

# LilyPond

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The music typesetter

## Internals Reference

**The LilyPond development team**

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For LilyPond version 2.13.63

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# Table of Contents

<b>1</b>	<b>Music definitions</b>	<b>2</b>
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	DoublePercentEvent	9
1.1.22	EpisemaEvent	9
1.1.23	Event	10
1.1.24	EventChord	10
1.1.25	ExtenderEvent	10
1.1.26	FingeringEvent	11
1.1.27	FootnoteEvent	11
1.1.28	GlissandoEvent	11
1.1.29	GraceMusic	12
1.1.30	HarmonicEvent	12
1.1.31	HyphenEvent	12
1.1.32	KeyChangeEvent	13
1.1.33	LabelEvent	13
1.1.34	LaissezVibrerEvent	13
1.1.35	LigatureEvent	14
1.1.36	LineBreakEvent	14
1.1.37	LyricCombineMusic	14
1.1.38	LyricEvent	15
1.1.39	MarkEvent	15
1.1.40	MultiMeasureRestEvent	16
1.1.41	MultiMeasureRestMusic	16
1.1.42	MultiMeasureTextEvent	16
1.1.43	Music	17
1.1.44	NoteEvent	17
1.1.45	NoteGroupingEvent	17
1.1.46	OttavaMusic	18

1.1.47	OverrideProperty	18
1.1.48	PageBreakEvent	18
1.1.49	PageTurnEvent	19
1.1.50	PartCombineForceEvent	19
1.1.51	PartCombineMusic	19
1.1.52	PartialSet	20
1.1.53	PercentEvent	20
1.1.54	PercentRepeatedMusic	20
1.1.55	PesOrFlexaEvent	21
1.1.56	PhrasingSlurEvent	21
1.1.57	PropertySet	22
1.1.58	PropertyUnset	22
1.1.59	QuoteMusic	22
1.1.60	RelativeOctaveCheck	23
1.1.61	RelativeOctaveMusic	23
1.1.62	RepeatSlashEvent	24
1.1.63	RepeatTieEvent	24
1.1.64	RepeatedChord	24
1.1.65	RepeatedMusic	25
1.1.66	RestEvent	25
1.1.67	RevertProperty	26
1.1.68	ScriptEvent	26
1.1.69	SequentialMusic	26
1.1.70	SimultaneousMusic	27
1.1.71	SkipEvent	27
1.1.72	SkipMusic	28
1.1.73	SlurEvent	28
1.1.74	SoloOneEvent	29
1.1.75	SoloTwoEvent	29
1.1.76	SostenutoEvent	29
1.1.77	SpacingSectionEvent	30
1.1.78	SpanEvent	30
1.1.79	StaffSpanEvent	30
1.1.80	StringNumberEvent	31
1.1.81	StrokeFingerEvent	31
1.1.82	SustainEvent	31
1.1.83	TempoChangeEvent	32
1.1.84	TextScriptEvent	32
1.1.85	TextSpanEvent	32
1.1.86	TieEvent	33
1.1.87	TimeScaledMusic	33
1.1.88	TimeSignatureMusic	33
1.1.89	TransposedMusic	34
1.1.90	TremoloEvent	34
1.1.91	TremoloRepeatedMusic	35
1.1.92	TremoloSpanEvent	35
1.1.93	TrillSpanEvent	36
1.1.94	TupletSpanEvent	36
1.1.95	UnaCordaEvent	36
1.1.96	UnfoldedRepeatedMusic	37
1.1.97	UnisonoEvent	37
1.1.98	UnrelativableMusic	37
1.1.99	VoiceSeparator	38
1.1.100	VoltaRepeatedMusic	38

1.2	Music classes	39
1.2.1	absolute-dynamic-event	39
1.2.2	annotate-output-event	39
1.2.3	apply-output-event	39
1.2.4	arpeggio-event	39
1.2.5	articulation-event	39
1.2.6	bass-figure-event	39
1.2.7	beam-event	39
1.2.8	beam-forbid-event	40
1.2.9	bend-after-event	40
1.2.10	break-dynamic-span-event	40
1.2.11	break-event	40
1.2.12	break-span-event	40
1.2.13	breathing-event	40
1.2.14	cluster-note-event	40
1.2.15	completize-extender-event	40
1.2.16	crescendo-event	40
1.2.17	decrescendo-event	40
1.2.18	double-percent-event	41
1.2.19	dynamic-event	41
1.2.20	episema-event	41
1.2.21	extender-event	41
1.2.22	fingering-event	41
1.2.23	footnote-event	41
1.2.24	glissando-event	41
1.2.25	harmonic-event	41
1.2.26	hyphen-event	41
1.2.27	key-change-event	42
1.2.28	label-event	42
1.2.29	laissez-vibrer-event	42
1.2.30	layout-instruction-event	42
1.2.31	ligature-event	42
1.2.32	line-break-event	42
1.2.33	lyric-event	42
1.2.34	mark-event	42
1.2.35	melodic-event	42
1.2.36	multi-measure-rest-event	42
1.2.37	multi-measure-text-event	43
1.2.38	music-event	43
1.2.39	note-event	43
1.2.40	note-grouping-event	43
1.2.41	page-break-event	44
1.2.42	page-turn-event	44
1.2.43	part-combine-event	44
1.2.44	part-combine-force-event	44
1.2.45	pedal-event	44
1.2.46	percent-event	44
1.2.47	pes-or-flexa-event	44
1.2.48	phrasing-slur-event	44
1.2.49	repeat-slash-event	44
1.2.50	repeat-tie-event	45
1.2.51	rest-event	45
1.2.52	rhythmic-event	45
1.2.53	script-event	45

1.2.54	skip-event	45
1.2.55	slur-event	45
1.2.56	solo-one-event	45
1.2.57	solo-two-event	45
1.2.58	sostenuto-event	45
1.2.59	spacing-section-event	46
1.2.60	span-dynamic-event	46
1.2.61	span-event	46
1.2.62	staff-span-event	46
1.2.63	StreamEvent	46
1.2.64	string-number-event	47
1.2.65	stroke-finger-event	47
1.2.66	sustain-event	47
1.2.67	tempo-change-event	47
1.2.68	text-script-event	47
1.2.69	text-span-event	47
1.2.70	tie-event	47
1.2.71	tremolo-event	48
1.2.72	tremolo-span-event	48
1.2.73	trill-span-event	48
1.2.74	tuplet-span-event	48
1.2.75	una-corda-event	48
1.2.76	unisono-event	48
1.3	Music properties	48

## 2 Translation 54

2.1	Contexts	54
2.1.1	ChoirStaff	54
2.1.2	ChordNames	55
2.1.3	CueVoice	57
2.1.4	Devnull	70
2.1.5	DrumStaff	70
2.1.6	DrumVoice	76
2.1.7	Dynamics	88
2.1.8	FiguredBass	91
2.1.9	FretBoards	92
2.1.10	Global	95
2.1.11	GrandStaff	95
2.1.12	GregorianTranscriptionStaff	97
2.1.13	GregorianTranscriptionVoice	107
2.1.14	Lyrics	120
2.1.15	MensuralStaff	122
2.1.16	MensuralVoice	132
2.1.17	NoteNames	145
2.1.18	PianoStaff	146
2.1.19	RhythmicStaff	149
2.1.20	Score	152
2.1.21	Staff	164
2.1.22	StaffGroup	173
2.1.23	TabStaff	175
2.1.24	TabVoice	182
2.1.25	VaticanaStaff	196
2.1.26	VaticanaVoice	206
2.1.27	Voice	219

2.2	Engravers and Performers .....	232
2.2.1	Accidental_engraver .....	232
2.2.2	Ambitus_engraver .....	233
2.2.3	Arpeggio_engraver .....	233
2.2.4	Auto_beam_engraver .....	234
2.2.5	Axis_group_engraver .....	234
2.2.6	Balloon_engraver .....	235
2.2.7	Bar_engraver .....	235
2.2.8	Bar_number_engraver .....	235
2.2.9	Beam_collision_engraver .....	236
2.2.10	Beam_engraver .....	236
2.2.11	Beam_performer .....	236
2.2.12	Bend_engraver .....	237
2.2.13	Break_align_engraver .....	237
2.2.14	Breathing_sign_engraver .....	237
2.2.15	Chord_name_engraver .....	237
2.2.16	Chord_tremolo_engraver .....	238
2.2.17	Clef_engraver .....	238
2.2.18	Cluster_spanner_engraver .....	239
2.2.19	Collision_engraver .....	239
2.2.20	Completion_heads_engraver .....	239
2.2.21	Completion_rest_engraver .....	240
2.2.22	Control_track_performer .....	240
2.2.23	Cue_clef_engraver .....	240
2.2.24	Custos_engraver .....	241
2.2.25	Default_bar_line_engraver .....	241
2.2.26	Dot_column_engraver .....	242
2.2.27	Dots_engraver .....	242
2.2.28	Double_percent_repeat_engraver .....	242
2.2.29	Drum_note_performer .....	243
2.2.30	Drum_notes_engraver .....	243
2.2.31	Dynamic_align_engraver .....	243
2.2.32	Dynamic_engraver .....	244
2.2.33	Dynamic_performer .....	244
2.2.34	Engraver .....	244
2.2.35	Episema_engraver .....	244
2.2.36	Extender_engraver .....	245
2.2.37	Figured_bass_engraver .....	245
2.2.38	Figured_bass_position_engraver .....	246
2.2.39	Fingering_engraver .....	246
2.2.40	Font_size_engraver .....	246
2.2.41	Footnote_engraver .....	246
2.2.42	Forbid_line_break_engraver .....	247
2.2.43	Fretboard_engraver .....	247
2.2.44	Glissando_engraver .....	248
2.2.45	Grace_beam_engraver .....	248
2.2.46	Grace_engraver .....	249
2.2.47	Grace_spacing_engraver .....	249
2.2.48	Grid_line_span_engraver .....	249
2.2.49	Grid_point_engraver .....	249
2.2.50	Grob_pq_engraver .....	249
2.2.51	Hara_kiri_engraver .....	250
2.2.52	Horizontal_bracket_engraver .....	250
2.2.53	Hyphen_engraver .....	250

2.2.54	Instrument_name_engraver	250
2.2.55	Instrument_switch_engraver	251
2.2.56	Keep_alive_together_engraver	251
2.2.57	Key_engraver	251
2.2.58	Key_performer	252
2.2.59	Laissez_vibrer_engraver	252
2.2.60	Ledger_line_engraver	253
2.2.61	Ligature_bracket_engraver	253
2.2.62	Lyric_engraver	253
2.2.63	Lyric_performer	254
2.2.64	Mark_engraver	254
2.2.65	Measure_grouping_engraver	254
2.2.66	Melody_engraver	254
2.2.67	Mensural_ligature_engraver	255
2.2.68	Metronome_mark_engraver	255
2.2.69	Multi_measure_rest_engraver	255
2.2.70	New_dynamic_engraver	256
2.2.71	New_fingering_engraver	257
2.2.72	Note_head_line_engraver	257
2.2.73	Note_heads_engraver	257
2.2.74	Note_name_engraver	258
2.2.75	Note_performer	258
2.2.76	Note_spacing_engraver	258
2.2.77	Ottava_spanner_engraver	258
2.2.78	Output_property_engraver	259
2.2.79	Page_turn_engraver	259
2.2.80	Paper_column_engraver	259
2.2.81	Parenthesis_engraver	260
2.2.82	Part_combine_engraver	260
2.2.83	Percent_repeat_engraver	261
2.2.84	Phrasing_slur_engraver	261
2.2.85	Piano_pedal_align_engraver	261
2.2.86	Piano_pedal_engraver	262
2.2.87	Piano_pedal_performer	262
2.2.88	Pitch_squash_engraver	262
2.2.89	Pitched_trill_engraver	263
2.2.90	Repeat_acknowledge_engraver	263
2.2.91	Repeat_tie_engraver	263
2.2.92	Rest_collision_engraver	263
2.2.93	Rest_engraver	264
2.2.94	Rhythmic_column_engraver	264
2.2.95	Scheme_engraver	264
2.2.96	Script_column_engraver	264
2.2.97	Script_engraver	265
2.2.98	Script_row_engraver	265
2.2.99	Separating_line_group_engraver	265
2.2.100	Slash_repeat_engraver	266
2.2.101	Slur_engraver	266
2.2.102	Slur_performer	266
2.2.103	Spacing_engraver	266
2.2.104	Span_arpeggio_engraver	267
2.2.105	Span_bar_engraver	267
2.2.106	Spanner_break_forbid_engraver	267
2.2.107	Staff_collecting_engraver	267

2.2.108	Staff_performer	267
2.2.109	Staff_symbol_engraver	268
2.2.110	Stanza_number_align_engraver	268
2.2.111	Stanza_number_engraver	268
2.2.112	Stem_engraver	268
2.2.113	System_start_delimiter_engraver	269
2.2.114	Tab_note_heads_engraver	269
2.2.115	Tab_staff_symbol_engraver	270
2.2.116	Tab_tie_follow_engraver	270
2.2.117	Tempo_performer	270
2.2.118	Text_engraver	270
2.2.119	Text_spanner_engraver	271
2.2.120	Tie_engraver	271
2.2.121	Tie_performer	271
2.2.122	Time_signature_engraver	272
2.2.123	Time_signature_performer	272
2.2.124	Timing_translator	272
2.2.125	Translator	273
2.2.126	Trill_spanner_engraver	273
2.2.127	Tuplet_engraver	273
2.2.128	Tweak_engraver	274
2.2.129	Vaticana_ligature_engraver	274
2.2.130	Vertical_align_engraver	274
2.2.131	Volta_engraver	274
2.3	Tunable context properties	275
2.4	Internal context properties	285

### **3 Backend** **287**

3.1	All layout objects	287
3.1.1	Accidental	287
3.1.2	AccidentalCautionary	287
3.1.3	AccidentalPlacement	288
3.1.4	AccidentalSuggestion	289
3.1.5	Ambitus	290
3.1.6	AmbitusAccidental	291
3.1.7	AmbitusLine	292
3.1.8	AmbitusNoteHead	292
3.1.9	Arpeggio	293
3.1.10	BalloonTextItem	294
3.1.11	BarLine	295
3.1.12	BarNumber	296
3.1.13	BassFigure	298
3.1.14	BassFigureAlignment	298
3.1.15	BassFigureAlignmentPositioning	298
3.1.16	BassFigureBracket	299
3.1.17	BassFigureContinuation	299
3.1.18	BassFigureLine	300
3.1.19	Beam	300
3.1.20	BendAfter	302
3.1.21	BreakAlignGroup	302
3.1.22	BreakAlignment	303
3.1.23	BreathingSign	304
3.1.24	ChordName	305
3.1.25	Clef	305



3.1.26	ClusterSpanner	307
3.1.27	ClusterSpannerBeacon	307
3.1.28	CombineTextScript	307
3.1.29	CueClef	309
3.1.30	CueEndClef	310
3.1.31	Custos	311
3.1.32	DotColumn	312
3.1.33	Dots	313
3.1.34	DoublePercentRepeat	313
3.1.35	DoublePercentRepeatCounter	314
3.1.36	DoubleRepeatSlash	315
3.1.37	DynamicLineSpanner	316
3.1.38	DynamicText	317
3.1.39	DynamicTextSpanner	319
3.1.40	Episema	320
3.1.41	Fingering	321
3.1.42	FootnoteItem	322
3.1.43	FootnoteSpanner	323
3.1.44	FretBoard	324
3.1.45	Glissando	325
3.1.46	GraceSpacing	326
3.1.47	GridLine	327
3.1.48	GridPoint	327
3.1.49	Hairpin	328
3.1.50	HorizontalBracket	329
3.1.51	InstrumentName	330
3.1.52	InstrumentSwitch	331
3.1.53	KeyCancellation	332
3.1.54	KeySignature	333
3.1.55	LaissezVibrerTie	334
3.1.56	LaissezVibrerTieColumn	335
3.1.57	LedgerLineSpanner	335
3.1.58	LeftEdge	336
3.1.59	LigatureBracket	337
3.1.60	LyricExtender	338
3.1.61	LyricHyphen	338
3.1.62	LyricSpace	339
3.1.63	LyricText	340
3.1.64	MeasureGrouping	341
3.1.65	MelodyItem	342
3.1.66	MensuralLigature	342
3.1.67	MetronomeMark	342
3.1.68	MultiMeasureRest	344
3.1.69	MultiMeasureRestNumber	345
3.1.70	MultiMeasureRestText	346
3.1.71	NonMusicalPaperColumn	347
3.1.72	NoteCollision	348
3.1.73	NoteColumn	349
3.1.74	NoteHead	349
3.1.75	NoteName	350
3.1.76	NoteSpacing	350
3.1.77	OctavateEight	351
3.1.78	OttavaBracket	352
3.1.79	PaperColumn	353

3.1.80	ParenthesesItem	354
3.1.81	PercentRepeat	354
3.1.82	PercentRepeatCounter	355
3.1.83	PhrasingSlur	356
3.1.84	PianoPedalBracket	357
3.1.85	RehearsalMark	358
3.1.86	RepeatSlash	360
3.1.87	RepeatTie	360
3.1.88	RepeatTieColumn	361
3.1.89	Rest	362
3.1.90	RestCollision	362
3.1.91	Script	363
3.1.92	ScriptColumn	363
3.1.93	ScriptRow	364
3.1.94	Slur	364
3.1.95	SostenutoPedal	365
3.1.96	SostenutoPedalLineSpanner	366
3.1.97	SpacingSpanner	367
3.1.98	SpanBar	368
3.1.99	StaffGrouper	369
3.1.100	StaffSpacing	370
3.1.101	StaffSymbol	370
3.1.102	StanzaNumber	371
3.1.103	Stem	372
3.1.104	StemTremolo	373
3.1.105	StringNumber	374
3.1.106	StrokeFinger	375
3.1.107	SustainPedal	376
3.1.108	SustainPedalLineSpanner	377
3.1.109	System	378
3.1.110	SystemStartBar	379
3.1.111	SystemStartBrace	379
3.1.112	SystemStartBracket	380
3.1.113	SystemStartSquare	381
3.1.114	TabNoteHead	382
3.1.115	TextScript	383
3.1.116	TextSpanner	385
3.1.117	Tie	386
3.1.118	TieColumn	387
3.1.119	TimeSignature	388
3.1.120	TrillPitchAccidental	389
3.1.121	TrillPitchGroup	390
3.1.122	TrillPitchHead	391
3.1.123	TrillSpanner	391
3.1.124	TupletBracket	392
3.1.125	TupletNumber	394
3.1.126	UnaCordaPedal	394
3.1.127	UnaCordaPedalLineSpanner	395
3.1.128	VaticanaLigature	396
3.1.129	VerticalAlignment	396
3.1.130	VerticalAxisGroup	397
3.1.131	VoiceFollower	398
3.1.132	VoltaBracket	399
3.1.133	VoltaBracketSpanner	400

3.2	Graphical Object Interfaces .....	401
3.2.1	accidental-interface .....	401
3.2.2	accidental-placement-interface .....	402
3.2.3	accidental-suggestion-interface .....	402
3.2.4	align-interface .....	402
3.2.5	ambitus-interface .....	403
3.2.6	arpeggio-interface .....	403
3.2.7	axis-group-interface .....	404
3.2.8	balloon-interface .....	406
3.2.9	bar-line-interface .....	407
3.2.10	bass-figure-alignment-interface .....	408
3.2.11	bass-figure-interface .....	408
3.2.12	beam-interface .....	408
3.2.13	bend-after-interface .....	410
3.2.14	break-alignable-interface .....	411
3.2.15	break-aligned-interface .....	411
3.2.16	break-alignment-interface .....	412
3.2.17	breathing-sign-interface .....	412
3.2.18	chord-name-interface .....	413
3.2.19	clef-interface .....	413
3.2.20	cluster-beacon-interface .....	413
3.2.21	cluster-interface .....	413
3.2.22	custos-interface .....	414
3.2.23	dot-column-interface .....	414
3.2.24	dots-interface .....	415
3.2.25	dynamic-interface .....	415
3.2.26	dynamic-line-spanner-interface .....	415
3.2.27	dynamic-text-interface .....	415
3.2.28	dynamic-text-spanner-interface .....	416
3.2.29	enclosing-bracket-interface .....	416
3.2.30	episema-interface .....	416
3.2.31	figured-bass-continuation-interface .....	416
3.2.32	finger-interface .....	417
3.2.33	font-interface .....	417
3.2.34	footnote-interface .....	418
3.2.35	footnote-spanner-interface .....	418
3.2.36	fret-diagram-interface .....	419
3.2.37	glissando-interface .....	420
3.2.38	grace-spacing-interface .....	420
3.2.39	gregorian-ligature-interface .....	421
3.2.40	grid-line-interface .....	422
3.2.41	grid-point-interface .....	422
3.2.42	grob-interface .....	422
3.2.43	hairpin-interface .....	426
3.2.44	hara-kiri-group-spanner-interface .....	426
3.2.45	horizontal-bracket-interface .....	426
3.2.46	inline-accidental-interface .....	427
3.2.47	instrument-specific-markup-interface .....	427
3.2.48	item-interface .....	429
3.2.49	key-cancellation-interface .....	431
3.2.50	key-signature-interface .....	431
3.2.51	ledger-line-spanner-interface .....	431
3.2.52	ledgered-interface .....	432
3.2.53	ligature-bracket-interface .....	432

3.2.54	ligature-interface . . . . .	432
3.2.55	line-interface . . . . .	432
3.2.56	line-spanner-interface . . . . .	433
3.2.57	lyric-extender-interface . . . . .	433
3.2.58	lyric-hyphen-interface . . . . .	434
3.2.59	lyric-interface . . . . .	434
3.2.60	lyric-syllable-interface . . . . .	435
3.2.61	mark-interface . . . . .	435
3.2.62	measure-grouping-interface . . . . .	435
3.2.63	melody-spanner-interface . . . . .	435
3.2.64	mensural-ligature-interface . . . . .	435
3.2.65	metronome-mark-interface . . . . .	436
3.2.66	multi-measure-interface . . . . .	436
3.2.67	multi-measure-rest-interface . . . . .	436
3.2.68	note-collision-interface . . . . .	437
3.2.69	note-column-interface . . . . .	438
3.2.70	note-head-interface . . . . .	438
3.2.71	note-name-interface . . . . .	439
3.2.72	note-spacing-interface . . . . .	439
3.2.73	only-prebreak-interface . . . . .	439
3.2.74	ottava-bracket-interface . . . . .	439
3.2.75	paper-column-interface . . . . .	440
3.2.76	parentheses-interface . . . . .	441
3.2.77	percent-repeat-interface . . . . .	442
3.2.78	percent-repeat-item-interface . . . . .	442
3.2.79	piano-pedal-bracket-interface . . . . .	442
3.2.80	piano-pedal-interface . . . . .	443
3.2.81	piano-pedal-script-interface . . . . .	443
3.2.82	pitched-trill-interface . . . . .	443
3.2.83	rest-collision-interface . . . . .	443
3.2.84	rest-interface . . . . .	444
3.2.85	rhythmic-grob-interface . . . . .	444
3.2.86	rhythmic-head-interface . . . . .	444
3.2.87	script-column-interface . . . . .	445
3.2.88	script-interface . . . . .	445
3.2.89	self-alignment-interface . . . . .	446
3.2.90	semi-tie-column-interface . . . . .	446
3.2.91	semi-tie-interface . . . . .	447
3.2.92	separation-item-interface . . . . .	447
3.2.93	side-position-interface . . . . .	448
3.2.94	slur-interface . . . . .	449
3.2.95	spaceable-grob-interface . . . . .	451
3.2.96	spacing-interface . . . . .	452
3.2.97	spacing-options-interface . . . . .	452
3.2.98	spacing-spanner-interface . . . . .	452
3.2.99	span-bar-interface . . . . .	453
3.2.100	spanner-interface . . . . .	454
3.2.101	staff-grouper-interface . . . . .	455
3.2.102	staff-spacing-interface . . . . .	455
3.2.103	staff-symbol-interface . . . . .	456
3.2.104	staff-symbol-referencer-interface . . . . .	456
3.2.105	stanza-number-interface . . . . .	457
3.2.106	stem-interface . . . . .	457
3.2.107	stem-tremolo-interface . . . . .	459

3.2.108	string-number-interface .....	459
3.2.109	stroke-finger-interface .....	460
3.2.110	system-interface .....	460
3.2.111	system-start-delimiter-interface .....	460
3.2.112	system-start-text-interface .....	461
3.2.113	tab-note-head-interface .....	461
3.2.114	text-interface .....	462
3.2.115	text-script-interface .....	462
3.2.116	tie-column-interface .....	463
3.2.117	tie-interface .....	463
3.2.118	time-signature-interface .....	464
3.2.119	trill-pitch-accidental-interface .....	465
3.2.120	trill-spanner-interface .....	465
3.2.121	tuplet-bracket-interface .....	465
3.2.122	tuplet-number-interface .....	466
3.2.123	unbreakable-spanner-interface .....	467
3.2.124	vaticana-ligature-interface .....	467
3.2.125	volta-bracket-interface .....	467
3.2.126	volta-interface .....	468
3.3	User backend properties .....	468
3.4	Internal backend properties .....	484
<b>4</b>	<b>Scheme functions .....</b>	<b>490</b>
<b>Appendix A</b>	<b>Indices .....</b>	<b>511</b>
A.1	Concept index .....	511
A.2	Function index .....	511

This is the Internals Reference (IR) for version 2.13.63 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 39, [Section 1.2.19 \[dynamic-event\]](#), page 41, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.32 \[Dynamic-engraver\]](#), page 244, [Section 2.2.33 \[Dynamic-performer\]](#), page 244 and [Section 2.2.70 \[New\\_dynamic-engraver\]](#), page 256.

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 39, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.6 \[Balloon-engraver\]](#), page 235.

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 39, [Section 1.2.30 \[layout-instruction-event\]](#), page 42, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.78 \[Output-property-engraver\]](#), page 259.

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 39, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.3 \[Arpeggio-engraver\]](#), page 233.

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 39, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.53 \[script-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.97 \[Script-engraver\]](#), page 265.

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 39, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.52 \[rhythmic-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.37 \[Figured\\_bass-engraver\]](#), page 245.

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 39, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.61 \[span-event\]](#), page 46 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.10 \[Beam-engraver\]](#), page 236, [Section 2.2.11 \[Beam-performer\]](#), page 236 and [Section 2.2.45 \[Grace\\_beam-engraver\]](#), page 248.

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 40, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.4 \[Auto\\_beam-engraver\]](#), page 234.

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 40, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.12 \[Bend\\_engraver\]](#), page 237.

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 40, [Section 1.2.12 \[break-span-event\]](#), page 40, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.31 \[Dynamic\\_align\\_engraver\]](#), page 243.

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 40, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.14 \[Breathing\\_sign\\_engraver\]](#), page 237.

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 40, [Section 1.2.35 \[melodic-event\]](#), page 42, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.52 \[rhythmic-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.18 \[Cluster\\_spanner\\_engraver\]](#), page 239.

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 40, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.36 \[Extender\\_engraver\]](#), page 245.

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 40, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.60 \[span-dynamic-event\]](#), page 46, [Section 1.2.61 \[span-event\]](#), page 46 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.32 \[Dynamic-engraver\]](#), page 244, [Section 2.2.33 \[Dynamic-performer\]](#), page 244 and [Section 2.2.70 \[New-dynamic-engraver\]](#), page 256.

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 40, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.60 \[span-dynamic-event\]](#), page 46, [Section 1.2.61 \[span-event\]](#), page 46 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.32 \[Dynamic\\_engraver\]](#), page 244, [Section 2.2.33 \[Dynamic\\_performer\]](#), page 244 and [Section 2.2.70 \[New\\_dynamic\\_engraver\]](#), page 256.

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 DoublePercentEvent

Used internally to signal double percent repeats.

Event classes: [Section 1.2.18 \[double-percent-event\]](#), page 41, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.52 \[rhythmic-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.28 \[Double\\_percent\\_repeat\\_engraver\]](#), page 242.

Properties:

**name** (symbol):

`'DoublePercentEvent`

Name of this music object.

**types** (list):

`'(general-music event double-percent-event rhythmic-event)`

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

### 1.1.22 EpisemaEvent

Begin or end an episema.

Event classes: [Section 1.2.20 \[episema-event\]](#), page 41, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.61 \[span-event\]](#), page 46 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.35 \[Episema\\_engraver\]](#), page 244.

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.

### 1.1.23 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.
```

### 1.1.24 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.
```

### 1.1.25 ExtenderEvent

Extend lyrics.

Event classes: [Section 1.2.21 \[extender-event\]](#), page 41, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.36 \[Extender-engraver\]](#), page 245.

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.
```

### 1.1.26 FingeringEvent

Specify what finger to use for this note.

Event classes: [Section 1.2.22 \[fingering-event\]](#), page 41, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.39 \[Fingering-engraver\]](#), page 246, [Section 2.2.43 \[Fret-board-engraver\]](#), page 247 and [Section 2.2.114 \[Tab\\_note\\_heads-engraver\]](#), page 269.

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.
```

### 1.1.27 FootnoteEvent

Footnote a grob.

Event classes: [Section 1.2.23 \[footnote-event\]](#), page 41, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.41 \[Footnote-engraver\]](#), page 246.

Properties:

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

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

### 1.1.28 GlissandoEvent

Start a glissando on this note.

Event classes: [Section 1.2.24 \[glissando-event\]](#), page 41, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.44 \[Glissando-engraver\]](#), page 248.

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.
```



### 1.1.29 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.

```

### 1.1.30 HarmonicEvent

Mark a note as harmonic.

Event classes: [Section 1.2.25 \[harmonic-event\]](#), page 41, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

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.

```

### 1.1.31 HyphenEvent

A hyphen between lyric syllables.

Event classes: [Section 1.2.26 \[hyphen-event\]](#), page 41, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.53 \[Hyphen-engraver\]](#), page 250.

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.

### 1.1.32 KeyChangeEvent

Change the key signature.

Syntax: `\key name scale`

Event classes: [Section 1.2.27 \[key-change-event\]](#), page 42, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.57 \[Key-engraver\]](#), page 251 and [Section 2.2.58 \[Key-performer\]](#), page 252.

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.

### 1.1.33 LabelEvent

Place a bookmarking label.

Event classes: [Section 1.2.28 \[label-event\]](#), page 42, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.80 \[Paper-column-engraver\]](#), page 259.

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.

### 1.1.34 LaissezVibrerEvent

Don't damp this chord.

Syntax: `note\laissezVibrer`

Event classes: [Section 1.2.29 \[laissez-vibrer-event\]](#), page 42, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.59 \[Laissez-vibrer-engraver\]](#), page 252.

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.

### 1.1.35 LigatureEvent

Start or end a ligature.

Event classes: [Section 1.2.31 \[ligature-event\]](#), page 42, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.61 \[span-event\]](#), page 46 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.61 \[Ligature.bracket-engraver\]](#), page 253, [Section 2.2.67 \[Mensural.ligature-engraver\]](#), page 255 and [Section 2.2.129 \[Vaticana.ligature-engraver\]](#), page 274.

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.

### 1.1.36 LineBreakEvent

Allow, forbid or force a line break.

Event classes: [Section 1.2.11 \[break-event\]](#), page 40, [Section 1.2.32 \[line-break-event\]](#), page 42, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.79 \[Page.turn-engraver\]](#), page 259 and [Section 2.2.80 \[Paper.column-engraver\]](#), page 259.

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.

### 1.1.37 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.

### 1.1.38 LyricEvent

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

Event classes: [Section 1.2.33 \[lyric-event\]](#), page 42, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.52 \[rhythmic-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.62 \[Lyric\\_engraver\]](#), page 253 and [Section 2.2.63 \[Lyric\\_performer\]](#), page 254.

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.

### 1.1.39 MarkEvent

Insert a rehearsal mark.

Syntax: `\mark marker`

Example: `\mark "A"`

Event classes: [Section 1.2.34 \[mark-event\]](#), page 42, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.64 \[Mark\\_engraver\]](#), page 254.

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.

### 1.1.40 MultiMeasureRestEvent

Used internally by `MultiMeasureRestMusic` to signal rests.

Event classes: [Section 1.2.36 \[multi-measure-rest-event\]](#), page 42, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.52 \[rhythmic-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.69 \[Multi-measure-rest-engraver\]](#), page 255.

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.
```

### 1.1.41 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.
```

### 1.1.42 MultiMeasureTextEvent

Texts on multi measure rests.

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

Note the explicit font switch.

Event classes: [Section 1.2.37 \[multi-measure-text-event\]](#), page 43, [Section 1.2.38 \[music-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.69 \[Multi-measure-rest-engraver\]](#), page 255.

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.
```

### 1.1.43 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.
```

### 1.1.44 NoteEvent

A note.

Event classes: [Section 1.2.35 \[melodic-event\]](#), page 42, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.39 \[note-event\]](#), page 43, [Section 1.2.52 \[rhythmic-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.15 \[Chord\\_name\\_engraver\]](#), page 237, [Section 2.2.20 \[Completion\\_heads\\_engraver\]](#), page 239, [Section 2.2.29 \[Drum\\_note\\_performer\]](#), page 243, [Section 2.2.30 \[Drum\\_notes\\_engraver\]](#), page 243, [Section 2.2.43 \[Fretboard\\_engraver\]](#), page 247, [Section 2.2.73 \[Note\\_heads\\_engraver\]](#), page 257, [Section 2.2.74 \[Note\\_name\\_engraver\]](#), page 258, [Section 2.2.75 \[Note\\_performer\]](#), page 258, [Section 2.2.82 \[Part\\_combine\\_engraver\]](#), page 260 and [Section 2.2.114 \[Tab\\_note\\_heads\\_engraver\]](#), page 269.

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.
```

### 1.1.45 NoteGroupingEvent

Start or stop grouping brackets.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.40 \[note-grouping-event\]](#), page 43 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.52 \[Horizontal\\_bracket\\_engraver\]](#), page 250.

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.

### 1.1.46 OttavaMusic

Start or stop an ottava bracket.

Properties:

`elements-callback` (procedure):

`make-ottava-set`

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):

`'OttavaMusic`

Name of this music object.

