-alignment-Y**.

Self_alignment_interface::aligned_on_[xy]_parent

Self_alignment_interface::centered_on_[xy]_parent

Shift the object so its own reference point is centered on the extent of the parent

User settable properties:

self-alignment-X (number)

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

self-alignment-Y (number)

Like **self-alignment-X** but for the Y axis.

This grob interface is used in the following graphical object(s): [Section 3.1.4 \[AccidentalSuggestion\]](#), page 268, [Section 3.1.12 \[BarNumber\]](#), page 275, [Section 3.1.33 \[DoublePercentRepeatCounter\]](#), page 290, [Section 3.1.35 \[DynamicText\]](#), page 293, [Section 3.1.38 \[Fingering\]](#), page 296, [Section 3.1.42 \[GridLine\]](#), page 300, [Section 3.1.44 \[Hairpin\]](#), page 301, [Section 3.1.47 \[InstrumentName\]](#), page 304, [Section 3.1.48 \[InstrumentSwitch\]](#), page 305, [Section 3.1.59 \[LyricText\]](#), page 313, [Section 3.1.65 \[MultiMeasureRestNumber\]](#), page 317, [Section 3.1.66 \[MultiMeasureRestText\]](#), page 319, [Section 3.1.73 \[OctavateEight\]](#), page 323, [Section 3.1.78 \[PercentRepeatCounter\]](#), page 327, [Section 3.1.81 \[RehearsalMark\]](#), page 330, [Section 3.1.91 \[Sostenu-toPedal\]](#), page 337, [Section 3.1.101 \[StringNumber\]](#), page 345, [Section 3.1.102 \[StrokeFinger\]](#), page 346, [Section 3.1.103 \[SustainPedal\]](#), page 347, [Section 3.1.111 \[TextScript\]](#), page 354 and [Section 3.1.122 \[UnaCordaPedal\]](#), page 365.

3.2.86 semi-tie-column-interface

The interface for a column of l.v. (*laissez vibrer*) ties.

User settable properties:

head-direction (direction)

Are the note heads left or right in a semitie?

tie-configuration (list)

List of (*position* . *dir*) pairs, indicating the desired tie configuration, where *position* is the offset from the center of the staff in staff space and *dir* indicates the direction of the tie (1=>up, -1=>down, 0=>center). A non-pair entry in the list causes the corresponding tie to be formatted automatically.

Internal properties:**positioning-done** (boolean)

Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): [Section 3.1.52 \[LaissezVibrerTieColumn\]](#), page 309 and [Section 3.1.84 \[RepeatTieColumn\]](#), page 333.

3.2.87 semi-tie-interface

A tie which is only on one side connected to a note head.

User settable properties:**control-points** (list)

List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

direction (direction)

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

details (list)

Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a **details** property.

head-direction (direction)

Are the note heads left or right in a semitie?

thickness (number)

Line thickness, generally measured in **line-thickness**.

Internal properties:**note-head** (graphical (layout) object)

A single note head.

This grob interface is used in the following graphical object(s): [Section 3.1.51 \[LaissezVibrerTie\]](#), page 308 and [Section 3.1.83 \[RepeatTie\]](#), page 332.

3.2.88 separation-item-interface

Item that computes widths to generate spacing rods.

User settable properties:**X-extent** (pair of numbers)

Hard coded extent in X direction.

padding (dimension, in staff space)

Add this much extra space between objects that are next to each other.

horizontal-skylines (pair of skylines)

Two skylines, one to the left and one to the right of this grob.

Internal properties:

conditional-elements (array of grobs)

Internal use only.

elements (array of grobs)

An array of grobs; the type is depending on the grob where this is set in.

This grob interface is used in the following graphical object(s): [Section 3.1.67 \[NonMusicalPaperColumn\]](#), page 320, [Section 3.1.69 \[NoteColumn\]](#), page 321 and [Section 3.1.75 \[PaperColumn\]](#), page 325.

3.2.89 side-position-interface

Position a victim object (this one) next to other objects (the support). The property **direction** signifies where to put the victim object relative to the support (left or right, up or down?)

The routine also takes the size of the staff into account if **staff-padding** is set. If undefined, the staff symbol is ignored.

User settable properties:

direction (direction)

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

minimum-space (dimension, in staff space)

Minimum distance that the victim should move (after padding).

padding (dimension, in staff space)

Add this much extra space between objects that are next to each other.

side-axis (number)

If the value is **#X** (or equivalently 0), the object is placed horizontally next to the other object. If the value is **#Y** or 1, it is placed vertically.

slur-padding (number)

Extra distance between slur and script.

staff-padding (dimension, in staff space)

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

Internal properties:

quantize-position (boolean)

If set, a vertical alignment is aligned to be within staff spaces.

side-support-elements (array of grobs)

The side support, an array of grobs.

This grob interface is used in the following graphical object(s): [Section 3.1.4 \[AccidentalSuggestion\]](#), page 268, [Section 3.1.6 \[AmbitusAccidental\]](#), page 270, [Section 3.1.9 \[Arpeggio\]](#), page 272, [Section 3.1.12 \[BarNumber\]](#), page 275, [Section 3.1.15 \[BassFigureAlignmentPositioning\]](#), page 277, [Section 3.1.28 \[CombineTextScript\]](#), page 286,

Section 3.1.33 [DoublePercentRepeatCounter], page 290, Section 3.1.34 [DynamicLineSpanner], page 292, Section 3.1.37 [Episema], page 295, Section 3.1.38 [Fingering], page 296, Section 3.1.46 [HorizontalBracket], page 303, Section 3.1.47 [InstrumentName], page 304, Section 3.1.48 [InstrumentSwitch], page 305, Section 3.1.60 [MeasureGrouping], page 314, Section 3.1.63 [MetronomeMark], page 316, Section 3.1.65 [MultiMeasureRestNumber], page 317, Section 3.1.66 [MultiMeasureRestText], page 319, Section 3.1.73 [OctavateEight], page 323, Section 3.1.74 [OttavaBracket], page 324, Section 3.1.78 [PercentRepeatCounter], page 327, Section 3.1.81 [RehearsalMark], page 330, Section 3.1.87 [Script], page 334, Section 3.1.92 [SostenutoPedalLineSpanner], page 338, Section 3.1.98 [StanzaNumber], page 342, Section 3.1.101 [StringNumber], page 345, Section 3.1.102 [StrokeFinger], page 346, Section 3.1.104 [SustainPedalLineSpanner], page 348, Section 3.1.106 [SystemStartBar], page 350, Section 3.1.107 [SystemStartBrace], page 350, Section 3.1.108 [SystemStartBracket], page 351, Section 3.1.109 [SystemStartSquare], page 352, Section 3.1.111 [TextScript], page 354, Section 3.1.112 [TextSpanner], page 356, Section 3.1.116 [TrillPitchAccidental], page 360, Section 3.1.117 [TrillPitchGroup], page 361, Section 3.1.119 [TrillSpanner], page 362, Section 3.1.123 [UnaCordaPedalLineSpanner], page 366, Section 3.1.128 [VoltaBracket], page 370 and Section 3.1.129 [VoltaBracketSpanner], page 371.

3.2.90 slur-interface

A slur.

User settable properties:

- annotation** (string)
Annotate a grob for debug purposes.
- avoid-slur** (symbol)
Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.
- control-points** (list)
List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.
- dash-definition** (pair)
List of **dash-elements** defining the dash structure. Each **dash-element** has a starting t value, an ending t-value, a **dash-fraction**, and a **dash-period**.
- details** (list)
Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a **details** property.
- direction** (direction)
If **side-axis** is 0 (or #X), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

- eccentricity** (number)
How asymmetrical to make a slur. Positive means move the center to the right.
- height-limit** (dimension, in staff space)
Maximum slur height: The longer the slur, the closer it is to this height.
- inspect-quants** (pair of numbers)
If debugging is set, set beam and slur quants to this position, and print the respective scores.
- inspect-index** (integer)
If debugging is set, set beam and slur configuration to this index, and print the respective scores.
- line-thickness** (number)
The thickness of the tie or slur contour.
- positions** (pair of numbers)
Pair of staff coordinates (*left* . *right*), where both *left* and *right* are in **staff-space** units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.
- ratio** (number)
Parameter for slur shape. The higher this number, the quicker the slur attains its **height-limit**.
- thickness** (number)
Line thickness, generally measured in **line-thickness**.

Internal properties:

- encompass-objects** (array of grobs)
Objects that a slur should avoid in addition to notes and stems.
- note-columns** (array of grobs)
An array of `NoteColumn` grobs.
- quant-score** (string)
The beam quanting score; stored for debugging.

This grob interface is used in the following graphical object(s): [Section 3.1.79 \[PhrasingSlur\]](#), [page 328](#) and [Section 3.1.90 \[Slur\]](#), [page 336](#).

3.2.91 spaceable-grob-interface

A layout object that takes part in the spacing problem.

User settable properties:

- allow-loose-spacing** (boolean)
If set, column can be detached from main spacing.
- keep-inside-line** (boolean)
If set, this column cannot have objects sticking into the margin.
- measure-length** (moment)
Length of a measure. Used in some spacing situations.

Internal properties:

- `ideal-distances` (list)
(*obj* . (*dist* . *strength*)) pairs.
- `left-neighbor` (graphical (layout) object)
The right-most column that has a spacing-wish for this column.
- `minimum-distances` (list)
A list of rods that have the format (*obj* . *dist*).
- `right-neighbor` (graphical (layout) object)
See `left-neighbor`.
- `spacing-wishes` (array of grobs)
An array of note spacing or staff spacing objects.

This grob interface is used in the following graphical object(s): [Section 3.1.67 \[NonMusical-PaperColumn\]](#), page 320 and [Section 3.1.75 \[PaperColumn\]](#), page 325.

3.2.92 spacing-interface

This object calculates the desired and minimum distances between two columns.

Internal properties:

- `left-items` (array of grobs)
DOCME
- `right-items` (array of grobs)
DOCME

This grob interface is used in the following graphical object(s): [Section 3.1.72 \[NoteSpacing\]](#), page 322 and [Section 3.1.96 \[StaffSpacing\]](#), page 341.

3.2.93 spacing-options-interface

Supports setting of spacing variables.

User settable properties:

- `spacing-increment` (number)
Add this much space for a doubled duration. Typically, the width of a note head. See also [Section “spacing-spanner-interface” in *Internals Reference*](#).
- `shortest-duration-space` (dimension, in staff space)
Start with this much space for the shortest duration. This is expressed in `spacing-increment` as unit. See also [Section “spacing-spanner-interface” in *Internals Reference*](#).

This grob interface is used in the following graphical object(s): [Section 3.1.41 \[GraceSpacing\]](#), page 300 and [Section 3.1.93 \[SpacingSpanner\]](#), page 339.

3.2.94 spacing-spanner-interface

The space taken by a note is dependent on its duration. Doubling a duration adds `spacing-increment` to the space. The most common shortest note gets `shortest-duration-space`. Notes that are even shorter are spaced proportional to their duration.

Typically, the increment is the width of a black note head. In a piece with lots of 8th notes, and some 16th notes, the eighth note gets a 2 note heads width (i.e., the space following a note is a 1 note head width). A 16th note is followed by 0.5 note head width. The quarter note is followed by 3 NHW, the half by 4 NHW, etc.

User settable properties:

- `average-spacing-wishes` (boolean)
If set, the spacing wishes are averaged over staves.
- `base-shortest-duration` (moment)
Spacing is based on the shortest notes in a piece. Normally, pieces are spaced as if notes at least as short as this are present.
- `common-shortest-duration` (moment)
The most common shortest note length. This is used in spacing. Enlarging this sets the score tighter.
- `packed-spacing` (boolean)
If set, the notes are spaced as tightly as possible.
- `shortest-duration-space` (dimension, in staff space)
Start with this much space for the shortest duration. This is expressed in `spacing-increment` as unit. See also [Section “spacing-spanner-interface” in *Internals Reference*](#).
- `spacing-increment` (number)
Add this much space for a doubled duration. Typically, the width of a note head. See also [Section “spacing-spanner-interface” in *Internals Reference*](#).
- `strict-grace-spacing` (boolean)
If set, main notes are spaced normally, then grace notes are put left of the musical columns for the main notes.
- `strict-note-spacing` (boolean)
If set, unbroken columns with non-musical material (clefs, bar lines, etc.) are not spaced separately, but put before musical columns.
- `uniform-stretching` (boolean)
If set, items stretch proportionally to their durations. This looks better in complex polyphonic patterns.

This grob interface is used in the following graphical object(s): [Section 3.1.93 \[SpacingSpanner\]](#), page 339.

3.2.95 span-bar-interface

A bar line that is spanned between other barlines. This interface is used for bar lines that connect different staves.

User settable properties:

- `glyph-name` (string)
The glyph name within the font.

Internal properties:

- `elements` (array of grobs)
An array of grobs; the type is depending on the grob where this is set in.
- `pure-Y-common` (graphical (layout) object)
A cache of the `common_refpoint_of_array` of the `elements` grob set.

pure-relevant-grobs (array of grobs)

All the grobs (items and spanners) that are relevant for finding the **pure-Y-extent**

pure-relevant-items (array of grobs)

A subset of elements that are relevant for finding the **pure-Y-extent**.

pure-relevant-spanners (array of grobs)

A subset of elements that are relevant for finding the **pure-Y-extent**.

This grob interface is used in the following graphical object(s): [Section 3.1.94 \[SpanBar\]](#), [page 340](#).

3.2.96 spanner-interface

Some objects are horizontally spanned between objects. For example, slurs, beams, ties, etc. These grobs form a subtype called **Spanner**. All spanners have two span points (these must be **Item** objects), one on the left and one on the right. The left bound is also the X reference point of the spanner.

User settable properties:

minimum-length (dimension, in staff space)

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the **springs-and-rods** property. If added to a **Tie**, this sets the minimum distance between noteheads.

to-barline (boolean)

If true, the spanner will stop at the bar line just before it would otherwise stop.

This grob interface is used in the following graphical object(s): [Section 3.1.14 \[BassFigureAlignment\]](#), [page 277](#), [Section 3.1.15 \[BassFigureAlignmentPositioning\]](#), [page 277](#), [Section 3.1.17 \[BassFigureContinuation\]](#), [page 278](#), [Section 3.1.18 \[BassFigureLine\]](#), [page 279](#), [Section 3.1.19 \[Beam\]](#), [page 279](#), [Section 3.1.20 \[BendAfter\]](#), [page 281](#), [Section 3.1.26 \[ClusterSpanner\]](#), [page 285](#), [Section 3.1.34 \[DynamicLineSpanner\]](#), [page 292](#), [Section 3.1.36 \[DynamicTextSpanner\]](#), [page 294](#), [Section 3.1.37 \[Episema\]](#), [page 295](#), [Section 3.1.40 \[Glissando\]](#), [page 299](#), [Section 3.1.41 \[GraceSpacing\]](#), [page 300](#), [Section 3.1.44 \[Hairpin\]](#), [page 301](#), [Section 3.1.46 \[HorizontalBracket\]](#), [page 303](#), [Section 3.1.47 \[InstrumentName\]](#), [page 304](#), [Section 3.1.53 \[LedgerLineSpanner\]](#), [page 309](#), [Section 3.1.55 \[LigatureBracket\]](#), [page 310](#), [Section 3.1.56 \[LyricExtender\]](#), [page 311](#), [Section 3.1.57 \[LyricHyphen\]](#), [page 312](#), [Section 3.1.58 \[LyricSpace\]](#), [page 313](#), [Section 3.1.60 \[MeasureGrouping\]](#), [page 314](#), [Section 3.1.62 \[MensuralLigature\]](#), [page 315](#), [Section 3.1.64 \[MultiMeasureRest\]](#), [page 316](#), [Section 3.1.65 \[MultiMeasureRestNumber\]](#), [page 317](#), [Section 3.1.66 \[MultiMeasureRestText\]](#), [page 319](#), [Section 3.1.74 \[OttavaBracket\]](#), [page 324](#), [Section 3.1.77 \[PercentRepeat\]](#), [page 326](#), [Section 3.1.78 \[PercentRepeatCounter\]](#), [page 327](#), [Section 3.1.79 \[PhrasingSlur\]](#), [page 328](#), [Section 3.1.80 \[PianoPedalBracket\]](#), [page 329](#), [Section 3.1.90 \[Slur\]](#), [page 336](#), [Section 3.1.92 \[SostenutoPedalLineSpanner\]](#), [page 338](#), [Section 3.1.93 \[SpacingSpanner\]](#), [page 339](#), [Section 3.1.95 \[StaffGrouper\]](#), [page 341](#), [Section 3.1.97 \[StaffSymbol\]](#), [page 342](#), [Section 3.1.104 \[SustainPedalLineSpanner\]](#), [page 348](#), [Section 3.1.105 \[System\]](#), [page 349](#), [Section 3.1.106 \[SystemStartBar\]](#), [page 350](#), [Section 3.1.107 \[SystemStartBrace\]](#), [page 350](#), [Section 3.1.108 \[SystemStartBracket\]](#), [page 351](#), [Section 3.1.109 \[SystemStartSquare\]](#), [page 352](#), [Section 3.1.112 \[TextSpanner\]](#), [page 356](#), [Section 3.1.113 \[Tie\]](#), [page 357](#), [Section 3.1.114 \[TieColumn\]](#), [page 358](#), [Section 3.1.119 \[TrillSpanner\]](#), [page 362](#), [Section 3.1.120 \[TupletBracket\]](#), [page 363](#), [Section 3.1.121 \[TupletNumber\]](#), [page 365](#), [Section 3.1.123 \[UnaCordaPedalLineSpanner\]](#), [page 366](#), [Section 3.1.124 \[VaticanaLigature\]](#), [page 367](#), [Section 3.1.125 \[VerticalAlignment\]](#), [page 367](#), [Section 3.1.126 \[VerticalAxisGroup\]](#), [page 368](#), [Section 3.1.127 \[VoiceFollower\]](#),

page 369, Section 3.1.128 [VoltaBracket], page 370 and Section 3.1.129 [VoltaBracketSpanner], page 371.