`types` (list):

`'(general-music ottava-music)`

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

### 1.1.47 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.

### 1.1.48 PageBreakEvent

Allow, forbid or force a page break.

Event classes: [Section 1.2.11 \[break-event\]](#), page 40, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.41 \[page-break-event\]](#), page 44 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.79 \[Page-turn-engraver\]](#), page 259 and [Section 2.2.80 \[Paper-column-engraver\]](#), page 259.

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.

### 1.1.49 PageTurnEvent

Allow, forbid or force a page turn.

Event classes: [Section 1.2.11 \[break-event\]](#), page 40, [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.42 \[page-turn-event\]](#), page 44 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.79 \[Page-turn-engraver\]](#), page 259 and [Section 2.2.80 \[Paper-column-engraver\]](#), page 259.

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.

### 1.1.50 PartCombineForceEvent

Override the part-combiner's strategy.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.44 \[part-combine-force-event\]](#), page 44 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Not accepted by any engraver or performer.

Properties:

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

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

### 1.1.51 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.

### 1.1.52 PartialSet

Create an anacrusis or upbeat (partial measure).

Properties:

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

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

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

### 1.1.53 PercentEvent

Used internally to signal percent repeats.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.46 \[percent-event\]](#), page 44, [Section 1.2.52 \[rhythmic-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.83 \[Percent-repeat-engraver\]](#), page 261.

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.

### 1.1.54 PercentRepeatedMusic

Repeats encoded by percents and slashes.

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.

### 1.1.55 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 1.2.38 \[music-event\]](#), page 43, [Section 1.2.47 \[pes-or-flexa-event\]](#), page 44 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.129 \[Vaticana\\_ligature\\_engraver\]](#), page 274.

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.

### 1.1.56 PhrasingSlurEvent

Start or end phrasing slur.

Syntax: `note\ (` and `note\ )`

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.48 \[phrasing-slur-event\]](#), page 44, [Section 1.2.61 \[span-event\]](#), page 46 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.84 \[Phrasing\\_slur\\_engraver\]](#), page 261.

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.
```

### 1.1.57 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.
```

### 1.1.58 PropertyUnset

Restore the default setting for a context property. See [Section 1.1.57 \[PropertySet\]](#), page 22.

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.
```

### 1.1.59 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.

### 1.1.60 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.

### 1.1.61 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.

### 1.1.62 RepeatSlashEvent

Used internally to signal beat repeats.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.49 \[repeat-slash-event\]](#), page 44, [Section 1.2.52 \[rhythmic-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.100 \[Slash-repeat-engraver\]](#), page 266.

Properties:

`name` (symbol):

`'RepeatSlashEvent`

Name of this music object.

`types` (list):

`'(general-music event repeat-slash-event rhythmic-event)`

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

### 1.1.63 RepeatTieEvent

Ties for starting a second volta bracket.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.50 \[repeat-tie-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.91 \[Repeat.tie-engraver\]](#), page 263.

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.

### 1.1.64 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.

### 1.1.65 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.

### 1.1.66 RestEvent

A Rest.

Syntax: `r4` for a quarter rest.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.51 \[rest-event\]](#), page 45, [Section 1.2.52 \[rhythmic-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.15 \[Chord\\_name\\_engraver\]](#), page 237, [Section 2.2.21 \[Completion\\_rest\\_engraver\]](#), page 240, [Section 2.2.37 \[Figured\\_bass\\_engraver\]](#), page 245 and [Section 2.2.93 \[Rest\\_engraver\]](#), page 264.

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.

### 1.1.67 RevertProperty

The opposite of [Section 1.1.47 \[OverrideProperty\]](#), [page 18](#): 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.
```

### 1.1.68 ScriptEvent

Add an articulation mark to a note.

Event classes: [Section 1.2.38 \[music-event\]](#), [page 43](#), [Section 1.2.53 \[script-event\]](#), [page 45](#) and [Section 1.2.63 \[StreamEvent\]](#), [page 46](#).

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.
```

### 1.1.69 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.

### 1.1.70 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.

### 1.1.71 SkipEvent

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

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

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.52 \[rhythmic-event\]](#), page 45, [Section 1.2.54 \[skip-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.



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.
```

### 1.1.72 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.
```

### 1.1.73 SlurEvent

Start or end slur.

Syntax: `note( and note)`

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.55 \[slur-event\]](#), page 45, [Section 1.2.61 \[span-event\]](#), page 46 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.101 \[Slur-engraver\]](#), page 266 and [Section 2.2.102 \[Slur-performer\]](#), page 266.

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.
```

### 1.1.74 SoloOneEvent

Print ‘Solo 1’.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.43 \[part-combine-event\]](#), page 44, [Section 1.2.56 \[solo-one-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.82 \[Part\\_combine\\_engraver\]](#), page 260.

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.
```

### 1.1.75 SoloTwoEvent

Print ‘Solo 2’.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.43 \[part-combine-event\]](#), page 44, [Section 1.2.57 \[solo-two-event\]](#), page 45 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.82 \[Part\\_combine\\_engraver\]](#), page 260.

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.
```

### 1.1.76 SostenutoEvent

Depress or release sostenuto pedal.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.45 \[pedal-event\]](#), page 44, [Section 1.2.58 \[sostenuto-event\]](#), page 45, [Section 1.2.61 \[span-event\]](#), page 46 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.86 \[Piano\\_pedal\\_engraver\]](#), page 262 and [Section 2.2.87 \[Piano\\_pedal\\_performer\]](#), page 262.

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.

### 1.1.77 SpacingSectionEvent

Start a new spacing section.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.59 \[spacing-section-event\]](#), page 46 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.103 \[Spacing-engraver\]](#), page 266.

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.

### 1.1.78 SpanEvent

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

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.61 \[span-event\]](#), page 46 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

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.

### 1.1.79 StaffSpanEvent

Start or stop a staff symbol.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.61 \[span-event\]](#), page 46, [Section 1.2.62 \[staff-span-event\]](#), page 46 and [Section 1.2.63 \[StreamEvent\]](#), page 46.

Accepted by: [Section 2.2.109 \[Staff-symbol-engraver\]](#), page 268.

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.

### 1.1.80 StringNumberEvent

Specify on which string to play this note.

Syntax: `\number`

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.64 \[string-number-event\]](#), page 47.

Accepted by: [Section 2.2.43 \[Fretboard-engraver\]](#), page 247 and [Section 2.2.114 \[Tab\\_note\\_heads-engraver\]](#), page 269.

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.

### 1.1.81 StrokeFingerEvent

Specify with which finger to pluck a string.

Syntax: `\rightHandFinger text`

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.65 \[stroke-finger-event\]](#), page 47.

Accepted by: [Section 2.2.39 \[Fingering-engraver\]](#), page 246.

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.

### 1.1.82 SustainEvent

Depress or release sustain pedal.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.45 \[pedal-event\]](#), page 44, [Section 1.2.61 \[span-event\]](#), page 46, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.66 \[sustain-event\]](#), page 47.

Accepted by: [Section 2.2.86 \[Piano-pedal-engraver\]](#), page 262 and [Section 2.2.87 \[Piano-pedal-performer\]](#), page 262.

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.

### 1.1.83 TempoChangeEvent

A metronome mark or tempo indication.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.67 \[tempo-change-event\]](#), page 47.

Accepted by: [Section 2.2.68 \[Metronome\\_mark\\_engraver\]](#), page 255.

Properties:

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

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

### 1.1.84 TextScriptEvent

Print text.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.53 \[script-event\]](#), page 45, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.68 \[text-script-event\]](#), page 47.

Accepted by: [Section 2.2.118 \[Text\\_engraver\]](#), page 270.

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.
```

### 1.1.85 TextSpanEvent

Start a text spanner, for example, an octavation.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.61 \[span-event\]](#), page 46, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.69 \[text-span-event\]](#), page 47.

Accepted by: [Section 2.2.119 \[Text\\_spanner\\_engraver\]](#), page 271.

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.
```

### 1.1.86 TieEvent

A tie.

Syntax: *note-~*

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.70 \[tie-event\]](#), page 47.

Accepted by: [Section 2.2.20 \[Completion\\_heads\\_engraver\]](#), page 239, [Section 2.2.120 \[Tie\\_engraver\]](#), page 271 and [Section 2.2.121 \[Tie\\_performer\]](#), page 271.

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.

### 1.1.87 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.

### 1.1.88 TimeSignatureMusic

Set a new time signature

Properties:

```

elements-callback (procedure):
    make-time-signature-set
    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):
    'TimeSignatureMusic
    Name of this music object.

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

```

### 1.1.89 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.

```

### 1.1.90 TremoloEvent

Unmeasured tremolo.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.71 \[tremolo-event\]](#), page 48.

Accepted by: [Section 2.2.112 \[Stem-engraver\]](#), page 268.

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.

### 1.1.91 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.

### 1.1.92 TremoloSpanEvent

Tremolo over two stems.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.61 \[span-event\]](#), page 46, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.72 \[tremolo-span-event\]](#), page 48.

Accepted by: [Section 2.2.16 \[Chord-tremolo-engraver\]](#), page 238.

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.



### 1.1.93 TrillSpanEvent

Start a trill spanner.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.61 \[span-event\]](#), page 46, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.73 \[trill-span-event\]](#), page 48.

Accepted by: [Section 2.2.126 \[Trill\\_spanner\\_engraver\]](#), page 273.

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.
```

### 1.1.94 TupletSpanEvent

Used internally to signal where tuplet brackets start and stop.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.61 \[span-event\]](#), page 46, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.74 \[tuplet-span-event\]](#), page 48.

Accepted by: [Section 2.2.127 \[Tuplet\\_engraver\]](#), page 273.

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.
```

### 1.1.95 UnaCordaEvent

Depress or release una-corda pedal.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.45 \[pedal-event\]](#), page 44, [Section 1.2.61 \[span-event\]](#), page 46, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.75 \[una-corda-event\]](#), page 48.

Accepted by: [Section 2.2.86 \[Piano\\_pedal\\_engraver\]](#), page 262 and [Section 2.2.87 \[Piano\\_pedal\\_performer\]](#), page 262.

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.
```

### 1.1.96 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.
```

### 1.1.97 UnisonoEvent

Print 'a 2'.

Event classes: [Section 1.2.38 \[music-event\]](#), page 43, [Section 1.2.43 \[part-combine-event\]](#), page 44, [Section 1.2.63 \[StreamEvent\]](#), page 46 and [Section 1.2.76 \[unisono-event\]](#), page 48.

Accepted by: [Section 2.2.82 \[Part-combine-engraver\]](#), page 260.

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.
```

### 1.1.98 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.

### 1.1.99 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.

### 1.1.100 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 2.2.32 \[Dynamic-engraver\]](#), page 244, [Section 2.2.33 \[Dynamic-performer\]](#), page 244 and [Section 2.2.70 \[New-dynamic-engraver\]](#), page 256.

### 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 235.

### 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 2.2.78 \[Output-property-engraver\]](#), page 259.

### 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 233.

### 1.2.5 articulation-event

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

Accepted by: [Section 2.2.97 \[Script-engraver\]](#), page 265.

### 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 2.2.37 \[Figured-bass-engraver\]](#), page 245.

### 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 2.2.10 \[Beam-engraver\]](#), page 236, [Section 2.2.11 \[Beam-performer\]](#), page 236 and [Section 2.2.45 \[Grace-beam-engraver\]](#), page 248.

### 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 234.

### 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 2.2.12 \[Bend\\_engraver\]](#), page 237.

### 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 1.1.36 \[LineBreakEvent\]](#), page 14, [Section 1.1.48 \[PageBreakEvent\]](#), page 18 and [Section 1.1.49 \[PageTurnEvent\]](#), page 19.

Accepted by: [Section 2.2.79 \[Page\\_turn\\_engraver\]](#), page 259 and [Section 2.2.80 \[Paper\\_column\\_engraver\]](#), page 259.

### 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 2.2.31 \[Dynamic\\_align\\_engraver\]](#), page 243.

### 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 2.2.14 \[Breathing\\_sign\\_engraver\]](#), page 237.

### 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 2.2.18 \[Cluster\\_spanner\\_engraver\]](#), page 239.

### 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 2.2.36 \[Extender\\_engraver\]](#), page 245.

### 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 2.2.33 \[Dynamic\\_performer\]](#), page 244.

### 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 2.2.33 \[Dynamic\\_performer\]](#), page 244.

### 1.2.18 double-percent-event

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

Accepted by: [Section 2.2.28 \[Double\\_percent\\_repeat\\_engraver\]](#), page 242.

### 1.2.19 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.

### 1.2.20 episema-event

Music event type `episema-event` is in music objects of type [Section 1.1.22 \[EpisemaEvent\]](#), page 9.

Accepted by: [Section 2.2.35 \[Episema\\_engraver\]](#), page 244.

### 1.2.21 extender-event

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

Accepted by: [Section 2.2.36 \[Extender\\_engraver\]](#), page 245.

### 1.2.22 fingering-event

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

Accepted by: [Section 2.2.39 \[Fingering\\_engraver\]](#), page 246, [Section 2.2.43 \[Fretboard\\_engraver\]](#), page 247 and [Section 2.2.114 \[Tab\\_note\\_heads\\_engraver\]](#), page 269.

### 1.2.23 footnote-event

Music event type `footnote-event` is in music objects of type [Section 1.1.27 \[FootnoteEvent\]](#), page 11.

Accepted by: [Section 2.2.41 \[Footnote\\_engraver\]](#), page 246.

### 1.2.24 glissando-event

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

Accepted by: [Section 2.2.44 \[Glissando\\_engraver\]](#), page 248.

### 1.2.25 harmonic-event

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

Not accepted by any engraver or performer.

### 1.2.26 hyphen-event

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

Accepted by: [Section 2.2.53 \[Hyphen\\_engraver\]](#), page 250.

### 1.2.27 key-change-event

Music event type `key-change-event` is in music objects of type [Section 1.1.32 \[KeyChangeEvent\]](#), page 13.

Accepted by: [Section 2.2.57 \[Key-engraver\]](#), page 251 and [Section 2.2.58 \[Key-performer\]](#), page 252.

### 1.2.28 label-event

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

Accepted by: [Section 2.2.80 \[Paper\\_column-engraver\]](#), page 259.

### 1.2.29 laissez-vibrer-event

Music event type `laissez-vibrer-event` is in music objects of type [Section 1.1.34 \[LaissezVibrerEvent\]](#), page 13.

Accepted by: [Section 2.2.59 \[Laissez\\_vibrer-engraver\]](#), page 252.

### 1.2.30 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.

### 1.2.31 ligature-event

Music event type `ligature-event` is in music objects of type [Section 1.1.35 \[LigatureEvent\]](#), page 14.

Accepted by: [Section 2.2.61 \[Ligature\\_bracket-engraver\]](#), page 253, [Section 2.2.67 \[Mensural\\_ligature-engraver\]](#), page 255 and [Section 2.2.129 \[Vaticana\\_ligature-engraver\]](#), page 274.

### 1.2.32 line-break-event

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

Not accepted by any engraver or performer.

### 1.2.33 lyric-event

Music event type `lyric-event` is in music objects of type [Section 1.1.38 \[LyricEvent\]](#), page 15.

Accepted by: [Section 2.2.62 \[Lyric-engraver\]](#), page 253 and [Section 2.2.63 \[Lyric-performer\]](#), page 254.

### 1.2.34 mark-event

Music event type `mark-event` is in music objects of type [Section 1.1.39 \[MarkEvent\]](#), page 15.

Accepted by: [Section 2.2.64 \[Mark-engraver\]](#), page 254.

### 1.2.35 melodic-event

Music event type `melodic-event` is in music objects of type [Section 1.1.15 \[ClusterNoteEvent\]](#), page 7 and [Section 1.1.44 \[NoteEvent\]](#), page 17.

Not accepted by any engraver or performer.

### 1.2.36 multi-measure-rest-event

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

Accepted by: [Section 2.2.69 \[Multi\\_measure\\_rest-engraver\]](#), page 255.

### 1.2.37 multi-measure-text-event

Music event type **multi-measure-text-event** is in music objects of type Section 1.1.42 [MultiMeasureTextEvent], page 16.

Accepted by: Section 2.2.69 [Multi\_measure\_rest\_engraver], page 255.

### 1.2.38 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 [DoublePercentEvent], page 9, Section 1.1.22 [EpisemaEvent], page 9, Section 1.1.25 [ExtenderEvent], page 10, Section 1.1.26 [FingeringEvent], page 11, Section 1.1.27 [FootnoteEvent], page 11, Section 1.1.28 [GlissandoEvent], page 11, Section 1.1.30 [HarmonicEvent], page 12, Section 1.1.31 [HyphenEvent], page 12, Section 1.1.32 [KeyChangeEvent], page 13, Section 1.1.33 [LabelEvent], page 13, Section 1.1.34 [LaissezVibrerEvent], page 13, Section 1.1.35 [LigatureEvent], page 14, Section 1.1.36 [LineBreakEvent], page 14, Section 1.1.38 [LyricEvent], page 15, Section 1.1.39 [MarkEvent], page 15, Section 1.1.40 [MultiMeasureRestEvent], page 16, Section 1.1.42 [MultiMeasureTextEvent], page 16, Section 1.1.44 [NoteEvent], page 17, Section 1.1.45 [NoteGroupingEvent], page 17, Section 1.1.48 [PageBreakEvent], page 18, Section 1.1.49 [PageTurnEvent], page 19, Section 1.1.50 [PartCombineForceEvent], page 19, Section 1.1.53 [PercentEvent], page 20, Section 1.1.55 [PesOrFlexaEvent], page 21, Section 1.1.56 [PhrasingSlurEvent], page 21, Section 1.1.62 [RepeatSlashEvent], page 24, Section 1.1.63 [RepeatTieEvent], page 24, Section 1.1.66 [RestEvent], page 25, Section 1.1.68 [ScriptEvent], page 26, Section 1.1.71 [SkipEvent], page 27, Section 1.1.73 [SlurEvent], page 28, Section 1.1.74 [SoloOneEvent], page 29, Section 1.1.75 [SoloTwoEvent], page 29, Section 1.1.76 [SostenutoEvent], page 29, Section 1.1.77 [SpacingSectionEvent], page 30, Section 1.1.78 [SpanEvent], page 30, Section 1.1.79 [StaffSpanEvent], page 30, Section 1.1.80 [StringNumberEvent], page 31, Section 1.1.81 [StrokeFingerEvent], page 31, Section 1.1.82 [SustainEvent], page 31, Section 1.1.83 [TempoChangeEvent], page 32, Section 1.1.84 [TextScriptEvent], page 32, Section 1.1.85 [TextSpanEvent], page 32, Section 1.1.86 [TieEvent], page 33, Section 1.1.90 [TremoloEvent], page 34, Section 1.1.92 [TremoloSpanEvent], page 35, Section 1.1.93 [TrillSpanEvent], page 36, Section 1.1.94 [TupletSpanEvent], page 36, Section 1.1.95 [UnaCordaEvent], page 36 and Section 1.1.97 [UnisonoEvent], page 37.

Not accepted by any engraver or performer.

### 1.2.39 note-event

Music event type **note-event** is in music objects of type Section 1.1.44 [NoteEvent], page 17.

Accepted by: Section 2.2.15 [Chord\_name\_engraver], page 237, Section 2.2.20 [Completion\_heads\_engraver], page 239, Section 2.2.29 [Drum\_note\_performer], page 243, Section 2.2.30 [Drum\_notes\_engraver], page 243, Section 2.2.43 [Fretboard\_engraver], page 247, Section 2.2.73 [Note\_heads\_engraver], page 257, Section 2.2.74 [Note\_name\_engraver], page 258, Section 2.2.75 [Note\_performer], page 258, Section 2.2.82 [Part\_combine\_engraver], page 260 and Section 2.2.114 [Tab\_note\_heads\_engraver], page 269.

### 1.2.40 note-grouping-event

Music event type **note-grouping-event** is in music objects of type Section 1.1.45 [NoteGroupingEvent], page 17.



Accepted by: [Section 2.2.52 \[Horizontal\\_bracket\\_engraver\]](#), page 250.

### 1.2.41 page-break-event

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

Not accepted by any engraver or performer.

### 1.2.42 page-turn-event

Music event type `page-turn-event` is in music objects of type [Section 1.1.49 \[PageTurnEvent\]](#), page 19.

Not accepted by any engraver or performer.

### 1.2.43 part-combine-event

Music event type `part-combine-event` is in music objects of type [Section 1.1.74 \[SoloOneEvent\]](#), page 29, [Section 1.1.75 \[SoloTwoEvent\]](#), page 29 and [Section 1.1.97 \[UnisonoEvent\]](#), page 37.

Accepted by: [Section 2.2.82 \[Part\\_combine\\_engraver\]](#), page 260.

### 1.2.44 part-combine-force-event

Music event type `part-combine-force-event` is in music objects of type [Section 1.1.50 \[Part-CombineForceEvent\]](#), page 19.

Not accepted by any engraver or performer.

### 1.2.45 pedal-event

Music event type `pedal-event` is in music objects of type [Section 1.1.76 \[SostenutoEvent\]](#), page 29, [Section 1.1.82 \[SustainEvent\]](#), page 31 and [Section 1.1.95 \[UnaCordaEvent\]](#), page 36.

Not accepted by any engraver or performer.

### 1.2.46 percent-event

Music event type `percent-event` is in music objects of type [Section 1.1.53 \[PercentEvent\]](#), page 20.

Accepted by: [Section 2.2.83 \[Percent\\_repeat\\_engraver\]](#), page 261.

### 1.2.47 pes-or-flexa-event

Music event type `pes-or-flexa-event` is in music objects of type [Section 1.1.55 \[PesOrFlexaEvent\]](#), page 21.

Accepted by: [Section 2.2.129 \[Vaticana\\_ligature\\_engraver\]](#), page 274.

### 1.2.48 phrasing-slur-event

Music event type `phrasing-slur-event` is in music objects of type [Section 1.1.56 \[PhrasingSlurEvent\]](#), page 21.

Accepted by: [Section 2.2.84 \[Phrasing\\_slur\\_engraver\]](#), page 261.

### 1.2.49 repeat-slash-event

Music event type `repeat-slash-event` is in music objects of type [Section 1.1.62 \[RepeatSlashEvent\]](#), page 24.

Accepted by: [Section 2.2.100 \[Slash\\_repeat\\_engraver\]](#), page 266.

### 1.2.50 repeat-tie-event

Music event type **repeat-tie-event** is in music objects of type [Section 1.1.63 \[RepeatTieEvent\]](#), page 24.

Accepted by: [Section 2.2.91 \[Repeat\\_tie\\_engraver\]](#), page 263.

### 1.2.51 rest-event

Music event type **rest-event** is in music objects of type [Section 1.1.66 \[RestEvent\]](#), page 25.

Accepted by: [Section 2.2.15 \[Chord\\_name\\_engraver\]](#), page 237, [Section 2.2.21 \[Completion\\_rest\\_engraver\]](#), page 240, [Section 2.2.37 \[Figured\\_bass\\_engraver\]](#), page 245 and [Section 2.2.93 \[Rest\\_engraver\]](#), page 264.

### 1.2.52 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 1.1.21 \[DoublePercentEvent\]](#), page 9, [Section 1.1.38 \[LyricEvent\]](#), page 15, [Section 1.1.40 \[MultiMeasureRestEvent\]](#), page 16, [Section 1.1.44 \[NoteEvent\]](#), page 17, [Section 1.1.53 \[PercentEvent\]](#), page 20, [Section 1.1.62 \[RepeatSlashEvent\]](#), page 24, [Section 1.1.66 \[RestEvent\]](#), page 25 and [Section 1.1.71 \[SkipEvent\]](#), page 27.

Not accepted by any engraver or performer.

### 1.2.53 script-event

Music event type **script-event** is in music objects of type [Section 1.1.6 \[ArticulationEvent\]](#), page 3, [Section 1.1.68 \[ScriptEvent\]](#), page 26 and [Section 1.1.84 \[TextScriptEvent\]](#), page 32.

Not accepted by any engraver or performer.

### 1.2.54 skip-event

Music event type **skip-event** is in music objects of type [Section 1.1.71 \[SkipEvent\]](#), page 27.

Not accepted by any engraver or performer.

### 1.2.55 slur-event

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

Accepted by: [Section 2.2.101 \[Slur\\_engraver\]](#), page 266 and [Section 2.2.102 \[Slur\\_performer\]](#), page 266.

### 1.2.56 solo-one-event

Music event type **solo-one-event** is in music objects of type [Section 1.1.74 \[SoloOneEvent\]](#), page 29.

Not accepted by any engraver or performer.

### 1.2.57 solo-two-event

Music event type **solo-two-event** is in music objects of type [Section 1.1.75 \[SoloTwoEvent\]](#), page 29.

Not accepted by any engraver or performer.

### 1.2.58 sostenuto-event

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

Accepted by: [Section 2.2.86 \[Piano\\_pedal\\_engraver\]](#), page 262 and [Section 2.2.87 \[Piano\\_pedal\\_performer\]](#), page 262.

### 1.2.59 spacing-section-event

Music event type **spacing-section-event** is in music objects of type [Section 1.1.77 \[Spacing-SectionEvent\]](#), page 30.

Accepted by: [Section 2.2.103 \[Spacing-engraver\]](#), page 266.

### 1.2.60 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 2.2.32 \[Dynamic-engraver\]](#), page 244 and [Section 2.2.70 \[New\\_dynamic-engraver\]](#), page 256.

### 1.2.61 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 1.1.22 \[EpisemaEvent\]](#), page 9, [Section 1.1.35 \[LigatureEvent\]](#), page 14, [Section 1.1.56 \[PhrasingSlurEvent\]](#), page 21, [Section 1.1.73 \[SlurEvent\]](#), page 28, [Section 1.1.76 \[SostenutoEvent\]](#), page 29, [Section 1.1.78 \[SpanEvent\]](#), page 30, [Section 1.1.79 \[StaffSpanEvent\]](#), page 30, [Section 1.1.82 \[SustainEvent\]](#), page 31, [Section 1.1.85 \[TextSpanEvent\]](#), page 32, [Section 1.1.92 \[TremoloSpanEvent\]](#), page 35, [Section 1.1.93 \[TrillSpanEvent\]](#), page 36, [Section 1.1.94 \[TupletSpanEvent\]](#), page 36 and [Section 1.1.95 \[UnaCordaEvent\]](#), page 36.

Not accepted by any engraver or performer.

### 1.2.62 staff-span-event

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

Accepted by: [Section 2.2.109 \[Staff-symbol-engraver\]](#), page 268.

### 1.2.63 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 \[DoublePercentEvent\]](#), page 9, [Section 1.1.22 \[EpisemaEvent\]](#), page 9, [Section 1.1.25 \[ExtenderEvent\]](#), page 10, [Section 1.1.26 \[FingeringEvent\]](#), page 11, [Section 1.1.27 \[FootnoteEvent\]](#), page 11, [Section 1.1.28 \[GlissandoEvent\]](#), page 11, [Section 1.1.30 \[HarmonicEvent\]](#), page 12, [Section 1.1.31 \[HyphenEvent\]](#), page 12, [Section 1.1.32 \[KeyChangeEvent\]](#), page 13, [Section 1.1.33 \[LabelEvent\]](#), page 13, [Section 1.1.34 \[LaissezVibrerEvent\]](#), page 13, [Section 1.1.35 \[LigatureEvent\]](#), page 14, [Section 1.1.36 \[LineBreakEvent\]](#), page 14, [Section 1.1.38 \[LyricEvent\]](#), page 15, [Section 1.1.39 \[MarkEvent\]](#), page 15, [Section 1.1.40 \[MultiMeasureRestEvent\]](#), page 16, [Section 1.1.42 \[MultiMeasureTextEvent\]](#), page 16, [Section 1.1.44 \[NoteEvent\]](#), page 17, [Section 1.1.45 \[NoteGroupingEvent\]](#), page 17, [Section 1.1.48 \[PageBreakEvent\]](#), page 18, [Section 1.1.49 \[PageTurnEvent\]](#), page 19, [Section 1.1.50 \[PartCombineForceEvent\]](#), page 19, [Section 1.1.53 \[PercentEvent\]](#), page 20, [Section 1.1.55 \[PesOrFlexaEvent\]](#), page 21, [Section 1.1.56 \[PhrasingSlurEvent\]](#), page 21, [Section 1.1.62 \[RepeatSlashEvent\]](#), page 24, [Section 1.1.63 \[RepeatTieEvent\]](#), page 24, [Section 1.1.66 \[RestEvent\]](#), page 25, [Section 1.1.68 \[ScriptEvent\]](#), page 26, [Section 1.1.71 \[SkipEvent\]](#), page 27, [Section 1.1.73 \[SlurEvent\]](#),

page 28, Section 1.1.74 [SoloOneEvent], page 29, Section 1.1.75 [SoloTwoEvent], page 29, Section 1.1.76 [SostenutoEvent], page 29, Section 1.1.77 [SpacingSectionEvent], page 30, Section 1.1.78 [SpanEvent], page 30, Section 1.1.79 [StaffSpanEvent], page 30, Section 1.1.80 [StringNumberEvent], page 31, Section 1.1.81 [StrokeFingerEvent], page 31, Section 1.1.82 [SustainEvent], page 31, Section 1.1.83 [TempoChangeEvent], page 32, Section 1.1.84 [TextScriptEvent], page 32, Section 1.1.85 [TextSpanEvent], page 32, Section 1.1.86 [TieEvent], page 33, Section 1.1.90 [TremoloEvent], page 34, Section 1.1.92 [TremoloSpanEvent], page 35, Section 1.1.93 [TrillSpanEvent], page 36, Section 1.1.94 [TupletSpanEvent], page 36, Section 1.1.95 [UnaCordaEvent], page 36 and Section 1.1.97 [UnisonoEvent], page 37.

Not accepted by any engraver or performer.

### 1.2.64 string-number-event

Music event type `string-number-event` is in music objects of type Section 1.1.80 [StringNumberEvent], page 31.

Accepted by: Section 2.2.43 [Fretboard\_engraver], page 247 and Section 2.2.114 [Tab\_note\_heads\_engraver], page 269.

### 1.2.65 stroke-finger-event

Music event type `stroke-finger-event` is in music objects of type Section 1.1.81 [StrokeFingerEvent], page 31.

Accepted by: Section 2.2.39 [Fingering\_engraver], page 246.

### 1.2.66 sustain-event

Music event type `sustain-event` is in music objects of type Section 1.1.82 [SustainEvent], page 31.

Accepted by: Section 2.2.86 [Piano\_pedal\_engraver], page 262 and Section 2.2.87 [Piano\_pedal\_performer], page 262.

### 1.2.67 tempo-change-event

Music event type `tempo-change-event` is in music objects of type Section 1.1.83 [TempoChangeEvent], page 32.

Accepted by: Section 2.2.68 [Metronome\_mark\_engraver], page 255.

### 1.2.68 text-script-event

Music event type `text-script-event` is in music objects of type Section 1.1.84 [TextScriptEvent], page 32.

Accepted by: Section 2.2.118 [Text\_engraver], page 270.

### 1.2.69 text-span-event

Music event type `text-span-event` is in music objects of type Section 1.1.85 [TextSpanEvent], page 32.

Accepted by: Section 2.2.119 [Text\_spanner\_engraver], page 271.

### 1.2.70 tie-event

Music event type `tie-event` is in music objects of type Section 1.1.86 [TieEvent], page 33.

Accepted by: Section 2.2.20 [Completion\_heads\_engraver], page 239, Section 2.2.120 [Tie\_engraver], page 271 and Section 2.2.121 [Tie\_performer], page 271.

### 1.2.71 tremolo-event

Music event type `tremolo-event` is in music objects of type [Section 1.1.90 \[TremoloEvent\]](#), page 34.

Accepted by: [Section 2.2.112 \[Stem\\_engraver\]](#), page 268.

### 1.2.72 tremolo-span-event

Music event type `tremolo-span-event` is in music objects of type [Section 1.1.92 \[TremoloSpanEvent\]](#), page 35.

Accepted by: [Section 2.2.16 \[Chord\\_tremolo\\_engraver\]](#), page 238.

### 1.2.73 trill-span-event

Music event type `trill-span-event` is in music objects of type [Section 1.1.93 \[TrillSpanEvent\]](#), page 36.

Accepted by: [Section 2.2.126 \[Trill-spanner\\_engraver\]](#), page 273.

### 1.2.74 tuplet-span-event

Music event type `tuplet-span-event` is in music objects of type [Section 1.1.94 \[TupletSpanEvent\]](#), page 36.

Accepted by: [Section 2.2.127 \[Tuplet\\_engraver\]](#), page 273.

### 1.2.75 una-corda-event

Music event type `una-corda-event` is in music objects of type [Section 1.1.95 \[UnaCordaEvent\]](#), page 36.

Accepted by: [Section 2.2.86 \[Piano-pedal\\_engraver\]](#), page 262 and [Section 2.2.87 \[Piano-pedal-performer\]](#), page 262.

### 1.2.76 unisono-event

Music event type `unisono-event` is in music objects of type [Section 1.1.97 \[UnisonoEvent\]](#), page 37.

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.

**beat-structure** (list)  
A beatStructure to be used in autobeaming.

**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.
- footnote-text** (markup)  
Text to appear in a footnote.
- force-accidental** (boolean)  
If set, a cautionary accidental should always be printed on this note.
- forced-type** (symbol)  
Override for the part-combiner.
- 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 or pair)  
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
- ottava-number** (integer)  
The octavation for \ottava.
- 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`.
- partial-duration** (duration)  
The length of a partial measure as a duration.
- 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 an 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-clef** (string)  
The clef of the voice to quote.
- 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?
- slash-count** (integer)  
The number of slashes in a single-beat repeat. If zero, signals a beat containing varying durations.
- 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 3.1.51 [InstrumentName], page 330, Section 3.1.110 [SystemStartBar], page 379, Section 3.1.111 [SystemStartBrace], page 379, Section 3.1.112 [SystemStartBracket], page 380, Section 3.1.113 [SystemStartSquare], page 381 and Section 3.1.129 [VerticalAlignment], page 396.

This context sets the following properties:

- Set translator property `instrumentName` to '()'.
- Set translator property `shortInstrumentName` to '()'.
- 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 54, Section 2.1.2 [ChordNames], page 55, Section 2.1.5 [DrumStaff], page 70, Section 2.1.8 [FiguredBass], page 91, Section 2.1.11 [GrandStaff], page 95, Section 2.1.14 [Lyrics], page 120, Section 2.1.18 [PianoStaff], page 146, Section 2.1.19 [RhythmicStaff], page 149, Section 2.1.21 [Staff], page 164 and Section 2.1.22 [StaffGroup], page 173.

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

Section 2.2.54 [Instrument\_name\_engraver], page 250

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 3.1.51 [InstrumentName], page 330.

**Section 2.2.113 [System\_start\_delimiter\_engraver], page 269**

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 3.1.110 [`SystemStartBar`], page 379, Section 3.1.111 [`SystemStartBrace`], page 379, Section 3.1.112 [`SystemStartBracket`], page 380 and Section 3.1.113 [`SystemStartSquare`], page 381.

**Section 2.2.130 [Vertical\_align\_engraver], page 274**

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 3.1.129 [`VerticalAlignment`], page 396.

**2.1.2 ChordNames**

Typesets chord names.

This context creates the following layout object(s):

Section 3.1.24 [`ChordName`], page 305, Section 3.1.100 [`StaffSpacing`], page 370 and Section 3.1.130 [`VerticalAxisGroup`], page 397.

This context sets the following properties:

- Set grob-property `nonstaff-nonstaff-spacing` padding in Section 3.1.130 [`VerticalAxisGroup`], page 397 to 0.5.
- Set grob-property `nonstaff-relatedstaff-spacing` padding in Section 3.1.130 [`VerticalAxisGroup`], page 397 to 0.5.
- Set grob-property `remove-empty` in Section 3.1.130 [`VerticalAxisGroup`], page 397 to `#t`.
- Set grob-property `remove-first` in Section 3.1.130 [`VerticalAxisGroup`], page 397 to `#t`.
- Set grob-property `staff-affinity` in Section 3.1.130 [`VerticalAxisGroup`], page 397 to -1.

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

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

**Section 2.2.15 [Chord\_name\_engraver], page 237**

Catch note and rest events and generate the appropriate chordname.

Music types accepted:

Section 1.2.39 [note-event], page 43 and Section 1.2.51 [rest-event], page 45

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 305.

**Section 2.2.51 [Hara\_kiri\_engraver], page 250**

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 3.1.130 [VerticalAxisGroup], page 397.

**Section 2.2.78 [Output\_property\_engraver], page 259**

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 39

**Section 2.2.99 [Separating\_line\_group\_engraver], page 265**

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 3.1.100 [StaffSpacing], page 370.

**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 293, Section 3.1.19 [Beam], page 300, Section 3.1.20 [BendAfter], page 302, Section 3.1.23 [BreathingSign], page 304, Section 3.1.26 [ClusterSpanner], page 307, Section 3.1.27 [ClusterSpannerBeacon], page 307, Section 3.1.28 [CombineTextScript], page 307, Section 3.1.33 [Dots], page 313, Section 3.1.34 [DoublePercentRepeat], page 313, Section 3.1.35 [DoublePercentRepeatCounter], page 314, Section 3.1.36 [DoubleRepeatSlash], page 315, Section 3.1.37 [DynamicLineSpanner], page 316, Section 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319, Section 3.1.41 [Fingering], page 321, Section 3.1.42 [FootnoteItem], page 322, Section 3.1.43 [FootnoteSpanner], page 323, Section 3.1.45 [Glissando], page 325, Section 3.1.49 [Hairpin], page 328, Section 3.1.52 [InstrumentSwitch], page 331, Section 3.1.55 [LaissezVibrerTie], page 334, Section 3.1.56 [LaissezVibrerTieColumn], page 335, Section 3.1.59 [LigatureBracket], page 337, Section 3.1.68 [MultiMeasureRest], page 344, Section 3.1.69 [MultiMeasureRestNumber], page 345, Section 3.1.70 [MultiMeasureRestText], page 346, Section 3.1.73 [NoteColumn], page 349, Section 3.1.74 [NoteHead], page 349, Section 3.1.76 [NoteSpacing], page 350, Section 3.1.81 [PercentRepeat], page 354, Section 3.1.82 [PercentRepeatCounter], page 355, Section 3.1.83 [PhrasingSlur], page 356, Section 3.1.86 [RepeatSlash], page 360, Section 3.1.87 [RepeatTie], page 360, Section 3.1.88 [RepeatTieColumn], page 361, Section 3.1.89 [Rest], page 362, Section 3.1.91 [Script], page 363, Section 3.1.92 [ScriptColumn], page 363, Section 3.1.94 [Slur], page 364, Section 3.1.103 [Stem], page 372, Section 3.1.104 [StemTremolo], page 373, Section 3.1.105 [StringNumber], page 374, Section 3.1.106 [StrokeFinger], page 375, Section 3.1.115 [TextScript], page 383, Section 3.1.116 [TextSpanner], page 385, Section 3.1.117 [Tie], page 386, Section 3.1.118 [TieColumn], page 387, Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390, Section 3.1.122 [TrillPitchHead],

page 391, Section 3.1.123 [TrillSpanner], page 391, Section 3.1.124 [TupletBracket], page 392, Section 3.1.125 [TupletNumber], page 394 and Section 3.1.131 [VoiceFollower], page 398.

This context sets the following properties:

- Set grob-property `beam-thickness` in Section 3.1.19 [Beam], page 300 to 0.35.
- Set grob-property `length-fraction` in Section 3.1.19 [Beam], page 300 to 0.629960524947437.
- Set grob-property `length-fraction` in Section 3.1.103 [Stem], page 372 to 0.629960524947437.
- Set translator property `fontSize` to -4.

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 233**

Generate an Arpeggio symbol.

Music types accepted:

Section 1.2.4 [arpeggio-event], page 39

This engraver creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 293.

**Section 2.2.4 [Auto\_beam\_engraver], page 234**

Generate beams based on measure characteristics and observed Stems.

Uses `baseMoment`, `beatStructure`, `beamExceptions`, `measureLength`, and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through Section 2.2.112 [Stem\_engraver], page 268 properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted:

Section 1.2.8 [beam-forbid-event], page 40

Properties (read)

`autoBeaming` (boolean)

If set to true then beams are generated automatically.

`baseMoment` (moment)

Smallest unit of time that will stand on its own as a subdivided section.

`beamExceptions` (list)

An alist of exceptions to autobeam rules that normally end on beats.

`beatStructure` (list)

List of `baseMoments` that are combined to make beats.

`subdivideBeams` (boolean)

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

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 300.

**Section 2.2.10 [Beam\_engraver], page 236**

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 39](#)

Properties (read)

**baseMoment** (moment)

Smallest unit of time that will stand on its own as a subdivided section.

**beamMelismaBusy** (boolean)

Signal if a beam is present.

**beatStructure** (list)

List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)

If set, multiple beams will be subdivided at **baseMoment** 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 300.](#)

**Section 2.2.12 [Bend\_engraver], page 237**

Create fall spanners.

Music types accepted:

[Section 1.2.9 \[bend-after-event\], page 40](#)

This engraver creates the following layout object(s):

[Section 3.1.20 \[BendAfter\], page 302.](#)

**Section 2.2.14 [Breathing\_sign\_engraver], page 237**

Create a breathing sign.

Music types accepted:

[Section 1.2.13 \[breathing-event\], page 40](#)

This engraver creates the following layout object(s):

[Section 3.1.23 \[BreathingSign\], page 304.](#)

**Section 2.2.16 [Chord\_tremolo\_engraver], page 238**

Generate beams for tremolo repeats.

Music types accepted:

[Section 1.2.72 \[tremolo-span-event\], page 48](#)

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 300.](#)

**Section 2.2.18 [Cluster\_spanner\_engraver], page 239**

Engrave a cluster using **Spanner** notation.



Music types accepted:

[Section 1.2.14 \[cluster-note-event\]](#), page 40

This engraver creates the following layout object(s):

[Section 3.1.26 \[ClusterSpanner\]](#), page 307 and [Section 3.1.27 \[ClusterSpannerBeacon\]](#), page 307.

**[Section 2.2.27 \[Dots\\_engraver\]](#), page 242**

Create [Section 3.1.33 \[Dots\]](#), page 313 objects for [Section 3.2.86 \[rhythmic-head-interface\]](#), page 444s.

This engraver creates the following layout object(s):

[Section 3.1.33 \[Dots\]](#), page 313.

**[Section 2.2.28 \[Double\\_percent\\_repeat\\_engraver\]](#), page 242**

Make double measure repeats.

Music types accepted:

[Section 1.2.18 \[double-percent-event\]](#), page 41

Properties (read)

`countPercentRepeats` (boolean)

If set, produce counters for percent repeats.

`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 3.1.34 \[DoublePercentRepeat\]](#), page 313 and [Section 3.1.35 \[DoublePercentRepeatCounter\]](#), page 314.

**[Section 2.2.31 \[Dynamic\\_align\\_engraver\]](#), page 243**

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

[Section 1.2.12 \[break-span-event\]](#), page 40

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 3.1.37 \[DynamicLineSpanner\]](#), page 316.

**Section 2.2.39 [Fingering\_engraver], page 246**

Create fingering scripts.

Music types accepted:

Section 1.2.22 [fingering-event], page 41 and Section 1.2.65 [stroke-finger-event], page 47

This engraver creates the following layout object(s):

Section 3.1.41 [Fingering], page 321.

**Section 2.2.40 [Font\_size\_engraver], page 246**

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

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

**Section 2.2.41 [Footnote\_engraver], page 246**

Create footnote texts.

Music types accepted:

Section 1.2.23 [footnote-event], page 41

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 3.1.42 [FootnoteItem], page 322 and Section 3.1.43 [FootnoteSpanner], page 323.

**Section 2.2.42 [Forbid\_line\_break\_engraver], page 247**

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 2.2.44 [Glissando\_engraver], page 248**

Engrave glissandi.

Music types accepted:

Section 1.2.24 [glissando-event], page 41

Properties (read)

`glissandoMap` (list)

A map in the form of '((source1 . target1) (source2 . target2) (sourcen . targetn))' showing the glissandi to be drawn for note columns.

The value `'()` will default to `'((0 . 0) (1 . 1) (n . n))`, where `n` is the minimal number of note-heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s):

Section 3.1.45 [Glissando], page 325.

#### Section 2.2.45 [Grace\_beam\_engraver], page 248

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 39

Properties (read)

- `baseMoment` (moment)  
Smallest unit of time that will stand on its own as a subdivided section.
- `beamMelismaBusy` (boolean)  
Signal if a beam is present.
- `beatStructure` (list)  
List of `baseMoments` that are combined to make beats.
- `subdivideBeams` (boolean)  
If set, multiple beams will be subdivided at `baseMoment` positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 300.

#### Section 2.2.46 [Grace\_engraver], page 249

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 2.2.50 [Grob\_pq\_engraver], page 249

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 2.2.55 [Instrument\_switch\_engraver], page 251**

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 3.1.52 [InstrumentSwitch], page 331.

**Section 2.2.59 [Laissez\_vibrer\_engraver], page 252**

Create laissez vibrer items.

Music types accepted:

Section 1.2.29 [laissez-vibrer-event], page 42

This engraver creates the following layout object(s):

Section 3.1.55 [LaissezVibrerTie], page 334 and Section 3.1.56 [LaissezVibrerTieColumn], page 335.

**Section 2.2.61 [Ligature\_bracket\_engraver], page 253**

Handle `Ligature_events` by engraving `Ligature` brackets.

Music types accepted:

Section 1.2.31 [ligature-event], page 42

This engraver creates the following layout object(s):

Section 3.1.59 [LigatureBracket], page 337.

**Section 2.2.69 [Multi\_measure\_rest\_engraver], page 255**

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the Section 3.1.68 [MultiMeasureRest], page 344. Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

Section 1.2.36 [multi-measure-rest-event], page 42 and Section 1.2.37 [multi-measure-text-event], page 43

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 3.1.68 [MultiMeasureRest], page 344, Section 3.1.69 [MultiMeasureRestNumber], page 345 and Section 3.1.70 [MultiMeasureRestText], page 346.

**Section 2.2.70 [New\_dynamic\_engraver], page 256**

Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:

Section 1.2.1 [absolute-dynamic-event], page 39 and Section 1.2.60 [span-dynamic-event], page 46

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 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319 and Section 3.1.49 [Hairpin], page 328.

**Section 2.2.71 [New\_fingering\_engraver], page 257**

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 3.1.41 [Fingering], page 321, Section 3.1.91 [Script], page 363, Section 3.1.105 [StringNumber], page 374 and Section 3.1.106 [StrokeFinger], page 375.

#### Section 2.2.72 [Note\_head\_line\_engraver], page 257

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 3.1.45 [Glissando], page 325 and Section 3.1.131 [VoiceFollower], page 398.

#### Section 2.2.73 [Note\_heads\_engraver], page 257

Generate note heads.

Music types accepted:

Section 1.2.39 [note-event], page 43

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 3.1.74 [NoteHead], page 349.

#### Section 2.2.76 [Note\_spacing\_engraver], page 258

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

This engraver creates the following layout object(s):

Section 3.1.76 [NoteSpacing], page 350.

**Section 2.2.78 [Output\_property\_engraver], page 259**

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 39

**Section 2.2.82 [Part\_combine\_engraver], page 260**

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

Music types accepted:

Section 1.2.39 [note-event], page 43 and Section 1.2.43 [part-combine-event], page 44

Properties (read)

`aDueText` (markup)

Text to print at a unisono passage.

`partCombineTextsOnNote` (boolean)

Print part-combine texts only on the next note rather than immediately on rests or skips.

`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 307.

**Section 2.2.83 [Percent\_repeat\_engraver], page 261**

Make whole measure repeats.

Music types accepted:

Section 1.2.46 [percent-event], page 44

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.

`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.

This engraver creates the following layout object(s):

Section 3.1.81 [PercentRepeat], page 354 and Section 3.1.82 [PercentRepeatCounter], page 355.

**Section 2.2.84 [Phrasing\_slur\_engraver], page 261**

Print phrasing slurs. Similar to [Section 2.2.101 \[Slur\\_engraver\]](#), page 266.

Music types accepted:

[Section 1.2.48 \[phrasing-slur-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.83 \[PhrasingSlur\]](#), page 356.

**Section 2.2.89 [Pitched\_trill\_engraver], page 263**

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

This engraver creates the following layout object(s):

[Section 3.1.120 \[TrillPitchAccidental\]](#), page 389, [Section 3.1.121 \[TrillPitchGroup\]](#), page 390 and [Section 3.1.122 \[TrillPitchHead\]](#), page 391.

**Section 2.2.91 [Repeat\_tie\_engraver], page 263**

Create repeat ties.

Music types accepted:

[Section 1.2.50 \[repeat-tie-event\]](#), page 45

This engraver creates the following layout object(s):

[Section 3.1.87 \[RepeatTie\]](#), page 360 and [Section 3.1.88 \[RepeatTieColumn\]](#), page 361.

**Section 2.2.93 [Rest\_engraver], page 264**

Engrave rests.

Music types accepted:

[Section 1.2.51 \[rest-event\]](#), page 45

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 3.1.89 \[Rest\]](#), page 362.

**Section 2.2.94 [Rhythmic\_column\_engraver], page 264**

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

This engraver creates the following layout object(s):

[Section 3.1.73 \[NoteColumn\]](#), page 349.

**Section 2.2.96 [Script\_column\_engraver], page 264**

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 3.1.92 \[ScriptColumn\]](#), page 363.

**Section 2.2.97 [Script\_engraver], page 265**

Handle note scripted articulations.

Music types accepted:

[Section 1.2.5 \[articulation-event\]](#), page 39

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 3.1.91 \[Script\]](#), page 363.

**Section 2.2.100 [Slash\_repeat\_engraver]**, page 266

Make beat repeats.

Music types accepted:

[Section 1.2.49 \[repeat-slash-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.36 \[DoubleRepeatSlash\]](#), page 315 and [Section 3.1.86 \[RepeatSlash\]](#), page 360.

**Section 2.2.101 [Slur\_engraver]**, page 266

Build slur grobs from slur events.

Music types accepted:

[Section 1.2.55 \[slur-event\]](#), page 45

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 3.1.94 \[Slur\]](#), page 364.

**Section 2.2.106 [Spanner\_break\_forbid\_engraver]**, page 267

Forbid breaks in certain spanners.

**Section 2.2.112 [Stem\_engraver]**, page 268

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

Music types accepted:

[Section 1.2.71 \[tremolo-event\]](#), page 48

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 3.1.103 [Stem], page 372 and Section 3.1.104 [StemTremolo], page 373.

**Section 2.2.118 [Text\_engraver], page 270**

Create text scripts.

Music types accepted:

Section 1.2.68 [text-script-event], page 47

This engraver creates the following layout object(s):

Section 3.1.115 [TextScript], page 383.

**Section 2.2.119 [Text\_spanner\_engraver], page 271**

Create text spanner from an event.

Music types accepted:

Section 1.2.69 [text-span-event], page 47

This engraver creates the following layout object(s):

Section 3.1.116 [TextSpanner], page 385.

**Section 2.2.120 [Tie\_engraver], page 271**

Generate ties between note heads of equal pitch.

Music types accepted:

Section 1.2.70 [tie-event], page 47

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 3.1.117 [Tie], page 386 and Section 3.1.118 [TieColumn], page 387.

**Section 2.2.126 [Trill\_spanner\_engraver], page 273**

Create trill spanner from an event.

Music types accepted:

Section 1.2.73 [trill-span-event], page 48

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 3.1.123 \[TrillSpanner\]](#), page 391.

[Section 2.2.127 \[Tuplet\\_engraver\]](#), page 273

Catch tuplet events and generate appropriate bracket.

Music types accepted:

[Section 1.2.74 \[tuplet-span-event\]](#), page 48

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 3.1.124 \[TupletBracket\]](#), page 392 and [Section 3.1.125 \[Tuplet-Number\]](#), page 394.

[Section 2.2.128 \[Tweak\\_engraver\]](#), page 274

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 295, [Section 3.1.13 \[BassFigure\]](#), page 298, [Section 3.1.14 \[BassFigureAlignment\]](#), page 298, [Section 3.1.15 \[BassFigureAlignmentPositioning\]](#), page 298, [Section 3.1.16 \[BassFigureBracket\]](#), page 299, [Section 3.1.17 \[BassFigureContinuation\]](#), page 299, [Section 3.1.18 \[BassFigureLine\]](#), page 300, [Section 3.1.25 \[Clef\]](#), page 305, [Section 3.1.29 \[Cue-Clef\]](#), page 309, [Section 3.1.30 \[CueEndClef\]](#), page 310, [Section 3.1.32 \[DotColumn\]](#), page 312, [Section 3.1.51 \[InstrumentName\]](#), page 330, [Section 3.1.57 \[LedgerLineSpanner\]](#), page 335, [Section 3.1.72 \[NoteCollision\]](#), page 348, [Section 3.1.77 \[OctavateEight\]](#), page 351, [Section 3.1.90 \[RestCollision\]](#), page 362, [Section 3.1.93 \[ScriptRow\]](#), page 364, [Section 3.1.96 \[SostenutoPedalLineSpanner\]](#), page 366, [Section 3.1.100 \[StaffSpacing\]](#), page 370, [Section 3.1.101 \[StaffSymbol\]](#), page 370, [Section 3.1.108 \[SustainPedalLineSpanner\]](#), page 377, [Section 3.1.119 \[TimeSignature\]](#), page 388, [Section 3.1.127 \[UnaCordaPedalLineSpanner\]](#), page 395 and [Section 3.1.130 \[VerticalAxisGroup\]](#), page 397.

This context sets the following properties:

- Set grob-property `staff-padding` in [Section 3.1.91 \[Script\]](#), page 363 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 57 and [Section 2.1.6 \[DrumVoice\]](#), page 76.

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

**[Section 2.2.5 \[Axis\\_group\\_engraver\]](#), page 234**

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 3.1.130 \[VerticalAxisGroup\]](#), page 397.

**[Section 2.2.7 \[Bar\\_engraver\]](#), page 235**

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 295.

**[Section 2.2.9 \[Beam\\_collision\\_engraver\]](#), page 236**

Help beams avoid colliding with notes and clefs in other voices.

**[Section 2.2.17 \[Clef\\_engraver\]](#), page 238**

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 305 and [Section 3.1.77 \[OctavateEight\]](#), page 351.

**Section 2.2.19 [Collision\_engraver], page 239**

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 3.1.72 \[NoteCollision\]](#), page 348.

**Section 2.2.23 [Cue\_clef\_engraver], page 240**

Determine and set reference point for pitches in cued voices.

Properties (read)

**clefOctavation** (integer)  
Add this much extra octavation. Values of 7 and -7 are common.

**cueClefGlyph** (string)  
Name of the symbol within the music font.

**cueClefOctavation** (integer)  
Add this much extra octavation. Values of 7 and -7 are common.

**cueClefPosition** (number)  
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

**explicitCueClefVisibility** (vector)  
'break-visibility' function for cue clef changes.

**middleCCuePosition** (number)  
The position of the middle C, as determined only by the clef of the cue notes. This can be calculated by looking at **cueClefPosition** and **cueClefGlyph**.

This engraver creates the following layout object(s):

Section 3.1.29 [CueClef], page 309, Section 3.1.30 [CueEndClef], page 310 and Section 3.1.77 [OctavateEight], page 351.

**Section 2.2.26 [Dot\_column\_engraver], page 242**

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 3.1.32 [DotColumn], page 312.

**Section 2.2.37 [Figured\_bass\_engraver], page 245**

Make figured bass numbers.

Music types accepted:

Section 1.2.6 [bass-figure-event], page 39 and Section 1.2.51 [rest-event], page 45

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 298, Section 3.1.14 [BassFigure-Alignment], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299 and Section 3.1.18 [BassFigureLine], page 300.

**Section 2.2.38 [Figured\_bass\_position\_engraver], page 246**

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 298.

**Section 2.2.40 [Font\_size\_engraver], page 246**

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

Properties (read)

**fontSize** (number)

The relative size of all grobs in a context.

**Section 2.2.50 [Grob\_pq\_engraver], page 249**

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 2.2.54 [Instrument\_name\_engraver], page 250**

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 3.1.51 [InstrumentName], page 330.**

**Section 2.2.60 [Ledger\_line\_engraver], page 253**

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

This engraver creates the following layout object(s):

**Section 3.1.57 [LedgerLineSpanner], page 335.**

**Section 2.2.78 [Output\_property\_engraver], page 259**

Apply a procedure to any grob acknowledged.

Music types accepted:

**Section 1.2.3 [apply-output-event], page 39**

**Section 2.2.85 [Piano\_pedal\_align\_engraver], page 261**

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 3.1.96 [SostenutoPedalLineSpanner], page 366, Section 3.1.108 [SustainPedalLineSpanner], page 377 and Section 3.1.127 [UnaCordaPedalLineSpanner], page 395.

**Section 2.2.92 [Rest\_collision\_engraver], page 263**

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 3.1.90 [RestCollision], page 362.

**Section 2.2.98 [Script\_row\_engraver], page 265**

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

Section 3.1.93 [ScriptRow], page 364.

**Section 2.2.99 [Separating\_line\_group\_engraver], page 265**

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 3.1.100 [StaffSpacing], page 370.

**Section 2.2.107 [Staff\_collecting\_engraver], page 267**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 2.2.109 [Staff\_symbol\_engraver], page 268**

Create the constellation of five (default) staff lines.

Music types accepted:

**Section 1.2.62 [staff-span-event], page 46**

This engraver creates the following layout object(s):

**Section 3.1.101 [StaffSymbol], page 370.**

**Section 2.2.122 [Time\_signature\_engraver], page 272**

Create a **Section 3.1.119 [TimeSignature]**, page 388 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 3.1.119 [TimeSignature], page 388.**

## 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 300, Section 3.1.20 [BendAfter], page 302, Section 3.1.23 [BreathingSign], page 304, Section 3.1.28 [CombineTextScript], page 307, Section 3.1.33 [Dots], page 313, Section 3.1.34 [DoublePercentRepeat], page 313, Section 3.1.35 [DoublePercentRepeatCounter], page 314, Section 3.1.36 [DoubleRepeatSlash], page 315, Section 3.1.37 [DynamicLineSpanner], page 316, Section 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319, Section 3.1.42 [FootnoteItem], page 322, Section 3.1.43 [FootnoteSpanner], page 323, Section 3.1.49 [Hairpin], page 328, Section 3.1.52 [InstrumentSwitch], page 331, Section 3.1.55 [LaissezVibrerTie], page 334, Section 3.1.56 [LaissezVibrerTieColumn], page 335, Section 3.1.68 [MultiMeasureRest], page 344, Section 3.1.69 [MultiMeasureRestNumber], page 345, Section 3.1.70 [MultiMeasureRestText], page 346, Section 3.1.73 [NoteColumn], page 349, Section 3.1.74 [NoteHead], page 349, Section 3.1.76 [NoteSpacing], page 350, Section 3.1.81 [PercentRepeat], page 354, Section 3.1.82 [PercentRepeatCounter], page 355, Section 3.1.83 [PhrasingSlur], page 356, Section 3.1.86 [RepeatSlash], page 360, Section 3.1.87 [RepeatTie], page 360, Section 3.1.88 [RepeatTieColumn], page 361, Section 3.1.89 [Rest], page 362, Section 3.1.91 [Script], page 363, Section 3.1.92 [ScriptColumn], page 363, Section 3.1.94 [Slur], page 364, Section 3.1.103 [Stem], page 372, Section 3.1.104 [StemTremolo], page 373, Section 3.1.115 [TextScript], page 383, Section 3.1.116 [TextSpanner], page 385, Section 3.1.117 [Tie], page 386, Section 3.1.118 [TieColumn], page 387, Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390, Section 3.1.122 [TrillPitchHead], page 391, Section 3.1.123 [TrillSpanner], page 391, Section 3.1.124 [TupletBracket], page 392 and Section 3.1.125 [TupletNumber], page 394.**

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 234**

Generate beams based on measure characteristics and observed Stems. Uses `baseMoment`, `beatStructure`, `beamExceptions`, `measureLength`, and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through **Section 2.2.112 [Stem\_engraver], page 268** properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted:

**Section 1.2.8 [beam-forbid-event], page 40**

Properties (read)

- `autoBeaming` (boolean)  
If set to true then beams are generated automatically.
- `baseMoment` (moment)  
Smallest unit of time that will stand on its own as a subdivided section.
- `beamExceptions` (list)  
An alist of exceptions to autobeam rules that normally end on beats.
- `beatStructure` (list)  
List of `baseMoments` that are combined to make beats.
- `subdivideBeams` (boolean)  
If set, multiple beams will be subdivided at `baseMoment` positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

**Section 3.1.19 [Beam], page 300.**

**Section 2.2.10 [Beam\_engraver], page 236**

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 39**

Properties (read)

- `baseMoment` (moment)  
Smallest unit of time that will stand on its own as a subdivided section.
- `beamMelismaBusy` (boolean)  
Signal if a beam is present.
- `beatStructure` (list)  
List of `baseMoments` that are combined to make beats.

**subdivideBeams** (boolean)

If set, multiple beams will be subdivided at **baseMoment** 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 300.

**Section 2.2.12 [Bend\_engraver]**, page 237

Create fall spanners.

Music types accepted:

[Section 1.2.9 \[bend-after-event\]](#), page 40

This engraver creates the following layout object(s):

[Section 3.1.20 \[BendAfter\]](#), page 302.

**Section 2.2.14 [Breathing\_sign\_engraver]**, page 237

Create a breathing sign.

Music types accepted:

[Section 1.2.13 \[breathing-event\]](#), page 40

This engraver creates the following layout object(s):

[Section 3.1.23 \[BreathingSign\]](#), page 304.

**Section 2.2.16 [Chord\_tremolo\_engraver]**, page 238

Generate beams for tremolo repeats.

Music types accepted:

[Section 1.2.72 \[tremolo-span-event\]](#), page 48

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 300.

**Section 2.2.27 [Dots\_engraver]**, page 242

Create [Section 3.1.33 \[Dots\]](#), page 313 objects for [Section 3.2.86 \[rhythmic-head-interface\]](#), page 444s.

This engraver creates the following layout object(s):

[Section 3.1.33 \[Dots\]](#), page 313.

**Section 2.2.28 [Double\_percent\_repeat\_engraver]**, page 242

Make double measure repeats.

Music types accepted:

[Section 1.2.18 \[double-percent-event\]](#), page 41

Properties (read)

**countPercentRepeats** (boolean)

If set, produce counters for percent repeats.

**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 3.1.34 [**DoublePercentRepeat**], page 313 and Section 3.1.35 [**DoublePercentRepeatCounter**], page 314.

Section 2.2.30 [**Drum\_notes\_engraver**], page 243

Generate drum note heads.

Music types accepted:

Section 1.2.39 [**note-event**], page 43

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 3.1.74 [**NoteHead**], page 349 and Section 3.1.91 [**Script**], page 363.

Section 2.2.31 [**Dynamic\_align\_engraver**], page 243

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [**break-span-event**], page 40

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 3.1.37 [**DynamicLineSpanner**], page 316.

Section 2.2.40 [**Font\_size\_engraver**], page 246

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

Properties (read)

**fontSize** (number)

The relative size of all grobs in a context.

**Section 2.2.41 [Footnote\_engraver], page 246**

Create footnote texts.

Music types accepted:

**Section 1.2.23 [footnote-event], page 41**

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 3.1.42 [FootnoteItem], page 322** and **Section 3.1.43 [FootnoteSpanner], page 323.**

**Section 2.2.42 [Forbid\_line\_break\_engraver], page 247**

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 2.2.45 [Grace\_beam\_engraver], page 248**

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 39**

Properties (read)

**baseMoment** (moment)

Smallest unit of time that will stand on its own as a subdivided section.

**beamMelismaBusy** (boolean)

Signal if a beam is present.

**beatStructure** (list)

List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)

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

This engraver creates the following layout object(s):

**Section 3.1.19 [Beam], page 300.**

**Section 2.2.46 [Grace\_engraver], page 249**

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 2.2.50 [Grob\_pq\_engraver], page 249**

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 [Grob\_pq\_engraver], page 249**

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 2.2.55 [Instrument\_switch\_engraver], page 251**

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 3.1.52 [InstrumentSwitch], page 331.

**Section 2.2.59 [Laissez\_vibrer\_engraver], page 252**

Create laissez vibrer items.

Music types accepted:

[Section 1.2.29 \[laissez-vibrer-event\]](#), page 42

This engraver creates the following layout object(s):

[Section 3.1.55 \[LaissezVibrerTie\]](#), page 334 and [Section 3.1.56 \[LaissezVibrerTieColumn\]](#), page 335.

**Section 2.2.69 [Multi\_measure\_rest\_engraver], page 255**

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the [Section 3.1.68 \[MultiMeasureRest\]](#), page 344. Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

[Section 1.2.36 \[multi-measure-rest-event\]](#), page 42 and [Section 1.2.37 \[multi-measure-text-event\]](#), page 43

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 3.1.68 \[MultiMeasureRest\]](#), page 344, [Section 3.1.69 \[MultiMeasureRestNumber\]](#), page 345 and [Section 3.1.70 \[MultiMeasureRestText\]](#), page 346.

**Section 2.2.70 [New\_dynamic\_engraver], page 256**

Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:

[Section 1.2.1 \[absolute-dynamic-event\]](#), page 39 and [Section 1.2.60 \[span-dynamic-event\]](#), page 46

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 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319 and Section 3.1.49 [Hairpin], page 328.

**Section 2.2.76 [Note\_spacing\_engraver], page 258**

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

This engraver creates the following layout object(s):

Section 3.1.76 [NoteSpacing], page 350.

**Section 2.2.78 [Output\_property\_engraver], page 259**

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 39

**Section 2.2.82 [Part\_combine\_engraver], page 260**

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

Music types accepted:

Section 1.2.39 [note-event], page 43 and Section 1.2.43 [part-combine-event], page 44

Properties (read)

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

**partCombineTextsOnNote** (boolean)  
 Print part-combine texts only on the next note rather than immediately on rests or skips.

**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 307.

### Section 2.2.83 [Percent\_repeat\_engraver], page 261

Make whole measure repeats.

Music types accepted:

Section 1.2.46 [percent-event], page 44

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.

**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.

This engraver creates the following layout object(s):

Section 3.1.81 [PercentRepeat], page 354 and Section 3.1.82 [PercentRepeatCounter], page 355.

### Section 2.2.84 [Phrasing\_slur\_engraver], page 261

Print phrasing slurs. Similar to Section 2.2.101 [Slur\_engraver], page 266.

Music types accepted:

Section 1.2.48 [phrasing-slur-event], page 44

This engraver creates the following layout object(s):

Section 3.1.83 [PhrasingSlur], page 356.

### Section 2.2.89 [Pitched\_trill\_engraver], page 263

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

This engraver creates the following layout object(s):

Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390 and Section 3.1.122 [TrillPitchHead], page 391.

### Section 2.2.91 [Repeat\_tie\_engraver], page 263

Create repeat ties.

Music types accepted:

Section 1.2.50 [repeat-tie-event], page 45

This engraver creates the following layout object(s):

Section 3.1.87 [RepeatTie], page 360 and Section 3.1.88 [RepeatTieColumn], page 361.

**Section 2.2.93 [Rest\_engraver], page 264**

Engrave rests.

Music types accepted:

[Section 1.2.51 \[rest-event\]](#), page 45

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 3.1.89 \[Rest\]](#), page 362.

**Section 2.2.94 [Rhythmic\_column\_engraver], page 264**

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

This engraver creates the following layout object(s):

[Section 3.1.73 \[NoteColumn\]](#), page 349.

**Section 2.2.96 [Script\_column\_engraver], page 264**

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 3.1.92 \[ScriptColumn\]](#), page 363.

**Section 2.2.97 [Script\_engraver], page 265**

Handle note scripted articulations.

Music types accepted:

[Section 1.2.5 \[articulation-event\]](#), page 39

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 3.1.91 \[Script\]](#), page 363.

**Section 2.2.100 [Slash\_repeat\_engraver], page 266**

Make beat repeats.