3.2.97 staff-grouper-interface

A grob that collects staves together.

User settable properties:

between-staff-spacing (list)

An alist of spacing variables that controls the spacing between staves within this staff group. See *next-staff-spacing* for a description of the elements of this alist.

after-last-staff-spacing (list)

An alist of spacing variables that controls the spacing after the last staff in this staff group. See *next-staff-spacing* for a description of the elements of this alist.

This grob interface is used in the following graphical object(s): Section 3.1.95 [StaffGrouper], page 341.

3.2.98 staff-spacing-interface

This object calculates spacing details from a breakable symbol (left) to another object. For example, it takes care of optical spacing from a bar line to a note.

User settable properties:

stem-spacing-correction (number)

Optical correction amount for stems that are placed in tight configurations. For opposite directions, this amount is the correction for two normal sized stems that overlap completely.

This grob interface is used in the following graphical object(s): Section 3.1.96 [StaffSpacing], page 341.

3.2.99 staff-symbol-interface

This spanner draws the lines of a staff. A staff symbol defines a vertical unit, the *staff space*. Quantities that go by a half staff space are called *positions*. The center (i.e., middle line or space) is position 0. The length of the symbol may be set by hand through the **width** property.

User settable properties:

ledger-line-thickness (pair of numbers)

The thickness of ledger lines. It is the sum of 2 numbers: The first is the factor for line thickness, and the second for staff space. Both contributions are added.

line-count (integer)

The number of staff lines.

line-positions (list)

Vertical positions of staff lines.

staff-space (dimension, in staff space)

Amount of space between staff lines, expressed in global **staff-space**.

thickness (number)

Line thickness, generally measured in **line-thickness**.

width (dimension, in staff space)

The width of a grob measured in staff space.

This grob interface is used in the following graphical object(s): [Section 3.1.97 \[StaffSymbol\]](#), [page 342](#).

3.2.100 staff-symbol-referencer-interface

An object whose Y position is meant relative to a staff symbol. These usually have `Staff_symbol_referencer::callback` in their `Y-offset-callbacks`.

User settable properties:

staff-position (number)

Vertical position, measured in half staff spaces, counted from the middle line.

This grob interface is used in the following graphical object(s): [Section 3.1.8 \[Ambitus-NoteHead\]](#), [page 271](#), [Section 3.1.9 \[Arpeggio\]](#), [page 272](#), [Section 3.1.19 \[Beam\]](#), [page 279](#), [Section 3.1.25 \[Clef\]](#), [page 284](#), [Section 3.1.29 \[Custos\]](#), [page 288](#), [Section 3.1.31 \[Dots\]](#), [page 289](#), [Section 3.1.49 \[KeyCancellation\]](#), [page 306](#), [Section 3.1.50 \[KeySignature\]](#), [page 307](#), [Section 3.1.64 \[MultiMeasureRest\]](#), [page 316](#), [Section 3.1.70 \[NoteHead\]](#), [page 321](#), [Section 3.1.85 \[Rest\]](#), [page 333](#), [Section 3.1.110 \[TabNoteHead\]](#), [page 353](#) and [Section 3.1.118 \[TrillPitchHead\]](#), [page 362](#).

3.2.101 stanza-number-interface

A stanza number, to be put in from of a lyrics line.

This grob interface is used in the following graphical object(s): [Section 3.1.98 \[StanzaNumber\]](#), [page 342](#).

3.2.102 stem-interface

The stem represents the graphical stem. In addition, it internally connects note heads, beams, and tremolos. Rests and whole notes have invisible stems.

The following properties may be set in the `details` list.

beamed-lengths

List of stem lengths given beam multiplicity.

beamed-minimum-free-lengths

List of normal minimum free stem lengths (chord to beams) given beam multiplicity.

beamed-extreme-minimum-free-lengths

List of extreme minimum free stem lengths (chord to beams) given beam multiplicity.

lengths Default stem lengths. The list gives a length for each flag count.

stem-shorten

How much a stem in a forced direction should be shortened. The list gives an amount depending on the number of flags and beams.

User settable properties:

avoid-note-head (boolean)

If set, the stem of a chord does not pass through all note heads, but starts at the last note head.

- beaming** (pair)
 Pair of number lists. Each number list specifies which beams to make. 0 is the central beam, 1 is the next beam toward the note, etc. This information is used to determine how to connect the beaming patterns from stem to stem inside a beam.
- beamlet-default-length** (pair)
 A pair of numbers. The first number specifies the default length of a beamlet that sticks out of the left hand side of this stem; the second number specifies the default length of the beamlet to the right. The actual length of a beamlet is determined by taking either the default length or the length specified by **beamlet-max-length-proportion**, whichever is smaller.
- beamlet-max-length-proportion** (pair)
 The maximum length of a beamlet, as a proportion of the distance between two adjacent stems.
- default-direction** (direction)
 Direction determined by note head positions.
- details** (list)
 Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a **details** property.
- direction** (direction)
 If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.
- duration-log** (integer)
 The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.
- flag** (stencil)
 A function returning the full flag stencil for the **Stem**, which is passed to the function as the only argument. The default `ly:stem::calc-stencil` function uses the **flag-style** property to determine the correct glyph for the flag. By providing your own function, you can create arbitrary flags.
- flag-style** (symbol)
 A symbol determining what style of flag glyph is typeset on a **Stem**. Valid options include **'()** for standard flags, **'mensural** and **'no-flag**, which switches off the flag.
- french-beaming** (boolean)
 Use French beaming style for this stem. The stem stops at the innermost beams.
- length** (dimension, in staff space)
 User override for the stem length of unbeamed stems.
- length-fraction** (number)
 Multiplier for lengths. Used for determining ledger lines and stem lengths.

- max-beam-connect** (integer)
Maximum number of beams to connect to beams from this stem. Further beams are typeset as beamlets.
- neutral-direction** (direction)
Which direction to take in the center of the staff.
- no-stem-extend** (boolean)
If set, notes with ledger lines do not get stems extending to the middle staff line.
- stem-end-position** (number)
Where does the stem end (the end is opposite to the support-head)?
- stemlet-length** (number)
How long should be a stem over a rest?
- stroke-style** (string)
Set to "grace" to turn stroke through flag on.
- thickness** (number)
Line thickness, generally measured in **line-thickness**.

Internal properties:

- beam** (graphical (layout) object)
A pointer to the beam, if applicable.
- note-heads** (array of grobs)
An array of note head grobs.
- positioning-done** (boolean)
Used to signal that a positioning element did its job. This ensures that a positioning is only done once.
- rests** (array of grobs)
An array of rest objects.
- stem-info** (pair)
A cache of stem parameters.
- tremolo-flag** (graphical (layout) object)
The tremolo object on a stem.

This grob interface is used in the following graphical object(s): [Section 3.1.99 \[Stem\]](#), [page 343](#).

3.2.103 stem-tremolo-interface

A beam slashing a stem to indicate a tremolo. The property **style** can be **default** or **rectangle**.

User settable properties:

- beam-thickness** (dimension, in staff space)
Beam thickness, measured in **staff-space** units.
- beam-width** (dimension, in staff space)
Width of the tremolo sign.
- flag-count** (number)
The number of tremolo beams.

length-fraction (number)

Multiplier for lengths. Used for determining ledger lines and stem lengths.

style (symbol)

This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

slope (number)

The slope of this object.

Internal properties:

stem (graphical (layout) object)

A pointer to a **Stem** object.

This grob interface is used in the following graphical object(s): [Section 3.1.100 \[StemTremolo\]](#), [page 345](#).

3.2.104 string-number-interface

A string number instruction.

This grob interface is used in the following graphical object(s): [Section 3.1.101 \[StringNumber\]](#), [page 345](#).

3.2.105 stroke-finger-interface

A right hand finger instruction.

User settable properties:

digit-names (vector)

Names for string finger digits.

This grob interface is used in the following graphical object(s): [Section 3.1.102 \[StrokeFinger\]](#), [page 346](#).

3.2.106 system-interface

This is the top-level object: Each object in a score ultimately has a **System** object as its X and Y parent.

User settable properties:

labels (list)

List of labels (symbols) placed on a column.

skyline-horizontal-padding (number)

For determining the vertical distance between two staves, it is possible to have a configuration which would result in a tight interleaving of grobs from the top staff and the bottom staff. The larger this parameter is, the farther apart the staves are placed in such a configuration.

Internal properties:

all-elements (array of grobs)

An array of all grobs in this line. Its function is to protect objects from being garbage collected.

- `columns` (array of grobs)
An array of grobs, typically containing `PaperColumn` or `NoteColumn` objects.
- `pure-Y-extent` (pair of numbers)
The estimated height of a system.
- `spaceable-staves` (array of grobs)
Objects to be spaced during page layout.
- `skyline-distance` (number)
The distance between this staff and the next one, as determined by a skyline algorithm.

This grob interface is used in the following graphical object(s): [Section 3.1.105 \[System\]](#), [page 349](#).

3.2.107 system-start-delimiter-interface

The brace, bracket or bar in front of the system. The following values for `style` are recognized:

- `bracket` A thick bracket, normally used to group similar instruments in a score. Default for `StaffGroup`. `SystemStartBracket` uses this style.
- `brace` A ‘piano style’ brace normally used for an instrument that uses two staves. The default style for `GrandStaff`. `SystemStartBrace` uses this style.
- `bar-line` A simple line between the staves in a score. Default for staves enclosed in `<<` and `>>`. `SystemStartBar` uses this style.
- `line-bracket`
A simple square, normally used for subgrouping instruments in a score. `SystemStartSquare` uses this style.

See also ‘`input/regression/system-start-nesting.ly`’.

User settable properties:

- `collapse-height` (dimension, in staff space)
Minimum height of system start delimiter. If equal or smaller, the bracket/brace/line is removed.
- `style` (symbol)
This setting determines in what style a grob is typeset. Valid choices depend on the `stencil` callback reading this property.
- `thickness` (number)
Line thickness, generally measured in `line-thickness`.

This grob interface is used in the following graphical object(s): [Section 3.1.106 \[SystemStartBar\]](#), [page 350](#), [Section 3.1.107 \[SystemStartBrace\]](#), [page 350](#), [Section 3.1.108 \[SystemStartBracket\]](#), [page 351](#) and [Section 3.1.109 \[SystemStartSquare\]](#), [page 352](#).

3.2.108 system-start-text-interface

Text in front of the system.

User settable properties:

- `long-text` (markup)
Text markup. See [Section “Formatting text” in *Notation Reference*](#).

self-alignment-X (number)

Specify alignment of an object. The value -1 means left aligned, 0 centered, and 1 right-aligned in X direction. Other numerical values may also be specified.

self-alignment-Y (number)

Like **self-alignment-X** but for the Y axis.

text (markup)

Text markup. See [Section “Formatting text” in *Notation Reference*](#).

This grob interface is used in the following graphical object(s): [Section 3.1.47 \[Instrument-Name\]](#), page 304.

3.2.109 tab-note-head-interface

A note head in tablature.

User settable properties:

details (list)

Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a **details** property.

This grob interface is used in the following graphical object(s): [Section 3.1.110 \[TabNote-Head\]](#), page 353.

3.2.110 text-interface

A Scheme markup text, see [Section “Formatting text” in *Notation Reference*](#) and [Section “New markup command definition” in *Extending*](#).

There are two important commands: `ly:text-interface::print`, which is a grob callback, and `ly:text-interface::interpret-markup`.

User settable properties:

baseline-skip (dimension, in staff space)

Distance between base lines of multiple lines of text.

text (markup)

Text markup. See [Section “Formatting text” in *Notation Reference*](#).

word-space (dimension, in staff space)

Space to insert between words in texts.

text-direction (direction)

This controls the ordering of the words. The default **RIGHT** is for roman text. Arabic or Hebrew should use **LEFT**.

This grob interface is used in the following graphical object(s): [Section 3.1.10 \[Balloon-TextItem\]](#), page 273, [Section 3.1.12 \[BarNumber\]](#), page 275, [Section 3.1.13 \[BassFigure\]](#), page 277, [Section 3.1.23 \[BreathingSign\]](#), page 283, [Section 3.1.24 \[ChordName\]](#), page 283, [Section 3.1.28 \[CombineTextScript\]](#), page 286, [Section 3.1.33 \[DoublePercentRepeatCounter\]](#), page 290, [Section 3.1.35 \[DynamicText\]](#), page 293, [Section 3.1.36 \[DynamicTextSpanner\]](#), page 294, [Section 3.1.38 \[Fingering\]](#), page 296, [Section 3.1.48 \[InstrumentSwitch\]](#), page 305, [Section 3.1.59 \[LyricText\]](#), page 313, [Section 3.1.63 \[MetronomeMark\]](#), page 316, [Section 3.1.65 \[MultiMeasureRestNumber\]](#), page 317, [Section 3.1.66 \[MultiMeasureRestText\]](#), page 319, [Section 3.1.71 \[NoteName\]](#), page 322, [Section 3.1.73 \[OctavateEight\]](#), page 323, [Section 3.1.74](#)

[OttavaBracket], page 324, Section 3.1.78 [PercentRepeatCounter], page 327, Section 3.1.81 [RehearsalMark], page 330, Section 3.1.91 [SostenutoPedal], page 337, Section 3.1.98 [StanzaNumber], page 342, Section 3.1.101 [StringNumber], page 345, Section 3.1.102 [StrokeFinger], page 346, Section 3.1.103 [SustainPedal], page 347, Section 3.1.110 [TabNoteHead], page 353, Section 3.1.111 [TextScript], page 354, Section 3.1.121 [TupletNumber], page 365, Section 3.1.122 [UnaCordaPedal], page 365 and Section 3.1.128 [VoltaBracket], page 370.

3.2.111 text-script-interface

An object that is put above or below a note.

User settable properties:

add-stem-support (boolean)

If set, the **Stem** object is included in this script's support.

avoid-slur (symbol)

Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

script-priority (number)

A sorting key that determines in what order a script is within a stack of scripts.

Internal properties:

slur (graphical (layout) object)

A pointer to a **Slur** object.

This grob interface is used in the following graphical object(s): Section 3.1.28 [CombineTextScript], page 286, Section 3.1.38 [Fingering], page 296, Section 3.1.101 [StringNumber], page 345, Section 3.1.102 [StrokeFinger], page 346 and Section 3.1.111 [TextScript], page 354.

3.2.112 tie-column-interface

Object that sets directions of multiple ties in a tied chord.

User settable properties:

tie-configuration (list)

List of (*position* . *dir*) pairs, indicating the desired tie configuration, where *position* is the offset from the center of the staff in staff space and *dir* indicates the direction of the tie (1=>up, -1=>down, 0=>center). A non-pair entry in the list causes the corresponding tie to be formatted automatically.

Internal properties:

positioning-done (boolean)

Used to signal that a positioning element did its job. This ensures that a positioning is only done once.

This grob interface is used in the following graphical object(s): Section 3.1.114 [TieColumn], page 358.

3.2.113 tie-interface

A horizontal curve connecting two noteheads.

User settable properties:

- annotation** (string)
Annotate a grob for debug purposes.
- avoid-slur** (symbol)
Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.
- control-points** (list)
List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.
- dash-definition** (pair)
List of **dash-elements** defining the dash structure. Each **dash-element** has a starting t value, an ending t-value, a **dash-fraction**, and a **dash-period**.
- details** (list)
Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a **details** property.
- direction** (direction)
If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.
- head-direction** (direction)
Are the note heads left or right in a semitie?
- line-thickness** (number)
The thickness of the tie or slur contour.
- neutral-direction** (direction)
Which direction to take in the center of the staff.
- staff-position** (number)
Vertical position, measured in half staff spaces, counted from the middle line.
- thickness** (number)
Line thickness, generally measured in **line-thickness**.

Internal properties:

- quant-score** (string)
The beam quanting score; stored for debugging.

This grob interface is used in the following graphical object(s): [Section 3.1.113 \[Tie\]](#), page 357.

3.2.114 time-signature-interface

A time signature, in different styles. The following values for **style** are recognized:

C 4/4 and 2/2 are typeset as C and struck C, respectively. All other time signatures are written with two digits. The value **default** is equivalent to C.

neomensural

2/2, 3/2, 2/4, 3/4, 4/4, 6/4, 9/4, 4/8, 6/8, and 9/8 are typeset with neo-mensural style mensuration marks. All other time signatures are written with two digits.

mensural 2/2, 3/2, 2/4, 3/4, 4/4, 6/4, 9/4, 4/8, 6/8, and 9/8 are typeset with mensural style mensuration marks. All other time signatures are written with two digits.

single-digit

All time signatures are typeset with a single digit, e.g., 3/2 is written as 3.

numbered All time signatures are typeset with two digits.

User settable properties:

fraction (pair of numbers)

Numerator and denominator of a time signature object.

style (symbol)

This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.

This grob interface is used in the following graphical object(s): [Section 3.1.115 \[TimeSignature\]](#), [page 359](#).

3.2.115 trill-pitch-accidental-interface

An accidental for trill pitch.

This grob interface is used in the following graphical object(s): [Section 3.1.116 \[TrillPitchAccidental\]](#), [page 360](#).

3.2.116 trill-spanner-interface

A trill spanner.

This grob interface is used in the following graphical object(s): [Section 3.1.119 \[TrillSpanner\]](#), [page 362](#).

3.2.117 tuplet-bracket-interface

A bracket with a number in the middle, used for tuplets. When the bracket spans a line break, the value of **break-overshoot** determines how far it extends beyond the staff. At a line break, the markups in the **edge-text** are printed at the edges.

User settable properties:

bracket-flare (pair of numbers)

A pair of numbers specifying how much edges of brackets should slant outward. Value 0.0 means straight edges.

bracket-visibility (boolean or symbol)

This controls the visibility of the tuplet bracket. Setting it to false prevents printing of the bracket. Setting the property to **if-no-beam** makes it print only if there is no beam associated with this tuplet bracket.

break-overshoot (pair of numbers)

How much does a broken spanner stick out of its bounds?

- connect-to-neighbor** (pair)
Pair of booleans, indicating whether this grob looks as a continued break.
- control-points** (list)
List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.
- direction** (direction)
If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.
- edge-height** (pair)
A pair of numbers specifying the heights of the vertical edges: (*left-height* . *right-height*).
- edge-text** (pair)
A pair specifying the texts to be set at the edges: (*left-text* . *right-text*).
- full-length-padding** (number)
How much padding to use at the right side of a full-length tuplet bracket.
- full-length-to-extent** (boolean)
Run to the extent of the column for a full-length tuplet bracket.
- gap** (dimension, in staff space)
Size of a gap in a variable symbol.
- positions** (pair of numbers)
Pair of staff coordinates (*left* . *right*), where both *left* and *right* are in **staff-space** units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.
- padding** (dimension, in staff space)
Add this much extra space between objects that are next to each other.
- shorten-pair** (pair of numbers)
The lengths to shorten a text-spanner on both sides, for example a pedal bracket. Positive values shorten the text-spanner, while negative values lengthen it.
- staff-padding** (dimension, in staff space)
Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.
- thickness** (number)
Line thickness, generally measured in **line-thickness**.

Internal properties:

- note-columns** (array of grobs)
An array of **NoteColumn** grobs.

tuplet-number (graphical (layout) object)
The number for a bracket.

tuplets (array of grobs)
An array of smaller tuplet brackets.

This grob interface is used in the following graphical object(s): [Section 3.1.55 \[LigatureBracket\]](#), page 310 and [Section 3.1.120 \[TupletBracket\]](#), page 363.

3.2.118 tuplet-number-interface

The number for a bracket.

User settable properties:

avoid-slur (symbol)
Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

Internal properties:

bracket (graphical (layout) object)
The bracket for a number.

This grob interface is used in the following graphical object(s): [Section 3.1.121 \[TupletNumber\]](#), page 365.

3.2.119 unbreakable-spanner-interface

A spanner that should not be broken across line breaks. Override with **breakable=##t**.

User settable properties:

breakable (boolean)
Allow breaks here.

This grob interface is used in the following graphical object(s): [Section 3.1.19 \[Beam\]](#), page 279 and [Section 3.1.40 \[Glissando\]](#), page 299.

3.2.120 vaticana-ligature-interface

A vaticana style Gregorian ligature.

User settable properties:

glyph-name (string)
The glyph name within the font.

thickness (number)
Line thickness, generally measured in **line-thickness**.

Internal properties:

flexa-height (dimension, in staff space)
The height of a flexa shape in a ligature grob (in **staff-space** units).

- flexa-width** (dimension, in staff space)
The width of a flexa shape in a ligature grob in (in **staff-space** units).
- add-cauda** (boolean)
Does this flexa require an additional cauda on the left side?
- add-stem** (boolean)
Is this ligature head a virga and therefore needs an additional stem on the right side?
- add-join** (boolean)
Is this ligature head-joined with the next one by a vertical line?
- delta-position** (number)
The vertical position difference.
- x-offset** (dimension, in staff space)
Extra horizontal offset for ligature heads.

This grob interface is used in the following graphical object(s): [Section 3.1.70 \[NoteHead\]](#), [page 321](#) and [Section 3.1.124 \[VaticanaLigature\]](#), [page 367](#).

3.2.121 vertically-spaceable-interface

Objects that should be kept at constant vertical distances. Typically: [Section “VerticalAxis-Group” in *Internals Reference*](#) objects of [Section “Staff” in *Internals Reference*](#) contexts.

This grob interface is used in the following graphical object(s): [Section 3.1.126 \[VerticalAxisGroup\]](#), [page 368](#).

3.2.122 volta-bracket-interface

Volta bracket with number.

User settable properties:

- thickness** (number)
Line thickness, generally measured in **line-thickness**.
- height** (dimension, in staff space)
Height of an object in **staff-space** units.

Internal properties:

- bars** (array of grobs)
An array of bar line pointers.

This grob interface is used in the following graphical object(s): [Section 3.1.128 \[VoltaBracket\]](#), [page 370](#).

3.2.123 volta-interface

A volta repeat.

This grob interface is used in the following graphical object(s): [Section 3.1.128 \[VoltaBracket\]](#), [page 370](#) and [Section 3.1.129 \[VoltaBracketSpanner\]](#), [page 371](#).

3.3 User backend properties

- add-stem-support** (boolean)
If set, the **Stem** object is included in this script’s support.

after-last-staff-spacing (list)

An alist of spacing variables that controls the spacing after the last staff in this staff group. See *next-staff-spacing* for a description of the elements of this alist.

after-line-breaking (boolean)

Dummy property, used to trigger callback for **after-line-breaking**.

align-dir (direction)

Which side to align? -1: left side, 0: around center of width, 1: right side.

allow-loose-spacing (boolean)

If set, column can be detached from main spacing.

allow-span-bar (boolean)

If false, no inter-staff bar line will be created below this bar line.

alteration (number)

Alteration numbers for accidental.

alteration-alist (list)

List of (*pitch* . *accidental*) pairs for key signature.

annotation (string)

Annotate a grob for debug purposes.

arpeggio-direction (direction)

If set, put an arrow on the arpeggio squiggly line.

arrow-length (number)

Arrow length.

arrow-width (number)

Arrow width.

auto-knee-gap (dimension, in staff space)

If a gap is found between note heads where a horizontal beam fits that is larger than this number, make a kneed beam.

average-spacing-wishes (boolean)

If set, the spacing wishes are averaged over staves.

avoid-note-head (boolean)

If set, the stem of a chord does not pass through all note heads, but starts at the last note head.

avoid-slur (symbol)

Method of handling slur collisions. Choices are **inside**, **outside**, **around**, and **ignore**. **inside** adjusts the slur if needed to keep the grob inside the slur. **outside** moves the grob vertically to the outside of the slur. **around** moves the grob vertically to the outside of the slur only if there is a collision. **ignore** does not move either. In grobs whose notational significance depends on vertical position (such as accidentals, clefs, etc.), **outside** and **around** behave like **ignore**.

axes (list) List of axis numbers. In the case of alignment grobs, this should contain only one number.

bar-size (dimension, in staff space)

The size of a bar line.

base-shortest-duration (moment)

Spacing is based on the shortest notes in a piece. Normally, pieces are spaced as if notes at least as short as this are present.

- baseline-skip** (dimension, in staff space)
Distance between base lines of multiple lines of text.
- beam-thickness** (dimension, in staff space)
Beam thickness, measured in **staff-space** units.
- beam-width** (dimension, in staff space)
Width of the tremolo sign.
- beamed-stem-shorten** (list)
How much to shorten beamed stems, when their direction is forced. It is a list, since the value is different depending on the number of flags and beams.
- beaming** (pair)
Pair of number lists. Each number list specifies which beams to make. 0 is the central beam, 1 is the next beam toward the note, etc. This information is used to determine how to connect the beaming patterns from stem to stem inside a beam.
- beamlet-default-length** (pair)
A pair of numbers. The first number specifies the default length of a beamlet that sticks out of the left hand side of this stem; the second number specifies the default length of the beamlet to the right. The actual length of a beamlet is determined by taking either the default length or the length specified by **beamlet-max-length-proportion**, whichever is smaller.
- beamlet-max-length-proportion** (pair)
The maximum length of a beamlet, as a proportion of the distance between two adjacent stems.
- before-line-breaking** (boolean)
Dummy property, used to trigger a callback function.
- between-cols** (pair)
Where to attach a loose column to.
- between-staff-spacing** (list)
An alist of spacing variables that controls the spacing between staves within this staff group. See *next-staff-spacing* for a description of the elements of this alist.
- bound-details** (list)
An alist of properties for determining attachments of spanners to edges.
- bound-padding** (number)
The amount of padding to insert around spanner bounds.
- bracket-flare** (pair of numbers)
A pair of numbers specifying how much edges of brackets should slant outward. Value 0.0 means straight edges.
- bracket-visibility** (boolean or symbol)
This controls the visibility of the tuplet bracket. Setting it to false prevents printing of the bracket. Setting the property to **if-no-beam** makes it print only if there is no beam associated with this tuplet bracket.
- break-align-anchor** (number)
Grobs aligned to this break-align grob will have their X-offsets shifted by this number. In bar lines, for example, this is used to position grobs relative to the (visual) center of the bar line.

break-align-anchor-alignment (number)

Read by `ly:break-aligned-interface::calc-extent-aligned-anchor` for aligning an anchor to a grob's extent.

break-align-orders (vector)

Defines the order in which prefatory matter (clefs, key signatures) appears. The format is a vector of length 3, where each element is one order for end-of-line, middle of line, and start-of-line, respectively. An order is a list of symbols.

For example, clefs are put after key signatures by setting

```
\override Score.BreakAlignment #'break-align-orders =
  #(make-vector 3 '(span-bar
                    breathing-sign
                    staff-bar
                    key
                    clef
                    time-signature))
```

break-align-symbol (symbol)

This key is used for aligning and spacing breakable items.

break-align-symbols (list)

A list of symbols that determine which break-aligned grobs to align this to. If the grob selected by the first symbol in the list is invisible due to break-visibility, we will align to the next grob (and so on). Choices are `left-edge`, `ambitus`, `breathing-sign`, `clef`, `staff-bar`, `key-cancellation`, `key-signature`, `time-signature`, and `custos`.

break-overshoot (pair of numbers)

How much does a broken spanner stick out of its bounds?

break-visibility (vector)

A vector of 3 booleans, `#(end-of-line unbroken begin-of-line)`. `#t` means visible, `#f` means killed.

breakable (boolean)

Allow breaks here.

c0-position (integer)

An integer indicating the position of middle C.

circled-tip (boolean)

Put a circle at start/end of hairpins (al/del niente).

clip-edges (boolean)

Allow outward pointing beamlets at the edges of beams?

collapse-height (dimension, in staff space)

Minimum height of system start delimiter. If equal or smaller, the bracket/brace/line is removed.

color (color)

The color of this grob.

common-shortest-duration (moment)

The most common shortest note length. This is used in spacing. Enlarging this sets the score tighter.

concaveness (number)

A beam is concave if its inner stems are closer to the beam than the two outside stems. This number is a measure of the closeness of the inner stems. It is used for damping the slope of the beam.

connect-to-neighbor (pair)

Pair of booleans, indicating whether this grob looks as a continued break.

control-points (list)

List of offsets (number pairs) that form control points for the tie, slur, or bracket shape. For Béziers, this should list the control points of a third-order Bézier curve.

damping (number)

Amount of beam slope damping.

dash-definition (pair)

List of **dash-elements** defining the dash structure. Each **dash-element** has a starting t value, an ending t-value, a **dash-fraction**, and a **dash-period**.

dash-fraction (number)

Size of the dashes, relative to **dash-period**. Should be between 0.0 (no line) and 1.0 (continuous line).

dash-period (number)

The length of one dash together with whitespace. If negative, no line is drawn at all.

default-direction (direction)

Direction determined by note head positions.

default-next-staff-spacing (list)

An alist of spacing variables that controls the spacing between this staff and the next. See *next-staff-spacing* for a description of the elements of this alist.

details (list)

Alist of parameters for detailed grob behavior. More information on the allowed parameters for a grob can be found by looking at the top of the Internals Reference page for each interface having a **details** property.

digit-names (vector)

Names for string finger digits.

direction (direction)

If **side-axis** is 0 (or **#X**), then this property determines whether the object is placed **#LEFT**, **#CENTER** or **#RIGHT** with respect to the other object. Otherwise, it determines whether the object is placed **#UP**, **#CENTER** or **#DOWN**. Numerical values may also be used: **#UP=1**, **#DOWN=-1**, **#LEFT=-1**, **#RIGHT=1**, **#CENTER=0**.

dot-count (integer)

The number of dots.

dot-negative-kern (number)

The space to remove between a dot and a slash in percent repeat glyphs. Larger values bring the two elements closer together.

dot-placement-list (list)

List consisting of (*description string-number fret-number finger-number*) entries used to define fret diagrams.

duration-log (integer)

The 2-log of the note head duration, i.e., 0 = whole note, 1 = half note, etc.

eccentricity (number)

How asymmetrical to make a slur. Positive means move the center to the right.

edge-height (pair)

A pair of numbers specifying the heights of the vertical edges: (*left-height* . *right-height*).

edge-text (pair)

A pair specifying the texts to be set at the edges: (*left-text* . *right-text*).

expand-limit (integer)

Maximum number of measures expanded in church rests.

extra-dy (number)

Slope glissandi this much extra.

extra-offset (pair of numbers)

A pair representing an offset. This offset is added just before outputting the symbol, so the typesetting engine is completely oblivious to it. The values are measured in **staff-space** units of the staff's **StaffSymbol**.

extra-spacing-height (pair of numbers)

In the horizontal spacing problem, we increase the height of each item by this amount (by adding the 'car' to the bottom of the item and adding the 'cdr' to the top of the item). In order to make a grob infinitely high (to prevent the horizontal spacing problem from placing any other grobs above or below this grob), set this to (*-inf.0* . *+inf.0*).

extra-spacing-width (pair of numbers)

In the horizontal spacing problem, we pad each item by this amount (by adding the 'car' on the left side of the item and adding the 'cdr' on the right side of the item). In order to make a grob take up no horizontal space at all, set this to (*+inf.0* . *-inf.0*).

extra-X-extent (pair of numbers)

A grob is enlarged in X dimension by this much.

extra-Y-extent (pair of numbers)

A grob is enlarged in Y dimension by this much.

flag (stencil)

A function returning the full flag stencil for the **Stem**, which is passed to the function as the only argument. The default `ly:stem::calc-stencil` function uses the **flag-style** property to determine the correct glyph for the flag. By providing your own function, you can create arbitrary flags.

flag-count (number)

The number of tremolo beams.

flag-style (symbol)

A symbol determining what style of flag glyph is typeset on a **Stem**. Valid options include '()' for standard flags, **'mensural** and **'no-flag**, which switches off the flag.

font-encoding (symbol)

The font encoding is the broadest category for selecting a font. Currently, only Lilypond's system fonts (**Emmentaler**) are using this property. Available values are **fetaMusic** (**Emmentaler**), **fetaBraces**, **fetaText** (**Emmentaler**).

font-family (symbol)

The font family is the broadest category for selecting text fonts. Options include: **sans**, **roman**.

font-name (string)

Specifies a file name (without extension) of the font to load. This setting overrides selection using **font-family**, **font-series** and **font-shape**.

font-series (symbol)

Select the series of a font. Choices include **medium**, **bold**, **bold-narrow**, etc.

font-shape (symbol)

Select the shape of a font. Choices include **upright**, **italic**, **caps**.

font-size (number)

The font size, compared to the ‘normal’ size. 0 is style-sheet’s normal size, -1 is smaller, +1 is bigger. Each step of 1 is approximately 12% larger; 6 steps are exactly a factor 2 larger. Fractional values are allowed.

force-hshift (number)

This specifies a manual shift for notes in collisions. The unit is the note head width of the first voice note. This is used by [Section “note-collision-interface” in *Internals Reference*](#).

fraction (pair of numbers)

Numerator and denominator of a time signature object.

french-beaming (boolean)

Use French beaming style for this stem. The stem stops at the innermost beams.

fret-diagram-details (list)

An alist of detailed grob properties for fret diagrams. Each alist entry consists of a (*property* . *value*) pair. The properties which can be included in **fret-diagram-details** include the following:

- **barre-type** – Type of barre indication used. Choices include **curved**, **straight**, and **none**. Default **curved**.
- **capo-thickness** – Thickness of capo indicator, in multiples of fret-space. Default value 0.5.
- **dot-color** – Color of dots. Options include **black** and **white**. Default **black**.
- **dot-label-font-mag** – Magnification for font used to label fret dots. Default value 1.
- **dot-position** – Location of dot in fret space. Default 0.6 for dots without labels, 0.95-dot-radius for dots with labels.
- **dot-radius** – Radius of dots, in terms of fret spaces. Default value 0.425 for labeled dots, 0.25 for unlabeled dots.
- **finger-code** – Code for the type of fingering indication used. Options include **none**, **in-dot**, and **below-string**. Default **none** for markup fret diagrams, **below-string** for FretBoards fret diagrams.
- **fret-count** – The number of frets. Default 4.
- **fret-label-font-mag** – The magnification of the font used to label the lowest fret number. Default 0.5.
- **fret-label-vertical-offset** – The offset of the fret label from the center of the fret in direction parallel to strings. Default 0.
- **label-dir** – Side to which the fret label is attached. -1, **#LEFT**, or **#DOWN** for left or down; 1, **#RIGHT**, or **#UP** for right or up. Default **#RIGHT**.