Music types accepted:

[Section 1.2.49 \[repeat-slash-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.36 \[DoubleRepeatSlash\]](#), page 315 and [Section 3.1.86 \[RepeatSlash\]](#), page 360.

**Section 2.2.101 [Slur\_engraver], page 266**

Build slur grobs from slur events.

Music types accepted:

[Section 1.2.55 \[slur-event\]](#), page 45

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 3.1.94 \[Slur\]](#), page 364.

[Section 2.2.106 \[Spanner\\_break\\_forbid\\_engraver\]](#), page 267

Forbid breaks in certain spanners.

[Section 2.2.112 \[Stem\\_engraver\]](#), page 268

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

Music types accepted:

[Section 1.2.71 \[tremolo-event\]](#), page 48

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 3.1.103 \[Stem\]](#), page 372 and [Section 3.1.104 \[StemTremolo\]](#), page 373.

[Section 2.2.118 \[Text\\_engraver\]](#), page 270

Create text scripts.

Music types accepted:

[Section 1.2.68 \[text-script-event\]](#), page 47

This engraver creates the following layout object(s):

[Section 3.1.115 \[TextScript\]](#), page 383.

[Section 2.2.119 \[Text\\_spanner\\_engraver\]](#), page 271

Create text spanner from an event.

Music types accepted:

[Section 1.2.69 \[text-span-event\]](#), page 47

This engraver creates the following layout object(s):

[Section 3.1.116 \[TextSpanner\]](#), page 385.

[Section 2.2.120 \[Tie\\_engraver\]](#), page 271

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.70 \[tie-event\]](#), page 47

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 3.1.117 [Tie], page 386 and Section 3.1.118 [TieColumn], page 387.

Section 2.2.126 [Trill\_spanner\_engraver], page 273

Create trill spanner from an event.

Music types accepted:

Section 1.2.73 [trill-span-event], page 48

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 3.1.123 [TrillSpanner], page 391.

Section 2.2.127 [Tuplet\_engraver], page 273

Catch tuplet events and generate appropriate bracket.

Music types accepted:

Section 1.2.74 [tuplet-span-event], page 48

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 3.1.124 [TupletBracket], page 392 and Section 3.1.125 [Tuplet-Number], page 394.

Section 2.2.128 [Tweak\_engraver], page 274

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 295, Section 3.1.37 [DynamicLineSpanner], page 316, Section 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319, Section 3.1.49 [Hairpin], page 328, Section 3.1.84 [PianoPedalBracket], page 357, Section 3.1.91 [Script], page 363, Section 3.1.95 [SostenutoPedal], page 365, Section 3.1.107 [SustainPedal], page 376, Section 3.1.115 [TextScript], page 383, Section 3.1.116 [TextSpanner], page 385, Section 3.1.126 [UnaCordaPedal], page 394 and Section 3.1.130 [VerticalAxisGroup], page 397.

This context sets the following properties:

- Set grob-property `font-shape` in Section 3.1.115 [TextScript], page 383 to `'italic`.
- Set grob-property `nonstaff-relatedstaff-spacing` in Section 3.1.130 [VerticalAxisGroup], page 397 to `'((basic-distance . 5) (padding . 0.5))`.
- Set grob-property `staff-affinity` in Section 3.1.130 [VerticalAxisGroup], page 397 to 0.
- Set grob-property `Y-offset` in Section 3.1.37 [DynamicLineSpanner], page 316 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 234

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 3.1.130 [VerticalAxisGroup], page 397.

### Section 2.2.7 [Bar\_engraver], page 235

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 295.

Section 2.2.31 [`Dynamic_align_engraver`], page 243

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [`break-span-event`], page 40

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 3.1.37 [`DynamicLineSpanner`], page 316.

Section 2.2.70 [`New_dynamic_engraver`], page 256

Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:

Section 1.2.1 [`absolute-dynamic-event`], page 39 and Section 1.2.60 [`span-dynamic-event`], page 46

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 3.1.38 [`DynamicText`], page 317, Section 3.1.39 [`DynamicTextSpanner`], page 319 and Section 3.1.49 [`Hairpin`], page 328.

Section 2.2.78 [`Output_property_engraver`], page 259

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 39

**Section 2.2.86 [Piano\_pedal\_engraver]**, page 262

Engrave piano pedal symbols and brackets.

Music types accepted:

[Section 1.2.58 \[sostenuto-event\]](#), page 45, [Section 1.2.66 \[sustain-event\]](#), page 47 and [Section 1.2.75 \[una-corda-event\]](#), page 48

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 3.1.84 \[PianoPedalBracket\]](#), page 357, [Section 3.1.95 \[SostenutoPedal\]](#), page 365, [Section 3.1.107 \[SustainPedal\]](#), page 376 and [Section 3.1.126 \[UnaCordaPedal\]](#), page 394.

**Section 2.2.97 [Script\_engraver]**, page 265

Handle note scripted articulations.

Music types accepted:

[Section 1.2.5 \[articulation-event\]](#), page 39

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 3.1.91 \[Script\]](#), page 363.

**Section 2.2.118 [Text\_engraver], page 270**

Create text scripts.

Music types accepted:

[Section 1.2.68 \[text-script-event\], page 47](#)

This engraver creates the following layout object(s):

[Section 3.1.115 \[TextScript\], page 383.](#)

**Section 2.2.119 [Text\_spanner\_engraver], page 271**

Create text spanner from an event.

Music types accepted:

[Section 1.2.69 \[text-span-event\], page 47](#)

This engraver creates the following layout object(s):

[Section 3.1.116 \[TextSpanner\], page 385.](#)

**Section 2.2.128 [Tweak\_engraver], page 274**

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

**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 298](#), [Section 3.1.14 \[BassFigureAlignment\], page 298](#), [Section 3.1.16 \[BassFigureBracket\], page 299](#), [Section 3.1.17 \[BassFigureContinuation\], page 299](#), [Section 3.1.18 \[BassFigureLine\], page 300](#), [Section 3.1.100 \[StaffSpacing\], page 370](#) and [Section 3.1.130 \[VerticalAxisGroup\], page 397.](#)

This context sets the following properties:

- Set grob-property `nonstaff-nonstaff-spacing padding` in [Section 3.1.130 \[VerticalAxisGroup\], page 397](#) to 0.5.
- Set grob-property `nonstaff-relatedstaff-spacing padding` in [Section 3.1.130 \[VerticalAxisGroup\], page 397](#) to 0.5.
- Set grob-property `remove-empty` in [Section 3.1.130 \[VerticalAxisGroup\], page 397](#) to `#t`.
- Set grob-property `remove-first` in [Section 3.1.130 \[VerticalAxisGroup\], page 397](#) to `#t`.
- Set grob-property `staff-affinity` in [Section 3.1.130 \[VerticalAxisGroup\], page 397](#) to 1.

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

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

**Section 2.2.37 [Figured\_bass\_engraver], page 245**

Make figured bass numbers.

Music types accepted:

[Section 1.2.6 \[bass-figure-event\], page 39](#) and [Section 1.2.51 \[rest-event\], page 45](#)

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 298, Section 3.1.14 [BassFigure-Alignment], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299 and Section 3.1.18 [BassFigureLine], page 300.

#### Section 2.2.51 [Hara\_kiri\_engraver], page 250

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 3.1.130 [VerticalAxisGroup], page 397.

#### Section 2.2.99 [Separating\_line\_group\_engraver], page 265

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 3.1.100 [StaffSpacing], page 370.

## 2.1.9 FretBoards

A context for displaying fret diagrams.

This context creates the following layout object(s):

Section 3.1.44 [FretBoard], page 324, Section 3.1.51 [InstrumentName], page 330, Section 3.1.100 [StaffSpacing], page 370 and Section 3.1.130 [VerticalAxisGroup], page 397.

This context sets the following properties:

- Set translator property **handleNegativeFrets** to 'recalculate'.

- Set translator property `instrumentName` to `'()`.
- Set translator property `predefinedDiagramTable` to `#<hash-table 0/113>`.
- 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 2.2.40 [Font\_size\_engraver], page 246**

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

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

**Section 2.2.43 [Fretboard\_engraver], page 247**

Generate fret diagram from one or more events of type `NoteEvent`.

Music types accepted:

[Section 1.2.22 \[fingering-event\], page 41](#), [Section 1.2.39 \[note-event\], page 43](#) and [Section 1.2.64 \[string-number-event\], page 47](#)

Properties (read)

`chordChanges` (boolean)

Only show changes in chords scheme?

`defaultStrings` (list)

A list of strings to use in calculating frets for tablatures and fretboards if no strings are provided in the notes for the current moment.

`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 pitches of each string (starting with the lowest numbered 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 3.1.44 [FretBoard], page 324.

Section 2.2.51 [Hara\_kiri\_engraver], page 250

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 3.1.130 [VerticalAxisGroup], page 397.

Section 2.2.54 [Instrument\_name\_engraver], page 250

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 3.1.51 [InstrumentName], page 330.

Section 2.2.78 [Output\_property\_engraver], page 259

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 39

Section 2.2.99 [Separating\_line\_group\_engraver], page 265

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 3.1.100 \[StaffSpacing\]](#), page 370.

### 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 152.

### 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 293, [Section 3.1.51 \[InstrumentName\]](#), page 330, [Section 3.1.98 \[SpanBar\]](#), page 368, [Section 3.1.110 \[SystemStartBar\]](#), page 379, [Section 3.1.111 \[SystemStartBrace\]](#), page 379, [Section 3.1.112 \[SystemStartBracket\]](#), page 380, [Section 3.1.113 \[SystemStartSquare\]](#), page 381 and [Section 3.1.129 \[VerticalAlignment\]](#), page 396.

This context sets the following properties:

- 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 `GrandStaff` can contain [Section 2.1.2 \[ChordNames\]](#), page 55, [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.7 \[Dynamics\]](#), page 88, [Section 2.1.8 \[FiguredBass\]](#), page 91, [Section 2.1.14 \[Lyrics\]](#), page 120, [Section 2.1.19 \[RhythmicStaff\]](#), page 149, [Section 2.1.21 \[Staff\]](#), page 164 and [Section 2.1.23 \[TabStaff\]](#), page 175.

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

[Section 2.2.54 \[Instrument\\_name\\_engraver\]](#), page 250

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 3.1.51 \[InstrumentName\]](#), page 330.

#### [Section 2.2.104 \[Span\\_arpeggio\\_engraver\]](#), page 267

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 293.

#### [Section 2.2.105 \[Span\\_bar\\_engraver\]](#), page 267

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 3.1.98 \[SpanBar\]](#), page 368.

#### [Section 2.2.113 \[System\\_start\\_delimiter\\_engraver\]](#), page 269

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 3.1.110 \[SystemStartBar\]](#), page 379, [Section 3.1.111 \[SystemStartBrace\]](#), page 379, [Section 3.1.112 \[SystemStartBracket\]](#), page 380 and [Section 3.1.113 \[SystemStartSquare\]](#), page 381.

**Section 2.2.130 [Vertical\_align\_engraver], page 274**

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 3.1.129 [VerticalAlignment], page 396.**

**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 287, Section 3.1.2 [AccidentalCautionary], page 287, Section 3.1.3 [AccidentalPlacement], page 288, Section 3.1.4 [AccidentalSuggestion], page 289, Section 3.1.11 [BarLine], page 295, Section 3.1.13 [BassFigure], page 298, Section 3.1.14 [BassFigureAlignment], page 298, Section 3.1.15 [BassFigureAlignmentPositioning], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299, Section 3.1.18 [BassFigureLine], page 300, Section 3.1.25 [Clef], page 305, Section 3.1.29 [CueClef], page 309, Section 3.1.30 [CueEndClef], page 310, Section 3.1.32 [DotColumn], page 312, Section 3.1.51 [InstrumentName], page 330, Section 3.1.53 [KeyCancellation], page 332, Section 3.1.54 [KeySignature], page 333, Section 3.1.57 [LedgerLineSpanner], page 335, Section 3.1.72 [NoteCollision], page 348, Section 3.1.77 [OctavateEight], page 351, Section 3.1.78 [OttavaBracket], page 352, Section 3.1.84 [PianoPedalBracket], page 357, Section 3.1.90 [RestCollision], page 362, Section 3.1.93 [ScriptRow], page 364, Section 3.1.95 [SostenutoPedal], page 365, Section 3.1.96 [SostenutoPedalLineSpanner], page 366, Section 3.1.100 [StaffSpacing], page 370, Section 3.1.101 [StaffSymbol], page 370, Section 3.1.107 [SustainPedal], page 376, Section 3.1.108 [SustainPedalLineSpanner], page 377, Section 3.1.119 [TimeSignature], page 388, Section 3.1.126 [UnaCordaPedal], page 394, Section 3.1.127 [UnaCordaPedalLineSpanner], page 395 and Section 3.1.130 [VerticalAxisGroup], page 397.**

This context sets the following properties:

- Set grob-property `transparent` in **Section 3.1.11 [BarLine], page 295** 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 57** and **Section 2.1.13 [GregorianTranscriptionVoice], page 107**.

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

**Section 2.2.1 [Accidental\_engraver], page 232**

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 287, Section 3.1.2 [AccidentalCautionary], page 287, Section 3.1.3 [AccidentalPlacement], page 288 and Section 3.1.4 [AccidentalSuggestion], page 289.

Section 2.2.5 [Axis\_group\_engraver], page 234

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 3.1.130 [VerticalAxisGroup], page 397.

Section 2.2.7 [Bar\_engraver], page 235

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 295](#).

[Section 2.2.9 \[Beam\\_collision\\_engraver\], page 236](#)

Help beams avoid colliding with notes and clefs in other voices.

[Section 2.2.17 \[Clef\\_engraver\], page 238](#)

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 305](#) and [Section 3.1.77 \[OctavateEight\], page 351](#).

[Section 2.2.19 \[Collision\\_engraver\], page 239](#)

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 3.1.72 \[NoteCollision\], page 348](#).

[Section 2.2.23 \[Cue\\_clef\\_engraver\], page 240](#)

Determine and set reference point for pitches in cued voices.

Properties (read)

**clefOctavation** (integer)  
Add this much extra octavation. Values of 7 and -7 are common.

**cueClefGlyph** (string)  
Name of the symbol within the music font.

**cueClefOctavation** (integer)  
Add this much extra octavation. Values of 7 and -7 are common.

**cueClefPosition** (number)  
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

**explicitCueClefVisibility** (vector)  
'break-visibility' function for cue clef changes.

**middleCCuePosition** (number)  
The position of the middle C, as determined only by the clef of the cue notes. This can be calculated by looking at **cueClefPosition** and **cueClefGlyph**.

This engraver creates the following layout object(s):

Section 3.1.29 [CueClef], page 309, Section 3.1.30 [CueEndClef], page 310 and Section 3.1.77 [OctavateEight], page 351.

**Section 2.2.26 [Dot\_column\_engraver], page 242**

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 3.1.32 [DotColumn], page 312.

**Section 2.2.37 [Figured\_bass\_engraver], page 245**

Make figured bass numbers.

Music types accepted:

Section 1.2.6 [bass-figure-event], page 39 and Section 1.2.51 [rest-event], page 45

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 298, Section 3.1.14 [BassFigure-Alignment], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299 and Section 3.1.18 [BassFigureLine], page 300.

Section 2.2.38 [Figured\_bass\_position\_engraver], page 246

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 298.

Section 2.2.40 [Font\_size\_engraver], page 246

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

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Section 2.2.50 [Grob\_pq\_engraver], page 249

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 2.2.54 [Instrument\_name\_engraver], page 250

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 3.1.51 \[InstrumentName\]](#), page 330.

[Section 2.2.57 \[Key\\_engraver\]](#), page 251

Engrave a key signature.

Music types accepted:

[Section 1.2.27 \[key-change-event\]](#), page 42

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 3.1.53 \[KeyCancellation\]](#), page 332 and [Section 3.1.54 \[KeySignature\]](#), page 333.

[Section 2.2.60 \[Ledger\\_line\\_engraver\]](#), page 253

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

This engraver creates the following layout object(s):

[Section 3.1.57 \[LedgerLineSpanner\]](#), page 335.

[Section 2.2.77 \[Ottava\\_spanner\\_engraver\]](#), page 258

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 3.1.78 \[OttavaBracket\]](#), page 352.

[Section 2.2.78 \[Output\\_property\\_engraver\]](#), page 259

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 39

[Section 2.2.85 \[Piano\\_pedal\\_align\\_engraver\]](#), page 261

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 3.1.96 [`SostenutoPedalLineSpanner`], page 366, Section 3.1.108 [`SustainPedalLineSpanner`], page 377 and Section 3.1.127 [`UnaCordaPedalLineSpanner`], page 395.

#### Section 2.2.86 [`Piano_pedal_engraver`], page 262

Engrave piano pedal symbols and brackets.

Music types accepted:

Section 1.2.58 [`sostenuto-event`], page 45, Section 1.2.66 [`sustain-event`], page 47 and Section 1.2.75 [`una-corda-event`], page 48

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 3.1.84 [`PianoPedalBracket`], page 357, Section 3.1.95 [`SostenutoPedal`], page 365, Section 3.1.107 [`SustainPedal`], page 376 and Section 3.1.126 [`UnaCordaPedal`], page 394.

#### Section 2.2.92 [`Rest_collision_engraver`], page 263

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 3.1.90 \[RestCollision\]](#), page 362.

[Section 2.2.98 \[Script\\_row\\_engraver\]](#), page 265

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

[Section 3.1.93 \[ScriptRow\]](#), page 364.

[Section 2.2.99 \[Separating\\_line\\_group\\_engraver\]](#), page 265

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 3.1.100 \[StaffSpacing\]](#), page 370.

[Section 2.2.107 \[Staff\\_collecting\\_engraver\]](#), page 267

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 2.2.109 \[Staff\\_symbol\\_engraver\]](#), page 268

Create the constellation of five (default) staff lines.

Music types accepted:

[Section 1.2.62 \[staff-span-event\]](#), page 46

This engraver creates the following layout object(s):

[Section 3.1.101 \[StaffSymbol\]](#), page 370.

[Section 2.2.122 \[Time\\_signature\\_engraver\]](#), page 272

Create a [Section 3.1.119 \[TimeSignature\]](#), page 388 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 3.1.119 \[TimeSignature\]](#), page 388.

### 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 293, Section 3.1.19 [Beam], page 300, Section 3.1.20 [BendAfter], page 302, Section 3.1.23 [BreathingSign], page 304, Section 3.1.26 [ClusterSpanner], page 307, Section 3.1.27 [ClusterSpannerBeacon], page 307, Section 3.1.28 [CombineTextScript], page 307, Section 3.1.33 [Dots], page 313, Section 3.1.34 [DoublePercentRepeat], page 313, Section 3.1.35 [DoublePercentRepeatCounter], page 314, Section 3.1.36 [DoubleRepeatSlash], page 315, Section 3.1.37 [DynamicLineSpanner], page 316, Section 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319, Section 3.1.40 [Episema], page 320, Section 3.1.41 [Fingering], page 321, Section 3.1.42 [FootnoteItem], page 322, Section 3.1.43 [FootnoteSpanner], page 323, Section 3.1.45 [Glissando], page 325, Section 3.1.49 [Hairpin], page 328, Section 3.1.52 [InstrumentSwitch], page 331, Section 3.1.55 [LaissezVibrerTie], page 334, Section 3.1.56 [LaissezVibrerTieColumn], page 335, Section 3.1.59 [LigatureBracket], page 337, Section 3.1.68 [MultiMeasureRest], page 344, Section 3.1.69 [MultiMeasureRestNumber], page 345, Section 3.1.70 [MultiMeasureRestText], page 346, Section 3.1.73 [NoteColumn], page 349, Section 3.1.74 [NoteHead], page 349, Section 3.1.76 [NoteSpacing], page 350, Section 3.1.81 [PercentRepeat], page 354, Section 3.1.82 [PercentRepeatCounter], page 355, Section 3.1.83 [PhrasingSlur], page 356, Section 3.1.86 [RepeatSlash], page 360, Section 3.1.87 [RepeatTie], page 360, Section 3.1.88 [RepeatTieColumn], page 361, Section 3.1.89 [Rest], page 362, Section 3.1.91 [Script], page 363, Section 3.1.92 [ScriptColumn], page 363, Section 3.1.94 [Slur], page 364, Section 3.1.103 [Stem], page 372, Section 3.1.104 [StemTremolo], page 373, Section 3.1.105 [StringNumber], page 374, Section 3.1.106 [StrokeFinger], page 375, Section 3.1.115 [TextScript], page 383, Section 3.1.116 [TextSpanner], page 385, Section 3.1.117 [Tie], page 386, Section 3.1.118 [TieColumn], page 387, Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390, Section 3.1.122 [TrillPitchHead], page 391, Section 3.1.123 [TrillSpanner], page 391, Section 3.1.124 [TupletBracket], page 392, Section 3.1.125 [TupletNumber], page 394 and Section 3.1.131 [VoiceFollower], page 398.

This context sets the following properties:

- Set grob-property **padding** in Section 3.1.91 [Script], page 363 to 0.5.
- Set grob-property **transparent** in Section 3.1.59 [LigatureBracket], page 337 to #t.
- Set translator property **autoBeaming** to #f.

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 233

Generate an Arpeggio symbol.

Music types accepted:

Section 1.2.4 [arpeggio-event], page 39

This engraver creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 293.

Section 2.2.4 [Auto\_beam\_engraver], page 234

Generate beams based on measure characteristics and observed Stems.

Uses **baseMoment**, **beatStructure**, **beamExceptions**, **measureLength**,



and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through [Section 2.2.112 \[Stem\\_engraver\]](#), [page 268](#) properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted:

[Section 1.2.8 \[beam-forbid-event\]](#), [page 40](#)

Properties (read)

- `autoBeaming` (boolean)  
If set to true then beams are generated automatically.
- `baseMoment` (moment)  
Smallest unit of time that will stand on its own as a subdivided section.
- `beamExceptions` (list)  
An alist of exceptions to autobeam rules that normally end on beats.
- `beatStructure` (list)  
List of `baseMoments` that are combined to make beats.
- `subdivideBeams` (boolean)  
If set, multiple beams will be subdivided at `baseMoment` positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), [page 300](#).

#### [Section 2.2.10 \[Beam\\_engraver\]](#), [page 236](#)

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 39](#)

Properties (read)

- `baseMoment` (moment)  
Smallest unit of time that will stand on its own as a subdivided section.
- `beamMelismaBusy` (boolean)  
Signal if a beam is present.
- `beatStructure` (list)  
List of `baseMoments` that are combined to make beats.
- `subdivideBeams` (boolean)  
If set, multiple beams will be subdivided at `baseMoment` 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 300.

Section 2.2.12 [Bend\_engraver], page 237

Create fall spanners.

Music types accepted:

Section 1.2.9 [bend-after-event], page 40

This engraver creates the following layout object(s):

Section 3.1.20 [BendAfter], page 302.

Section 2.2.14 [Breathing\_sign\_engraver], page 237

Create a breathing sign.

Music types accepted:

Section 1.2.13 [breathing-event], page 40

This engraver creates the following layout object(s):

Section 3.1.23 [BreathingSign], page 304.

Section 2.2.16 [Chord\_tremolo\_engraver], page 238

Generate beams for tremolo repeats.

Music types accepted:

Section 1.2.72 [tremolo-span-event], page 48

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 300.

Section 2.2.18 [Cluster\_spanner\_engraver], page 239

Engrave a cluster using **Spanner** notation.

Music types accepted:

Section 1.2.14 [cluster-note-event], page 40

This engraver creates the following layout object(s):

Section 3.1.26 [ClusterSpanner], page 307 and Section 3.1.27 [ClusterSpannerBeacon], page 307.

Section 2.2.27 [Dots\_engraver], page 242

Create Section 3.1.33 [Dots], page 313 objects for Section 3.2.86 [rhythmic-head-interface], page 444s.

This engraver creates the following layout object(s):

Section 3.1.33 [Dots], page 313.

Section 2.2.28 [Double\_percent\_repeat\_engraver], page 242

Make double measure repeats.

Music types accepted:

Section 1.2.18 [double-percent-event], page 41

Properties (read)

**countPercentRepeats** (boolean)

If set, produce counters for percent repeats.

**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 3.1.34 [`DoublePercentRepeat`], page 313 and Section 3.1.35 [`DoublePercentRepeatCounter`], page 314.

Section 2.2.31 [`Dynamic_align_engraver`], page 243

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [`break-span-event`], page 40

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 3.1.37 [`DynamicLineSpanner`], page 316.

Section 2.2.35 [`Episema_engraver`], page 244

Create an *Editio Vaticana*-style episema line.

Music types accepted:

Section 1.2.20 [`episema-event`], page 41

This engraver creates the following layout object(s):

Section 3.1.40 [`Episema`], page 320.

Section 2.2.39 [`Fingering_engraver`], page 246

Create fingering scripts.

Music types accepted:

Section 1.2.22 [`fingering-event`], page 41 and Section 1.2.65 [`stroke-finger-event`], page 47

This engraver creates the following layout object(s):

Section 3.1.41 [`Fingering`], page 321.

Section 2.2.40 [`Font_size_engraver`], page 246

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

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Section 2.2.41 [`Footnote_engraver`], page 246

Create footnote texts.

Music types accepted:

Section 1.2.23 [`footnote-event`], page 41

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 3.1.42 \[FootnoteItem\]](#), page 322 and [Section 3.1.43 \[FootnoteSpanner\]](#), page 323.

**Section 2.2.42 [Forbid\_line\_break\_engraver], page 247**

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 2.2.44 [Glissando\_engraver], page 248**

Engrave glissandi.

Music types accepted:

[Section 1.2.24 \[glissando-event\]](#), page 41

Properties (read)

**glissandoMap** (list)

A map in the form of '((source1 . target1) (source2 . target2) (source<sub>n</sub> . target<sub>n</sub>))' showing the glissandi to be drawn for note columns. The value '()' will default to '((0 . 0) (1 . 1) (n . n))', where n is the minimal number of note-heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s):

[Section 3.1.45 \[Glissando\]](#), page 325.

**Section 2.2.45 [Grace\_beam\_engraver], page 248**

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 39

Properties (read)

**baseMoment** (moment)

Smallest unit of time that will stand on its own as a subdivided section.

**beamMelismaBusy** (boolean)

Signal if a beam is present.

**beatStructure** (list)

List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)

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

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 300.

**Section 2.2.46 [Grace\_engraver]**, page 249

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 2.2.50 [Grob\_pq\_engraver]**, page 249

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 2.2.55 [Instrument\_switch\_engraver]**, page 251

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 3.1.52 \[InstrumentSwitch\]](#), page 331.

**Section 2.2.59 [Laissez\_vibrer\_engraver]**, page 252

Create laissez vibrer items.

Music types accepted:

[Section 1.2.29 \[laissez-vibrer-event\]](#), page 42

This engraver creates the following layout object(s):

[Section 3.1.55 \[LaissezVibrerTie\]](#), page 334 and [Section 3.1.56 \[LaissezVibrerTieColumn\]](#), page 335.

**Section 2.2.61 [Ligature\_bracket\_engraver], page 253**

Handle **Ligature\_events** by engraving **Ligature** brackets.

Music types accepted:

[Section 1.2.31 \[ligature-event\], page 42](#)

This engraver creates the following layout object(s):

[Section 3.1.59 \[LigatureBracket\], page 337.](#)

**Section 2.2.69 [Multi\_measure\_rest\_engraver], page 255**

Engrave multi-measure rests that are produced with ‘R’. It reads **measurePosition** and **internalBarNumber** to determine what number to print over the [Section 3.1.68 \[MultiMeasureRest\], page 344](#). Reads **measureLength** to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

[Section 1.2.36 \[multi-measure-rest-event\], page 42](#) and [Section 1.2.37 \[multi-measure-text-event\], page 43](#)

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 3.1.68 \[MultiMeasureRest\], page 344](#), [Section 3.1.69 \[MultiMeasureRestNumber\], page 345](#) and [Section 3.1.70 \[MultiMeasureRestText\], page 346](#).

**Section 2.2.70 [New\_dynamic\_engraver], page 256**

Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:

[Section 1.2.1 \[absolute-dynamic-event\], page 39](#) and [Section 1.2.60 \[span-dynamic-event\], page 46](#)

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 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319 and Section 3.1.49 [Hairpin], page 328.

#### Section 2.2.71 [New\_fingering\_engraver], page 257

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 3.1.41 [Fingering], page 321, Section 3.1.91 [Script], page 363, Section 3.1.105 [StringNumber], page 374 and Section 3.1.106 [StrokeFinger], page 375.

#### Section 2.2.72 [Note\_head\_line\_engraver], page 257

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 3.1.45 \[Glissando\]](#), page 325 and [Section 3.1.131 \[VoiceFollower\]](#), page 398.

**Section 2.2.73 [Note\_heads\_engraver]**, page 257

Generate note heads.

Music types accepted:

[Section 1.2.39 \[note-event\]](#), page 43

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 3.1.74 \[NoteHead\]](#), page 349.

**Section 2.2.76 [Note\_spacing\_engraver]**, page 258

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

This engraver creates the following layout object(s):

[Section 3.1.76 \[NoteSpacing\]](#), page 350.

**Section 2.2.78 [Output\_property\_engraver]**, page 259

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 39

**Section 2.2.82 [Part\_combine\_engraver]**, page 260

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

Music types accepted:

[Section 1.2.39 \[note-event\]](#), page 43 and [Section 1.2.43 \[part-combine-event\]](#), page 44

Properties (read)

**aDueText** (markup)

Text to print at a unisono passage.

**partCombineTextsOnNote** (boolean)

Print part-combine texts only on the next note rather than immediately on rests or skips.

**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 307.

**Section 2.2.83 [Percent\_repeat\_engraver]**, page 261

Make whole measure repeats.

Music types accepted:

[Section 1.2.46 \[percent-event\]](#), page 44

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.

**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.

This engraver creates the following layout object(s):

[Section 3.1.81 \[PercentRepeat\]](#), page 354 and [Section 3.1.82 \[PercentRepeatCounter\]](#), page 355.

**Section 2.2.84 [Phrasing\_slur\_engraver]**, page 261

Print phrasing slurs. Similar to [Section 2.2.101 \[Slur\\_engraver\]](#), page 266.

Music types accepted:

[Section 1.2.48 \[phrasing-slur-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.83 \[PhrasingSlur\]](#), page 356.

**Section 2.2.89 [Pitched\_trill\_engraver]**, page 263

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

This engraver creates the following layout object(s):

[Section 3.1.120 \[TrillPitchAccidental\]](#), page 389, [Section 3.1.121 \[TrillPitchGroup\]](#), page 390 and [Section 3.1.122 \[TrillPitchHead\]](#), page 391.

**Section 2.2.91 [Repeat\_tie\_engraver]**, page 263

Create repeat ties.

Music types accepted:

[Section 1.2.50 \[repeat-tie-event\]](#), page 45

This engraver creates the following layout object(s):

[Section 3.1.87 \[RepeatTie\]](#), page 360 and [Section 3.1.88 \[RepeatTieColumn\]](#), page 361.

**Section 2.2.93 [Rest\_engraver], page 264**

Engrave rests.

Music types accepted:

[Section 1.2.51 \[rest-event\], page 45](#)

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 3.1.89 \[Rest\], page 362.](#)

**Section 2.2.94 [Rhythmic\_column\_engraver], page 264**

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

This engraver creates the following layout object(s):

[Section 3.1.73 \[NoteColumn\], page 349.](#)

**Section 2.2.96 [Script\_column\_engraver], page 264**

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 3.1.92 \[ScriptColumn\], page 363.](#)

**Section 2.2.97 [Script\_engraver], page 265**

Handle note scripted articulations.

Music types accepted:

[Section 1.2.5 \[articulation-event\], page 39](#)

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 3.1.91 \[Script\], page 363.](#)

**Section 2.2.100 [Slash\_repeat\_engraver], page 266**

Make beat repeats.

Music types accepted:

[Section 1.2.49 \[repeat-slash-event\], page 44](#)

This engraver creates the following layout object(s):

[Section 3.1.36 \[DoubleRepeatSlash\], page 315](#) and [Section 3.1.86 \[RepeatSlash\], page 360.](#)

**Section 2.2.101 [Slur\_engraver], page 266**

Build slur grobs from slur events.

Music types accepted:

[Section 1.2.55 \[slur-event\], page 45](#)

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 3.1.94 \[Slur\]](#), page 364.

[Section 2.2.106 \[Spanner\\_break\\_forbid\\_engraver\]](#), page 267

Forbid breaks in certain spanners.

[Section 2.2.112 \[Stem\\_engraver\]](#), page 268

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

Music types accepted:

[Section 1.2.71 \[tremolo-event\]](#), page 48

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 3.1.103 \[Stem\]](#), page 372 and [Section 3.1.104 \[StemTremolo\]](#), page 373.

[Section 2.2.118 \[Text\\_engraver\]](#), page 270

Create text scripts.

Music types accepted:

[Section 1.2.68 \[text-script-event\]](#), page 47

This engraver creates the following layout object(s):

[Section 3.1.115 \[TextScript\]](#), page 383.

[Section 2.2.119 \[Text\\_spanner\\_engraver\]](#), page 271

Create text spanner from an event.

Music types accepted:

[Section 1.2.69 \[text-span-event\]](#), page 47

This engraver creates the following layout object(s):

[Section 3.1.116 \[TextSpanner\]](#), page 385.

[Section 2.2.120 \[Tie\\_engraver\]](#), page 271

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.70 \[tie-event\]](#), page 47

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 3.1.117 [Tie], page 386 and Section 3.1.118 [TieColumn], page 387.

Section 2.2.126 [Trill\_spanner\_engraver], page 273

Create trill spanner from an event.

Music types accepted:

Section 1.2.73 [trill-span-event], page 48

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 3.1.123 [TrillSpanner], page 391.

Section 2.2.127 [Tuplet\_engraver], page 273

Catch tuplet events and generate appropriate bracket.

Music types accepted:

Section 1.2.74 [tuplet-span-event], page 48

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 3.1.124 [TupletBracket], page 392 and Section 3.1.125 [Tuplet-Number], page 394.

Section 2.2.128 [Tweak\_engraver], page 274

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 3.1.51 [InstrumentName], page 330, Section 3.1.60 [LyricExtender], page 338, Section 3.1.61 [LyricHyphen], page 338, Section 3.1.62 [LyricSpace], page 339, Section 3.1.63 [LyricText], page 340, Section 3.1.102 [StanzaNumber], page 371 and Section 3.1.130 [VerticalAxisGroup], page 397.

This context sets the following properties:

- Set grob-property `bar-extent` in Section 3.1.11 [BarLine], page 295 to `'(-0.05 . 0.05)`.
- Set grob-property `font-size` in Section 3.1.51 [InstrumentName], page 330 to 1.0.
- Set grob-property `nonstaff-nonstaff-spacing` in Section 3.1.130 [VerticalAxisGroup], page 397 to `'((basic-distance . 0) (minimum-distance . 2.8) (padding . 0.2) (stretchability . 0))`.
- Set grob-property `nonstaff-relatedstaff-spacing` in Section 3.1.130 [VerticalAxisGroup], page 397 to `'((basic-distance . 5.5) (padding . 0.5) (stretchability . 1))`.
- Set grob-property `nonstaff-unrelatedstaff-spacing padding` in Section 3.1.130 [VerticalAxisGroup], page 397 to 1.5.
- Set grob-property `remove-empty` in Section 3.1.130 [VerticalAxisGroup], page 397 to `#t`.
- Set grob-property `remove-first` in Section 3.1.130 [VerticalAxisGroup], page 397 to `#t`.
- Set grob-property `self-alignment-Y` in Section 3.1.51 [InstrumentName], page 330 to `#f`.
- Set grob-property `staff-affinity` in Section 3.1.130 [VerticalAxisGroup], page 397 to 1.
- Set translator property `instrumentName` to `'()`.
- Set translator property `searchForVoice` to `#f`.
- 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 2.2.36 [Extender\_engraver], page 245**

Create lyric extenders.

Music types accepted:

Section 1.2.15 [completize-extender-event], page 40 and Section 1.2.21 [extender-event], page 41

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 3.1.60 [LyricExtender], page 338.

**Section 2.2.40 [Font\_size\_engraver], page 246**

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

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

**Section 2.2.51 [Hara\_kiri\_engraver], page 250**

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 3.1.130 [VerticalAxisGroup], page 397.**

**Section 2.2.53 [Hyphen\_engraver], page 250**

Create lyric hyphens and distance constraints between words.

Music types accepted:

**Section 1.2.26 [hyphen-event], page 41**

This engraver creates the following layout object(s):

**Section 3.1.61 [LyricHyphen], page 338 and Section 3.1.62 [LyricSpace], page 339.**

**Section 2.2.54 [Instrument\_name\_engraver], page 250**

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 3.1.51 [InstrumentName], page 330.**

**Section 2.2.62 [Lyric\_engraver], page 253**

Engrave text for lyrics.

Music types accepted:

**Section 1.2.33 [lyric-event], page 42**

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.

**searchForVoice** (boolean)

Signal whether a search should be made of all contexts in the context hierarchy for a voice to provide rhythms for the lyrics.

This engraver creates the following layout object(s):

Section 3.1.63 [LyricText], page 340.

Section 2.2.111 [Stanza\_number\_engraver], page 268

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 3.1.102 [StanzaNumber], page 371.

## 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 287, Section 3.1.2 [AccidentalCautionary], page 287, Section 3.1.3 [AccidentalPlacement], page 288, Section 3.1.4 [AccidentalSuggestion], page 289, Section 3.1.11 [BarLine], page 295, Section 3.1.13 [BassFigure], page 298, Section 3.1.14 [BassFigureAlignment], page 298, Section 3.1.15 [BassFigureAlignmentPositioning], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299, Section 3.1.18 [BassFigureLine], page 300, Section 3.1.25 [Clef], page 305, Section 3.1.29 [CueClef], page 309, Section 3.1.30 [CueEndClef], page 310, Section 3.1.31 [Custos], page 311, Section 3.1.32 [DotColumn], page 312, Section 3.1.51 [InstrumentName], page 330, Section 3.1.53 [KeyCancellation], page 332, Section 3.1.54 [KeySignature], page 333, Section 3.1.57 [LedgerLineSpanner], page 335, Section 3.1.72 [NoteCollision], page 348, Section 3.1.77 [OctavateEight], page 351, Section 3.1.78 [OttavaBracket], page 352, Section 3.1.84 [PianoPedalBracket], page 357, Section 3.1.90 [RestCollision], page 362, Section 3.1.93 [ScriptRow], page 364, Section 3.1.95 [SostenutoPedal], page 365, Section 3.1.96 [SostenutoPedalLineSpanner], page 366, Section 3.1.100 [StaffSpacing], page 370, Section 3.1.101 [StaffSymbol], page 370, Section 3.1.107 [SustainPedal], page 376, Section 3.1.108 [SustainPedalLineSpanner], page 377, Section 3.1.119 [TimeSignature], page 388, Section 3.1.126 [UnaCordaPedal], page 394, Section 3.1.127 [UnaCordaPedalLineSpanner], page 395 and Section 3.1.130 [VerticalAxisGroup], page 397.

This context sets the following properties:

- Set grob-property `glyph-name-alist` in [Section 3.1.1 \[Accidental\]](#), page 287 to `'((-1/2 . accidentals.mensuralM1) (0 . accidentals.vaticana0) (1/2 . accidentals.mensural1))`.
- Set grob-property `glyph-name-alist` in [Section 3.1.54 \[KeySignature\]](#), page 333 to `'((-1/2 . accidentals.mensuralM1) (0 . accidentals.vaticana0) (1/2 . accidentals.mensural1))`.
- Set grob-property `neutral-direction` in [Section 3.1.31 \[Custos\]](#), page 311 to `-1`.
- Set grob-property `neutral-position` in [Section 3.1.31 \[Custos\]](#), page 311 to `3`.
- Set grob-property `style` in [Section 3.1.31 \[Custos\]](#), page 311 to `'mensural`.
- Set grob-property `style` in [Section 3.1.119 \[TimeSignature\]](#), page 388 to `'mensural`.
- Set grob-property `thickness` in [Section 3.1.101 \[StaffSymbol\]](#), page 370 to `0.6`.
- Set grob-property `transparent` in [Section 3.1.11 \[BarLine\]](#), page 295 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 57 and [Section 2.1.16 \[MensuralVoice\]](#), page 132.

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

**[Section 2.2.1 \[Accidental\\_engraver\]](#), page 232**

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 287, Section 3.1.2 [AccidentalCautionary], page 287, Section 3.1.3 [AccidentalPlacement], page 288 and Section 3.1.4 [AccidentalSuggestion], page 289.

#### Section 2.2.5 [Axis\_group\_engraver], page 234

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 3.1.130 [VerticalAxisGroup], page 397.

#### Section 2.2.7 [Bar\_engraver], page 235

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 295.

**Section 2.2.9 [Beam\_collision\_engraver], page 236**

Help beams avoid colliding with notes and clefs in other voices.

**Section 2.2.17 [Clef\_engraver], page 238**

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 305](#) and [Section 3.1.77 \[OctavateEight\], page 351](#).

**Section 2.2.19 [Collision\_engraver], page 239**

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 3.1.72 \[NoteCollision\], page 348](#).

**Section 2.2.23 [Cue\_clef\_engraver], page 240**

Determine and set reference point for pitches in cued voices.

Properties (read)

`clefOctavation` (integer)

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

`cueClefGlyph` (string)

Name of the symbol within the music font.

`cueClefOctavation` (integer)

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

`cueClefPosition` (number)

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

`explicitCueClefVisibility` (vector)

‘break-visibility’ function for cue clef changes.

**middleCCuePosition** (number)

The position of the middle C, as determined only by the clef of the cue notes. This can be calculated by looking at **cueClefPosition** and **cueClefGlyph**.

This engraver creates the following layout object(s):

Section 3.1.29 [CueClef], page 309, Section 3.1.30 [CueEndClef], page 310 and Section 3.1.77 [OctavateEight], page 351.

Section 2.2.24 [Custos\_engraver], page 241

Engrave custodes.

This engraver creates the following layout object(s):

Section 3.1.31 [Custos], page 311.

Section 2.2.26 [Dot\_column\_engraver], page 242

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 3.1.32 [DotColumn], page 312.

Section 2.2.37 [Figured\_bass\_engraver], page 245

Make figured bass numbers.

Music types accepted:

Section 1.2.6 [bass-figure-event], page 39 and Section 1.2.51 [rest-event], page 45

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 298, Section 3.1.14 [BassFigure-Alignment], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299 and Section 3.1.18 [BassFigureLine], page 300.

**Section 2.2.38 [Figured\_bass\_position\_engraver], page 246**

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

**Section 3.1.15 [BassFigureAlignmentPositioning], page 298.**

**Section 2.2.40 [Font\_size\_engraver], page 246**

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

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

**Section 2.2.50 [Grob\_pq\_engraver], page 249**

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

Properties (read)

`busyGrops` (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)

`busyGrops` (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 2.2.54 [Instrument\_name\_engraver], page 250**

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 3.1.51 [InstrumentName], page 330.**

## Section 2.2.57 [Key\_engraver], page 251

Engrave a key signature.

Music types accepted:

## Section 1.2.27 [key-change-event], page 42

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 3.1.53 [KeyCancellation], page 332 and Section 3.1.54 [KeySignature], page 333.

**Section 2.2.60 [Ledger\_line\_engraver], page 253**

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

This engraver creates the following layout object(s):

Section 3.1.57 [LedgerLineSpanner], page 335.

**Section 2.2.77 [Ottava\_spanner\_engraver], page 258**

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 3.1.78 [OttavaBracket], page 352.

**Section 2.2.78 [Output\_property\_engraver], page 259**

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 39

**Section 2.2.85 [Piano\_pedal\_align\_engraver], page 261**

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 3.1.96 [SostenutoPedalLineSpanner], page 366, Section 3.1.108 [SustainPedalLineSpanner], page 377 and Section 3.1.127 [UnaCordaPedalLineSpanner], page 395.

**Section 2.2.86 [Piano\_pedal\_engraver], page 262**

Engrave piano pedal symbols and brackets.

Music types accepted:

Section 1.2.58 [sostenuto-event], page 45, Section 1.2.66 [sustain-event], page 47 and Section 1.2.75 [una-corda-event], page 48

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 3.1.84 [PianoPedalBracket], page 357, Section 3.1.95 [SostenutoPedal], page 365, Section 3.1.107 [SustainPedal], page 376 and Section 3.1.126 [UnaCordaPedal], page 394.

#### Section 2.2.92 [Rest\_collision\_engraver], page 263

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 3.1.90 [RestCollision], page 362.

#### Section 2.2.98 [Script\_row\_engraver], page 265

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

Section 3.1.93 [ScriptRow], page 364.

#### Section 2.2.99 [Separating\_line\_group\_engraver], page 265

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 3.1.100 \[StaffSpacing\], page 370.](#)

[Section 2.2.107 \[Staff\\_collecting\\_engraver\], page 267](#)

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 2.2.109 \[Staff\\_symbol\\_engraver\], page 268](#)

Create the constellation of five (default) staff lines.

Music types accepted:

[Section 1.2.62 \[staff-span-event\], page 46](#)

This engraver creates the following layout object(s):

[Section 3.1.101 \[StaffSymbol\], page 370.](#)

[Section 2.2.122 \[Time\\_signature\\_engraver\], page 272](#)

Create a [Section 3.1.119 \[TimeSignature\], page 388](#) 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 3.1.119 \[TimeSignature\], page 388.](#)

## 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 293](#), [Section 3.1.19 \[Beam\], page 300](#), [Section 3.1.20 \[BendAfter\], page 302](#), [Section 3.1.23 \[BreathingSign\], page 304](#), [Section 3.1.26 \[ClusterSpanner\], page 307](#), [Section 3.1.27 \[ClusterSpannerBeacon\], page 307](#), [Section 3.1.28](#)

[CombineTextScript], page 307, Section 3.1.33 [Dots], page 313, Section 3.1.34 [DoublePercentRepeat], page 313, Section 3.1.35 [DoublePercentRepeatCounter], page 314, Section 3.1.36 [DoubleRepeatSlash], page 315, Section 3.1.37 [DynamicLineSpanner], page 316, Section 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319, Section 3.1.41 [Fingering], page 321, Section 3.1.42 [FootnoteItem], page 322, Section 3.1.43 [FootnoteSpanner], page 323, Section 3.1.45 [Glissando], page 325, Section 3.1.49 [Hairpin], page 328, Section 3.1.52 [InstrumentSwitch], page 331, Section 3.1.55 [LaissezVibrerTie], page 334, Section 3.1.56 [LaissezVibrerTieColumn], page 335, Section 3.1.66 [MensuralLigature], page 342, Section 3.1.68 [MultiMeasureRest], page 344, Section 3.1.69 [MultiMeasureRestNumber], page 345, Section 3.1.70 [MultiMeasureRestText], page 346, Section 3.1.73 [NoteColumn], page 349, Section 3.1.74 [NoteHead], page 349, Section 3.1.76 [NoteSpacing], page 350, Section 3.1.81 [PercentRepeat], page 354, Section 3.1.82 [PercentRepeatCounter], page 355, Section 3.1.83 [PhrasingSlur], page 356, Section 3.1.86 [RepeatSlash], page 360, Section 3.1.87 [RepeatTie], page 360, Section 3.1.88 [RepeatTieColumn], page 361, Section 3.1.89 [Rest], page 362, Section 3.1.91 [Script], page 363, Section 3.1.92 [ScriptColumn], page 363, Section 3.1.103 [Stem], page 372, Section 3.1.104 [StemTremolo], page 373, Section 3.1.105 [StringNumber], page 374, Section 3.1.106 [StrokeFinger], page 375, Section 3.1.115 [TextScript], page 383, Section 3.1.116 [TextSpanner], page 385, Section 3.1.117 [Tie], page 386, Section 3.1.118 [TieColumn], page 387, Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390, Section 3.1.122 [TrillPitchHead], page 391, Section 3.1.123 [TrillSpanner], page 391, Section 3.1.124 [TupletBracket], page 392, Section 3.1.125 [TupletNumber], page 394 and Section 3.1.131 [VoiceFollower], page 398.

This context sets the following properties:

- Set grob-property `style` in Section 3.1.74 [NoteHead], page 349 to `'mensural'`.
- Set grob-property `style` in Section 3.1.89 [Rest], page 362 to `'mensural'`.
- Set translator property `autoBeaming` to `#f`.

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 233

Generate an Arpeggio symbol.

Music types accepted:

Section 1.2.4 [arpeggio-event], page 39

This engraver creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 293.

#### Section 2.2.4 [Auto\_beam\_engraver], page 234

Generate beams based on measure characteristics and observed Stems.

Uses `baseMoment`, `beatStructure`, `beamExceptions`, `measureLength`, and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through Section 2.2.112 [Stem\_engraver], page 268 properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted:

Section 1.2.8 [beam-forbid-event], page 40

Properties (read)

`autoBeaming` (boolean)

If set to true then beams are generated automatically.

**baseMoment** (moment)  
 Smallest unit of time that will stand on its own as a subdivided section.

**beamExceptions** (list)  
 An alist of exceptions to autobeam rules that normally end on beats.

**beatStructure** (list)  
 List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)  
 If set, multiple beams will be subdivided at **baseMoment** positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 300.](#)

#### [Section 2.2.10 \[Beam\\_engraver\], page 236](#)

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 39](#)

Properties (read)

**baseMoment** (moment)  
 Smallest unit of time that will stand on its own as a subdivided section.

**beamMelismaBusy** (boolean)  
 Signal if a beam is present.

**beatStructure** (list)  
 List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)  
 If set, multiple beams will be subdivided at **baseMoment** 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 300.](#)

#### [Section 2.2.12 \[Bend\\_engraver\], page 237](#)

Create fall spanners.

Music types accepted:

[Section 1.2.9 \[bend-after-event\], page 40](#)

This engraver creates the following layout object(s):

[Section 3.1.20 \[BendAfter\], page 302.](#)

**Section 2.2.14 [Breathing\_sign\_engraver], page 237**

Create a breathing sign.

Music types accepted:

Section 1.2.13 [breathing-event], page 40

This engraver creates the following layout object(s):

Section 3.1.23 [BreathingSign], page 304.

**Section 2.2.16 [Chord\_tremolo\_engraver], page 238**

Generate beams for tremolo repeats.

Music types accepted:

Section 1.2.72 [tremolo-span-event], page 48

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 300.

**Section 2.2.18 [Cluster\_spanner\_engraver], page 239**

Engrave a cluster using **Spanner** notation.

Music types accepted:

Section 1.2.14 [cluster-note-event], page 40

This engraver creates the following layout object(s):

Section 3.1.26 [ClusterSpanner], page 307 and Section 3.1.27 [ClusterSpannerBeacon], page 307.

**Section 2.2.27 [Dots\_engraver], page 242**

Create Section 3.1.33 [Dots], page 313 objects for Section 3.2.86 [rhythmic-head-interface], page 444s.

This engraver creates the following layout object(s):

Section 3.1.33 [Dots], page 313.

**Section 2.2.28 [Double\_percent\_repeat\_engraver], page 242**

Make double measure repeats.

Music types accepted:

Section 1.2.18 [double-percent-event], page 41

Properties (read)

**countPercentRepeats** (boolean)

If set, produce counters for percent repeats.

**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 3.1.34 [DoublePercentRepeat], page 313 and Section 3.1.35 [DoublePercentRepeatCounter], page 314.

**Section 2.2.31 [Dynamic\_align\_engraver], page 243**

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

[Section 1.2.12 \[break-span-event\]](#), page 40

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 3.1.37 \[DynamicLineSpanner\]](#), page 316.

**Section 2.2.39 [Fingering\_engraver], page 246**

Create fingering scripts.

Music types accepted:

[Section 1.2.22 \[fingering-event\]](#), page 41 and [Section 1.2.65 \[stroke-finger-event\]](#), page 47

This engraver creates the following layout object(s):

[Section 3.1.41 \[Fingering\]](#), page 321.

**Section 2.2.40 [Font\_size\_engraver], page 246**

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

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

**Section 2.2.41 [Footnote\_engraver], page 246**

Create footnote texts.

Music types accepted:

[Section 1.2.23 \[footnote-event\]](#), page 41

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 3.1.42 \[FootnoteItem\]](#), page 322 and [Section 3.1.43 \[FootnoteSpanner\]](#), page 323.

**Section 2.2.42 [Forbid\_line\_break\_engraver], page 247**

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 2.2.44 [Glissando\_engraver], page 248**

Engrave glissandi.

Music types accepted:

**Section 1.2.24 [glissando-event], page 41**

Properties (read)

**glissandoMap** (list)

A map in the form of '((source1 . target1) (source2 . target2) (sourcen . targetn))' showing the glissandi to be drawn for note columns. The value '()' will default to '((0 . 0) (1 . 1) (n . n))', where n is the minimal number of note-heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s):

**Section 3.1.45 [Glissando], page 325.**

**Section 2.2.45 [Grace\_beam\_engraver], page 248**

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 39**

Properties (read)

**baseMoment** (moment)

Smallest unit of time that will stand on its own as a subdivided section.

**beamMelismaBusy** (boolean)

Signal if a beam is present.

**beatStructure** (list)

List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)

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

This engraver creates the following layout object(s):

**Section 3.1.19 [Beam], page 300.**

**Section 2.2.46 [Grace\_engraver], page 249**

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 2.2.50 [Grob\_pq\_engraver], page 249**

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 2.2.55 [Instrument\_switch\_engraver], page 251**

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 3.1.52 [InstrumentSwitch], page 331.

**Section 2.2.59 [Laissez\_vibrer\_engraver], page 252**

Create laissez vibrer items.

Music types accepted:

Section 1.2.29 [laissez-vibrer-event], page 42

This engraver creates the following layout object(s):

Section 3.1.55 [LaissezVibrerTie], page 334 and Section 3.1.56 [LaissezVibrerTieColumn], page 335.

**Section 2.2.67 [Mensural\_ligature\_engraver], page 255**

Handle `Mensural_ligature_events` by glueing special ligature heads together.

Music types accepted:

Section 1.2.31 [ligature-event], page 42

This engraver creates the following layout object(s):

Section 3.1.66 [MensuralLigature], page 342.

**Section 2.2.69 [Multi\_measure\_rest\_engraver], page 255**

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the Section 3.1.68 [MultiMeasureRest], page 344. Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

Section 1.2.36 [multi-measure-rest-event], page 42 and Section 1.2.37 [multi-measure-text-event], page 43

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 3.1.68 \[MultiMeasureRest\]](#), page 344, [Section 3.1.69 \[MultiMeasureRestNumber\]](#), page 345 and [Section 3.1.70 \[MultiMeasureRestText\]](#), page 346.

**Section 2.2.70 [New\_dynamic\_engraver], page 256**

Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:

[Section 1.2.1 \[absolute-dynamic-event\]](#), page 39 and [Section 1.2.60 \[span-dynamic-event\]](#), page 46

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 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319 and Section 3.1.49 [Hairpin], page 328.

**Section 2.2.71 [New\_fingering\_engraver], page 257**

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 3.1.41 [Fingering], page 321, Section 3.1.91 [Script], page 363, Section 3.1.105 [StringNumber], page 374 and Section 3.1.106 [StrokeFinger], page 375.

**Section 2.2.72 [Note\_head\_line\_engraver], page 257**

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 3.1.45 [Glissando], page 325 and Section 3.1.131 [VoiceFollower], page 398.

**Section 2.2.73 [Note\_heads\_engraver], page 257**

Generate note heads.

Music types accepted:

Section 1.2.39 [note-event], page 43

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 3.1.74 \[NoteHead\]](#), page 349.

**Section 2.2.76 [Note\_spacing\_engraver]**, page 258

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

This engraver creates the following layout object(s):

[Section 3.1.76 \[NoteSpacing\]](#), page 350.

**Section 2.2.78 [Output\_property\_engraver]**, page 259

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 39

**Section 2.2.82 [Part\_combine\_engraver]**, page 260

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

Music types accepted:

[Section 1.2.39 \[note-event\]](#), page 43 and [Section 1.2.43 \[part-combine-event\]](#), page 44

Properties (read)

`aDueText` (markup)

Text to print at a unisono passage.

`partCombineTextsOnNote` (boolean)

Print part-combine texts only on the next note rather than immediately on rests or skips.

`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 307.

**Section 2.2.83 [Percent\_repeat\_engraver]**, page 261

Make whole measure repeats.

Music types accepted:

[Section 1.2.46 \[percent-event\]](#), page 44

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.

**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.

This engraver creates the following layout object(s):

Section 3.1.81 [PercentRepeat], page 354 and Section 3.1.82 [PercentRepeatCounter], page 355.

**Section 2.2.84 [Phrasing\_slur\_engraver], page 261**

Print phrasing slurs. Similar to Section 2.2.101 [Slur\_engraver], page 266.

Music types accepted:

Section 1.2.48 [phrasing-slur-event], page 44

This engraver creates the following layout object(s):

Section 3.1.83 [PhrasingSlur], page 356.

**Section 2.2.89 [Pitched\_trill\_engraver], page 263**

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

This engraver creates the following layout object(s):

Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390 and Section 3.1.122 [TrillPitchHead], page 391.

**Section 2.2.91 [Repeat\_tie\_engraver], page 263**

Create repeat ties.

Music types accepted:

Section 1.2.50 [repeat-tie-event], page 45

This engraver creates the following layout object(s):

Section 3.1.87 [RepeatTie], page 360 and Section 3.1.88 [RepeatTieColumn], page 361.

**Section 2.2.93 [Rest\_engraver], page 264**

Engrave rests.

Music types accepted:

Section 1.2.51 [rest-event], page 45

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 3.1.89 [Rest], page 362.

**Section 2.2.94 [Rhythmic\_column\_engraver], page 264**

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

This engraver creates the following layout object(s):

Section 3.1.73 [NoteColumn], page 349.

**Section 2.2.96 [Script\_column\_engraver], page 264**

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 3.1.92 \[ScriptColumn\], page 363.](#)

**Section 2.2.97 [Script\_engraver], page 265**

Handle note scripted articulations.

Music types accepted:

[Section 1.2.5 \[articulation-event\], page 39](#)

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 3.1.91 \[Script\], page 363.](#)

**Section 2.2.100 [Slash\_repeat\_engraver], page 266**

Make beat repeats.

Music types accepted:

[Section 1.2.49 \[repeat-slash-event\], page 44](#)

This engraver creates the following layout object(s):

[Section 3.1.36 \[DoubleRepeatSlash\], page 315](#) and [Section 3.1.86 \[RepeatSlash\], page 360.](#)

**Section 2.2.106 [Spanner\_break\_forbid\_engraver], page 267**

Forbid breaks in certain spanners.

**Section 2.2.112 [Stem\_engraver], page 268**

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

Music types accepted:

[Section 1.2.71 \[tremolo-event\], page 48](#)

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 3.1.103 \[Stem\], page 372](#) and [Section 3.1.104 \[StemTremolo\], page 373.](#)

**Section 2.2.118 [Text\_engraver], page 270**

Create text scripts.

Music types accepted:

[Section 1.2.68 \[text-script-event\], page 47](#)

This engraver creates the following layout object(s):

[Section 3.1.115 \[TextScript\], page 383.](#)

**Section 2.2.119 [Text\_spanner\_engraver], page 271**

Create text spanner from an event.

Music types accepted:

[Section 1.2.69 \[text-span-event\], page 47](#)

This engraver creates the following layout object(s):

[Section 3.1.116 \[TextSpanner\], page 385.](#)

**Section 2.2.120 [Tie\_engraver], page 271**

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.70 \[tie-event\], page 47](#)

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 3.1.117 \[Tie\], page 386](#) and [Section 3.1.118 \[TieColumn\], page 387.](#)

**Section 2.2.126 [Trill\_spanner\_engraver], page 273**

Create trill spanner from an event.

Music types accepted:

[Section 1.2.73 \[trill-span-event\], page 48](#)

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 3.1.123 \[TrillSpanner\], page 391.](#)

**Section 2.2.127 [Tuplet\_engraver], page 273**

Catch tuplet events and generate appropriate bracket.

Music types accepted:

**Section 1.2.74 [tuplet-span-event], page 48**

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 3.1.124 [TupletBracket], page 392** and **Section 3.1.125 [Tuplet-Number], page 394.**

**Section 2.2.128 [Tweak\_engraver], page 274**

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 3.1.75 [NoteName], page 350**, **Section 3.1.100 [StaffSpacing], page 370**, **Section 3.1.117 [Tie], page 386**, **Section 3.1.118 [TieColumn], page 387** and **Section 3.1.130 [VerticalAxisGroup], page 397.**

This context sets the following properties:

- Set grob-property `nonstaff-nonstaff-spacing` in **Section 3.1.130 [VerticalAxisGroup], page 397** to `'((basic-distance . 0) (minimum-distance . 2.8) (padding . 0.2) (stretchability . 0))`.
- Set grob-property `nonstaff-relatedstaff-spacing` in **Section 3.1.130 [VerticalAxisGroup], page 397** to `'((basic-distance . 5.5) (padding . 0.5) (stretchability . 1))`.
- Set grob-property `nonstaff-unrelatedstaff-spacing padding` in **Section 3.1.130 [VerticalAxisGroup], page 397** to 1.5.
- Set grob-property `staff-affinity` in **Section 3.1.130 [VerticalAxisGroup], page 397** 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 234**

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 3.1.130 [VerticalAxisGroup], page 397.**

**Section 2.2.74 [Note\_name\_engraver], page 258**

Print pitches as words.

Music types accepted:

[Section 1.2.39 \[note-event\], page 43](#)

Properties (read)

`printOctaveNames` (boolean)

Print octave marks for the `NoteNames` context.

This engraver creates the following layout object(s):

[Section 3.1.75 \[NoteName\], page 350.](#)

**Section 2.2.99 [Separating\_line\_group\_engraver], page 265**

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 3.1.100 \[StaffSpacing\], page 370.](#)

**Section 2.2.120 [Tie\_engraver], page 271**

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.70 \[tie-event\], page 47](#)

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 3.1.117 \[Tie\], page 386](#) and [Section 3.1.118 \[TieColumn\], page 387.](#)

**2.1.18 PianoStaff**

Just like `GrandStaff`, but the staves are only removed together, never separately.

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 293, Section 3.1.51 [InstrumentName], page 330, Section 3.1.98 [SpanBar], page 368, Section 3.1.110 [SystemStartBar], page 379, Section 3.1.111 [SystemStartBrace], page 379, Section 3.1.112 [SystemStartBracket], page 380, Section 3.1.113 [SystemStartSquare], page 381 and Section 3.1.129 [VerticalAlignment], page 396.

This context sets the following properties:

- Set translator property `instrumentName` to '()'.  
 • Set translator property `instrumentName` to '()'.  
 • Set translator property `localKeySignature` to '()'.  
 • Set translator property `shortInstrumentName` to '()'.  
 • Set translator property `shortInstrumentName` to '()'.  
 • Set translator property `systemStartDelimiter` to 'SystemStartBrace'.  
 • Set translator property `topLevelAlignment` to #f.  
 • Set translator property `topLevelAlignment` to #f.

Context `PianoStaff` can contain Section 2.1.2 [ChordNames], page 55, Section 2.1.5 [DrumStaff], page 70, Section 2.1.7 [Dynamics], page 88, Section 2.1.8 [FiguredBass], page 91, Section 2.1.14 [Lyrics], page 120, Section 2.1.19 [RhythmicStaff], page 149, Section 2.1.21 [Staff], page 164 and Section 2.1.23 [TabStaff], page 175.

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

#### Section 2.2.54 [Instrument\_name\_engraver], page 250

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 3.1.51 [InstrumentName], page 330.

#### Section 2.2.56 [Keep\_alive\_together\_engraver], page 251

This engraver collects all `Hara_kiri_group_spanners` that are created in contexts at or below its own. These spanners are then tied together so that one will be removed only if all are removed. For example, if a `StaffGroup` uses this engraver, then the staves in the group will all be visible as long as there is a note in at least one of them.



**Section 2.2.104 [Span\_arpeggio\_engraver], page 267**

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 293.](#)

**Section 2.2.105 [Span\_bar\_engraver], page 267**

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 3.1.98 \[SpanBar\], page 368.](#)

**Section 2.2.113 [System\_start\_delimiter\_engraver], page 269**

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 3.1.110 \[SystemStartBar\], page 379](#), [Section 3.1.111 \[SystemStartBrace\], page 379](#), [Section 3.1.112 \[SystemStartBracket\], page 380](#) and [Section 3.1.113 \[SystemStartSquare\], page 381.](#)

**Section 2.2.130 [Vertical\_align\_engraver], page 274**

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 3.1.129 \[VerticalAlignment\], page 396.](#)

**Section 2.2.130 [Vertical\_align\_engraver], page 274**

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 3.1.129 [VerticalAlignment], page 396.**

**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 295, Section 3.1.32 [DotColumn], page 312, Section 3.1.51 [InstrumentName], page 330, Section 3.1.57 [LedgerLineSpanner], page 335, Section 3.1.100 [StaffSpacing], page 370, Section 3.1.101 [StaffSymbol], page 370, Section 3.1.119 [TimeSignature], page 388 and Section 3.1.130 [VerticalAxisGroup], page 397.**

This context sets the following properties:

- Set grob-property `bar-extent` in **Section 3.1.11 [BarLine], page 295** to '(-2 . 2).
- Set grob-property `line-count` in **Section 3.1.101 [StaffSymbol], page 370** to 1.
- Set grob-property `neutral-direction` in **Section 3.1.19 [Beam], page 300** to 1.
- Set grob-property `neutral-direction` in **Section 3.1.103 [Stem], page 372** to 1.
- Set grob-property `staff-padding` in **Section 3.1.132 [VoltaBracket], page 399** to 3.
- Set translator property `createSpacing` to `#t`.
- Set translator property `instrumentName` to '() .
- Set translator property `localKeySignature` to '() .
- Set translator property `shortInstrumentName` to '() .
- Set translator property `squashedPosition` to 0.

Context `RhythmicStaff` can contain **Section 2.1.3 [CueVoice], page 57** and **Section 2.1.27 [Voice], page 219**.

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

**Section 2.2.5 [Axis\_group\_engraver], page 234**

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 3.1.130 \[VerticalAxisGroup\]](#), page 397.

[Section 2.2.7 \[Bar\\_engraver\]](#), page 235

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 295.

[Section 2.2.26 \[Dot\\_column\\_engraver\]](#), page 242

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 3.1.32 \[DotColumn\]](#), page 312.

[Section 2.2.40 \[Font\\_size\\_engraver\]](#), page 246

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

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

[Section 2.2.54 \[Instrument\\_name\\_engraver\]](#), page 250

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 3.1.51 \[InstrumentName\]](#), page 330.

**Section 2.2.60 [Ledger\_line\_engraver], page 253**

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

This engraver creates the following layout object(s):

[Section 3.1.57 \[LedgerLineSpanner\]](#), page 335.

**Section 2.2.78 [Output\_property\_engraver], page 259**

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 39

**Section 2.2.88 [Pitch\_squash\_engraver], page 262**

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 2.2.99 [Separating\_line\_group\_engraver], page 265**

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 3.1.100 \[StaffSpacing\]](#), page 370.

**Section 2.2.109 [Staff\_symbol\_engraver], page 268**

Create the constellation of five (default) staff lines.

Music types accepted:

[Section 1.2.62 \[staff-span-event\]](#), page 46

This engraver creates the following layout object(s):

[Section 3.1.101 \[StaffSymbol\]](#), page 370.