- **mute-string** – Character string to be used to indicate muted string. Default "x".
- **number-type** – Type of numbers to use in fret label. Choices include **roman-lower**, **roman-upper**, and **arabic**. Default **roman-lower**.
- **open-string** – Character string to be used to indicate open string. Default "o".
- **orientation** – Orientation of fret-diagram. Options include **normal**, **landscape**, and **opposing-landscape**. Default **normal**.
- **string-count** – The number of strings. Default 6.
- **string-label-font-mag** – The magnification of the font used to label fingerings at the string, rather than in the dot. Default value 0.6 for **normal** orientation, 0.5 for **landscape** and **opposing-landscape**.
- **string-thickness-factor** – Factor for changing thickness of each string in the fret diagram. Thickness of string k is given by $\text{thickness} * (1 + \text{string-thickness-factor}) ^ (k-1)$. Default 0.
- **top-fret-thickness** – The thickness of the top fret line, as a multiple of the standard thickness. Default value 3.
- **xo-font-magnification** – Magnification used for mute and open string indicators. Default value 0.5.
- **xo-padding** – Padding for open and mute indicators from top fret. Default value 0.25.

full-length-padding (number)

How much padding to use at the right side of a full-length tuplet bracket.

full-length-to-extent (boolean)

Run to the extent of the column for a full-length tuplet bracket.

full-measure-extra-space (number)

Extra space that is allocated at the beginning of a measure with only one note. This property is read from the `NonMusicalPaperColumn` that begins the measure.

full-size-change (boolean)

Don't make a change clef smaller.

gap (dimension, in staff space)

Size of a gap in a variable symbol.

gap-count (integer)

Number of gapped beams for tremolo.

glyph (string)

A string determining what 'style' of glyph is typeset. Valid choices depend on the function that is reading this property.

glyph-name (string)

The glyph name within the font.

glyph-name-alist (list)

An alist of key-string pairs.

grow-direction (direction)

Crescendo or decrescendo?

hair-thickness (number)

Thickness of the thin line in a bar line.

harp-pedal-details (list)

An alist of detailed grob properties for harp pedal diagrams. Each alist entry consists of a (*property* . *value*) pair. The properties which can be included in harp-pedal-details include the following:

- **box-offset** – Vertical shift of the center of flat/sharp pedal boxes above/below the horizontal line. Default value 0.8.
- **box-width** – Width of each pedal box. Default value 0.4.
- **box-height** – Height of each pedal box. Default value 1.0.
- **space-before-divider** – Space between boxes before the first divider (so that the diagram can be made symmetric). Default value 0.8.
- **space-after-divider** – Space between boxes after the first divider. Default value 0.8.
- **circle-thickness** – Thickness (in unit of the line-thickness) of the ellipse around circled pedals. Default value 0.5.
- **circle-x-padding** – Padding in X direction of the ellipse around circled pedals. Default value 0.15.
- **circle-y-padding** – Padding in Y direction of the ellipse around circled pedals. Default value 0.2.

head-direction (direction)

Are the note heads left or right in a semitie?

height (dimension, in staff space)

Height of an object in **staff-space** units.

height-limit (dimension, in staff space)

Maximum slur height: The longer the slur, the closer it is to this height.

hide-tied-accidental-after-break (boolean)

If set, an accidental that appears on a tied note after a line break will not be displayed.

horizontal-shift (integer)

An integer that identifies ranking of **NoteColumns** for horizontal shifting. This is used by [Section “note-collision-interface” in *Internals Reference*](#).

horizontal-skylines (pair of skylines)

Two skylines, one to the left and one to the right of this grob.

ignore-collision (boolean)

If set, don’t do note collision resolution on this **NoteColumn**.

implicit (boolean)

Is this an implicit bass figure?

inspect-index (integer)

If debugging is set, set beam and slur configuration to this index, and print the respective scores.

inspect-quants (pair of numbers)

If debugging is set, set beam and slur quants to this position, and print the respective scores.

inter-loose-line-spacing (list)

Specifies how to vertically position a non-spaced line relative to the other non-spaced lines around it. See *next-staff-spacing* for the format of this list.

inter-staff-spacing (list)

Specifies how to vertically position a non-spaced line relative to the staff for which it has affinity. See *next-staff-spacing* for the format of this list.

keep-fixed-while-stretching (boolean)

A grob with this property set to true is fixed relative to the staff above it when systems are stretched.

keep-inside-line (boolean)

If set, this column cannot have objects sticking into the margin.

kern (dimension, in staff space)

Amount of extra white space to add. For bar lines, this is the amount of space after a thick line.

knee (boolean)

Is this beam kneed?

knee-spacing-correction (number)

Factor for the optical correction amount for kneed beams. Set between 0 for no correction and 1 for full correction.

labels (list)

List of labels (symbols) placed on a column.

layer (integer)

The output layer (a value between 0 and 2): Layers define the order of printing objects. Objects in lower layers are overprinted by objects in higher layers.

ledger-line-thickness (pair of numbers)

The thickness of ledger lines. It is the sum of 2 numbers: The first is the factor for line thickness, and the second for staff space. Both contributions are added.

left-bound-info (list)

An alist of properties for determining attachments of spanners to edges.

left-padding (dimension, in staff space)

The amount of space that is put left to an object (e.g., a group of accidentals).

length (dimension, in staff space)

User override for the stem length of unbeamed stems.

length-fraction (number)

Multiplier for lengths. Used for determining ledger lines and stem lengths.

line-break-penalty (number)

Penalty for a line break at this column. This affects the choices of the line breaker; it avoids a line break at a column with a positive penalty and prefers a line break at a column with a negative penalty.

line-break-permission (symbol)

Instructs the line breaker on whether to put a line break at this column. Can be **force** or **allow**.

line-break-system-details (list)

An alist of properties to use if this column is the start of a system.

line-count (integer)

The number of staff lines.

line-positions (list)

Vertical positions of staff lines.

`line-thickness` (number)

The thickness of the tie or slur contour.

`long-text` (markup)

Text markup. See [Section “Formatting text” in *Notation Reference*](#).

`max-beam-connect` (integer)

Maximum number of beams to connect to beams from this stem. Further beams are typeset as beamlets.

`max-stretch` (number)

The maximum amount that this `VerticalAxisGroup` can be vertically stretched (for example, in order to better fill a page).

`measure-count` (integer)

The number of measures for a multi-measure rest.

`measure-length` (moment)

Length of a measure. Used in some spacing situations.

`merge-differently-dotted` (boolean)

Merge note heads in collisions, even if they have a different number of dots. This is normal notation for some types of polyphonic music.

`merge-differently-dotted` only applies to opposing stem directions (i.e., voice 1 & 2).

`merge-differently-headed` (boolean)

Merge note heads in collisions, even if they have different note heads. The smaller of the two heads is rendered invisible. This is used in polyphonic guitar notation. The value of this setting is used by [Section “note-collision-interface” in *Internals Reference*](#).

`merge-differently-headed` only applies to opposing stem directions (i.e., voice 1 & 2).

`minimum-distance` (dimension, in staff space)

Minimum distance between rest and notes or beam.

`minimum-length` (dimension, in staff space)

Try to make a spanner at least this long, normally in the horizontal direction. This requires an appropriate callback for the `springs-and-rods` property. If added to a `Tie`, this sets the minimum distance between noteheads.

`minimum-length-fraction` (number)

Minimum length of ledger line as fraction of note head size.

`minimum-space` (dimension, in staff space)

Minimum distance that the victim should move (after padding).

`minimum-X-extent` (pair of numbers)

Minimum size of an object in X dimension, measured in `staff-space` units.

`minimum-Y-extent` (pair of numbers)

Minimum size of an object in Y dimension, measured in `staff-space` units.

`neutral-direction` (direction)

Which direction to take in the center of the staff.

`neutral-position` (number)

Position (in half staff spaces) where to flip the direction of custos stem.

next (graphical (layout) object)

Object that is next relation (e.g., the lyric syllable following an extender).

next-staff-spacing (list)

An alist of properties used to position the next staff in the system. The symbols that can be defined in the alist are

- *space* – the amount of stretchable space between the center of this staff and the center of the next staff;
- *padding* – the minimum amount of whitespace that must be present between this staff and the next staff;
- *stretchability* – the ease with which the stretchable space increases when the system to which this staff belongs is stretched. If this is zero, the distance to the next staff will be fixed either at *space* or at *padding* plus the minimum distance to ensure there is no overlap, whichever is larger;
- *minimum-distance* – the minimum distance to place between the center of this staff and the center of the next. This differs from *padding* in that the height of a staff has no effect on the application of *minimum-distance* (whereas the height of a staff is crucial for *padding*).

no-alignment (boolean)

If set, don't place this grob in a `VerticalAlignment`; rather, place it using its own `Y-offset` callback.

no-ledgers (boolean)

If set, don't draw ledger lines on this object.

no-stem-extend (boolean)

If set, notes with ledger lines do not get stems extending to the middle staff line.

non-affinity-spacing (list)

An alist of spacing variables that controls the spacing from a loose line (see *staff-affinity*) to the staff for which the loose line does not have affinity. See *next-staff-spacing* for a description of the elements of this alist.

non-default (boolean)

Set for manually specified clefs.

non-musical (boolean)

True if the grob belongs to a `NonMusicalPaperColumn`.

note-names (vector)

Vector of strings containing names for easy-notation note heads.

outside-staff-horizontal-padding (number)

By default, an outside-staff-object can be placed so that it is very close to another grob horizontally. If this property is set, the outside-staff-object is raised so that it is not so close to its neighbor.

outside-staff-padding (number)

The padding to place between this grob and the staff when spacing according to *outside-staff-priority*.

outside-staff-priority (number)

If set, the grob is positioned outside the staff in such a way as to avoid all collisions. In case of a potential collision, the grob with the smaller *outside-staff-priority* is closer to the staff.

packed-spacing (boolean)

If set, the notes are spaced as tightly as possible.

padding (dimension, in staff space)

Add this much extra space between objects that are next to each other.

padding-pairs (list)

An alist mapping (*name* . *name*) to distances.

page-break-penalty (number)

Penalty for page break at this column. This affects the choices of the page breaker; it avoids a page break at a column with a positive penalty and prefers a page break at a column with a negative penalty.

page-break-permission (symbol)

Instructs the page breaker on whether to put a page break at this column. Can be *force* or *allow*.

page-turn-penalty (number)

Penalty for a page turn at this column. This affects the choices of the page breaker; it avoids a page turn at a column with a positive penalty and prefers a page turn at a column with a negative penalty.

page-turn-permission (symbol)

Instructs the page breaker on whether to put a page turn at this column. Can be *force* or *allow*.

parenthesized (boolean)

Parenthesize this grob.

positions (pair of numbers)

Pair of staff coordinates (*left* . *right*), where both *left* and *right* are in **staff-space** units of the current staff. For slurs, this value selects which slur candidate to use; if extreme positions are requested, the closest one is taken.

prefer-dotted-right (boolean)

For note collisions, prefer to shift dotted up-note to the right, rather than shifting just the dot.

ratio (number)

Parameter for slur shape. The higher this number, the quicker the slur attains its **height-limit**.

remove-empty (boolean)

If set, remove group if it contains no interesting items.

remove-first (boolean)

Remove the first staff of an orchestral score?

restore-first (boolean)

Print a natural before the accidental.

rhythmic-location (rhythmic location)

Where (bar number, measure position) in the score.

right-bound-info (list)

An alist of properties for determining attachments of spanners to edges.

right-padding (dimension, in staff space)

Space to insert on the right side of an object (e.g., between note and its accidentals).

rotation (list)

Number of degrees to rotate this object, and what point to rotate around. For example, `#'(45 0 0)` rotates by 45 degrees around the center of this object.

same-direction-correction (number)

Optical correction amount for stems that are placed in tight configurations. This amount is used for stems with the same direction to compensate for note head to stem distance.

script-priority (number)

A sorting key that determines in what order a script is within a stack of scripts.

self-alignment-X (number)

Specify alignment of an object. The value `-1` means left aligned, `0` centered, and `1` right-aligned in X direction. Other numerical values may also be specified.

self-alignment-Y (number)

Like **self-alignment-X** but for the Y axis.

shorten-pair (pair of numbers)

The lengths to shorten a text-spanner on both sides, for example a pedal bracket. Positive values shorten the text-spanner, while negative values lengthen it.

shortest-duration-space (dimension, in staff space)

Start with this much space for the shortest duration. This is expressed in **spacing-increment** as unit. See also [Section “spacing-spanner-interface” in *Internals Reference*](#).

shortest-playing-duration (moment)

The duration of the shortest note playing here.

shortest-starter-duration (moment)

The duration of the shortest note that starts here.

side-axis (number)

If the value is `#X` (or equivalently `0`), the object is placed horizontally next to the other object. If the value is `#Y` or `1`, it is placed vertically.

side-relative-direction (direction)

Multiply direction of **direction-source** with this to get the direction of this object.

size (number)

Size of object, relative to standard size.

skyline-horizontal-padding (number)

For determining the vertical distance between two staves, it is possible to have a configuration which would result in a tight interleaving of grobs from the top staff and the bottom staff. The larger this parameter is, the farther apart the staves are placed in such a configuration.

slash-negative-kern (number)

The space to remove between slashes in percent repeat glyphs. Larger values bring the two elements closer together.

slope (number)

The slope of this object.

slur-padding (number)

Extra distance between slur and script.

space-alist (list)

A table that specifies distances between prefatory items, like clef and time-signature. The format is an alist of spacing tuples: (*break-align-symbol type . distance*), where *type* can be the symbols `minimum-space` or `extra-space`.

space-to-barline (boolean)

If set, the distance between a note and the following non-musical column will be measured to the bar line instead of to the beginning of the non-musical column. If there is a clef change followed by a bar line, for example, this means that we will try to space the non-musical column as though the clef is not there.

spacing-increment (number)

Add this much space for a doubled duration. Typically, the width of a note head. See also [Section “spacing-spanner-interface” in *Internals Reference*](#).

springs-and-rods (boolean)

Dummy variable for triggering spacing routines.

stacking-dir (direction)

Stack objects in which direction?

staff-affinity (direction)

The direction of the staff to which this line should stick.

staff-padding (dimension, in staff space)

Maintain this much space between reference points and the staff. Its effect is to align objects of differing sizes (like the dynamics **p** and **f**) on their baselines.

staff-position (number)

Vertical position, measured in half staff spaces, counted from the middle line.

staff-space (dimension, in staff space)

Amount of space between staff lines, expressed in global `staff-space`.

stem-attachment (pair of numbers)

An (*x . y*) pair where the stem attaches to the notehead.

stem-end-position (number)

Where does the stem end (the end is opposite to the support-head)?

stem-spacing-correction (number)

Optical correction amount for stems that are placed in tight configurations. For opposite directions, this amount is the correction for two normal sized stems that overlap completely.

stemlet-length (number)

How long should be a stem over a rest?

stencil (stencil)

The symbol to print.

stencils (list)

Multiple stencils, used as intermediate value.

strict-grace-spacing (boolean)

If set, main notes are spaced normally, then grace notes are put left of the musical columns for the main notes.

strict-note-spacing (boolean)

If set, unbroken columns with non-musical material (clefs, bar lines, etc.) are not spaced separately, but put before musical columns.