**Section 2.2.122 [Time\_signature\_engraver], page 272**

Create a **Section 3.1.119 [TimeSignature], page 388** 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 3.1.119 [TimeSignature], page 388.**

## 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 296**, **Section 3.1.21 [BreakAlignGroup], page 302**, **Section 3.1.22 [BreakAlignment], page 303**, **Section 3.1.46 [GraceSpacing], page 326**, **Section 3.1.58 [LeftEdge], page 336**, **Section 3.1.67 [MetronomeMark], page 342**, **Section 3.1.71 [NonMusicalPaperColumn], page 347**, **Section 3.1.79 [PaperColumn], page 353**, **Section 3.1.80 [ParenthesesItem], page 354**, **Section 3.1.85 [RehearsalMark], page 358**, **Section 3.1.97 [SpacingSpanner], page 367**, **Section 3.1.110 [SystemStartBar], page 379**, **Section 3.1.111 [SystemStartBrace], page 379**, **Section 3.1.112 [SystemStartBracket], page 380**, **Section 3.1.113 [SystemStartSquare], page 381**, **Section 3.1.129 [VerticalAlignment], page 396**, **Section 3.1.132 [VoltaBracket], page 399** and **Section 3.1.133 [VoltaBracketSpanner], page 400**.

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 `baseMoment` to `#<Mom 1/4>`.
- Set translator property `bassStaffProperties` to `'((assign clefGlyph clefs.F) (assign clefPosition 2) (assign middleCPosition 6) (assign middleCClefPosition 6))'`.
- Set translator property `beamExceptions` to `'((end ((1 . 8) 4 4) ((1 . 12) 3 3 3 3)))'`.
- Set translator property `beatStructure` to `'(1 1 1 1)'`.

- 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 `explicitCueClefVisibility` to `#(#f #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 '(bass-figure-interface chord-name-interface cluster-beacon-interface fret-diagram-interface lyric-syllable-interface note-head-interface tab-note-head-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) (1 . 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 `measureLength` to #<Mom 1>.
- 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 `partCombineTextsOnNote` to #t.
- 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 '(<Pitch e' > #<Pitch b > #<Pitch g > #<Pitch d > #<Pitch a, > #<Pitch e, >).
- 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 timeSignatureFraction to '(4 . 4).
- Set translator property timeSignatureSettings to '(((2 . 2) (beamExceptions (end ((1 . 32) 8 8 8 8)))) ((3 . 2) (beamExceptions (end ((1 . 32) 8 8 8 8 8 8)))) ((3 . 4) (beamExceptions (end ((1 . 8) 6) ((1 . 12) 3 3 3)))) ((3 . 8) (beamExceptions

```
(end ((1 . 8) 3)))) ((4 . 2) (beamExceptions (end ((1 . 16) 4 4 4 4 4 4 4 4))))
((4 . 4) (beamExceptions (end ((1 . 8) 4 4) ((1 . 12) 3 3 3 3)))) ((4 . 8)
(beatStructure 2 2)) ((6 . 4) (beamExceptions (end ((1 . 16) 4 4 4 4 4 4 4 4)))) ((9
. 4) (beamExceptions (end ((1 . 32) 8 8 8 8 8 8 8 8)))) ((12 . 4) (beamExceptions
(end ((1 . 32) 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8)))) ((5 . 8) (beatStructure 3 2)) ((8 . 8)
(beatStructure 3 3 2))).
```

- Set translator property `timing` to `#t`.
- Set translator property `topLevelAlignment` to `#t`.

Context Score can contain [Section 2.1.1 \[ChoirStaff\]](#), page 54, [Section 2.1.2 \[ChordNames\]](#), page 55, [Section 2.1.4 \[Devnull\]](#), page 70, [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.8 \[FiguredBass\]](#), page 91, [Section 2.1.9 \[FretBoards\]](#), page 92, [Section 2.1.11 \[GrandStaff\]](#), page 95, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.14 \[Lyrics\]](#), page 120, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.17 \[NoteNames\]](#), page 145, [Section 2.1.18 \[PianoStaff\]](#), page 146, [Section 2.1.19 \[RhythmicStaff\]](#), page 149, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.22 \[StaffGroup\]](#), page 173, [Section 2.1.23 \[TabStaff\]](#), page 175 and [Section 2.1.25 \[VaticanaStaff\]](#), page 196.

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

#### [Section 2.2.8 \[Bar\\_number\\_engraver\]](#), page 235

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 2.2.107 \[Staff\\_collecting-engraver\]](#), page 267.

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 296.

#### [Section 2.2.13 \[Break\\_align\\_engraver\]](#), page 237

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 302, Section 3.1.22 [BreakAlignment], page 303 and Section 3.1.58 [LeftEdge], page 336.

**Section 2.2.25 [Default\_bar\_line\_engraver], page 241**

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 2.2.124 [Timing\_translator], page 272.

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 2.2.47 [Grace\_spacing\_engraver], page 249**

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 3.1.46 [GraceSpacing], page 326.**

**Section 2.2.64 [Mark\_engraver], page 254**

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 2.2.107 [Staff\_collecting\_engraver], page 267** must move along, otherwise all marks end up on the same Y location.

Music types accepted:

**Section 1.2.34 [mark-event], page 42**

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 3.1.85 [RehearsalMark], page 358.**

**Section 2.2.68 [Metronome\_mark\_engraver], page 255**

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 2.2.107 [Staff\_collecting\_engraver], page 267**.

Music types accepted:

**Section 1.2.67 [tempo-change-event], page 47**

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.).

**metronomeMarkFormatter** (procedure)

How to produce a metronome markup. Called with two arguments: a **TempoChangeEvent** and context.

**stavesFound** (list of grobs)

A list of all staff-symbols found.

**tempoHideNote** (boolean)

Hide the note = count in tempo marks.

This engraver creates the following layout object(s):

[Section 3.1.67 \[MetronomeMark\], page 342.](#)

[Section 2.2.78 \[Output\\_property\\_engraver\], page 259](#)

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\], page 39](#)

[Section 2.2.80 \[Paper\\_column\\_engraver\], page 259](#)

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 40](#) and [Section 1.2.28 \[label-event\], page 42](#)

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 3.1.71 \[NonMusicalPaperColumn\], page 347](#) and [Section 3.1.79 \[PaperColumn\], page 353.](#)

[Section 2.2.81 \[Parenthesis\\_engraver\], page 260](#)

Parenthesize objects whose music cause has the **parenthesize** property.

This engraver creates the following layout object(s):

[Section 3.1.80 \[ParenthesesItem\], page 354.](#)

**Section 2.2.90 [Repeat\_acknowledge\_engraver], page 263**

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 2.2.103 [Spacing\_engraver], page 266**

Make a `SpacingSpanner` and do bookkeeping of shortest starting and playing notes.

Music types accepted:

[Section 1.2.59 \[spacing-section-event\], page 46](#)

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 3.1.97 \[SpacingSpanner\], page 367](#).

**Section 2.2.107 [Staff\_collecting\_engraver], page 267**

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 2.2.110 [Stanza\_number\_align\_engraver], page 268**

This engraver ensures that stanza numbers are neatly aligned.

**Section 2.2.113 [System\_start\_delimiter\_engraver], page 269**

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 3.1.110 [SystemStartBar], page 379**, **Section 3.1.111 [SystemStartBrace], page 379**, **Section 3.1.112 [SystemStartBracket], page 380** and **Section 3.1.113 [SystemStartSquare], page 381**.

**Section 2.2.124 [Timing\_translator], page 272**

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)

**baseMoment** (moment)  
Smallest unit of time that will stand on its own as a subdivided section.

**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.

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

#### Section 2.2.130 [`Vertical_align_engraver`], page 274

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 3.1.129 [`VerticalAlignment`], page 396.

#### Section 2.2.131 [`Volta_engraver`], page 274

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 3.1.132 [VoltaBracket], page 399 and Section 3.1.133 [VoltaBracketSpanner], page 400.

### 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 287, Section 3.1.2 [AccidentalCautionary], page 287, Section 3.1.3 [AccidentalPlacement], page 288, Section 3.1.4 [AccidentalSuggestion], page 289, Section 3.1.11 [BarLine], page 295, Section 3.1.13 [BassFigure], page 298, Section 3.1.14 [BassFigureAlignment], page 298, Section 3.1.15 [BassFigureAlignmentPositioning], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299, Section 3.1.18 [BassFigureLine], page 300, Section 3.1.25 [Clef], page 305, Section 3.1.29 [CueClef], page 309, Section 3.1.30 [CueEndClef], page 310, Section 3.1.32 [DotColumn], page 312, Section 3.1.51 [InstrumentName], page 330, Section 3.1.53 [KeyCancellation], page 332, Section 3.1.54 [KeySignature], page 333, Section 3.1.57 [LedgerLineSpanner], page 335, Section 3.1.72 [NoteCollision], page 348, Section 3.1.77 [OctavateEight], page 351, Section 3.1.78 [OttavaBracket], page 352, Section 3.1.84 [PianoPedalBracket], page 357, Section 3.1.90 [RestCollision], page 362, Section 3.1.93 [ScriptRow], page 364, Section 3.1.95 [SostenutoPedal], page 365, Section 3.1.96 [SostenutoPedalLineSpanner], page 366, Section 3.1.100 [StaffSpacing], page 370, Section 3.1.101 [StaffSymbol], page 370, Section 3.1.107 [SustainPedal], page 376, Section 3.1.108 [SustainPedalLineSpanner], page 377, Section 3.1.119 [TimeSignature], page 388, Section 3.1.126 [UnaCordaPedal], page 394, Section 3.1.127 [UnaCordaPedalLineSpanner], page 395 and Section 3.1.130 [VerticalAxisGroup], page 397.

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 57 and Section 2.1.27 [Voice], page 219.

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

#### Section 2.2.1 [Accidental\_engraver], page 232

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* *bar* *number* . *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* *bar* *number* . *measureposition*)) pairs.

This engraver creates the following layout object(s):

Section 3.1.1 [Accidental], page 287, Section 3.1.2 [AccidentalCautionary], page 287, Section 3.1.3 [AccidentalPlacement], page 288 and Section 3.1.4 [AccidentalSuggestion], page 289.

#### Section 2.2.5 [Axis\_group\_engraver], page 234

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 3.1.130 [VerticalAxisGroup], page 397.

#### Section 2.2.7 [Bar\_engraver], page 235

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 295.

[Section 2.2.9 \[Beam\\_collision\\_engraver\]](#), page 236

Help beams avoid colliding with notes and clefs in other voices.

[Section 2.2.17 \[Clef\\_engraver\]](#), page 238

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 305 and [Section 3.1.77 \[OctavateEight\]](#), page 351.

[Section 2.2.19 \[Collision\\_engraver\]](#), page 239

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 3.1.72 \[NoteCollision\]](#), page 348.

[Section 2.2.23 \[Cue\\_clef\\_engraver\]](#), page 240

Determine and set reference point for pitches in cued voices.

Properties (read)

`clefOctavation` (integer)

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

`cueClefGlyph` (string)

Name of the symbol within the music font.

`cueClefOctavation` (integer)

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

**cueClefPosition** (number)

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

**explicitCueClefVisibility** (vector)

‘break-visibility’ function for cue clef changes.

**middleCCuePosition** (number)

The position of the middle C, as determined only by the clef of the cue notes. This can be calculated by looking at **cueClefPosition** and **cueClefGlyph**.

This engraver creates the following layout object(s):

Section 3.1.29 [**CueClef**], page 309, Section 3.1.30 [**CueEndClef**], page 310 and Section 3.1.77 [**OctavateEight**], page 351.

Section 2.2.26 [**Dot\_column\_engraver**], page 242

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 3.1.32 [**DotColumn**], page 312.

Section 2.2.37 [**Figured\_bass\_engraver**], page 245

Make figured bass numbers.

Music types accepted:

Section 1.2.6 [**bass-figure-event**], page 39 and Section 1.2.51 [**rest-event**], page 45

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 298, Section 3.1.14 [BassFigure-Alignment], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299 and Section 3.1.18 [BassFigureLine], page 300.

**Section 2.2.38 [Figured\_bass\_position\_engraver], page 246**

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 298.

**Section 2.2.40 [Font\_size\_engraver], page 246**

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

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

**Section 2.2.50 [Grob\_pq\_engraver], page 249**

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 2.2.54 [Instrument\_name\_engraver], page 250**

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 3.1.51 [InstrumentName], page 330.

Section 2.2.57 [Key\_engraver], page 251

Engrave a key signature.

Music types accepted:

Section 1.2.27 [key-change-event], page 42

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 3.1.53 [KeyCancellation], page 332 and Section 3.1.54 [KeySignature], page 333.

Section 2.2.60 [Ledger\_line\_engraver], page 253

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

This engraver creates the following layout object(s):

Section 3.1.57 [LedgerLineSpanner], page 335.

Section 2.2.77 [Ottava\_spanner\_engraver], page 258

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 3.1.78 [OttavaBracket], page 352.

Section 2.2.78 [Output\_property\_engraver], page 259

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 39

Section 2.2.85 [Piano\_pedal\_align\_engraver], page 261

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 3.1.96 [SostenutoPedalLineSpanner], page 366, Section 3.1.108 [SustainPedalLineSpanner], page 377 and Section 3.1.127 [UnaCordaPedalLineSpanner], page 395.



**Section 2.2.86 [Piano\_pedal\_engraver], page 262**

Engrave piano pedal symbols and brackets.

Music types accepted:

Section 1.2.58 [sostenuto-event], page 45, Section 1.2.66 [sustain-event], page 47 and Section 1.2.75 [una-corda-event], page 48

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 3.1.84 [PianoPedalBracket], page 357, Section 3.1.95 [SostenutoPedal], page 365, Section 3.1.107 [SustainPedal], page 376 and Section 3.1.126 [UnaCordaPedal], page 394.

**Section 2.2.92 [Rest\_collision\_engraver], page 263**

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 3.1.90 [RestCollision], page 362.

**Section 2.2.98 [Script\_row\_engraver], page 265**

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

Section 3.1.93 [ScriptRow], page 364.

**Section 2.2.99 [Separating\_line\_group\_engraver], page 265**

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 3.1.100 [StaffSpacing], page 370.**

**Section 2.2.107 [Staff\_collecting\_engraver], page 267**

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 2.2.109 [Staff\_symbol\_engraver], page 268**

Create the constellation of five (default) staff lines.

Music types accepted:

**Section 1.2.62 [staff-span-event], page 46**

This engraver creates the following layout object(s):

**Section 3.1.101 [StaffSymbol], page 370.**

**Section 2.2.122 [Time\_signature\_engraver], page 272**

Create a **Section 3.1.119 [TimeSignature], page 388** 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 3.1.119 [TimeSignature], page 388.**

**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 293, Section 3.1.51 [InstrumentName], page 330, Section 3.1.98 [SpanBar], page 368, Section 3.1.110 [SystemStartBar], page 379, Section 3.1.111 [SystemStartBrace], page 379, Section 3.1.112 [SystemStartBracket], page 380, Section 3.1.113 [SystemStartSquare], page 381 and Section 3.1.129 [VerticalAlignment], page 396.

This context sets the following properties:

- Set translator property `instrumentName` to `'()`.
- Set translator property `shortInstrumentName` to `'()`.
- Set translator property `systemStartDelimiter` to `'SystemStartBracket`.
- Set translator property `topLevelAlignment` to `#f`.

Context `StaffGroup` can contain Section 2.1.1 [ChoirStaff], page 54, Section 2.1.2 [ChordNames], page 55, Section 2.1.5 [DrumStaff], page 70, Section 2.1.8 [FiguredBass], page 91, Section 2.1.11 [GrandStaff], page 95, Section 2.1.14 [Lyrics], page 120, Section 2.1.18 [PianoStaff], page 146, Section 2.1.19 [RhythmicStaff], page 149, Section 2.1.21 [Staff], page 164, Section 2.1.22 [StaffGroup], page 173 and Section 2.1.23 [TabStaff], page 175.

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

**Section 2.2.54 [Instrument\_name\_engraver], page 250**

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 3.1.51 [InstrumentName], page 330.

**Section 2.2.78 [Output\_property\_engraver], page 259**

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [apply-output-event], page 39

**Section 2.2.104 [Span\_arpeggio\_engraver], page 267**

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 293.

**Section 2.2.105 [Span\_bar\_engraver]**, page 267

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 3.1.98 \[SpanBar\]](#), page 368.

**Section 2.2.113 [System\_start\_delimiter\_engraver]**, page 269

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 3.1.110 \[SystemStartBar\]](#), page 379, [Section 3.1.111 \[SystemStartBrace\]](#), page 379, [Section 3.1.112 \[SystemStartBracket\]](#), page 380 and [Section 3.1.113 \[SystemStartSquare\]](#), page 381.

**Section 2.2.130 [Vertical\_align\_engraver]**, page 274

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 3.1.129 \[VerticalAlignment\]](#), page 396.

## 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 295, Section 3.1.13 [BassFigure], page 298, Section 3.1.14 [BassFigureAlignment], page 298, Section 3.1.15 [BassFigureAlignmentPositioning], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299, Section 3.1.18 [BassFigureLine], page 300, Section 3.1.25 [Clef], page 305, Section 3.1.29 [CueClef], page 309, Section 3.1.30 [CueEndClef], page 310, Section 3.1.32 [DotColumn], page 312, Section 3.1.51 [InstrumentName], page 330, Section 3.1.57 [LedgerLineSpanner], page 335, Section 3.1.72 [NoteCollision], page 348, Section 3.1.77 [OctavateEight], page 351, Section 3.1.84 [PianoPedalBracket], page 357, Section 3.1.90 [RestCollision], page 362, Section 3.1.93 [ScriptRow], page 364, Section 3.1.95 [SostenutoPedal], page 365, Section 3.1.96 [SostenutoPedalLineSpanner], page 366, Section 3.1.100 [StaffSpacing], page 370, Section 3.1.101 [StaffSymbol], page 370, Section 3.1.107 [SustainPedal], page 376, Section 3.1.108 [SustainPedalLineSpanner], page 377, Section 3.1.119 [TimeSignature], page 388, Section 3.1.126 [UnaCordaPedal], page 394, Section 3.1.127 [UnaCordaPedalLineSpanner], page 395 and Section 3.1.130 [VerticalAxisGroup], page 397.

This context sets the following properties:

- Set grob-property `avoid-note-head` in Section 3.1.103 [Stem], page 372 to `#t`.
- Set grob-property `ignore-collision` in Section 3.1.73 [NoteColumn], page 349 to `#t`.
- Set grob-property `staff-space` in Section 3.1.101 [StaffSymbol], page 370 to 1.5.
- Set grob-property `stencil` in Section 3.1.9 [Arpeggio], page 293 to `#f`.
- Set grob-property `stencil` in Section 3.1.25 [Clef], page 305 to `clef::print-modern-tab-if-set`.
- Set grob-property `stencil` in Section 3.1.119 [TimeSignature], page 388 to `#f`.
- Set translator property `clefGlyph` to `"clefs.tab"`.
- Set translator property `clefPosition` to 0.
- Set translator property `createSpacing` to `#t`.
- Set translator property `handleNegativeFrets` to `'recalculate`.
- 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 57 and Section 2.1.24 [TabVoice], page 182.

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

#### Section 2.2.5 [Axis\_group\_engraver], page 234

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 3.1.130 [VerticalAxisGroup], page 397.

#### Section 2.2.7 [Bar\_engraver], page 235

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 295](#).

[Section 2.2.9 \[Beam\\_collision\\_engraver\], page 236](#)

Help beams avoid colliding with notes and clefs in other voices.

[Section 2.2.17 \[Clef\\_engraver\], page 238](#)

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 305](#) and [Section 3.1.77 \[OctavateEight\], page 351](#).

[Section 2.2.19 \[Collision\\_engraver\], page 239](#)

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 3.1.72 \[NoteCollision\], page 348](#).

[Section 2.2.23 \[Cue\\_clef\\_engraver\], page 240](#)

Determine and set reference point for pitches in cued voices.

Properties (read)

**clefOctavation** (integer)  
Add this much extra octavation. Values of 7 and -7 are common.

**cueClefGlyph** (string)  
Name of the symbol within the music font.

**cueClefOctavation** (integer)  
Add this much extra octavation. Values of 7 and -7 are common.

**cueClefPosition** (number)  
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

**explicitCueClefVisibility** (vector)  
'break-visibility' function for cue clef changes.

**middleCCuePosition** (number)  
The position of the middle C, as determined only by the clef of the cue notes. This can be calculated by looking at **cueClefPosition** and **cueClefGlyph**.

This engraver creates the following layout object(s):

Section 3.1.29 [CueClef], page 309, Section 3.1.30 [CueEndClef], page 310 and Section 3.1.77 [OctavateEight], page 351.

**Section 2.2.26 [Dot\_column\_engraver], page 242**

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 3.1.32 [DotColumn], page 312.

**Section 2.2.37 [Figured\_bass\_engraver], page 245**

Make figured bass numbers.

Music types accepted:

Section 1.2.6 [bass-figure-event], page 39 and Section 1.2.51 [rest-event], page 45

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 298, Section 3.1.14 [BassFigure-Alignment], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299 and Section 3.1.18 [BassFigureLine], page 300.

Section 2.2.38 [Figured\_bass\_position\_engraver], page 246

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 298.

Section 2.2.40 [Font\_size\_engraver], page 246

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

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Section 2.2.50 [Grob\_pq\_engraver], page 249

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 2.2.54 [Instrument\_name\_engraver], page 250

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 3.1.51 [`InstrumentName`], page 330.

Section 2.2.60 [`Ledger_line_engraver`], page 253

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

This engraver creates the following layout object(s):

Section 3.1.57 [`LedgerLineSpanner`], page 335.

Section 2.2.78 [`Output_property_engraver`], page 259

Apply a procedure to any grob acknowledged.

Music types accepted:

Section 1.2.3 [`apply-output-event`], page 39

Section 2.2.85 [`Piano_pedal_align_engraver`], page 261

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 3.1.96 [`SostenutoPedalLineSpanner`], page 366, Section 3.1.108  
[`SustainPedalLineSpanner`], page 377 and Section 3.1.127 [`UnaCor-  
daPedalLineSpanner`], page 395.

Section 2.2.86 [`Piano_pedal_engraver`], page 262

Engrave piano pedal symbols and brackets.

Music types accepted:

Section 1.2.58 [`sostenuto-event`], page 45, Section 1.2.66 [`sustain-event`],  
page 47 and Section 1.2.75 [`una-corda-event`], page 48

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 3.1.84 [`PianoPedalBracket`], page 357, Section 3.1.95 [`SostenutoPedal`], page 365, Section 3.1.107 [`SustainPedal`], page 376 and Section 3.1.126 [`UnaCordaPedal`], page 394.

#### Section 2.2.92 [`Rest_collision_engraver`], page 263

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 3.1.90 [`RestCollision`], page 362.

#### Section 2.2.98 [`Script_row_engraver`], page 265

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

Section 3.1.93 [`ScriptRow`], page 364.

#### Section 2.2.99 [`Separating_line_group_engraver`], page 265

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 3.1.100 [`StaffSpacing`], page 370.

#### Section 2.2.107 [`Staff_collecting_engraver`], page 267

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 2.2.109 [Staff\_symbol\_engraver], page 268**

Create the constellation of five (default) staff lines.

Music types accepted:

**Section 1.2.62 [staff-span-event], page 46**

This engraver creates the following layout object(s):

**Section 3.1.101 [StaffSymbol], page 370.**

**Section 2.2.115 [Tab\_staff\_symbol\_engraver], page 270**

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 pitches of each string (starting with the lowest numbered one).

This engraver creates the following layout object(s):

**Section 3.1.101 [StaffSymbol], page 370.**

**Section 2.2.122 [Time\_signature\_engraver], page 272**

Create a **Section 3.1.119 [TimeSignature], page 388** 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 3.1.119 [TimeSignature], page 388.**

## 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 293, Section 3.1.19 [Beam], page 300, Section 3.1.20 [BendAfter], page 302, Section 3.1.23 [BreathingSign], page 304, Section 3.1.26 [ClusterSpanner], page 307, Section 3.1.27 [ClusterSpannerBeacon], page 307, Section 3.1.28 [CombineTextScript], page 307, Section 3.1.33 [Dots], page 313, Section 3.1.34 [DoublePercentRepeat], page 313, Section 3.1.35 [DoublePercentRepeatCounter], page 314, Section 3.1.36 [DoubleRepeatSlash], page 315, Section 3.1.37 [DynamicLineSpanner],**

page 316, Section 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319, Section 3.1.42 [FootnoteItem], page 322, Section 3.1.43 [FootnoteSpanner], page 323, Section 3.1.45 [Glissando], page 325, Section 3.1.49 [Hairpin], page 328, Section 3.1.52 [InstrumentSwitch], page 331, Section 3.1.55 [LaissezVibrerTie], page 334, Section 3.1.56 [LaissezVibrerTieColumn], page 335, Section 3.1.59 [LigatureBracket], page 337, Section 3.1.68 [MultiMeasureRest], page 344, Section 3.1.69 [MultiMeasureRestNumber], page 345, Section 3.1.70 [MultiMeasureRestText], page 346, Section 3.1.73 [NoteColumn], page 349, Section 3.1.76 [NoteSpacing], page 350, Section 3.1.81 [PercentRepeat], page 354, Section 3.1.82 [PercentRepeatCounter], page 355, Section 3.1.83 [PhrasingSlur], page 356, Section 3.1.86 [RepeatSlash], page 360, Section 3.1.87 [RepeatTie], page 360, Section 3.1.88 [RepeatTieColumn], page 361, Section 3.1.89 [Rest], page 362, Section 3.1.91 [Script], page 363, Section 3.1.92 [ScriptColumn], page 363, Section 3.1.94 [Slur], page 364, Section 3.1.103 [Stem], page 372, Section 3.1.104 [StemTremolo], page 373, Section 3.1.114 [TabNoteHead], page 382, Section 3.1.115 [TextScript], page 383, Section 3.1.116 [TextSpanner], page 385, Section 3.1.117 [Tie], page 386, Section 3.1.118 [TieColumn], page 387, Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390, Section 3.1.122 [TrillPitchHead], page 391, Section 3.1.123 [TrillSpanner], page 391, Section 3.1.124 [TupletBracket], page 392, Section 3.1.125 [TupletNumber], page 394 and Section 3.1.131 [VoiceFollower], page 398.

This context sets the following properties:

- Set grob-property `after-line-breaking` in Section 3.1.87 [RepeatTie], page 360 to `repeat-tie::handle-tab-note-head`.
- Set grob-property `after-line-breaking` in Section 3.1.117 [Tie], page 386 to `tie::handle-tab-note-head`.
- Set grob-property `beam-thickness` in Section 3.1.19 [Beam], page 300 to 0.32.
- Set grob-property `beam-thickness` in Section 3.1.104 [StemTremolo], page 373 to 0.32.
- Set grob-property `beam-width` in Section 3.1.104 [StemTremolo], page 373 to `stem-tremolo::calc-tab-width`.
- Set grob-property `bound-details left` in Section 3.1.45 [Glissando], page 325 to `'((attach-dir . 1) (padding . 0.3))`.
- Set grob-property `bound-details right` in Section 3.1.45 [Glissando], page 325 to `'((attach-dir . -1) (padding . 0.3))`.
- Set grob-property `details` in Section 3.1.103 [Stem], page 372 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 3.1.45 [Glissando], page 325 to `glissando::calc-tab-extra-dy`.
- Set grob-property `flag-style` in Section 3.1.103 [Stem], page 372 to `'no-flag`.
- Set grob-property `glyph-name` in Section 3.1.114 [TabNoteHead], page 382 to `tab-note-head::calc-glyph-name`.
- Set grob-property `length-fraction` in Section 3.1.19 [Beam], page 300 to 0.62.
- Set grob-property `length-fraction` in Section 3.1.104 [StemTremolo], page 373 to `#<procedure #f (grob)>`.
- Set grob-property `length` in Section 3.1.103 [Stem], page 372 to 0.
- Set grob-property `no-stem-extend` in Section 3.1.103 [Stem], page 372 to `#t`.
- Set grob-property `stencil` in Section 3.1.19 [Beam], page 300 to `#f`.
- Set grob-property `stencil` in Section 3.1.33 [Dots], page 313 to `#f`.
- Set grob-property `stencil` in Section 3.1.39 [DynamicTextSpanner], page 319 to `#f`.

- Set grob-property `stencil` in [Section 3.1.45 \[Glissando\]](#), page 325 to `glissando::draw-tab-glissando`.
- Set grob-property `stencil` in [Section 3.1.55 \[LaissezVibrerTie\]](#), page 334 to `#f`.
- Set grob-property `stencil` in [Section 3.1.68 \[MultiMeasureRest\]](#), page 344 to `#f`.
- Set grob-property `stencil` in [Section 3.1.83 \[PhrasingSlur\]](#), page 356 to `#f`.
- Set grob-property `stencil` in [Section 3.1.87 \[RepeatTie\]](#), page 360 to `#f`.
- Set grob-property `stencil` in [Section 3.1.89 \[Rest\]](#), page 362 to `#f`.
- Set grob-property `stencil` in [Section 3.1.91 \[Script\]](#), page 363 to `#f`.
- Set grob-property `stencil` in [Section 3.1.94 \[Slur\]](#), page 364 to `slur::draw-tab-slur`.
- Set grob-property `stencil` in [Section 3.1.104 \[StemTremolo\]](#), page 373 to `#f`.
- Set grob-property `stencil` in [Section 3.1.114 \[TabNoteHead\]](#), page 382 to `tab-note-head::whiteout-if-style-set`.
- Set grob-property `stencil` in [Section 3.1.115 \[TextScript\]](#), page 383 to `#f`.
- Set grob-property `stencil` in [Section 3.1.116 \[TextSpanner\]](#), page 385 to `#f`.
- Set grob-property `stencil` in [Section 3.1.117 \[Tie\]](#), page 386 to `#f`.
- Set grob-property `stencil` in [Section 3.1.124 \[TupletBracket\]](#), page 392 to `#f`.
- Set grob-property `stencil` in [Section 3.1.125 \[TupletNumber\]](#), page 394 to `#f`.
- Set grob-property `transparent` in [Section 3.1.38 \[DynamicText\]](#), page 317 to `#t`.
- Set grob-property `transparent` in [Section 3.1.49 \[Hairpin\]](#), page 328 to `#t`.
- Set grob-property `transparent` in [Section 3.1.69 \[MultiMeasureRestNumber\]](#), page 345 to `#t`.
- Set grob-property `transparent` in [Section 3.1.70 \[MultiMeasureRestText\]](#), page 346 to `#t`.
- Set grob-property `transparent` in [Section 3.1.103 \[Stem\]](#), page 372 to `#t`.
- Set translator property `autoBeaming` to `#f`.

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 233**

Generate an Arpeggio symbol.

Music types accepted:

**[Section 1.2.4 \[arpeggio-event\]](#), page 39**

This engraver creates the following layout object(s):

**[Section 3.1.9 \[Arpeggio\]](#), page 293.**

**[Section 2.2.4 \[Auto\\_beam\\_engraver\]](#), page 234**

Generate beams based on measure characteristics and observed Stems.

Uses `baseMoment`, `beatStructure`, `beamExceptions`, `measureLength`, and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through [Section 2.2.112 \[Stem\\_engraver\]](#), page 268 properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted:

**[Section 1.2.8 \[beam-forbid-event\]](#), page 40**

Properties (read)

`autoBeaming` (boolean)

If set to true then beams are generated automatically.

**baseMoment** (moment)  
 Smallest unit of time that will stand on its own as a subdivided section.

**beamExceptions** (list)  
 An alist of exceptions to autobeam rules that normally end on beats.

**beatStructure** (list)  
 List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)  
 If set, multiple beams will be subdivided at **baseMoment** positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 300.](#)

**Section 2.2.10 [Beam\_engraver], page 236**

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 39](#)

Properties (read)

**baseMoment** (moment)  
 Smallest unit of time that will stand on its own as a subdivided section.

**beamMelismaBusy** (boolean)  
 Signal if a beam is present.

**beatStructure** (list)  
 List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)  
 If set, multiple beams will be subdivided at **baseMoment** 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 300.](#)

**Section 2.2.12 [Bend\_engraver], page 237**

Create fall spanners.

Music types accepted:

[Section 1.2.9 \[bend-after-event\], page 40](#)

This engraver creates the following layout object(s):

[Section 3.1.20 \[BendAfter\], page 302.](#)

**Section 2.2.14 [Breathing\_sign\_engraver], page 237**

Create a breathing sign.

Music types accepted:

Section 1.2.13 [breathing-event], page 40

This engraver creates the following layout object(s):

Section 3.1.23 [BreathingSign], page 304.

**Section 2.2.16 [Chord\_tremolo\_engraver], page 238**

Generate beams for tremolo repeats.

Music types accepted:

Section 1.2.72 [tremolo-span-event], page 48

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 300.

**Section 2.2.18 [Cluster\_spanner\_engraver], page 239**

Engrave a cluster using **Spanner** notation.

Music types accepted:

Section 1.2.14 [cluster-note-event], page 40

This engraver creates the following layout object(s):

Section 3.1.26 [ClusterSpanner], page 307 and Section 3.1.27 [ClusterSpannerBeacon], page 307.

**Section 2.2.27 [Dots\_engraver], page 242**

Create Section 3.1.33 [Dots], page 313 objects for Section 3.2.86 [rhythmic-head-interface], page 444s.

This engraver creates the following layout object(s):

Section 3.1.33 [Dots], page 313.

**Section 2.2.28 [Double\_percent\_repeat\_engraver], page 242**

Make double measure repeats.

Music types accepted:

Section 1.2.18 [double-percent-event], page 41

Properties (read)

**countPercentRepeats** (boolean)

If set, produce counters for percent repeats.

**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 3.1.34 [DoublePercentRepeat], page 313 and Section 3.1.35 [DoublePercentRepeatCounter], page 314.



**Section 2.2.31 [Dynamic\_align\_engraver], page 243**

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

[Section 1.2.12 \[break-span-event\], page 40](#)

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 3.1.37 \[DynamicLineSpanner\], page 316.](#)

**Section 2.2.40 [Font\_size\_engraver], page 246**

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

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

**Section 2.2.41 [Footnote\_engraver], page 246**

Create footnote texts.

Music types accepted:

[Section 1.2.23 \[footnote-event\], page 41](#)

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 3.1.42 \[FootnoteItem\], page 322](#) and [Section 3.1.43 \[FootnoteSpanner\], page 323.](#)

**Section 2.2.42 [Forbid\_line\_break\_engraver], page 247**

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 2.2.44 [Glissando\_engraver], page 248**

Engrave glissandi.