- stroke-style** (string)
Set to "grace" to turn stroke through flag on.
- style** (symbol)
This setting determines in what style a grob is typeset. Valid choices depend on the **stencil** callback reading this property.
- text** (markup)
Text markup. See [Section “Formatting text” in *Notation Reference*](#).
- text-direction** (direction)
This controls the ordering of the words. The default **RIGHT** is for roman text. Arabic or Hebrew should use **LEFT**.
- thick-thickness** (number)
Bar line thickness, measured in **line-thickness**.
- thickness** (number)
Line thickness, generally measured in **line-thickness**.
- thin-kern** (number)
The space after a hair-line in a bar line.
- tie-configuration** (list)
List of (*position* . *dir*) pairs, indicating the desired tie configuration, where *position* is the offset from the center of the staff in staff space and *dir* indicates the direction of the tie (1=>up, -1=>down, 0=>center). A non-pair entry in the list causes the corresponding tie to be formatted automatically.
- to-barline** (boolean)
If true, the spanner will stop at the bar line just before it would otherwise stop.
- toward-stem-shift** (number)
Amount by which scripts are shifted toward the stem if their direction coincides with the stem direction. 0.0 means keep the default position (centered on the note head), 1.0 means centered on the stem. Interpolated values are possible.
- transparent** (boolean)
This makes the grob invisible.
- uniform-stretching** (boolean)
If set, items stretch proportionally to their durations. This looks better in complex polyphonic patterns.
- used** (boolean)
If set, this spacing column is kept in the spacing problem.
- vertical-skylines** (pair of skylines)
Two skylines, one above and one below this grob.
- when** (moment)
Global time step associated with this column happen?
- whiteout** (boolean)
If true, the grob is printed over a white background to white-out underlying material, if the grob is visible. Usually #f by default.
- width** (dimension, in staff space)
The width of a grob measured in staff space.
- word-space** (dimension, in staff space)
Space to insert between words in texts.

X-extent (pair of numbers)

Hard coded extent in X direction.

X-offset (number)

The horizontal amount that this object is moved relative to its X-parent.

Y-extent (pair of numbers)

Hard coded extent in Y direction.

Y-offset (number)

The vertical amount that this object is moved relative to its Y-parent.

zigzag-length (dimension, in staff space)

The length of the lines of a zigzag, relative to **zigzag-width**. A value of 1 gives 60-degree zigzags.

zigzag-width (dimension, in staff space)

The width of one zigzag squiggle. This number is adjusted slightly so that the glissando line can be constructed from a whole number of squiggles.

3.4 Internal backend properties

accidental-grob (graphical (layout) object)

The accidental for this note.

accidental-grobs (list)

An alist with (*notename* . *groblist*) entries.

add-cauda (boolean)

Does this flexa require an additional cauda on the left side?

add-join (boolean)

Is this ligature head-joined with the next one by a vertical line?

add-stem (boolean)

Is this ligature head a virga and therefore needs an additional stem on the right side?

adjacent-pure-heights (pair)

A pair of vectors. Used by a **VerticalAxisGroup** to cache the Y-extents of different column ranges.

adjacent-spanners (array of grobs)

An array of directly neighboring dynamic spanners.

all-elements (array of grobs)

An array of all grobs in this line. Its function is to protect objects from being garbage collected.

arpeggio (graphical (layout) object)

A pointer to an **Arpeggio** object.

ascendens (boolean)

Is this neume of ascending type?

auctum (boolean)

Is this neume liquescentically augmented?

axis-group-parent-X (graphical (layout) object)

Containing X axis group.

- axis-group-parent-Y** (graphical (layout) object)
Containing Y axis group.
- bar-extent** (pair of numbers)
The Y-extent of the actual bar line. This may differ from **Y-extent** because it does not include the dots in a repeat bar line.
- bars** (array of grobs)
An array of bar line pointers.
- beam** (graphical (layout) object)
A pointer to the beam, if applicable.
- begin-of-line-visible** (boolean)
Set to make **ChordName** or **FretBoard** be visible only at beginning of line or at chord changes.
- bounded-by-me** (array of grobs)
An array of spanners that have this column as start/begin point. Only columns that have grobs or act as bounds are spaced.
- bracket** (graphical (layout) object)
The bracket for a number.
- cause** (any type)
Any kind of causation objects (i.e., music, or perhaps translator) that was the cause for this grob.
- cavum** (boolean)
Is this neume outlined?
- columns** (array of grobs)
An array of grobs, typically containing **PaperColumn** or **NoteColumn** objects.
- conditional-elements** (array of grobs)
Internal use only.
- context-info** (integer)
Within a ligature, the final glyph or shape of a head may be affected by the left and/or right neighbour head. **context-info** holds for each head such information about the left and right neighbour, encoded as a bit mask.
- cross-staff** (boolean)
For a beam or a stem, this is true if we depend on inter-staff spacing.
- delta-position** (number)
The vertical position difference.
- deminutum** (boolean)
Is this neume deminished?
- descendens** (boolean)
Is this neume of descendent type?
- direction-source** (graphical (layout) object)
In case **side-relative-direction** is set, which grob to get the direction from.
- dot** (graphical (layout) object)
A reference to a **Dots** object.
- dots** (array of grobs)
Multiple **Dots** objects.

- elements** (array of grobs)
An array of grobs; the type is depending on the grob where this is set in.
- encompass-objects** (array of grobs)
Objects that a slur should avoid in addition to notes and stems.
- figures** (array of grobs)
Figured bass objects for continuation line.
- flexa-height** (dimension, in staff space)
The height of a flexa shape in a ligature grob (in **staff-space** units).
- flexa-width** (dimension, in staff space)
The width of a flexa shape in a ligature grob in (in **staff-space** units).
- font** (font metric)
A cached font metric object.
- forced** (boolean)
Manually forced accidental.
- grace-spacing** (graphical (layout) object)
A run of grace notes.
- head-width** (dimension, in staff space)
The width of this ligature head.
- heads** (array of grobs)
An array of note heads.
- ideal-distances** (list)
(*obj . (dist . strength)*) pairs.
- important-column-ranks** (vector)
A cache of columns that contain **items-worth-living** data.
- inclinatum** (boolean)
Is this neume an inclinatum?
- interfaces** (list)
A list of symbols indicating the interfaces supported by this object. It is initialized from the **meta** field.
- items-worth-living** (array of grobs)
An array of interesting items. If empty in a particular staff, then that staff is erased.
- join-right-amount** (number)
A length used for calculating the Y-extent of mensural ligatures.
- least-squares-dy** (number)
The ideal beam slope, without damping.
- left-items** (array of grobs)
DOCME
- left-neighbor** (graphical (layout) object)
The right-most column that has a spacing-wish for this column.
- linea** (boolean)
Attach vertical lines to this neume?
- maybe-loose** (boolean)
Used to mark a breakable column that is loose if and only if it is in the middle of a line.

- meta** (list) Provide meta information. It is an alist with the entries **name** and **interfaces**.
- minimum-distances** (list)
A list of rods that have the format (*obj . dist*).
- normal-stems** (array of grobs)
An array of visible stems.
- note-columns** (array of grobs)
An array of **NoteColumn** grobs.
- note-head** (graphical (layout) object)
A single note head.
- note-heads** (array of grobs)
An array of note head grobs.
- oriscus** (boolean)
Is this neume an oriscus?
- pedal-text** (graphical (layout) object)
A pointer to the text of a mixed-style piano pedal.
- pes-or-flexa** (boolean)
Shall this neume be joined with the previous head?
- positioning-done** (boolean)
Used to signal that a positioning element did its job. This ensures that a positioning is only done once.
- prefix-set** (number)
A bit mask that holds all Gregorian head prefixes, such as `\virga` or `\quilisma`.
- primitive** (integer)
A pointer to a ligature primitive, i.e., an item similar to a note head that is part of a ligature.
- pure-relevant-grobs** (array of grobs)
All the grobs (items and spanners) that are relevant for finding the **pure-Y-extent**
- pure-relevant-items** (array of grobs)
A subset of elements that are relevant for finding the **pure-Y-extent**.
- pure-relevant-spanners** (array of grobs)
A subset of elements that are relevant for finding the **pure-Y-extent**.
- pure-Y-common** (graphical (layout) object)
A cache of the **common_refpoint_of_array** of the **elements** grob set.
- pure-Y-extent** (pair of numbers)
The estimated height of a system.
- pure-Y-offset-in-progress** (boolean)
A debugging aid for catching cyclic dependencies.
- quant-score** (string)
The beam quanting score; stored for debugging.
- quantize-position** (boolean)
If set, a vertical alignment is aligned to be within staff spaces.
- quantized-positions** (pair of numbers)
The beam positions after quanting.

- quilisma** (boolean)
Is this neume a quilisma?
- rest** (graphical (layout) object)
A pointer to a **Rest** object.
- rest-collision** (graphical (layout) object)
A rest collision that a rest is in.
- rests** (array of grobs)
An array of rest objects.
- right-items** (array of grobs)
DOCME
- right-neighbor** (graphical (layout) object)
See **left-neighbor**.
- script-stencil** (pair)
A pair (**type** . **arg**) which acts as an index for looking up a **Stencil** object.
- shorten** (dimension, in staff space)
The amount of space that a stem is shortened. Internally used to distribute beam shortening over stems.
- side-support-elements** (array of grobs)
The side support, an array of grobs.
- skyline-distance** (number)
The distance between this staff and the next one, as determined by a skyline algorithm.
- slur** (graphical (layout) object)
A pointer to a **Slur** object.
- spaceable-staves** (array of grobs)
Objects to be spaced during page layout.
- spacing** (graphical (layout) object)
The spacing spanner governing this section.
- spacing-wishes** (array of grobs)
An array of note spacing or staff spacing objects.
- staff-grouper** (graphical (layout) object)
The staff grouper we belong to.
- staff-symbol** (graphical (layout) object)
The staff symbol grob that we are in.
- stem** (graphical (layout) object)
A pointer to a **Stem** object.
- stem-info** (pair)
A cache of stem parameters.
- stems** (array of grobs)
An array of stem objects.
- strophia** (boolean)
Is this neume a strophia?

system-Y-offset (number)

The Y-offset (relative to the bottom of the top-margin of the page) of the system to which this staff belongs.

tie (graphical (layout) object)

A pointer to a **Tie** object.

tremolo-flag (graphical (layout) object)

The tremolo object on a stem.

tuplet-number (graphical (layout) object)

The number for a bracket.

tuplets (array of grobs)

An array of smaller tuplet brackets.

use-breve-rest (boolean)

Use breve rests for measures longer than a whole rest.

virga (boolean)

Is this neume a virga?

X-common (graphical (layout) object)

Common reference point for axis group.

x-offset (dimension, in staff space)

Extra horizontal offset for ligature heads.

Y-common (graphical (layout) object)

See **X-common**.

4 Scheme functions

- ly:add-context-mod** *contextmods modification* [Function]
 Adds the given context *modification* to the list *contextmods* of context modifications.
- ly:add-file-name-alist** *alist* [Function]
 Add mappings for error messages from *alist*.
- ly:add-interface** *iface desc props* [Function]
 Add a new grob interface. *iface* is the interface name, *desc* is the interface description, and *props* is the list of user-settable properties for the interface.
- ly:add-listener** *list disp cl* [Function]
 Add the listener *list* to the dispatcher *disp*. Whenever *disp* hears an event of class *cl*, it is forwarded to *list*.
- ly:add-option** *sym val description* [Function]
 Add a program option *sym*. *val* is the default value and *description* is a string description.
- ly:all-grob-interfaces** [Function]
 Return the hash table with all grob interface descriptions.
- ly:all-options** [Function]
 Get all option settings in an alist.
- ly:all-stencil-expressions** [Function]
 Return all symbols recognized as stencil expressions.
- ly:assoc-get** *key alist default-value strict-checking* [Function]
 Return value if *key* in *alist*, else *default-value* (or **#f** if not specified). If *strict-checking* is set to **#t** and *key* is not in *alist*, a `programming-error` is output.
- ly:axis-group-interface::add-element** *grob grob-element* [Function]
 Set *grob* the parent of *grob-element* on all axes of *grob*.
- ly:beam-grouping** *settings time-signature rule-type beam-type* [Function]
 Return grouping for beams of *beam-type* in *time-signature* for *rule-type* from *settings*.
- ly:beat-grouping** *context* [Function]
 Return default beat grouping currently active in *context*.
- ly:book-add-bookpart!** *book-smob book-part* [Function]
 Add *book_part* to *book-smob* book part list.
- ly:book-add-score!** *book-smob score* [Function]
 Add *score* to *book-smob* score list.
- ly:book-process** *book-smob default-paper default-layout output* [Function]
 Print book. *output* is passed to the backend unchanged. For example, it may be a string (for file based outputs) or a socket (for network based output).
- ly:book-process-to-systems** *book-smob default-paper default-layout output* [Function]
 Print book. *output* is passed to the backend unchanged. For example, it may be a string (for file based outputs) or a socket (for network based output).

ly:box? <i>x</i>	[Function]
Is <i>x</i> a Box object?	
ly:bp <i>num</i>	[Function]
<i>num</i> bigpoints (1/72th inch).	
ly:bracket <i>a iv t p</i>	[Function]
Make a bracket in direction <i>a</i> . The extent of the bracket is given by <i>iv</i> . The wings protrude by an amount of <i>p</i> , which may be negative. The thickness is given by <i>t</i> .	
ly:broadcast <i>disp ev</i>	[Function]
Send the stream event <i>ev</i> to the dispatcher <i>disp</i> .	
ly:camel-case->lisp-identifier <i>name-sym</i>	[Function]
Convert FooBar_Bla to foo-bar-bla style symbol.	
ly:chain-assoc-get <i>key achain default-value strict-checking</i>	[Function]
Return value for <i>key</i> from a list of alists <i>achain</i> . If no entry is found, return <i>default-value</i> or #f if <i>default-value</i> is not specified. With <i>strict-checking</i> set to #t , a <code>programming_error</code> is output in such cases.	
ly:clear-anonymous-modules	[Function]
Plug a GUILE 1.6 and 1.7 memory leak by breaking a weak reference pointer cycle explicitly.	
ly:cm <i>num</i>	[Function]
<i>num</i> cm.	
ly:command-line-code	[Function]
The Scheme code specified on command-line with ‘-e’.	
ly:command-line-options	[Function]
The Scheme options specified on command-line with ‘-d’.	
ly:command-line-verbose?	[Function]
Was <code>be_verbose_global</code> set?	
ly:connect-dispatchers <i>to from</i>	[Function]
Make the dispatcher <i>to</i> listen to events from <i>from</i> .	
ly:context? <i>x</i>	[Function]
Is <i>x</i> a Context object?	
ly:context-current-moment <i>context</i>	[Function]
Return the current moment of <i>context</i> .	
ly:context-event-source <i>context</i>	[Function]
Return <code>event-source</code> of context <i>context</i> .	
ly:context-events-below <i>context</i>	[Function]
Return a <code>stream-distributor</code> that distributes all events from <i>context</i> and all its subcontexts.	
ly:context-find <i>context name</i>	[Function]
Find a parent of <i>context</i> that has name or alias <i>name</i> . Return #f if not found.	
ly:context-grob-definition <i>context name</i>	[Function]
Return the definition of <i>name</i> (a symbol) within <i>context</i> as an alist.	