Music types accepted:

[Section 1.2.24 \[glissando-event\], page 41](#)

Properties (read)



**glissandoMap** (list)

A map in the form of '((source1 . target1) (source2 . target2) (sourcen . targetn))' showing the glissandi to be drawn for note columns. The value '()' will default to '((0 . 0) (1 . 1) (n . n))', where n is the minimal number of note heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s):

[Section 3.1.45 \[Glissando\], page 325.](#)

**Section 2.2.45 [Grace\_beam\_engraver], page 248**

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 39](#)

Properties (read)

**baseMoment** (moment)

Smallest unit of time that will stand on its own as a subdivided section.

**beamMelismaBusy** (boolean)

Signal if a beam is present.

**beatStructure** (list)

List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)

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

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 300.](#)

**Section 2.2.46 [Grace\_engraver], page 249**

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 2.2.50 [Grob\_pq\_engraver], page 249**

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 2.2.55 [`Instrument_switch_engraver`], page 251**

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 3.1.52 \[`InstrumentSwitch`\], page 331.](#)

**Section 2.2.59 [`Laissez_vibrer_engraver`], page 252**

Create laissez vibrer items.

Music types accepted:

[Section 1.2.29 \[`laissez-vibrer-event`\], page 42](#)

This engraver creates the following layout object(s):

[Section 3.1.55 \[`LaissezVibrerTie`\], page 334](#) and [Section 3.1.56 \[`LaissezVibrerTieColumn`\], page 335.](#)

**Section 2.2.61 [`Ligature_bracket_engraver`], page 253**

Handle `Ligature_events` by engraving `Ligature` brackets.

Music types accepted:

[Section 1.2.31 \[`ligature-event`\], page 42](#)

This engraver creates the following layout object(s):

[Section 3.1.59 \[`LigatureBracket`\], page 337.](#)

**Section 2.2.69 [`Multi_measure_rest_engraver`], page 255**

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the [Section 3.1.68 \[`MultiMeasureRest`\], page 344](#). Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

[Section 1.2.36 \[`multi-measure-rest-event`\], page 42](#) and [Section 1.2.37 \[`multi-measure-text-event`\], page 43](#)

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 3.1.68 [MultiMeasureRest], page 344, Section 3.1.69 [MultiMeasureRestNumber], page 345 and Section 3.1.70 [MultiMeasureRestText], page 346.

**Section 2.2.70 [New\_dynamic\_engraver], page 256**

Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:

Section 1.2.1 [absolute-dynamic-event], page 39 and Section 1.2.60 [span-dynamic-event], page 46

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 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319 and Section 3.1.49 [Hairpin], page 328.

**Section 2.2.72 [Note\_head\_line\_engraver], page 257**

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 3.1.45 \[Glissando\]](#), page 325 and [Section 3.1.131 \[VoiceFollower\]](#), page 398.

**Section 2.2.76 [Note\_spacing\_engraver], page 258**

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

This engraver creates the following layout object(s):

[Section 3.1.76 \[NoteSpacing\]](#), page 350.

**Section 2.2.78 [Output\_property\_engraver], page 259**

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 39

**Section 2.2.82 [Part\_combine\_engraver], page 260**

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

Music types accepted:

[Section 1.2.39 \[note-event\]](#), page 43 and [Section 1.2.43 \[part-combine-event\]](#), page 44

Properties (read)

**aDueText** (markup)

Text to print at a unisono passage.

**partCombineTextsOnNote** (boolean)

Print part-combine texts only on the next note rather than immediately on rests or skips.

**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 307.

**Section 2.2.83 [Percent\_repeat\_engraver], page 261**

Make whole measure repeats.

Music types accepted:

[Section 1.2.46 \[percent-event\]](#), page 44

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.

`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.

This engraver creates the following layout object(s):

Section 3.1.81 [PercentRepeat], page 354 and Section 3.1.82 [PercentRepeatCounter], page 355.

Section 2.2.84 [Phrasing\_slur\_engraver], page 261

Print phrasing slurs. Similar to Section 2.2.101 [Slur\_engraver], page 266.

Music types accepted:

Section 1.2.48 [phrasing-slur-event], page 44

This engraver creates the following layout object(s):

Section 3.1.83 [PhrasingSlur], page 356.

Section 2.2.89 [Pitched\_trill\_engraver], page 263

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

This engraver creates the following layout object(s):

Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390 and Section 3.1.122 [TrillPitchHead], page 391.

Section 2.2.91 [Repeat\_tie\_engraver], page 263

Create repeat ties.

Music types accepted:

Section 1.2.50 [repeat-tie-event], page 45

This engraver creates the following layout object(s):

Section 3.1.87 [RepeatTie], page 360 and Section 3.1.88 [RepeatTieColumn], page 361.

Section 2.2.93 [Rest\_engraver], page 264

Engrave rests.

Music types accepted:

Section 1.2.51 [rest-event], page 45

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 3.1.89 [Rest], page 362.

Section 2.2.94 [Rhythmic\_column\_engraver], page 264

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

This engraver creates the following layout object(s):

[Section 3.1.73 \[NoteColumn\]](#), page 349.

**Section 2.2.96 [Script\_column\_engraver]**, page 264

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 3.1.92 \[ScriptColumn\]](#), page 363.

**Section 2.2.97 [Script\_engraver]**, page 265

Handle note scripted articulations.

Music types accepted:

[Section 1.2.5 \[articulation-event\]](#), page 39

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 3.1.91 \[Script\]](#), page 363.

**Section 2.2.100 [Slash\_repeat\_engraver]**, page 266

Make beat repeats.

Music types accepted:

[Section 1.2.49 \[repeat-slash-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.36 \[DoubleRepeatSlash\]](#), page 315 and [Section 3.1.86 \[RepeatSlash\]](#), page 360.

**Section 2.2.101 [Slur\_engraver]**, page 266

Build slur grobs from slur events.

Music types accepted:

[Section 1.2.55 \[slur-event\]](#), page 45

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 3.1.94 \[Slur\]](#), page 364.

**Section 2.2.106 [Spanner\_break\_forbid\_engraver]**, page 267

Forbid breaks in certain spanners.

**Section 2.2.112 [Stem\_engraver]**, page 268

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

Music types accepted:

## Section 1.2.71 [tremolo-event], page 48

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 3.1.103 [Stem], page 372 and Section 3.1.104 [StemTremolo], page 373.

## Section 2.2.114 [Tab\_note\_heads\_engraver], page 269

Generate one or more tablature note heads from event of type **NoteEvent**.

Music types accepted:

Section 1.2.22 [fingering-event], page 41, Section 1.2.39 [note-event], page 43 and Section 1.2.64 [string-number-event], page 47

Properties (read)

- defaultStrings** (list)  
A list of strings to use in calculating frets for tablatures and fretboards if no strings are provided in the notes for the current moment.
- 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 pitches of each string (starting with the lowest numbered 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 3.1.114 [TabNoteHead], page 382.

Section 2.2.116 [Tab\_tie\_follow\_engraver], page 270

Adjust TabNoteHead properties when a tie is followed by a slur or glissando.

Section 2.2.118 [Text\_engraver], page 270

Create text scripts.

Music types accepted:

Section 1.2.68 [text-script-event], page 47

This engraver creates the following layout object(s):

Section 3.1.115 [TextScript], page 383.

Section 2.2.119 [Text\_spanner\_engraver], page 271

Create text spanner from an event.

Music types accepted:

Section 1.2.69 [text-span-event], page 47

This engraver creates the following layout object(s):

Section 3.1.116 [TextSpanner], page 385.

Section 2.2.120 [Tie\_engraver], page 271

Generate ties between note heads of equal pitch.

Music types accepted:

Section 1.2.70 [tie-event], page 47

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 3.1.117 [Tie], page 386 and Section 3.1.118 [TieColumn], page 387.

#### Section 2.2.126 [Trill\_spanner\_engraver], page 273

Create trill spanner from an event.

Music types accepted:

Section 1.2.73 [trill-span-event], page 48

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 3.1.123 [TrillSpanner], page 391.

#### Section 2.2.127 [Tuplet\_engraver], page 273

Catch tuplet events and generate appropriate bracket.

Music types accepted:

Section 1.2.74 [tuplet-span-event], page 48

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 3.1.124 [TupletBracket], page 392 and Section 3.1.125 [Tuplet-Number], page 394.

#### Section 2.2.128 [Tweak\_engraver], page 274

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 287, Section 3.1.2 [AccidentalCautionary], page 287, Section 3.1.3 [AccidentalPlacement], page 288, Section 3.1.4 [AccidentalSuggestion], page 289, Section 3.1.11 [BarLine], page 295, Section 3.1.13 [BassFigure], page 298, Section 3.1.14 [BassFigureAlignment], page 298, Section 3.1.15 [BassFigureAlignmentPositioning], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299, Section 3.1.18 [BassFigureLine], page 300, Section 3.1.25 [Clef], page 305, Section 3.1.29 [CueClef], page 309, Section 3.1.30 [CueEndClef], page 310, Section 3.1.31 [Custos], page 311, Section 3.1.32 [DotColumn], page 312, Section 3.1.51 [InstrumentName], page 330, Section 3.1.53 [KeyCancellation], page 332, Section 3.1.54 [KeySignature], page 333, Section 3.1.57 [LedgerLineSpanner], page 335, Section 3.1.72 [NoteCollision], page 348, Section 3.1.77 [OctavateEight], page 351, Section 3.1.78 [OttavaBracket], page 352, Section 3.1.84 [PianoPedalBracket], page 357, Section 3.1.90 [RestCollision], page 362, Section 3.1.93 [ScriptRow], page 364, Section 3.1.95 [SostenutoPedal], page 365, Section 3.1.96 [SostenutoPedalLineSpanner], page 366, Section 3.1.100 [StaffSpacing], page 370, Section 3.1.101 [StaffSymbol], page 370, Section 3.1.107 [SustainPedal], page 376, Section 3.1.108 [SustainPedalLineSpanner], page 377, Section 3.1.126 [UnaCordaPedal], page 394, Section 3.1.127 [UnaCordaPedalLineSpanner], page 395 and Section 3.1.130 [VerticalAxisGroup], page 397.

This context sets the following properties:

- Set grob-property `glyph-name-alist` in Section 3.1.1 [Accidental], page 287 to `'((-1/2 . accidentals.vaticanaM1) (0 . accidentals.vaticana0) (1/2 . accidentals.mensural1))`.
- Set grob-property `glyph-name-alist` in Section 3.1.54 [KeySignature], page 333 to `'((-1/2 . accidentals.vaticanaM1) (0 . accidentals.vaticana0) (1/2 . accidentals.mensural1))`.
- Set grob-property `line-count` in Section 3.1.101 [StaffSymbol], page 370 to 4.
- Set grob-property `neutral-direction` in Section 3.1.31 [Custos], page 311 to -1.
- Set grob-property `neutral-position` in Section 3.1.31 [Custos], page 311 to 3.
- Set grob-property `style` in Section 3.1.31 [Custos], page 311 to 'vaticana.
- Set grob-property `style` in Section 3.1.33 [Dots], page 313 to 'vaticana.
- Set grob-property `thickness` in Section 3.1.101 [StaffSymbol], page 370 to 0.6.
- Set grob-property `transparent` in Section 3.1.11 [BarLine], page 295 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 57 and Section 2.1.26 [VaticanaVoice], page 206.

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

**Section 2.2.1 [Accidental\_engraver], page 232**

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 287, Section 3.1.2 [AccidentalCautionary], page 287, Section 3.1.3 [AccidentalPlacement], page 288 and Section 3.1.4 [AccidentalSuggestion], page 289.

Section 2.2.5 [Axis\_group\_engraver], page 234

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 3.1.130 [VerticalAxisGroup], page 397.

Section 2.2.7 [Bar\_engraver], page 235

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 295.

[Section 2.2.9 \[Beam\\_collision\\_engraver\]](#), page 236

Help beams avoid colliding with notes and clefs in other voices.

[Section 2.2.17 \[Clef\\_engraver\]](#), page 238

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 305 and [Section 3.1.77 \[OctavateEight\]](#), page 351.

[Section 2.2.19 \[Collision\\_engraver\]](#), page 239

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 3.1.72 \[NoteCollision\]](#), page 348.

[Section 2.2.23 \[Cue\\_clef\\_engraver\]](#), page 240

Determine and set reference point for pitches in cued voices.

Properties (read)

**clefOctavation** (integer)  
Add this much extra octavation. Values of 7 and -7 are common.

**cueClefGlyph** (string)  
Name of the symbol within the music font.

**cueClefOctavation** (integer)  
Add this much extra octavation. Values of 7 and -7 are common.

**cueClefPosition** (number)  
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.

**explicitCueClefVisibility** (vector)  
'break-visibility' function for cue clef changes.

**middleCCuePosition** (number)  
The position of the middle C, as determined only by the clef of the cue notes. This can be calculated by looking at **cueClefPosition** and **cueClefGlyph**.

This engraver creates the following layout object(s):

Section 3.1.29 [CueClef], page 309, Section 3.1.30 [CueEndClef], page 310 and Section 3.1.77 [OctavateEight], page 351.

**Section 2.2.24 [Custos\_engraver], page 241**

Engrave custodes.

This engraver creates the following layout object(s):

Section 3.1.31 [Custos], page 311.

**Section 2.2.26 [Dot\_column\_engraver], page 242**

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 3.1.32 [DotColumn], page 312.

**Section 2.2.37 [Figured\_bass\_engraver], page 245**

Make figured bass numbers.

Music types accepted:

Section 1.2.6 [bass-figure-event], page 39 and Section 1.2.51 [rest-event], page 45

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 298, Section 3.1.14 [BassFigure-Alignment], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299 and Section 3.1.18 [BassFigureLine], page 300.

**Section 2.2.38 [Figured\_bass\_position\_engraver], page 246**

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 298.

**Section 2.2.40 [Font\_size\_engraver], page 246**

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

Properties (read)

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

**Section 2.2.50 [Grob\_pq\_engraver], page 249**

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 2.2.54 [Instrument\_name\_engraver], page 250**

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 3.1.51 \[InstrumentName\], page 330.](#)

[Section 2.2.57 \[Key\\_engraver\], page 251](#)

Engrave a key signature.

Music types accepted:

[Section 1.2.27 \[key-change-event\], page 42](#)

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 3.1.53 \[KeyCancellation\]](#), page 332 and [Section 3.1.54 \[KeySignature\]](#), page 333.

[Section 2.2.60 \[Ledger\\_line\\_engraver\]](#), page 253

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

This engraver creates the following layout object(s):

[Section 3.1.57 \[LedgerLineSpanner\]](#), page 335.

[Section 2.2.77 \[Ottava\\_spanner\\_engraver\]](#), page 258

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 3.1.78 \[OttavaBracket\]](#), page 352.

[Section 2.2.78 \[Output\\_property\\_engraver\]](#), page 259

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 39

**Section 2.2.85 [Piano\_pedal\_align\_engraver], page 261**

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 3.1.96 [SostenutoPedalLineSpanner], page 366, Section 3.1.108  
[SustainPedalLineSpanner], page 377 and Section 3.1.127 [UnaCor-  
daPedalLineSpanner], page 395.

**Section 2.2.86 [Piano\_pedal\_engraver], page 262**

Engrave piano pedal symbols and brackets.

Music types accepted:

Section 1.2.58 [sostenuto-event], page 45, Section 1.2.66 [sustain-event],  
page 47 and Section 1.2.75 [una-corda-event], page 48

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. For-  
mat 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 3.1.84 [PianoPedalBracket], page 357, Section 3.1.95  
[SostenutoPedal], page 365, Section 3.1.107 [SustainPedal], page 376  
and Section 3.1.126 [UnaCordaPedal], page 394.

**Section 2.2.92 [Rest\_collision\_engraver], page 263**

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 3.1.90 \[RestCollision\]](#), page 362.

[Section 2.2.98 \[Script\\_row\\_engraver\]](#), page 265

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

[Section 3.1.93 \[ScriptRow\]](#), page 364.

[Section 2.2.99 \[Separating\\_line\\_group\\_engraver\]](#), page 265

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 3.1.100 \[StaffSpacing\]](#), page 370.

[Section 2.2.107 \[Staff\\_collecting\\_engraver\]](#), page 267

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 2.2.109 \[Staff\\_symbol\\_engraver\]](#), page 268

Create the constellation of five (default) staff lines.

Music types accepted:

[Section 1.2.62 \[staff-span-event\]](#), page 46

This engraver creates the following layout object(s):

[Section 3.1.101 \[StaffSymbol\]](#), page 370.

## 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 293, Section 3.1.19 [Beam], page 300, Section 3.1.20 [BendAfter], page 302, Section 3.1.23 [BreathingSign], page 304, Section 3.1.26 [ClusterSpanner], page 307, Section 3.1.27 [ClusterSpannerBeacon], page 307, Section 3.1.28 [CombineTextScript], page 307, Section 3.1.32 [DotColumn], page 312, Section 3.1.33 [Dots], page 313, Section 3.1.34 [DoublePercentRepeat], page 313, Section 3.1.35 [DoublePercentRepeatCounter], page 314, Section 3.1.36 [DoubleRepeatSlash], page 315, Section 3.1.37 [DynamicLineSpanner], page 316, Section 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319, Section 3.1.40 [Episema], page 320, Section 3.1.41 [Fingering], page 321, Section 3.1.42 [FootnoteItem], page 322, Section 3.1.43 [FootnoteSpanner], page 323, Section 3.1.45 [Glissando], page 325, Section 3.1.49 [Hairpin], page 328, Section 3.1.52 [InstrumentSwitch], page 331, Section 3.1.55 [LaissezVibrerTie], page 334, Section 3.1.56 [LaissezVibrerTieColumn], page 335, Section 3.1.68 [MultiMeasureRest], page 344, Section 3.1.69 [MultiMeasureRestNumber], page 345, Section 3.1.70 [MultiMeasureRestText], page 346, Section 3.1.73 [NoteColumn], page 349, Section 3.1.74 [NoteHead], page 349, Section 3.1.76 [NoteSpacing], page 350, Section 3.1.81 [PercentRepeat], page 354, Section 3.1.82 [PercentRepeatCounter], page 355, Section 3.1.83 [PhrasingSlur], page 356, Section 3.1.86 [RepeatSlash], page 360, Section 3.1.87 [RepeatTie], page 360, Section 3.1.88 [RepeatTieColumn], page 361, Section 3.1.89 [Rest], page 362, Section 3.1.91 [Script], page 363, Section 3.1.92 [ScriptColumn], page 363, Section 3.1.105 [StringNumber], page 374, Section 3.1.106 [StrokeFinger], page 375, Section 3.1.115 [TextScript], page 383, Section 3.1.117 [Tie], page 386, Section 3.1.118 [TieColumn], page 387, Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390, Section 3.1.122 [TrillPitchHead], page 391, Section 3.1.123 [TrillSpanner], page 391, Section 3.1.124 [TupletBracket], page 392, Section 3.1.125 [TupletNumber], page 394, Section 3.1.128 [VaticanaLigature], page 396 and Section 3.1.131 [VoiceFollower], page 398.

This context sets the following properties:

- Set grob-property **padding** in Section 3.1.91 [Script], page 363 to 0.5.
- Set grob-property **style** in Section 3.1.74 [NoteHead], page 349 to 'vaticana.punctum'.
- Set translator property **autoBeaming** to #f.

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 233

Generate an Arpeggio symbol.

Music types accepted:

Section 1.2.4 [arpeggio-event], page 39

This engraver creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 293.

#### Section 2.2.4 [Auto\_beam\_engraver], page 234

Generate beams based on measure characteristics and observed Stems.

Uses **baseMoment**, **beatStructure**, **beamExceptions**, **measureLength**, and **measurePosition** to decide when to start and stop a beam. Overriding beaming is done through Section 2.2.112 [Stem\_engraver], page 268 properties **stemLeftBeamCount** and **stemRightBeamCount**.

Music types accepted:

Section 1.2.8 [beam-forbid-event], page 40

Properties (read)

**autoBeaming** (boolean)  
If set to true then beams are generated automatically.

**baseMoment** (moment)  
Smallest unit of time that will stand on its own as a subdivided section.

**beamExceptions** (list)  
An alist of exceptions to autobeam rules that normally end on beats.

**beatStructure** (list)  
List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)  
If set, multiple beams will be subdivided at **baseMoment** positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\], page 300.](#)

**Section 2.2.10 [Beam\_engraver], page 236**

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 39](#)

Properties (read)

**baseMoment** (moment)  
Smallest unit of time that will stand on its own as a subdivided section.

**beamMelismaBusy** (boolean)  
Signal if a beam is present.

**beatStructure** (list)  
List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)  
If set, multiple beams will be subdivided at **baseMoment** 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 300.](#)

**Section 2.2.12 [Bend\_engraver], page 237**

Create fall spanners.

Music types accepted:

Section 1.2.9 [bend-after-event], page 40

This engraver creates the following layout object(s):

Section 3.1.20 [BendAfter], page 302.

Section 2.2.14 [Breathing\_sign\_engraver], page 237

Create a breathing sign.

Music types accepted:

Section 1.2.13 [breathing-event], page 40

This engraver creates the following layout object(s):

Section 3.1.23 [BreathingSign], page 304.

Section 2.2.16 [Chord\_tremolo\_engraver], page 238

Generate beams for tremolo repeats.

Music types accepted:

Section 1.2.72 [tremolo-span-event], page 48

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 300.

Section 2.2.18 [Cluster\_spanner\_engraver], page 239

Engrave a cluster using `Spanner` notation.

Music types accepted:

Section 1.2.14 [cluster-note-event], page 40

This engraver creates the following layout object(s):

Section 3.1.26 [ClusterSpanner], page 307 and Section 3.1.27 [ClusterSpannerBeacon], page 307.

Section 2.2.27 [Dots\_engraver], page 242

Create Section 3.1.33 [Dots], page 313 objects for Section 3.2.86 [rhythmic-head-interface], page 444s.

This engraver creates the following layout object(s):

Section 3.1.33 [Dots], page 313.

Section 2.2.28 [Double\_percent\_repeat\_engraver], page 242

Make double measure repeats.

Music types accepted:

Section 1.2.18 [double-percent-event], page 41

Properties (read)

`countPercentRepeats` (boolean)

If set, produce counters for percent repeats.

`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 3.1.34 [DoublePercentRepeat], page 313 and Section 3.1.35 [DoublePercentRepeatCounter], page 314.

Section 2.2.31 [Dynamic\_align\_engraver], page 243

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [break-span-event], page 40

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 3.1.37 [DynamicLineSpanner], page 316.

Section 2.2.35 [Episema\_engraver], page 244

Create an *Editio Vaticana*-style episema line.

Music types accepted:

Section 1.2.20 [episema-event], page 41

This engraver creates the following layout object(s):

Section 3.1.40 [Episema], page 320.

Section 2.2.39 [Fingering\_engraver], page 246

Create fingering scripts.

Music types accepted:

Section 1.2.22 [fingering-event], page 41 and Section 1.2.65 [stroke-finger-event], page 47

This engraver creates the following layout object(s):

Section 3.1.41 [Fingering], page 321.

Section 2.2.40 [Font\_size\_engraver], page 246

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

Properties (read)

`fontSize` (number)

The relative size of all grobs in a context.

Section 2.2.41 [Footnote\_engraver], page 246

Create footnote texts.

Music types accepted:

Section 1.2.23 [footnote-event], page 41

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 3.1.42 \[FootnoteItem\]](#), page 322 and [Section 3.1.43 \[FootnoteSpanner\]](#), page 323.

**[Section 2.2.42 \[Forbid\\_line\\_break\\_engraver\]](#), page 247**

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 2.2.44 \[Glissando\\_engraver\]](#), page 248**

Engrave glissandi.

Music types accepted:

[Section 1.2.24 \[glissando-event\]](#), page 41

Properties (read)

**glissandoMap** (list)

A map in the form of '((source1 . target1) (source2 . target2) (sourcen . targetn))' showing the glissandi to be drawn for note columns. The value '()' will default to '((0 . 0) (1 . 1) (n . n))', where n is the minimal number of note-heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s):

[Section 3.1.45 \[Glissando\]](#), page 325.

**[Section 2.2.45 \[Grace\\_beam\\_engraver\]](#), page 248**

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 39

Properties (read)

**baseMoment** (moment)

Smallest unit of time that will stand on its own as a subdivided section.

**beamMelismaBusy** (boolean)

Signal if a beam is present.

**beatStructure** (list)

List of **baseMoments** that are combined to make beats.



**subdivideBeams** (boolean)

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

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 300.

[Section 2.2.46 \[Grace\\_engraver\]](#), page 249

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 2.2.50 \[Grob\\_pq\\_engraver\]](#), page 249

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 2.2.55 \[Instrument\\_switch\\_engraver\]](#), page 251

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 3.1.52 \[InstrumentSwitch\]](#), page 331.

[Section 2.2.59 \[Laissez\\_vibrer\\_engraver\]](#), page 252

Create laissez vibrer items.

Music types accepted:

[Section 1.2.29 \[laissez-vibrer-event\]](#), page 42

This engraver creates the following layout object(s):

[Section 3.1.55 \[LaissezVibrerTie\]](#), page 334 and [Section 3.1.56 \[LaissezVibrerTieColumn\]](#), page 335.

[Section 2.2.69 \[Multi\\_measure\\_rest\\_engraver\]](#), page 255

Engrave multi-measure rests that are produced with ‘R’. It reads **measurePosition** and **internalBarNumber** to determine what number

to print over the [Section 3.1.68 \[MultiMeasureRest\]](#), page 344. Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

[Section 1.2.36 \[multi-measure-rest-event\]](#), page 42 and [Section 1.2.37 \[multi-measure-text-event\]](#), page 43

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 3.1.68 \[MultiMeasureRest\]](#), page 344, [Section 3.1.69 \[MultiMeasureRestNumber\]](#), page 345 and [Section 3.1.70 \[MultiMeasureRestText\]](#), page 346.

#### [Section 2.2.70 \[New\\_dynamic\\_engraver\]](#), page 256

Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:

[Section 1.2.1 \[absolute-dynamic-event\]](#), page 39 and [Section 1.2.60 \[span-dynamic-event\]](#), page 46

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 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319 and Section 3.1.49 [Hairpin], page 328.

**Section 2.2.71 [New\_fingering\_engraver], page 257**

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 3.1.41 [Fingering], page 321, Section 3.1.91 [Script], page 363, Section 3.1.105 [StringNumber], page 374 and Section 3.1.106 [StrokeFinger], page 375.

**Section 2.2.72 [Note\_head\_line\_engraver], page 257**

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 3.1.45 [Glissando], page 325 and Section 3.1.131 [VoiceFollower], page 398.

**Section 2.2.73 [Note\_heads\_engraver], page 257**

Generate note heads.

Music types accepted:

Section 1.2.39 [note-event], page 43

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 3.1.74 \[NoteHead\]](#), page 349.

[Section 2.2.76 \[Note\\_spacing\\_engraver\]](#), page 258

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

This engraver creates the following layout object(s):

[Section 3.1.76 \[NoteSpacing\]](#), page 350.

[Section 2.2.78 \[Output\\_property\\_engraver\]](#), page 259

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 39

[Section 2.2.82 \[Part\\_combine\\_engraver\]](#), page 260

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

Music types accepted:

[Section 1.2.39 \[note-event\]](#), page 43 and [Section 1.2.43 \[part-combine-event\]](#), page 44

Properties (read)

**aDueText** (markup)

Text to print at a unisono passage.

**partCombineTextsOnNote** (boolean)

Print part-combine texts only on the next note rather than immediately on rests or skips.

**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 307.

[Section 2.2.83 \[Percent\\_repeat\\_engraver\]](#), page 261

Make whole measure repeats.

Music types accepted:

## Section 1.2.46 [percent-event], page 44

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.

**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.

This engraver creates the following layout object(s):

Section 3.1.81 [PercentRepeat], page 354 and Section 3.1.82 [PercentRepeatCounter], page 355.

## Section 2.2.84 [Phrasing\_slur\_engraver], page 261

Print phrasing slurs. Similar to Section 2.2.101 [Slur\_engraver], page 266.

Music types accepted:

Section 1.2.48 [phrasing-slur-event], page 44

This engraver creates the following layout object(s):

Section 3.1.83 [PhrasingSlur], page 356.

## Section 2.2.89 [Pitched\_trill\_engraver], page 263

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

This engraver creates the following layout object(s):

Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390 and Section 3.1.122 [TrillPitchHead], page 391.

## Section 2.2.91 [Repeat\_tie\_engraver], page 263

Create repeat ties.

Music types accepted:

Section 1.2.50 [repeat-tie-event], page 45

This engraver creates the following layout object(s):

Section 3.1.87 [RepeatTie], page 360 and Section 3.1.88 [RepeatTieColumn], page 361.

## Section 2.2.93 [Rest\_engraver], page 264

Engrave rests.

Music types accepted:

Section 1.2.51 [rest-event], page 45

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 3.1.89 [Rest], page 362.

Section 2.2.94 [Rhythmic\_column\_engraver], page 264

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

This engraver creates the following layout object(s):

Section 3.1.73 [NoteColumn], page 349.

Section 2.2.96 [Script\_column\_engraver], page 264

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 3.1.92 [ScriptColumn], page 363.

Section 2.2.97 [Script\_engraver], page 265

Handle note scripted articulations.

Music types accepted:

Section 1.2.5 [articulation-event], page 39

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 3.1.91 [Script], page 363.

Section 2.2.100 [Slash\_repeat\_engraver], page 266

Make beat repeats.

Music types accepted:

Section 1.2.49 [repeat-slash-event], page 44

This engraver creates the following layout object(s):

Section 3.1.36 [DoubleRepeatSlash], page 315 and Section 3.1.86 [RepeatSlash], page 360.

Section 2.2.106 [Spanner\_break\_forbid\_engraver], page 267

Forbid breaks in certain spanners.

Section 2.2.118 [Text\_engraver], page 270

Create text scripts.

Music types accepted:

Section 1.2.68 [text-script-event], page 47

This engraver creates the following layout object(s):

Section 3.1.115 [TextScript], page 383.

Section 2.2.120 [Tie\_engraver], page 271

Generate ties between note heads of equal pitch.

Music types accepted:

Section 1.2.70 [tie-event], page 47

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 3.1.117 [Tie], page 386 and Section 3.1.118 [TieColumn], page 387.

#### Section 2.2.126 [Trill\_spanner\_engraver], page 273

Create trill spanner from an event.

Music types accepted:

Section 1.2.73 [trill-span-event], page 48

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 3.1.123 [TrillSpanner], page 391.

#### Section 2.2.127 [Tuplet\_engraver], page 273

Catch tuplet events and generate appropriate bracket.

Music types accepted:

Section 1.2.74 [tuplet-span-event], page 48

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 3.1.124 [TupletBracket], page 392 and Section 3.1.125 [Tuplet-Number], page 394.

#### Section 2.2.128 [Tweak\_engraver], page 274

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

#### Section 2.2.129 [Vaticana\_ligature\_engraver], page 274

Handle ligatures by glueing special ligature heads together.

Music types accepted:

Section 1.2.31 [ligature-event], page 42 and Section 1.2.47 [pes-or-flexa-event], page 44

This engraver creates the following layout object(s):

Section 3.1.32 [DotColumn], page 312 and Section 3.1.128 [VaticanaLigature], page 396.

## 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 293, Section 3.1.19 [Beam], page 300, Section 3.1.20 [BendAfter], page 302, Section 3.1.23 [BreathingSign], page 304, Section 3.1.26 [ClusterSpanner], page 307, Section 3.1.27 [ClusterSpannerBeacon], page 307, Section 3.1.28 [CombineTextScript], page 307, Section 3.1.33 [Dots], page 313, Section 3.1.34 [DoublePercentRepeat], page 313, Section 3.1.35 [DoublePercentRepeatCounter], page 314, Section 3.1.36 [DoubleRepeatSlash], page 315, Section 3.1.37 [DynamicLineSpanner], page 316, Section 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319, Section 3.1.41 [Fingering], page 321, Section 3.1.42 [FootnoteItem], page 322, Section 3.1.43 [FootnoteSpanner], page 323, Section 3.1.45 [Glissando], page 325, Section 3.1.49 [Hairpin], page 328, Section 3.1.52 [InstrumentSwitch], page 331, Section 3.1.55 [LaissezVibrerTie], page 334, Section 3.1.56 [LaissezVibrerTieColumn], page 335, Section 3.1.59 [LigatureBracket], page 337, Section 3.1.68 [MultiMeasureRest], page 344, Section 3.1.69 [MultiMeasureRestNumber], page 345, Section 3.1.70 [MultiMeasureRestText], page 346, Section 3.1.73 [NoteColumn], page 349, Section 3.1.74 [NoteHead], page 349, Section 3.1.76 [NoteSpacing], page 350, Section 3.1.81 [PercentRepeat], page 354, Section 3.1.82 [PercentRepeatCounter], page 355, Section 3.1.83 [PhrasingSlur], page 356, Section 3.1.86 [RepeatSlash], page 360, Section 3.1.87 [RepeatTie], page 360, Section 3.1.88 [RepeatTieColumn], page 361, Section 3.1.89 [Rest], page 362, Section 3.1.91 [Script], page 363, Section 3.1.92 [ScriptColumn], page 363, Section 3.1.94 [Slur], page 364, Section 3.1.103 [Stem], page 372, Section 3.1.104 [StemTremolo], page 373, Section 3.1.105 [StringNumber], page 374, Section 3.1.106 [StrokeFinger], page 375, Section 3.1.115 [TextScript], page 383, Section 3.1.116 [TextSpanner], page 385, Section 3.1.117 [Tie], page 386, Section 3.1.118 [TieColumn], page 387, Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390, Section 3.1.122 [TrillPitchHead], page 391, Section 3.1.123 [TrillSpanner], page 391, Section 3.1.124 [TupletBracket], page 392, Section 3.1.125 [TupletNumber], page 394 and Section 3.1.131 [VoiceFollower], page 398.

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 233**

Generate an Arpeggio symbol.

Music types accepted:

Section 1.2.4 [arpeggio-event], page 39

This engraver creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 293.

**Section 2.2.4 [Auto\_beam\_engraver], page 234**

Generate beams based on measure characteristics and observed Stems.