- ly:context-id** *context* [Function]
Return the ID string of *context*, i.e., for `\context Voice = one ...` return the string `one`.
- ly:context-name** *context* [Function]
Return the name of *context*, i.e., for `\context Voice = one ...` return the symbol `Voice`.
- ly:context-now** *context* [Function]
Return `now-moment` of context *context*.
- ly:context-parent** *context* [Function]
Return the parent of *context*, `#f` if none.
- ly:context-property** *context sym def* [Function]
Return the value for property *sym* in *context*. If *def* is given, and property value is `'()`, return *def*.
- ly:context-property-where-defined** *context name* [Function]
Return the context above *context* where *name* is defined.
- ly:context-pushpop-property** *context grob eltpop val* [Function]
Do a single `\override` or `\revert` operation in *context*. The grob definition *grob* is extended with *eltpop* (if *val* is specified) or reverted (if unspecified).
- ly:context-set-property!** *context name val* [Function]
Set value of property *name* in context *context* to *val*.
- ly:context-unset-property** *context name* [Function]
Unset value of property *name* in context *context*.
- ly:default-scale** [Function]
Get the global default scale.
- ly:dimension?** *d* [Function]
Return *d* as a number. Used to distinguish length variables from normal numbers.
- ly:dir?** *s* [Function]
Is *s* a direction? Valid directions are `-1`, `0`, or `1`, where `-1` represents left or down, `1` represents right or up, and `0` represents a neutral direction.
- ly:dispatcher?** *x* [Function]
Is *x* a `Dispatcher` object?
- ly:duration?** *x* [Function]
Is *x* a `Duration` object?
- ly:duration<?** *p1 p2* [Function]
Is *p1* shorter than *p2*?
- ly:duration->string** *dur* [Function]
Convert *dur* to a string.
- ly:duration-dot-count** *dur* [Function]
Extract the dot count from *dur*.
- ly:duration-factor** *dur* [Function]
Extract the compression factor from *dur*. Return it as a pair.

ly:duration-length <i>dur</i>	[Function]
The length of the duration as a moment .	
ly:duration-log <i>dur</i>	[Function]
Extract the duration log from <i>dur</i> .	
ly:effective-prefix	[Function]
Return effective prefix.	
ly:engraver-make-grob <i>engraver grob-name cause</i>	[Function]
Creates a grob originating from given engraver instance, with give grob_name , a symbol. cause should either be another grob or a music event.	
ly:error <i>str rest</i>	[Function]
A Scheme callable function to issue the error <i>str</i> . The error is formatted with format and <i>rest</i> .	
ly:eval-simple-closure <i>delayed closure scm-start scm-end</i>	[Function]
Evaluate a simple <i>closure</i> with the given <i>delayed</i> argument. If <i>scm-start</i> and <i>scm-end</i> are defined, evaluate it purely with those start and end points.	
ly:event-deep-copy <i>m</i>	[Function]
Copy <i>m</i> and all sub expressions of <i>m</i> .	
ly:event-property <i>sev sym</i>	[Function]
Get the property <i>sym</i> of stream event <i>mus</i> . If <i>sym</i> is undefined, return '().	
ly:event-set-property! <i>ev sym val</i>	[Function]
Set property <i>sym</i> in event <i>ev</i> to <i>val</i> .	
ly:expand-environment <i>str</i>	[Function]
Expand \$VAR and \${VAR} in <i>str</i> .	
ly:export <i>arg</i>	[Function]
Export a Scheme object to the parser so it is treated as an identifier.	
ly:find-file <i>name</i>	[Function]
Return the absolute file name of <i>name</i> , or #f if not found.	
ly:font-config-add-directory <i>dir</i>	[Function]
Add directory <i>dir</i> to FontConfig.	
ly:font-config-add-font <i>font</i>	[Function]
Add font <i>font</i> to FontConfig.	
ly:font-config-display-fonts	[Function]
Dump a list of all fonts visible to FontConfig.	
ly:font-config-get-font-file <i>name</i>	[Function]
Get the file for font <i>name</i> .	
ly:font-design-size <i>font</i>	[Function]
Given the font metric <i>font</i> , return the design size, relative to the current output-scale.	
ly:font-file-name <i>font</i>	[Function]
Given the font metric <i>font</i> , return the corresponding file name.	

- ly:font-get-glyph** *font name* [Function]
 Return a stencil from *font* for the glyph named *name*. If the glyph is not available, return an empty stencil.
 Note that this command can only be used to access glyphs from fonts loaded with **ly:system-font-load**; currently, this means either the Emmentaler or Emmentaler-Brace fonts, corresponding to the font encodings **fetaMusic** and **fetaBraces**, respectively.
- ly:font-glyph-name-to-charcode** *font name* [Function]
 Return the character code for glyph *name* in *font*.
 Note that this command can only be used to access glyphs from fonts loaded with **ly:system-font-load**; currently, this means either the Emmentaler or Emmentaler-Brace fonts, corresponding to the font encodings **fetaMusic** and **fetaBraces**, respectively.
- ly:font-glyph-name-to-index** *font name* [Function]
 Return the index for *name* in *font*.
 Note that this command can only be used to access glyphs from fonts loaded with **ly:system-font-load**; currently, this means either the Emmentaler or Emmentaler-Brace fonts, corresponding to the font encodings **fetaMusic** and **fetaBraces**, respectively.
- ly:font-index-to-charcode** *font index* [Function]
 Return the character code for *index* in *font*.
 Note that this command can only be used to access glyphs from fonts loaded with **ly:system-font-load**; currently, this means either the Emmentaler or Emmentaler-Brace fonts, corresponding to the font encodings **fetaMusic** and **fetaBraces**, respectively.
- ly:font-magnification** *font* [Function]
 Given the font metric *font*, return the magnification, relative to the current output-scale.
- ly:font-metric?** *x* [Function]
 Is *x* a **Font_metric** object?
- ly:font-name** *font* [Function]
 Given the font metric *font*, return the corresponding name.
- ly:font-sub-fonts** *font* [Function]
 Given the font metric *font* of an OpenType font, return the names of the subfonts within *font*.
- ly:format** *str rest* [Function]
 LilyPond specific format, supporting `~a` and `~[0-9]f`. Basic support for `~s` is also provided.
- ly:format-output** *context* [Function]
 Given a global context in its final state, process it and return the **Music_output** object in its final state.
- ly:get-all-function-documentation** [Function]
 Get a hash table with all LilyPond Scheme extension functions.
- ly:get-all-translators** [Function]
 Return a list of all translator objects that may be instantiated.
- ly:get-context-mods** *contextmod* [Function]
 Returns the list of context modifications stored in *contextmod*.
- ly:get-listened-event-classes** [Function]
 Return a list of all event classes that some translator listens to.

ly:get-option <i>var</i>	[Function]
Get a global option setting.	
ly:gettext <i>original</i>	[Function]
A Scheme wrapper function for gettext .	
ly:grob? <i>x</i>	[Function]
Is <i>x</i> a Grob object?	
ly:grob-alist-chain <i>grob global</i>	[Function]
Get an alist chain for grob <i>grob</i> , with <i>global</i> as the global default. If unspecified, font-defaults from the layout block is taken.	
ly:grob-array? <i>x</i>	[Function]
Is <i>x</i> a Grob_array object?	
ly:grob-array-length <i>grob-arr</i>	[Function]
Return the length of <i>grob-arr</i> .	
ly:grob-array-ref <i>grob-arr index</i>	[Function]
Retrieve the <i>index</i> th element of <i>grob-arr</i> .	
ly:grob-basic-properties <i>grob</i>	[Function]
Get the immutable properties of <i>grob</i> .	
ly:grob-common-refpoint <i>grob other axis</i>	[Function]
Find the common refpoint of <i>grob</i> and <i>other</i> for <i>axis</i> .	
ly:grob-common-refpoint-of-array <i>grob others axis</i>	[Function]
Find the common refpoint of <i>grob</i> and <i>others</i> (a grob-array) for <i>axis</i> .	
ly:grob-default-font <i>grob</i>	[Function]
Return the default font for grob <i>gr</i> .	
ly:grob-extent <i>grob refp axis</i>	[Function]
Get the extent in <i>axis</i> direction of <i>grob</i> relative to the grob <i>refp</i> .	
ly:grob-interfaces <i>grob</i>	[Function]
Return the interfaces list of grob <i>grob</i> .	
ly:grob-layout <i>grob</i>	[Function]
Get \layout definition from grob <i>grob</i> .	
ly:grob-object <i>grob sym</i>	[Function]
Return the value of a pointer in grob <i>g</i> of property <i>sym</i> . It returns '() (end-of-list) if <i>sym</i> is undefined in <i>g</i> .	
ly:grob-original <i>grob</i>	[Function]
Return the unbroken original grob of <i>grob</i> .	
ly:grob-parent <i>grob axis</i>	[Function]
Get the parent of <i>grob</i> . <i>axis</i> is 0 for the X-axis, 1 for the Y-axis.	
ly:grob-pq<? <i>a b</i>	[Function]
Compare two grob priority queue entries. This is an internal function.	
ly:grob-properties <i>grob</i>	[Function]
Get the mutable properties of <i>grob</i> .	

- ly:grob-property** *grob sym val* [Function]
Return the value for property *sym* of *grob*. If no value is found, return *val* or '()' if *val* is not specified.
- ly:grob-property-data** *grob sym* [Function]
Return the value for property *sym* of *grob*, but do not process callbacks.
- ly:grob-relative-coordinate** *grob refp axis* [Function]
Get the coordinate in *axis* direction of *grob* relative to the grob *refp*.
- ly:grob-robust-relative-extent** *grob refp axis* [Function]
Get the extent in *axis* direction of *grob* relative to the grob *refp*, or (0,0) if empty.
- ly:grob-script-priority-less** *a b* [Function]
Compare two grobs by script priority. For internal use.
- ly:grob-set-nested-property!** *grob symlist val* [Function]
Set nested property *symlist* in grob *grob* to value *val*.
- ly:grob-set-object!** *grob sym val* [Function]
Set *sym* in grob *grob* to value *val*.
- ly:grob-set-parent!** *grob axis parent-grob* [Function]
Set *parent-grob* the parent of grob *grob* in axis *axis*.
- ly:grob-set-property!** *grob sym val* [Function]
Set *sym* in grob *grob* to value *val*.
- ly:grob-staff-position** *sg* [Function]
Return the Y-position of *sg* relative to the staff.
- ly:grob-suicide!** *grob* [Function]
Kill *grob*.
- ly:grob-system** *grob* [Function]
Return the system grob of *grob*.
- ly:grob-translate-axis!** *grob d a* [Function]
Translate *g* on axis *a* over distance *d*.
- ly:grouping-rules** *settings time-signature rule-type* [Function]
Return grouping rules for *time-signature* and *rule-type* from *settings*.
- ly:gulp-file** *name size* [Function]
Read the file *name*, and return its contents in a string. The file is looked up using the search path.
- ly:hash-table-keys** *tab* [Function]
Return a list of keys in *tab*.
- ly:inch** *num* [Function]
num inches.
- ly:input-both-locations** *sip* [Function]
Return input location in *sip* as (file-name first-line first-column last-line last-column).

- ly:input-file-line-char-column** *sip* [Function]
Return input location in *sip* as (file-name line char column).
- ly:input-location?** *x* [Function]
Is *x* an input-location?
- ly:input-message** *sip msg rest* [Function]
Print *msg* as a GNU compliant error message, pointing to the location in *sip*. *msg* is interpreted similar to **format**'s argument, using *rest*.
- ly:interpret-music-expression** *mus ctx* [Function]
Interpret the music expression *mus* in the global context *ctx*. The context is returned in its final state.
- ly:interpret-stencil-expression** *expr func arg1 offset* [Function]
Parse *expr*, feed bits to *func* with first arg *arg1* having offset *offset*.
- ly:intlog2** *d* [Function]
The 2-logarithm of 1/*d*.
- ly:is-listened-event-class** *sym* [Function]
Is *sym* a listened event class?
- ly:item?** *g* [Function]
Is *g* an Item object?
- ly:item-break-dir** *it* [Function]
The break status direction of item *it*. -1 means end of line, 0 unbroken, and 1 beginning of line.
- ly:iterator?** *x* [Function]
Is *x* a Music_iterator object?
- ly:lexer-keywords** *lexer* [Function]
Return a list of (KEY . CODE) pairs, signifying the LilyPond reserved words list.
- ly:lily-lexer?** *x* [Function]
Is *x* a Lily_lexer object?
- ly:lily-parser?** *x* [Function]
Is *x* a Lily_parser object?
- ly:listener?** *x* [Function]
Is *x* a Listener object?
- ly:make-book** *paper header scores* [Function]
Make a \book of *paper* and *header* (which may be #f as well) containing \scores.
- ly:make-book-part** *scores* [Function]
Make a \bookpart containing \scores.
- ly:make-dispatcher** [Function]
Return a newly created dispatcher.

- ly:make-duration** *length dotcount num den* [Function]
length is the negative logarithm (base 2) of the duration: 1 is a half note, 2 is a quarter note, 3 is an eighth note, etc. The number of dots after the note is given by the optional argument *dotcount*.
 The duration factor is optionally given by *num* and *den*.
 A duration is a musical duration, i.e., a length of time described by a power of two (whole, half, quarter, etc.) and a number of augmentation dots.
- ly:make-global-context** *output-def* [Function]
 Set up a global interpretation context, using the output block *output-def*. The context is returned.
- ly:make-global-translator** *global* [Function]
 Create a translator group and connect it to the global context *global*. The translator group is returned.
- ly:make-listener** *callback* [Function]
 Create a listener. Any time the listener hears an object, it will call *callback* with that object. *callback* should take exactly one argument.
- ly:make-moment** *n d gn gd* [Function]
 Create the rational number with main timing n/d , and optional grace timing gn/gd .
 A *moment* is a point in musical time. It consists of a pair of rationals (m, g), where m is the timing for the main notes, and g the timing for grace notes. In absence of grace notes, g is zero.
- ly:make-music** *props* [Function]
 Make a C++ *Music* object and initialize it with *props*.
 This function is for internal use and is only called by **make-music**, which is the preferred interface for creating music objects.
- ly:make-music-function** *signature func* [Function]
 Make a function to process music, to be used for the parser. *func* is the function, and *signature* describes its arguments. *signature* is a list containing either **ly:music?** predicates or other type predicates.
- ly:make-output-def** [Function]
 Make an output definition.
- ly:make-page-label-marker** *label* [Function]
 Return page marker with label.
- ly:make-page-permission-marker** *symbol permission* [Function]
 Return page marker with page breaking and turning permissions.
- ly:make-pango-description-string** *chain size* [Function]
 Make a *PangoFontDescription* string for the property alist *chain* at size *size*.
- ly:make-paper-outputter** *port format* [Function]
 Create an outputter that evaluates within *output-format*, writing to *port*.
- ly:make-pitch** *octave note alter* [Function]
octave is specified by an integer, zero for the octave containing middle C. *note* is a number indexing the global default scale, with 0 corresponding to pitch C and 6 usually corresponding to pitch B. *alter* is a rational number of 200-cent whole tones for alteration.

- ly:make-prob** *type init rest* [Function]
Create a **Prob** object.
- ly:make-scale** *steps* [Function]
Create a scale. The argument is a vector of rational numbers, each of which represents the number of 200 cent tones of a pitch above the tonic.
- ly:make-score** *music* [Function]
Return score with *music* encapsulated in *score*.
- ly:make-simple-closure** *expr* [Function]
Make a simple closure. *expr* should be form of *(func a1 A2 ...)*, and will be invoked as *(func delayed-arg a1 a2 ...)*.
- ly:make-stencil** *expr xext yext* [Function]
Stencils are device independent output expressions. They carry two pieces of information:
1. A specification of how to print this object. This specification is processed by the output backends, for example *'scm/output-ps.scm'*.
 2. The vertical and horizontal extents of the object, given as pairs. If an extent is unspecified (or if you use *(1000 . -1000)* as its value), it is taken to be empty.
- ly:make-stream-event** *cl proplist* [Function]
Create a stream event of class *cl* with the given mutable property list.
- ly:message** *str rest* [Function]
A Scheme callable function to issue the message *str*. The message is formatted with **format** and *rest*.
- ly:minimal-breaking** *pb* [Function]
Break (pages and lines) the **Paper_book** object *pb* without looking for optimal spacing: stack as many lines on a page before moving to the next one.
- ly:mm** *num* [Function]
num mm.
- ly:module->alist** *mod* [Function]
Dump the contents of module *mod* as an alist.
- ly:module-copy** *dest src* [Function]
Copy all bindings from module *src* into *dest*.
- ly:modules-lookup** *modules sym def* [Function]
Look up *sym* in the list *modules*, returning the first occurrence. If not found, return *def* or **#f** if *def* isn't specified.
- ly:moment?** *x* [Function]
Is *x* a **Moment** object?
- ly:moment<?** *a b* [Function]
Compare two moments.
- ly:moment-add** *a b* [Function]
Add two moments.
- ly:moment-div** *a b* [Function]
Divide two moments.

<code>ly:moment-grace-denominator</code> <i>mom</i>	[Function]
Extract denominator from grace timing.	
<code>ly:moment-grace-numerator</code> <i>mom</i>	[Function]
Extract numerator from grace timing.	
<code>ly:moment-main-denominator</code> <i>mom</i>	[Function]
Extract denominator from main timing.	
<code>ly:moment-main-numerator</code> <i>mom</i>	[Function]
Extract numerator from main timing.	
<code>ly:moment-mod</code> <i>a b</i>	[Function]
Modulo of two moments.	
<code>ly:moment-mul</code> <i>a b</i>	[Function]
Multiply two moments.	
<code>ly:moment-sub</code> <i>a b</i>	[Function]
Subtract two moments.	
<code>ly:music?</code> <i>obj</i>	[Function]
Is <i>obj</i> a music object?	
<code>ly:music-compress</code> <i>m factor</i>	[Function]
Compress music object <i>m</i> by moment <i>factor</i> .	
<code>ly:music-deep-copy</code> <i>m</i>	[Function]
Copy <i>m</i> and all sub expressions of <i>m</i> .	
<code>ly:music-duration-compress</code> <i>mus fact</i>	[Function]
Compress <i>mus</i> by factor <i>fact</i> , which is a <code>Moment</code> .	
<code>ly:music-duration-length</code> <i>mus</i>	[Function]
Extract the duration field from <i>mus</i> and return the length.	
<code>ly:music-function?</code> <i>x</i>	[Function]
Is <i>x</i> a <code>music-function</code> ?	
<code>ly:music-function-extract</code> <i>x</i>	[Function]
Return the Scheme function inside <i>x</i> .	
<code>ly:music-length</code> <i>mus</i>	[Function]
Get the length of music expression <i>mus</i> and return it as a <code>Moment</code> object.	
<code>ly:music-list?</code> <i>lst</i>	[Function]
Is <i>lst</i> a list of music objects?	
<code>ly:music-mutable-properties</code> <i>mus</i>	[Function]
Return an alist containing the mutable properties of <i>mus</i> . The immutable properties are not available, since they are constant and initialized by the <code>make-music</code> function.	
<code>ly:music-output?</code> <i>x</i>	[Function]
Is <i>x</i> a <code>Music_output</code> object?	
<code>ly:music-property</code> <i>mus sym val</i>	[Function]
Return the value for property <i>sym</i> of music expression <i>mus</i> . If no value is found, return <i>val</i> or '() if <i>val</i> is not specified.	

ly:music-set-property! <i>mus sym val</i>	[Function]
Set property <i>sym</i> in music expression <i>mus</i> to <i>val</i> .	
ly:music-transpose <i>m p</i>	[Function]
Transpose <i>m</i> such that central C is mapped to <i>p</i> . Return <i>m</i> .	
ly:note-column-accidentals <i>note-column</i>	[Function]
Return the <code>AccidentalPlacement</code> grob from <i>note-column</i> if any, or <code>SCM_EOL</code> otherwise.	
ly:note-column-dot-column <i>note-column</i>	[Function]
Return the <code>DotColumn</code> grob from <i>note-column</i> if any, or <code>SCM_EOL</code> otherwise.	
ly:note-head::stem-attachment <i>font-metric glyph-name</i>	[Function]
Get attachment in <i>font-metric</i> for attaching a stem to notehead <i>glyph-name</i> .	
ly:number->string <i>s</i>	[Function]
Convert <i>num</i> to a string without generating many decimals.	
ly:optimal-breaking <i>pb</i>	[Function]
Optimally break (pages and lines) the <code>Paper_book</code> object <i>pb</i> to minimize badness in both vertical and horizontal spacing.	
ly:option-usage	[Function]
Print <code>ly:set-option</code> usage.	
ly:otf->cff <i>otf-file-name</i>	[Function]
Convert the contents of an OTF file to a CFF file, returning it as a string.	
ly:otf-font? <i>font</i>	[Function]
Is <i>font</i> an OpenType font?	
ly:otf-font-glyph-info <i>font glyph</i>	[Function]
Given the font metric <i>font</i> of an OpenType font, return the information about named glyph <i>glyph</i> (a string).	
ly:otf-font-table-data <i>font tag</i>	[Function]
Extract a table <i>tag</i> from <i>font</i> . Return empty string for non-existent <i>tag</i> .	
ly:otf-glyph-count <i>font</i>	[Function]
Return the number of glyphs in <i>font</i> .	
ly:otf-glyph-list <i>font</i>	[Function]
Return a list of glyph names for <i>font</i> .	
ly:output-def? <i>def</i>	[Function]
Is <i>def</i> an output definition?	
ly:output-def-clone <i>def</i>	[Function]
Clone output definition <i>def</i> .	
ly:output-def-lookup <i>def sym val</i>	[Function]
Return the value of <i>sym</i> in output definition <i>def</i> (e.g., <code>\paper</code>). If no value is found, return <i>val</i> or <code>()</code> if <i>val</i> is undefined.	
ly:output-def-parent <i>def</i>	[Function]
Return the parent output definition of <i>def</i> .	

ly:output-def-scope <i>def</i>	[Function]
Return the variable scope inside <i>def</i> .	
ly:output-def-set-variable! <i>def sym val</i>	[Function]
Set an output definition <i>def</i> variable <i>sym</i> to <i>val</i> .	
ly:output-description <i>output-def</i>	[Function]
Return the description of translators in <i>output-def</i> .	
ly:output-formats	[Function]
Formats passed to ‘--format’ as a list of strings, used for the output.	
ly:outputter-close <i>outputter</i>	[Function]
Close port of <i>outputter</i> .	
ly:outputter-dump-stencil <i>outputter stencil</i>	[Function]
Dump stencil <i>expr</i> onto <i>outputter</i> .	
ly:outputter-dump-string <i>outputter str</i>	[Function]
Dump <i>str</i> onto <i>outputter</i> .	
ly:outputter-module <i>outputter</i>	[Function]
Return output module of <i>outputter</i> .	
ly:outputter-output-scheme <i>outputter expr</i>	[Function]
Eval <i>expr</i> in module of <i>outputter</i> .	
ly:outputter-port <i>outputter</i>	[Function]
Return output port for <i>outputter</i> .	
ly:page-marker? <i>x</i>	[Function]
Is <i>x</i> a <i>Page_marker</i> object?	
ly:page-turn-breaking <i>pb</i>	[Function]
Optimally break (pages and lines) the <i>Paper_book</i> object <i>pb</i> such that page turns only happen in specified places, returning its pages.	
ly:pango-font? <i>f</i>	[Function]
Is <i>f</i> a pango font?	
ly:pango-font-physical-fonts <i>f</i>	[Function]
Return alist of (ps-name file-name font-index) lists for Pango font <i>f</i> .	
ly:paper-book? <i>x</i>	[Function]
Is <i>x</i> a <i>Paper_book</i> object?	
ly:paper-book-pages <i>pb</i>	[Function]
Return pages in <i>Paper_book</i> object <i>pb</i> .	
ly:paper-book-paper <i>pb</i>	[Function]
Return the paper output definition (<i>\paper</i>) in <i>Paper_book</i> object <i>pb</i> .	
ly:paper-book-performances <i>pb</i>	[Function]
Return performances in <i>Paper_book</i> object <i>pb</i> .	
ly:paper-book-scopes <i>pb</i>	[Function]
Return scopes in <i>Paper_book</i> object <i>pb</i> .	

<code>ly:paper-book-systems</code> <i>pb</i>	[Function]
Return systems in <code>Paper_book</code> object <i>pb</i> .	
<code>ly:paper-fonts</code> <i>def</i>	[Function]
Return a list containing the fonts from output definition <i>def</i> (e.g., <code>\paper</code>).	
<code>ly:paper-get-font</code> <i>def chain</i>	[Function]
Find a font metric in output definition <i>def</i> satisfying the font-qualifiers in alist chain <i>chain</i> , and return it. (An alist chain is a list of alists, containing grob properties.)	
<code>ly:paper-get-number</code> <i>def sym</i>	[Function]
Return the value of variable <i>sym</i> in output definition <i>def</i> as a double.	
<code>ly:paper-outputscales</code> <i>def</i>	[Function]
Return the output-scale for output definition <i>def</i> .	
<code>ly:paper-score-paper-systems</code> <i>paper-score</i>	[Function]
Return vector of <code>paper_system</code> objects from <i>paper-score</i> .	
<code>ly:paper-system?</code> <i>obj</i>	[Function]
Is <i>obj</i> a C++ Prob object of type <code>paper-system</code> ?	
<code>ly:paper-system-minimum-distance</code> <i>sys1 sys2</i>	[Function]
Measure the minimum distance between these two paper-systems, using their stored skylines if possible and falling back to their extents otherwise.	
<code>ly:parse-file</code> <i>name</i>	[Function]
Parse a single <code>.ly</code> file. Upon failure, throw <code>ly-file-failed</code> key.	
<code>ly:parser-clear-error</code> <i>parser</i>	[Function]
Clear the error flag for the parser.	
<code>ly:parser-clone</code> <i>parser-smob</i>	[Function]
Return a clone of <i>parser-smob</i> .	
<code>ly:parser-define!</code> <i>parser-smob symbol val</i>	[Function]
Bind <i>symbol</i> to <i>val</i> in <i>parser-smob</i> 's module.	
<code>ly:parser-error</code> <i>parser msg input</i>	[Function]
Display an error message and make the parser fail.	
<code>ly:parser-has-error?</code> <i>parser</i>	[Function]
Does <i>parser</i> have an error flag?	
<code>ly:parser-lexer</code> <i>parser-smob</i>	[Function]
Return the lexer for <i>parser-smob</i> .	
<code>ly:parser-lookup</code> <i>parser-smob symbol</i>	[Function]
Look up <i>symbol</i> in <i>parser-smob</i> 's module. Return <code>'()</code> if not defined.	
<code>ly:parser-output-name</code> <i>parser</i>	[Function]
Return the base name of the output file.	
<code>ly:parser-parse-string</code> <i>parser-smob ly-code</i>	[Function]
Parse the string <i>ly-code</i> with <i>parser-smob</i> . Upon failure, throw <code>ly-file-failed</code> key.	
<code>ly:parser-set-note-names</code> <i>parser names</i>	[Function]
Replace current note names in <i>parser</i> . <i>names</i> is an alist of symbols. This only has effect if the current mode is notes.	

ly:parser-set-repetition-function <i>parser fun</i>	[Function]
Replace the current repetition function in <i>parser</i> . <i>fun</i> is the new repetition function.	
ly:parser-set-repetition-symbol <i>parser sym</i>	[Function]
Replace the current repetition symbol in <i>parser</i> . <i>sym</i> is the new repetition symbol.	
ly:performance-write <i>performance filename</i>	[Function]
Write <i>performance</i> to <i>filename</i> .	
ly:pfb->pfa <i>pfb-file-name</i>	[Function]
Convert the contents of a PFB file to PFA.	
ly:pitch? <i>x</i>	[Function]
Is <i>x</i> a Pitch object?	
ly:pitch<? <i>p1 p2</i>	[Function]
Is <i>p1</i> lexicographically smaller than <i>p2</i> ?	
ly:pitch-alteration <i>pp</i>	[Function]
Extract the alteration from pitch <i>pp</i> .	
ly:pitch-diff <i>pitch root</i>	[Function]
Return pitch <i>delta</i> such that <i>pitch</i> transposed by <i>delta</i> equals <i>root</i> .	
ly:pitch-negate <i>p</i>	[Function]
Negate <i>p</i> .	
ly:pitch-notename <i>pp</i>	[Function]
Extract the note name from pitch <i>pp</i> .	
ly:pitch-octave <i>pp</i>	[Function]
Extract the octave from pitch <i>pp</i> .	
ly:pitch-quartertones <i>pp</i>	[Function]
Calculate the number of quarter tones of <i>pp</i> from middle C.	
ly:pitch-semitones <i>pp</i>	[Function]
Calculate the number of semitones of <i>pp</i> from middle C.	
ly:pitch-steps <i>p</i>	[Function]
Number of steps counted from middle C of the pitch <i>p</i> .	
ly:pitch-transpose <i>p delta</i>	[Function]
Transpose <i>p</i> by the amount <i>delta</i> , where <i>delta</i> is relative to middle C.	
ly:pointer-group-interface::add-grob <i>grob sym grob-element</i>	[Function]
Add <i>grob-element</i> to <i>grob</i> 's <i>sym</i> grob array.	
ly:position-on-line? <i>sg spos</i>	[Function]
Return whether <i>spos</i> is on a line of the staff associated with the grob <i>sg</i> (even on an extender line).	
ly:prob? <i>x</i>	[Function]
Is <i>x</i> a Prob object?	
ly:prob-immutable-properties <i>prob</i>	[Function]
Retrieve an alist of mutable properties.	

- ly:prob-mutable-properties** *prob* [Function]
Retrieve an alist of mutable properties.
- ly:prob-property** *prob sym val* [Function]
Return the value for property *sym* of Prob object *prob*. If no value is found, return *val* or '()' if *val* is not specified.
- ly:prob-property?** *obj sym* [Function]
Is boolean prop *sym* set?
- ly:prob-set-property!** *obj sym value* [Function]
Set property *sym* of *obj* to *value*.
- ly:prob-type?** *obj type* [Function]
Is *obj* the specified prob-type?
- ly:programming-error** *str rest* [Function]
A Scheme callable function to issue the internal warning *str*. The message is formatted with *format* and *rest*.
- ly:progress** *str rest* [Function]
A Scheme callable function to print progress *str*. The message is formatted with *format* and *rest*.
- ly:property-lookup-stats** *sym* [Function]
Return hash table with a property access corresponding to *sym*. Choices are **prob**, **grob**, and **context**.
- ly:protects** [Function]
Return hash of protected objects.
- ly:pt** *num* [Function]
num printer points.
- ly:register-stencil-expression** *symbol* [Function]
Add *symbol* as head of a stencil expression.
- ly:relative-group-extent** *elements common axis* [Function]
Determine the extent of *elements* relative to *common* in the *axis* direction.
- ly:reset-all-fonts** [Function]
Forget all about previously loaded fonts.
- ly:round-filled-box** *xext yext blot* [Function]
Make a **Stencil** object that prints a black box of dimensions *xext*, *yext* and roundness *blot*.
- ly:round-filled-polygon** *points blot* [Function]
Make a **Stencil** object that prints a black polygon with corners at the points defined by *points* (list of coordinate pairs) and roundness *blot*.
- ly:run-translator** *mus output-def* [Function]
Process *mus* according to *output-def*. An interpretation context is set up, and *mus* is interpreted with it. The context is returned in its final state.
Optionally, this routine takes an object-key to uniquely identify the score block containing it.
- ly:score?** *x* [Function]
Is *x* a **Score** object?

- ly:score-add-output-def!** *score def* [Function]
Add an output definition *def* to *score*.
- ly:score-embedded-format** *score layout* [Function]
Run *score* through *layout* (an output definition) scaled to correct output-scale already, returning a list of layout-lines.
- ly:score-error?** *score* [Function]
Was there an error in the score?
- ly:score-header** *score* [Function]
Return score header.
- ly:score-music** *score* [Function]
Return score music.
- ly:score-output-defs** *score* [Function]
All output definitions in a score.
- ly:score-set-header!** *score module* [Function]
Set the score header.
- ly:set-default-scale** *scale* [Function]
Set the global default scale. This determines the tuning of pitches with no accidentals or key signatures. The first pitch is C. Alterations are calculated relative to this scale. The number of pitches in this scale determines the number of scale steps that make up an octave. Usually the 7-note major scale.
- ly:set-grob-modification-callback** *cb* [Function]
Specify a procedure that will be called every time LilyPond modifies a grob property. The callback will receive as arguments the grob that is being modified, the name of the C++ file in which the modification was requested, the line number in the C++ file in which the modification was requested, the name of the function in which the modification was requested, the property to be changed, and the new value for the property.
- ly:set-middle-C!** *context* [Function]
Set the `middleCPosition` variable in *context* based on the variables `middleCClefPosition` and `middleCOffset`.
- ly:set-option** *var val* [Function]
Set a program option.
- ly:set-property-cache-callback** *cb* [Function]
Specify a procedure that will be called whenever lilypond calculates a callback function and caches the result. The callback will receive as arguments the grob whose property it is, the name of the property, the name of the callback that calculated the property, and the new (cached) value of the property.
- ly:simple-closure?** *clos* [Function]
Is *clos* a simple closure?
- ly:skyline?** *x* [Function]
Is *x* a Skyline object?
- ly:skyline-pair?** *x* [Function]
Is *x* a Skyline_pair object?

- ly:smob-protects** [Function]
Return LilyPond's internal smob protection list.
- ly:solve-spring-rod-problem** *springs rods length ragged* [Function]
Solve a spring and rod problem for *count* objects, that are connected by *count*-1 *springs*, and an arbitrary number of *rods*. *count* is implicitly given by *springs* and *rods*. The *springs* argument has the format (*ideal*, *inverse_hook*) and *rods* is of the form (*idx1*, *idx2*, *distance*).
length is a number, *ragged* a boolean.
The function returns a list containing the force (positive for stretching, negative for compressing and *#f* for non-satisfied constraints) followed by *spring-count*+1 positions of the objects.
- ly:source-file?** *x* [Function]
Is *x* a *Source_file* object?
- ly:spanner?** *g* [Function]
Is *g* a spanner object?
- ly:spanner-bound** *spanner dir* [Function]
Get one of the bounds of *spanner*. *dir* is -1 for left, and 1 for right.
- ly:spanner-broken-into** *spanner* [Function]
Return broken-into list for *spanner*.
- ly:staff-symbol-line-thickness** *grob* [Function]
Returns the *line-thickness* of the staff associated with *grob*.
- ly:staff-symbol-staff-space** *grob* [Function]
Returns the *staff-space* of the staff associated with *grob*.
- ly:start-environment** [Function]
Return the environment (a list of strings) that was in effect at program start.
- ly:stderr-redirect** *file-name mode* [Function]
Redirect stderr to *file-name*, opened with *mode*.
- ly:stencil?** *x* [Function]
Is *x* a *Stencil* object?
- ly:stencil-add** *args* [Function]
Combine stencils. Takes any number of arguments.
- ly:stencil-aligned-to** *stil axis dir* [Function]
Align *stil* using its own extents. *dir* is a number. -1 and 1 are left and right, respectively. Other values are interpolated (so 0 means the center).
- ly:stencil-combine-at-edge** *first axis direction second padding minimum* [Function]
Construct a stencil by putting *second* next to *first*. *axis* can be 0 (x-axis) or 1 (y-axis). *direction* can be -1 (left or down) or 1 (right or up). The stencils are juxtaposed with *padding* as extra space. If this puts the reference points closer than *minimum*, they are moved by the latter amount. *first* and *second* may also be '()' or *#f*.
- ly:stencil-empty?** *stil* [Function]
Return whether *stil* is empty.

- ly:stencil-expr** *stil* [Function]
Return the expression of *stil*.
- ly:stencil-extent** *stil axis* [Function]
Return a pair of numbers signifying the extent of *stil* in *axis* direction (0 or 1 for x and y axis, respectively).
- ly:stencil-fonts** *s* [Function]
Analyze *s*, and return a list of fonts used in *s*.
- ly:stencil-in-color** *stc r g b* [Function]
Put *stc* in a different color.
- ly:stencil-rotate** *stil angle x y* [Function]
Return a stencil *stil* rotated *angle* degrees around the relative offset (x, y). E.g. an offset of (-1, 1) will rotate the stencil around the left upper corner.
- ly:stencil-rotate-absolute** *stil angle x y* [Function]
Return a stencil *stil* rotated *angle* degrees around point (x, y), given in absolute coordinates.
- ly:stencil-translate** *stil offset* [Function]
Return a *stil*, but translated by *offset* (a pair of numbers).
- ly:stencil-translate-axis** *stil amount axis* [Function]
Return a copy of *stil* but translated by *amount* in *axis* direction.
- ly:stream-event?** *x* [Function]
Is *x* a `Stream_event` object?
- ly:string-percent-encode** *str* [Function]
Encode all characters in string *str* with hexadecimal percent escape sequences, with the following exceptions: characters -, ., /, and _; and characters in ranges 0-9, A-Z, and a-z.
- ly:string-substitute** *a b s* [Function]
Replace string *a* by string *b* in string *s*.
- ly:success** *str rest* [Function]
A Scheme callable function to issue a success message *str*. The message is formatted with *format* and *rest*.
- ly:system-font-load** *name* [Function]
Load the OpenType system font '*name.otf*'. Fonts loaded with this command must contain three additional SFNT font tables called LILC, LILF, and LILY, needed for typesetting musical elements. Currently, only the Emmentaler and the Emmentaler-Brace fonts fulfill these requirements.

Note that only `ly:font-get-glyph` and derived code (like `\lookup`) can access glyphs from the system fonts; text strings are handled exclusively via the Pango interface.
- ly:text-interface::interpret-markup** [Function]
Convert a text markup into a stencil. Takes three arguments, *layout*, *props*, and *markup*.
layout is a `\layout` block; it may be obtained from a grob with `ly:grob-layout`. *props* is an alist chain, i.e. a list of alists. This is typically obtained with `(ly:grob-alist-chain grob (ly:output-def-lookup layout 'text-font-defaults))`. *markup* is the markup text to be processed.
- ly:translator?** *x* [Function]
Is *x* a `Translator` object?

<code>ly:translator-context</code> <i>trans</i>	[Function]
Return the context of the translator object <i>trans</i> .	
<code>ly:translator-description</code> <i>me</i>	[Function]
Return an alist of properties of translator <i>me</i> .	
<code>ly:translator-group?</code> <i>x</i>	[Function]
Is <i>x</i> a <code>Translator_group</code> object?	
<code>ly:translator-name</code> <i>trans</i>	[Function]
Return the type name of the translator object <i>trans</i> . The name is a symbol.	
<code>ly:transpose-key-alist</code> <i>l pit</i>	[Function]
Make a new key alist of <i>l</i> transposed by pitch <i>pit</i> .	
<code>ly:truncate-list!</code> <i>lst i</i>	[Function]
Take at most the first <i>i</i> of list <i>lst</i> .	
<code>ly:ttf->pfa</code> <i>ttf-file-name idx</i>	[Function]
Convert the contents of a TrueType font file to PostScript Type 42 font, returning it as a string. The optional <i>idx</i> argument is useful for TrueType collections (TTC) only; it specifies the font index within the TTC. The default value of <i>idx</i> is 0.	
<code>ly:ttf-ps-name</code> <i>ttf-file-name idx</i>	[Function]
Extract the PostScript name from a TrueType font. The optional <i>idx</i> argument is useful for TrueType collections (TTC) only; it specifies the font index within the TTC. The default value of <i>idx</i> is 0.	
<code>ly:unit</code>	[Function]
Return the unit used for lengths as a string.	
<code>ly:usage</code>	[Function]
Print usage message.	
<code>ly:version</code>	[Function]
Return the current lilypond version as a list, e.g., (1 3 127 uu1).	
<code>ly:warning</code> <i>str rest</i>	[Function]
A Scheme callable function to issue the warning <i>str</i> . The message is formatted with format and <i>rest</i> .	
<code>ly:wide-char->utf-8</code> <i>wc</i>	[Function]
Encode the Unicode codepoint <i>wc</i> , an integer, as UTF-8.	

Appendix A Indices

A.1 Concept index

(Index is nonexistent)

A.2 Function index

ly:add-context-mod.....	457	ly:duration<?.....	459
ly:add-file-name-alist.....	457	ly:duration?.....	459
ly:add-interface.....	457	ly:effective-prefix.....	460
ly:add-listener.....	457	ly:engraver-make-grob.....	460
ly:add-option.....	457	ly:error.....	460
ly:all-grob-interfaces.....	457	ly:eval-simple-closure.....	460
ly:all-options.....	457	ly:event-deep-copy.....	460
ly:all-stencil-expressions.....	457	ly:event-property.....	460
ly:assoc-get.....	457	ly:event-set-property!.....	460
ly:axis-group-interface::add-element.....	457	ly:expand-environment.....	460
ly:beam-grouping.....	457	ly:export.....	460
ly:beat-grouping.....	457	ly:find-file.....	460
ly:book-add-bookpart!.....	457	ly:font-config-add-directory.....	460
ly:book-add-score!.....	457	ly:font-config-add-font.....	460
ly:book-process.....	457	ly:font-config-display-fonts.....	460
ly:book-process-to-systems.....	457	ly:font-config-get-font-file.....	460
ly:box?.....	458	ly:font-design-size.....	460
ly:bp.....	458	ly:font-file-name.....	460
ly:bracket.....	458	ly:font-get-glyph.....	461
ly:broadcast.....	458	ly:font-glyph-name-to-charcode.....	461
ly:camel-case->lisp-identifier.....	458	ly:font-glyph-name-to-index.....	461
ly:chain-assoc-get.....	458	ly:font-index-to-charcode.....	461
ly:clear-anonymous-modules.....	458	ly:font-magnification.....	461
ly:cm.....	458	ly:font-metric?.....	461
ly:command-line-code.....	458	ly:font-name.....	461
ly:command-line-options.....	458	ly:font-sub-fonts.....	461
ly:command-line-verbose?.....	458	ly:format.....	461
ly:connect-dispatchers.....	458	ly:format-output.....	461
ly:context-current-moment.....	458	ly:get-all-function-documentation.....	461
ly:context-event-source.....	458	ly:get-all-translators.....	461
ly:context-events-below.....	458	ly:get-context-mods.....	461
ly:context-find.....	458	ly:get-listened-event-classes.....	461
ly:context-grob-definition.....	458	ly:get-option.....	462
ly:context-id.....	459	ly:gettext.....	462
ly:context-name.....	459	ly:grob-alist-chain.....	462
ly:context-now.....	459	ly:grob-array-length.....	462
ly:context-parent.....	459	ly:grob-array-ref.....	462
ly:context-property.....	459	ly:grob-array?.....	462
ly:context-property-where-defined.....	459	ly:grob-basic-properties.....	462
ly:context-pushpop-property.....	459	ly:grob-common-refpoint.....	462
ly:context-set-property!.....	459	ly:grob-common-refpoint-of-array.....	462
ly:context-unset-property.....	459	ly:grob-default-font.....	462
ly:context?.....	458	ly:grob-extent.....	462
ly:default-scale.....	459	ly:grob-interfaces.....	462
ly:dimension?.....	459	ly:grob-layout.....	462
ly:dir?.....	459	ly:grob-object.....	462
ly:dispatcher?.....	459	ly:grob-original.....	462
ly:duration->string.....	459	ly:grob-parent.....	462
ly:duration-dot-count.....	459	ly:grob-pq<?.....	462
ly:duration-factor.....	459	ly:grob-properties.....	462
ly:duration-length.....	460	ly:grob-property.....	463
ly:duration-log.....	460	ly:grob-property-data.....	463

ly:grob-relative-coordinate	463	ly:moment-mod	467
ly:grob-robust-relative-extent	463	ly:moment-mul	467
ly:grob-script-priority-less	463	ly:moment-sub	467
ly:grob-set-nested-property!	463	ly:moment<?	466
ly:grob-set-object!	463	ly:moment?	466
ly:grob-set-parent!	463	ly:music-compress	467
ly:grob-set-property!	463	ly:music-deep-copy	467
ly:grob-staff-position	463	ly:music-duration-compress	467
ly:grob-suicide!	463	ly:music-duration-length	467
ly:grob-system	463	ly:music-function-extract	467
ly:grob-translate-axis!	463	ly:music-function?	467
ly:grob?	462	ly:music-length	467
ly:grouping-rules	463	ly:music-list?	467
ly:gulp-file	463	ly:music-mutable-properties	467
ly:hash-table-keys	463	ly:music-output?	467
ly:inch	463	ly:music-property	467
ly:input-both-locations	463	ly:music-set-property!	468
ly:input-file-line-char-column	464	ly:music-transpose	468
ly:input-location?	464	ly:music?	467
ly:input-message	464	ly:note-column-accidentals	468
ly:interpret-music-expression	464	ly:note-column-dot-column	468
ly:interpret-stencil-expression	464	ly:note-head::stem-attachment	468
ly:intlog2	464	ly:number->string	468
ly:is-listened-event-class	464	ly:optimal-breaking	468
ly:item-break-dir	464	ly:option-usage	468
ly:item?	464	ly:otf->cff	468
ly:iterator?	464	ly:otf-font-glyph-info	468
ly:lexer-keywords	464	ly:otf-font-table-data	468
ly:lily-lexer?	464	ly:otf-font?	468
ly:lily-parser?	464	ly:otf-glyph-count	468
ly:listener?	464	ly:otf-glyph-list	468
ly:make-book	464	ly:output-def-clone	468
ly:make-book-part	464	ly:output-def-lookup	468
ly:make-dispatcher	464	ly:output-def-parent	468
ly:make-duration	465	ly:output-def-scope	469
ly:make-global-context	465	ly:output-def-set-variable!	469
ly:make-global-translator	465	ly:output-def?	468
ly:make-listener	465	ly:output-description	469
ly:make-moment	465	ly:output-formats	469
ly:make-music	465	ly:outputter-close	469
ly:make-music-function	465	ly:outputter-dump-stencil	469
ly:make-output-def	465	ly:outputter-dump-string	469
ly:make-page-label-marker	465	ly:outputter-module	469
ly:make-page-permission-marker	465	ly:outputter-output-scheme	469
ly:make-pango-description-string	465	ly:outputter-port	469
ly:make-paper-outputter	465	ly:page-marker?	469
ly:make-pitch	465	ly:page-turn-breaking	469
ly:make-prob	466	ly:pango-font-physical-fonts	469
ly:make-scale	466	ly:pango-font?	469
ly:make-score	466	ly:paper-book-pages	469
ly:make-simple-closure	466	ly:paper-book-paper	469
ly:make-stencil	466	ly:paper-book-performances	469
ly:make-stream-event	466	ly:paper-book-scopes	469
ly:message	466	ly:paper-book-systems	470
ly:minimal-breaking	466	ly:paper-book?	469
ly:mm	466	ly:paper-fonts	470
ly:module->alist	466	ly:paper-get-font	470
ly:module-copy	466	ly:paper-get-number	470
ly:modules-lookup	466	ly:paper-outputscale	470
ly:moment-add	466	ly:paper-score-paper-systems	470
ly:moment-div	466	ly:paper-system-minimum-distance	470
ly:moment-grace-denominator	467	ly:paper-system?	470
ly:moment-grace-numerator	467	ly:parse-file	470
ly:moment-main-denominator	467	ly:parser-clear-error	470
ly:moment-main-numerator	467	ly:parser-clone	470

ly:parser-define!	470	ly:set-default-scale	473
ly:parser-error	470	ly:set-grob-modification-callback	473
ly:parser-has-error?	470	ly:set-middle-C!	473
ly:parser-lexer	470	ly:set-option	473
ly:parser-lookup	470	ly:set-property-cache-callback	473
ly:parser-output-name	470	ly:simple-closure?	473
ly:parser-parse-string	470	ly:skyline-pair?	473
ly:parser-set-note-names	470	ly:skyline?	473
ly:parser-set-repetition-function	471	ly:smob-protects	474
ly:parser-set-repetition-symbol	471	ly:solve-spring-rod-problem	474
ly:performance-write	471	ly:source-file?	474
ly:pfb->pfa	471	ly:spanner-bound	474
ly:pitch-alteration	471	ly:spanner-broken-into	474
ly:pitch-diff	471	ly:spanner?	474
ly:pitch-negate	471	ly:staff-symbol-line-thickness	474
ly:pitch-notename	471	ly:staff-symbol-staff-space	474
ly:pitch-octave	471	ly:start-environment	474
ly:pitch-quartertones	471	ly:stderr-redirect	474
ly:pitch-semitones	471	ly:stencil-add	474
ly:pitch-steps	471	ly:stencil-aligned-to	474
ly:pitch-transpose	471	ly:stencil-combine-at-edge	474
ly:pitch<?	471	ly:stencil-empty?	474
ly:pitch?	471	ly:stencil-expr	475
ly:pointer-group-interface::add-grob	471	ly:stencil-extent	475
ly:position-on-line?	471	ly:stencil-fonts	475
ly:prob-immutable-properties	471	ly:stencil-in-color	475
ly:prob-mutable-properties	472	ly:stencil-rotate	475
ly:prob-property	472	ly:stencil-rotate-absolute	475
ly:prob-property?	472	ly:stencil-translate	475
ly:prob-set-property!	472	ly:stencil-translate-axis	475
ly:prob-type?	472	ly:stencil?	474
ly:prob?	471	ly:stream-event?	475
ly:programming-error	472	ly:string-percent-encode	475
ly:progress	472	ly:string-substitute	475
ly:property-lookup-stats	472	ly:success	475
ly:protects	472	ly:system-font-load	475
ly:pt	472	ly:text-interface::interpret-markup	475
ly:register-stencil-expression	472	ly:translator-context	476
ly:relative-group-extent	472	ly:translator-description	476
ly:reset-all-fonts	472	ly:translator-group?	476
ly:round-filled-box	472	ly:translator-name	476
ly:round-filled-polygon	472	ly:translator?	475
ly:run-translator	472	ly:transpose-key-alist	476
ly:score-add-output-def!	473	ly:truncate-list!	476
ly:score-embedded-format	473	ly:ttf->pfa	476
ly:score-error?	473	ly:ttf-ps-name	476
ly:score-header	473	ly:unit	476
ly:score-music	473	ly:usage	476
ly:score-output-defs	473	ly:version	476
ly:score-set-header!	473	ly:warning	476
ly:score?	472	ly:wide-char->utf-8	476