Uses `baseMoment`, `beatStructure`, `beamExceptions`, `measureLength`,



and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through [Section 2.2.112 \[Stem\\_engraver\]](#), [page 268](#) properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted:

[Section 1.2.8 \[beam-forbid-event\]](#), [page 40](#)

Properties (read)

- `autoBeaming` (boolean)  
If set to true then beams are generated automatically.
- `baseMoment` (moment)  
Smallest unit of time that will stand on its own as a subdivided section.
- `beamExceptions` (list)  
An alist of exceptions to autobeam rules that normally end on beats.
- `beatStructure` (list)  
List of `baseMoments` that are combined to make beats.
- `subdivideBeams` (boolean)  
If set, multiple beams will be subdivided at `baseMoment` positions by only drawing one beam over the beat.

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), [page 300](#).

#### [Section 2.2.10 \[Beam\\_engraver\]](#), [page 236](#)

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 39](#)

Properties (read)

- `baseMoment` (moment)  
Smallest unit of time that will stand on its own as a subdivided section.
- `beamMelismaBusy` (boolean)  
Signal if a beam is present.
- `beatStructure` (list)  
List of `baseMoments` that are combined to make beats.
- `subdivideBeams` (boolean)  
If set, multiple beams will be subdivided at `baseMoment` 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 300.

Section 2.2.12 [Bend\_engraver], page 237

Create fall spanners.

Music types accepted:

Section 1.2.9 [bend-after-event], page 40

This engraver creates the following layout object(s):

Section 3.1.20 [BendAfter], page 302.

Section 2.2.14 [Breathing\_sign\_engraver], page 237

Create a breathing sign.

Music types accepted:

Section 1.2.13 [breathing-event], page 40

This engraver creates the following layout object(s):

Section 3.1.23 [BreathingSign], page 304.

Section 2.2.16 [Chord\_tremolo\_engraver], page 238

Generate beams for tremolo repeats.

Music types accepted:

Section 1.2.72 [tremolo-span-event], page 48

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 300.

Section 2.2.18 [Cluster\_spanner\_engraver], page 239

Engrave a cluster using **Spanner** notation.

Music types accepted:

Section 1.2.14 [cluster-note-event], page 40

This engraver creates the following layout object(s):

Section 3.1.26 [ClusterSpanner], page 307 and Section 3.1.27 [ClusterSpannerBeacon], page 307.

Section 2.2.27 [Dots\_engraver], page 242

Create Section 3.1.33 [Dots], page 313 objects for Section 3.2.86 [rhythmic-head-interface], page 444s.

This engraver creates the following layout object(s):

Section 3.1.33 [Dots], page 313.

Section 2.2.28 [Double\_percent\_repeat\_engraver], page 242

Make double measure repeats.

Music types accepted:

Section 1.2.18 [double-percent-event], page 41

Properties (read)

**countPercentRepeats** (boolean)

If set, produce counters for percent repeats.

**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 3.1.34 [**DoublePercentRepeat**], page 313 and Section 3.1.35 [**DoublePercentRepeatCounter**], page 314.

Section 2.2.31 [**Dynamic\_align\_engraver**], page 243

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [**break-span-event**], page 40

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 3.1.37 [**DynamicLineSpanner**], page 316.

Section 2.2.39 [**Fingering\_engraver**], page 246

Create fingering scripts.

Music types accepted:

Section 1.2.22 [**fingering-event**], page 41 and Section 1.2.65 [**stroke-finger-event**], page 47

This engraver creates the following layout object(s):

Section 3.1.41 [**Fingering**], page 321.

Section 2.2.40 [**Font\_size\_engraver**], page 246

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

Properties (read)

**fontSize** (number)

The relative size of all grobs in a context.

Section 2.2.41 [**Footnote\_engraver**], page 246

Create footnote texts.

Music types accepted:

Section 1.2.23 [**footnote-event**], page 41

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 3.1.42 \[FootnoteItem\]](#), page 322 and [Section 3.1.43 \[FootnoteSpanner\]](#), page 323.

**[Section 2.2.42 \[Forbid\\_line\\_break\\_engraver\]](#), page 247**

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 2.2.44 \[Glissando\\_engraver\]](#), page 248**

Engrave glissandi.

Music types accepted:

[Section 1.2.24 \[glissando-event\]](#), page 41

Properties (read)

**glissandoMap** (list)

A map in the form of '((source1 . target1) (source2 . target2) (sourcen . targetn))' showing the glissandi to be drawn for note columns. The value '()' will default to '((0 . 0) (1 . 1) (n . n))', where n is the minimal number of note-heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s):

[Section 3.1.45 \[Glissando\]](#), page 325.

**[Section 2.2.45 \[Grace\\_beam\\_engraver\]](#), page 248**

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 39

Properties (read)

**baseMoment** (moment)

Smallest unit of time that will stand on its own as a subdivided section.

**beamMelismaBusy** (boolean)

Signal if a beam is present.

**beatStructure** (list)

List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)

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

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 300.

[Section 2.2.46 \[Grace\\_engraver\]](#), page 249

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 2.2.50 \[Grob\\_pq\\_engraver\]](#), page 249

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 2.2.55 \[Instrument\\_switch\\_engraver\]](#), page 251

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 3.1.52 \[InstrumentSwitch\]](#), page 331.

[Section 2.2.59 \[Laissez\\_vibrer\\_engraver\]](#), page 252

Create laissez vibrer items.

Music types accepted:

[Section 1.2.29 \[laissez-vibrer-event\]](#), page 42

This engraver creates the following layout object(s):

[Section 3.1.55 \[LaissezVibrerTie\]](#), page 334 and [Section 3.1.56 \[LaissezVibrerTieColumn\]](#), page 335.

[Section 2.2.61 \[Ligature\\_bracket\\_engraver\]](#), page 253

Handle **Ligature\_events** by engraving **Ligature** brackets.

Music types accepted:

[Section 1.2.31 \[ligature-event\]](#), page 42

This engraver creates the following layout object(s):

[Section 3.1.59 \[LigatureBracket\]](#), page 337.

**Section 2.2.69 [Multi\_measure\_rest\_engraver], page 255**

Engrave multi-measure rests that are produced with ‘R’. It reads `measurePosition` and `internalBarNumber` to determine what number to print over the [Section 3.1.68 \[MultiMeasureRest\]](#), page 344. Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

[Section 1.2.36 \[multi-measure-rest-event\]](#), page 42 and [Section 1.2.37 \[multi-measure-text-event\]](#), page 43

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 3.1.68 \[MultiMeasureRest\]](#), page 344, [Section 3.1.69 \[MultiMeasureRestNumber\]](#), page 345 and [Section 3.1.70 \[MultiMeasureRestText\]](#), page 346.

**Section 2.2.70 [New\_dynamic\_engraver], page 256**

Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:

[Section 1.2.1 \[absolute-dynamic-event\]](#), page 39 and [Section 1.2.60 \[span-dynamic-event\]](#), page 46

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 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319 and Section 3.1.49 [Hairpin], page 328.

#### Section 2.2.71 [New\_fingering\_engraver], page 257

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 3.1.41 [Fingering], page 321, Section 3.1.91 [Script], page 363, Section 3.1.105 [StringNumber], page 374 and Section 3.1.106 [StrokeFinger], page 375.

#### Section 2.2.72 [Note\_head\_line\_engraver], page 257

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 3.1.45 \[Glissando\]](#), page 325 and [Section 3.1.131 \[VoiceFollower\]](#), page 398.

**Section 2.2.73 [Note\_heads\_engraver], page 257**

Generate note heads.

Music types accepted:

[Section 1.2.39 \[note-event\]](#), page 43

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 3.1.74 \[NoteHead\]](#), page 349.

**Section 2.2.76 [Note\_spacing\_engraver], page 258**

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

This engraver creates the following layout object(s):

[Section 3.1.76 \[NoteSpacing\]](#), page 350.

**Section 2.2.78 [Output\_property\_engraver], page 259**

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 39

**Section 2.2.82 [Part\_combine\_engraver], page 260**

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

Music types accepted:

[Section 1.2.39 \[note-event\]](#), page 43 and [Section 1.2.43 \[part-combine-event\]](#), page 44

Properties (read)

`aDueText` (markup)

Text to print at a unisono passage.

`partCombineTextsOnNote` (boolean)

Print part-combine texts only on the next note rather than immediately on rests or skips.

`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 307.

**Section 2.2.83 [Percent\_repeat\_engraver], page 261**

Make whole measure repeats.

Music types accepted:

Section 1.2.46 [percent-event], page 44

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.

**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.

This engraver creates the following layout object(s):

Section 3.1.81 [PercentRepeat], page 354 and Section 3.1.82 [PercentRepeatCounter], page 355.

**Section 2.2.84 [Phrasing\_slur\_engraver], page 261**

Print phrasing slurs. Similar to Section 2.2.101 [Slur\_engraver], page 266.

Music types accepted:

Section 1.2.48 [phrasing-slur-event], page 44

This engraver creates the following layout object(s):

Section 3.1.83 [PhrasingSlur], page 356.

**Section 2.2.89 [Pitched\_trill\_engraver], page 263**

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

This engraver creates the following layout object(s):

Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390 and Section 3.1.122 [TrillPitchHead], page 391.

**Section 2.2.91 [Repeat\_tie\_engraver], page 263**

Create repeat ties.

Music types accepted:

Section 1.2.50 [repeat-tie-event], page 45

This engraver creates the following layout object(s):

Section 3.1.87 [RepeatTie], page 360 and Section 3.1.88 [RepeatTieColumn], page 361.

**Section 2.2.93 [Rest\_engraver], page 264**

Engrave rests.

Music types accepted:

[Section 1.2.51 \[rest-event\]](#), page 45

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 3.1.89 \[Rest\]](#), page 362.

**Section 2.2.94 [Rhythmic\_column\_engraver], page 264**

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

This engraver creates the following layout object(s):

[Section 3.1.73 \[NoteColumn\]](#), page 349.

**Section 2.2.96 [Script\_column\_engraver], page 264**

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 3.1.92 \[ScriptColumn\]](#), page 363.

**Section 2.2.97 [Script\_engraver], page 265**

Handle note scripted articulations.

Music types accepted:

[Section 1.2.5 \[articulation-event\]](#), page 39

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 3.1.91 \[Script\]](#), page 363.

**Section 2.2.100 [Slash\_repeat\_engraver], page 266**

Make beat repeats.

Music types accepted:

[Section 1.2.49 \[repeat-slash-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.36 \[DoubleRepeatSlash\]](#), page 315 and [Section 3.1.86 \[RepeatSlash\]](#), page 360.

**Section 2.2.101 [Slur\_engraver], page 266**

Build slur grobs from slur events.

Music types accepted:

[Section 1.2.55 \[slur-event\]](#), page 45

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 3.1.94 \[Slur\]](#), page 364.

[Section 2.2.106 \[Spanner\\_break\\_forbid\\_engraver\]](#), page 267

Forbid breaks in certain spanners.

[Section 2.2.112 \[Stem\\_engraver\]](#), page 268

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

Music types accepted:

[Section 1.2.71 \[tremolo-event\]](#), page 48

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 3.1.103 \[Stem\]](#), page 372 and [Section 3.1.104 \[StemTremolo\]](#), page 373.

[Section 2.2.118 \[Text\\_engraver\]](#), page 270

Create text scripts.

Music types accepted:

[Section 1.2.68 \[text-script-event\]](#), page 47

This engraver creates the following layout object(s):

[Section 3.1.115 \[TextScript\]](#), page 383.

[Section 2.2.119 \[Text\\_spanner\\_engraver\]](#), page 271

Create text spanner from an event.

Music types accepted:

[Section 1.2.69 \[text-span-event\]](#), page 47

This engraver creates the following layout object(s):

[Section 3.1.116 \[TextSpanner\]](#), page 385.

[Section 2.2.120 \[Tie\\_engraver\]](#), page 271

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.70 \[tie-event\]](#), page 47

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 3.1.117 [Tie], page 386 and Section 3.1.118 [TieColumn], page 387.

Section 2.2.126 [Trill\_spanner\_engraver], page 273

Create trill spanner from an event.

Music types accepted:

Section 1.2.73 [trill-span-event], page 48

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 3.1.123 [TrillSpanner], page 391.

Section 2.2.127 [Tuplet\_engraver], page 273

Catch tuplet events and generate appropriate bracket.

Music types accepted:

Section 1.2.74 [tuplet-span-event], page 48

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 3.1.124 [TupletBracket], page 392 and Section 3.1.125 [Tuplet-Number], page 394.

Section 2.2.128 [Tweak\_engraver], page 274

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 287, Section 3.1.2 [AccidentalCautionary], page 287, Section 3.1.3 [AccidentalPlacement], page 288 and Section 3.1.4 [AccidentalSuggestion], page 289.

**Accidental\_engraver** is part of the following context(s): Section 2.1.12 [GregorianTranscriptionStaff], page 97, Section 2.1.15 [MensuralStaff], page 122, Section 2.1.21 [Staff], page 164 and Section 2.1.25 [VaticanaStaff], page 196.

## 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 288, Section 3.1.5 [Ambitus], page 290, Section 3.1.6 [AmbitusAccidental], page 291, Section 3.1.7 [AmbitusLine], page 292 and Section 3.1.8 [AmbitusNoteHead], page 292.

**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 39

This engraver creates the following layout object(s):

Section 3.1.9 [Arpeggio], page 293.

**Arpeggio\_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice],

page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

## 2.2.4 Auto\_beam\_engraver

Generate beams based on measure characteristics and observed Stems. Uses `baseMoment`, `beatStructure`, `beamExceptions`, `measureLength`, and `measurePosition` to decide when to start and stop a beam. Overriding beaming is done through Section 2.2.112 [Stem\_engraver], page 268 properties `stemLeftBeamCount` and `stemRightBeamCount`.

Music types accepted:

Section 1.2.8 [beam-forbid-event], page 40

Properties (read)

`autoBeaming` (boolean)

If set to true then beams are generated automatically.

`baseMoment` (moment)

Smallest unit of time that will stand on its own as a subdivided section.

`beamExceptions` (list)

An alist of exceptions to autobeam rules that normally end on beats.

`beatStructure` (list)

List of `baseMoments` that are combined to make beats.

`subdivideBeams` (boolean)

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

This engraver creates the following layout object(s):

Section 3.1.19 [Beam], page 300.

`Auto_beam_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

## 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 3.1.130 [VerticalAxisGroup], page 397.

`Axis_group_engraver` is part of the following context(s): Section 2.1.5 [DrumStaff], page 70, Section 2.1.7 [Dynamics], page 88, Section 2.1.12 [GregorianTranscriptionStaff], page 97, Section 2.1.15 [MensuralStaff], page 122, Section 2.1.17 [NoteNames], page 145, Section 2.1.19 [RhythmicStaff], page 149, Section 2.1.21 [Staff], page 164, Section 2.1.23 [TabStaff], page 175 and Section 2.1.25 [VaticanaStaff], page 196.

## 2.2.6 Balloon\_engraver

Create balloon texts.

Music types accepted:

[Section 1.2.2 \[annotate-output-event\]](#), page 39

This engraver creates the following layout object(s):

[Section 3.1.10 \[BalloonTextItem\]](#), page 294.

**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 295.

**Bar\_engraver** is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.7 \[Dynamics\]](#), page 88, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.19 \[RhythmicStaff\]](#), page 149, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.23 \[TabStaff\]](#), page 175 and [Section 2.1.25 \[VaticanaStaff\]](#), page 196.

## 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 2.2.107 \[Staff\\_collecting\\_engraver\]](#), page 267.

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 296.

`Bar_number_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 152.

## 2.2.9 Beam\_collision\_engraver

Help beams avoid colliding with notes and clefs in other voices.

`Beam_collision_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.23 \[TabStaff\]](#), page 175 and [Section 2.1.25 \[VaticanaStaff\]](#), page 196.

## 2.2.10 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 39

Properties (read)

`baseMoment` (moment)

Smallest unit of time that will stand on its own as a subdivided section.

`beamMelismaBusy` (boolean)

Signal if a beam is present.

`beatStructure` (list)

List of `baseMoments` that are combined to make beats.

`subdivideBeams` (boolean)

If set, multiple beams will be subdivided at `baseMoment` 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 300.

`Beam_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

## 2.2.11 Beam\_performer

Music types accepted:

[Section 1.2.7 \[beam-event\]](#), page 39

`Beam_performer` is not part of any context.

### 2.2.12 Bend\_engraver

Create fall spanners.

Music types accepted:

Section 1.2.9 [bend-after-event], page 40

This engraver creates the following layout object(s):

Section 3.1.20 [BendAfter], page 302.

**Bend\_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

### 2.2.13 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 302, Section 3.1.22 [BreakAlignment], page 303 and Section 3.1.58 [LeftEdge], page 336.

**Break\_align\_engraver** is part of the following context(s): Section 2.1.20 [Score], page 152.

### 2.2.14 Breathing\_sign\_engraver

Create a breathing sign.

Music types accepted:

Section 1.2.13 [breathing-event], page 40

This engraver creates the following layout object(s):

Section 3.1.23 [BreathingSign], page 304.

**Breathing\_sign\_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

### 2.2.15 Chord\_name\_engraver

Catch note and rest events and generate the appropriate chordname.

Music types accepted:

Section 1.2.39 [note-event], page 43 and Section 1.2.51 [rest-event], page 45

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 305.

`Chord_name_engraver` is part of the following context(s): [Section 2.1.2 \[ChordNames\]](#), page 55.

## 2.2.16 Chord\_tremolo\_engraver

Generate beams for tremolo repeats.

Music types accepted:

[Section 1.2.72 \[tremolo-span-event\]](#), page 48

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 300.

`Chord_tremolo_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

## 2.2.17 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 305 and [Section 3.1.77 \[OctavateEight\]](#), page 351.

`Clef_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.23 \[TabStaff\]](#), page 175 and [Section 2.1.25 \[VaticanaStaff\]](#), page 196.

### 2.2.18 Cluster\_spanner\_engraver

Engrave a cluster using **Spanner** notation.

Music types accepted:

[Section 1.2.14 \[cluster-note-event\]](#), page 40

This engraver creates the following layout object(s):

[Section 3.1.26 \[ClusterSpanner\]](#), page 307 and [Section 3.1.27 \[ClusterSpannerBeacon\]](#), page 307.

**Cluster\_spanner\_engraver** is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.19 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 3.1.72 \[NoteCollision\]](#), page 348.

**Collision\_engraver** is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.23 \[TabStaff\]](#), page 175 and [Section 2.1.25 \[VaticanaStaff\]](#), page 196.

### 2.2.20 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 1.2.39 \[note-event\]](#), page 43 and [Section 1.2.70 \[tie-event\]](#), page 47

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 3.1.74 \[NoteHead\]](#), page 349 and [Section 3.1.117 \[Tie\]](#), page 386.

**Completion\_heads\_engraver** is not part of any context.

### 2.2.21 Completion\_rest\_engraver

This engraver replaces `Rest_engraver`. It plays some trickery to break long rests into the next measure.

Music types accepted:

[Section 1.2.51 \[rest-event\]](#), page 45

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)

`restCompletionBusy` (boolean)

Signal whether a completion-rest is active.

This engraver creates the following layout object(s):

[Section 3.1.89 \[Rest\]](#), page 362.

`Completion_rest_engraver` is not part of any context.

### 2.2.22 Control\_track\_performer

`Control_track_performer` is not part of any context.

### 2.2.23 Cue\_clef\_engraver

Determine and set reference point for pitches in cued voices.

Properties (read)

`clefOctavation` (integer)

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

`cueClefGlyph` (string)

Name of the symbol within the music font.

`cueClefOctavation` (integer)

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

`cueClefPosition` (number)

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

`explicitCueClefVisibility` (vector)

‘break-visibility’ function for cue clef changes.

`middleCCuePosition` (number)

The position of the middle C, as determined only by the clef of the cue notes. This can be calculated by looking at `cueClefPosition` and `cueClefGlyph`.

This engraver creates the following layout object(s):

Section 3.1.29 [CueClef], page 309, Section 3.1.30 [CueEndClef], page 310 and Section 3.1.77 [OctavateEight], page 351.

`Cue_clef_engraver` is part of the following context(s): Section 2.1.5 [DrumStaff], page 70, Section 2.1.12 [GregorianTranscriptionStaff], page 97, Section 2.1.15 [MensuralStaff], page 122, Section 2.1.21 [Staff], page 164, Section 2.1.23 [TabStaff], page 175 and Section 2.1.25 [VaticanaStaff], page 196.

## 2.2.24 Custos\_engraver

Engrave custodes.

This engraver creates the following layout object(s):

Section 3.1.31 [Custos], page 311.

`Custos_engraver` is part of the following context(s): Section 2.1.15 [MensuralStaff], page 122 and Section 2.1.25 [VaticanaStaff], page 196.

## 2.2.25 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 2.2.124 [Timing\_translator], page 272.

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 152](#).

### 2.2.26 `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 3.1.32 \[DotColumn\]](#), [page 312](#).

`Dot_column_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), [page 70](#), [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), [page 97](#), [Section 2.1.15 \[MensuralStaff\]](#), [page 122](#), [Section 2.1.19 \[RhythmicStaff\]](#), [page 149](#), [Section 2.1.21 \[Staff\]](#), [page 164](#), [Section 2.1.23 \[TabStaff\]](#), [page 175](#) and [Section 2.1.25 \[VaticanaStaff\]](#), [page 196](#).

### 2.2.27 `Dots_engraver`

Create [Section 3.1.33 \[Dots\]](#), [page 313](#) objects for [Section 3.2.86 \[rhythmic-head-interface\]](#), [page 444s](#).

This engraver creates the following layout object(s):

[Section 3.1.33 \[Dots\]](#), [page 313](#).

`Dots_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), [page 57](#), [Section 2.1.6 \[DrumVoice\]](#), [page 76](#), [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), [page 107](#), [Section 2.1.16 \[MensuralVoice\]](#), [page 132](#), [Section 2.1.24 \[TabVoice\]](#), [page 182](#), [Section 2.1.26 \[VaticanaVoice\]](#), [page 206](#) and [Section 2.1.27 \[Voice\]](#), [page 219](#).

### 2.2.28 `Double_percent_repeat_engraver`

Make double measure repeats.

Music types accepted:

[Section 1.2.18 \[double-percent-event\]](#), [page 41](#)

Properties (read)

`countPercentRepeats` (boolean)

If set, produce counters for percent repeats.

`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 3.1.34 [DoublePercentRepeat], page 313 and Section 3.1.35 [DoublePercentRepeatCounter], page 314.

`Double_percent_repeat_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

### 2.2.29 Drum\_note\_performer

Play drum notes.

Music types accepted:

Section 1.2.39 [note-event], page 43

`Drum_note_performer` is not part of any context.

### 2.2.30 Drum\_notes\_engraver

Generate drum note heads.

Music types accepted:

Section 1.2.39 [note-event], page 43

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 3.1.74 [NoteHead], page 349 and Section 3.1.91 [Script], page 363.

`Drum_notes_engraver` is part of the following context(s): Section 2.1.6 [DrumVoice], page 76.

### 2.2.31 Dynamic\_align\_engraver

Align hairpins and dynamic texts on a horizontal line.

Music types accepted:

Section 1.2.12 [break-span-event], page 40

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 3.1.37 [DynamicLineSpanner], page 316.

`Dynamic_align_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.7 [Dynamics], page 88, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.



### 2.2.32 `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 39 and Section 1.2.60 [span-dynamic-event], page 46

This engraver creates the following layout object(s):

Section 3.1.37 [DynamicLineSpanner], page 316, Section 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319 and Section 3.1.49 [Hairpin], page 328.

`Dynamic_engraver` is not part of any context.

### 2.2.33 `Dynamic_performer`

Music types accepted:

Section 1.2.1 [absolute-dynamic-event], page 39, Section 1.2.16 [crescendo-event], page 40 and Section 1.2.17 [decrescendo-event], page 40

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.

### 2.2.34 `Engraver`

Base class for engravers. Does nothing, so it is not used.

`Engraver` is not part of any context.

### 2.2.35 `Episema_engraver`

Create an *Editio Vaticana*-style episema line.

Music types accepted:

Section 1.2.20 [episema-event], page 41

This engraver creates the following layout object(s):

Section 3.1.40 [Episema], page 320.

`Episema_engraver` is part of the following context(s): Section 2.1.13 [GregorianTranscriptionVoice], page 107 and Section 2.1.26 [VaticanaVoice], page 206.

### 2.2.36 Extender\_engraver

Create lyric extenders.

Music types accepted:

Section 1.2.15 [completize-extender-event], page 40 and Section 1.2.21 [extender-event], page 41

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 3.1.60 [LyricExtender], page 338.

`Extender_engraver` is part of the following context(s): Section 2.1.14 [Lyrics], page 120.

### 2.2.37 Figured\_bass\_engraver

Make figured bass numbers.

Music types accepted:

Section 1.2.6 [bass-figure-event], page 39 and Section 1.2.51 [rest-event], page 45

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 298, Section 3.1.14 [BassFigureAlignment], page 298, Section 3.1.16 [BassFigureBracket], page 299, Section 3.1.17 [BassFigureContinuation], page 299 and Section 3.1.18 [BassFigureLine], page 300.

`Figured_bass_engraver` is part of the following context(s): Section 2.1.5 [DrumStaff], page 70, Section 2.1.8 [FiguredBass], page 91, Section 2.1.12 [GregorianTranscriptionStaff], page 97, Section 2.1.15 [MensuralStaff], page 122, Section 2.1.21 [Staff], page 164, Section 2.1.23 [TabStaff], page 175 and Section 2.1.25 [VaticanaStaff], page 196.

### 2.2.38 Figured\_bass\_position\_engraver

Position figured bass alignments over notes.

This engraver creates the following layout object(s):

Section 3.1.15 [BassFigureAlignmentPositioning], page 298.

**Figured\_bass\_position\_engraver** is part of the following context(s): Section 2.1.5 [DrumStaff], page 70, Section 2.1.12 [GregorianTranscriptionStaff], page 97, Section 2.1.15 [MensuralStaff], page 122, Section 2.1.21 [Staff], page 164, Section 2.1.23 [TabStaff], page 175 and Section 2.1.25 [VaticanaStaff], page 196.

### 2.2.39 Fingering\_engraver

Create fingering scripts.

Music types accepted:

Section 1.2.22 [fingering-event], page 41 and Section 1.2.65 [stroke-finger-event], page 47

This engraver creates the following layout object(s):

Section 3.1.41 [Fingering], page 321.

**Fingering\_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

### 2.2.40 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 57, Section 2.1.5 [DrumStaff], page 70, Section 2.1.6 [DrumVoice], page 76, Section 2.1.9 [FretBoards], page 92, Section 2.1.12 [GregorianTranscriptionStaff], page 97, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.14 [Lyrics], page 120, Section 2.1.15 [MensuralStaff], page 122, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.19 [RhythmicStaff], page 149, Section 2.1.21 [Staff], page 164, Section 2.1.23 [TabStaff], page 175, Section 2.1.24 [TabVoice], page 182, Section 2.1.25 [VaticanaStaff], page 196, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

### 2.2.41 Footnote\_engraver

Create footnote texts.

Music types accepted:

Section 1.2.23 [footnote-event], page 41

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 3.1.42 [FootnoteItem], page 322 and Section 3.1.43 [FootnoteSpanner], page 323.

**Footnote\_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

### 2.2.42 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 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.43 Fretboard\_engraver

Generate fret diagram from one or more events of type **NoteEvent**.

Music types accepted:

[Section 1.2.22 \[fingering-event\]](#), page 41, [Section 1.2.39 \[note-event\]](#), page 43 and [Section 1.2.64 \[string-number-event\]](#), page 47

Properties (read)

**chordChanges** (boolean)

Only show changes in chords scheme?

**defaultStrings** (list)

A list of strings to use in calculating frets for tablatures and fretboards if no strings are provided in the notes for the current moment.

**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 pitches of each string (starting with the lowest numbered 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 3.1.44 \[FretBoard\]](#), page 324.

**Fretboard\_engraver** is part of the following context(s): [Section 2.1.9 \[FretBoards\]](#), page 92.

## 2.2.44 Glissando\_engraver

Engrave glissandi.

Music types accepted:

[Section 1.2.24 \[glissando-event\]](#), page 41

Properties (read)

**glissandoMap** (list)

A map in the form of '((source1 . target1) (source2 . target2) (source . targetn)) showing the glissandi to be drawn for note columns. The value '() will default to '((0 . 0) (1 . 1) (n . n)), where n is the minimal number of note-heads in the two note columns between which the glissandi occur.

This engraver creates the following layout object(s):

[Section 3.1.45 \[Glissando\]](#), page 325.

**Glissando\_engraver** is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

## 2.2.45 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 39

Properties (read)

**baseMoment** (moment)

Smallest unit of time that will stand on its own as a subdivided section.

**beamMelismaBusy** (boolean)

Signal if a beam is present.

**beatStructure** (list)

List of **baseMoments** that are combined to make beats.

**subdivideBeams** (boolean)

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

This engraver creates the following layout object(s):

[Section 3.1.19 \[Beam\]](#), page 300.

**Grace\_beam\_engraver** is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.46 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 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.47 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 3.1.46 \[GraceSpacing\]](#), page 326.

`Grace_spacing_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 152.

### 2.2.48 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 3.1.47 \[GridLine\]](#), page 327.

`Grid_line_span_engraver` is not part of any context.

### 2.2.49 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 3.1.48 \[GridPoint\]](#), page 327.

`Grid_point_engraver` is not part of any context.

### 2.2.50 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 57, [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.23 \[TabStaff\]](#), page 175, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.25 \[VaticanaStaff\]](#), page 196, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.51 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 3.1.130 \[VerticalAxisGroup\]](#), page 397.

**Hara\_kiri\_engraver** is part of the following context(s): [Section 2.1.2 \[ChordNames\]](#), page 55, [Section 2.1.8 \[FiguredBass\]](#), page 91, [Section 2.1.9 \[FretBoards\]](#), page 92 and [Section 2.1.14 \[Lyrics\]](#), page 120.

### 2.2.52 Horizontal\_bracket\_engraver

Create horizontal brackets over notes for musical analysis purposes.

Music types accepted:

[Section 1.2.40 \[note-grouping-event\]](#), page 43

This engraver creates the following layout object(s):

[Section 3.1.50 \[HorizontalBracket\]](#), page 329.

**Horizontal\_bracket\_engraver** is not part of any context.

### 2.2.53 Hyphen\_engraver

Create lyric hyphens and distance constraints between words.

Music types accepted:

[Section 1.2.26 \[hyphen-event\]](#), page 41

This engraver creates the following layout object(s):

[Section 3.1.61 \[LyricHyphen\]](#), page 338 and [Section 3.1.62 \[LyricSpace\]](#), page 339.

**Hyphen\_engraver** is part of the following context(s): [Section 2.1.14 \[Lyrics\]](#), page 120.

### 2.2.54 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 3.1.51 \[InstrumentName\]](#), page 330.

**Instrument\_name\_engraver** is part of the following context(s): [Section 2.1.1 \[ChoirStaff\]](#), page 54, [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.9 \[FretBoards\]](#), page 92, [Section 2.1.11 \[GrandStaff\]](#), page 95, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.14 \[Lyrics\]](#), page 120, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.18 \[PianoStaff\]](#), page 146, [Section 2.1.19 \[RhythmicStaff\]](#), page 149, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.22 \[StaffGroup\]](#), page 173, [Section 2.1.23 \[TabStaff\]](#), page 175 and [Section 2.1.25 \[VaticanaStaff\]](#), page 196.

## 2.2.55 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 3.1.52 \[InstrumentSwitch\]](#), page 331.

**Instrument\_switch\_engraver** is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

## 2.2.56 Keep\_alive\_together\_engraver

This engraver collects all **Hara\_kiri\_group\_spanners** that are created in contexts at or below its own. These spanners are then tied together so that one will be removed only if all are removed. For example, if a **StaffGroup** uses this engraver, then the staves in the group will all be visible as long as there is a note in at least one of them.

**Keep\_alive\_together\_engraver** is part of the following context(s): [Section 2.1.18 \[PianoStaff\]](#), page 146.

## 2.2.57 Key\_engraver

Engrave a key signature.

Music types accepted:

[Section 1.2.27 \[key-change-event\]](#), page 42

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 3.1.53 [KeyCancellation], page 332 and Section 3.1.54 [KeySignature], page 333.

**Key\_engraver** is part of the following context(s): Section 2.1.12 [GregorianTranscription-Staff], page 97, Section 2.1.15 [MensuralStaff], page 122, Section 2.1.21 [Staff], page 164 and Section 2.1.25 [VaticanaStaff], page 196.

## 2.2.58 Key\_performer

Music types accepted:

Section 1.2.27 [key-change-event], page 42

**Key\_performer** is not part of any context.

## 2.2.59 Laissez\_vibrer\_engraver

Create laissez vibrer items.

Music types accepted:

Section 1.2.29 [laissez-vibrer-event], page 42

This engraver creates the following layout object(s):

Section 3.1.55 [LaissezVibrerTie], page 334 and Section 3.1.56 [LaissezVibrerTieColumn], page 335.

`Laissez_vibrer_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

## 2.2.60 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 3.1.57 [LedgerLineSpanner], page 335.

`Ledger_line_engraver` is part of the following context(s): Section 2.1.5 [DrumStaff], page 70, Section 2.1.12 [GregorianTranscriptionStaff], page 97, Section 2.1.15 [MensuralStaff], page 122, Section 2.1.19 [RhythmicStaff], page 149, Section 2.1.21 [Staff], page 164, Section 2.1.23 [TabStaff], page 175 and Section 2.1.25 [VaticanaStaff], page 196.

## 2.2.61 Ligature\_bracket\_engraver

Handle `Ligature_events` by engraving `Ligature` brackets.

Music types accepted:

Section 1.2.31 [ligature-event], page 42

This engraver creates the following layout object(s):

Section 3.1.59 [LigatureBracket], page 337.

`Ligature_bracket_engraver` is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.24 [TabVoice], page 182 and Section 2.1.27 [Voice], page 219.

## 2.2.62 Lyric\_engraver

Engrave text for lyrics.

Music types accepted:

Section 1.2.33 [lyric-event], page 42

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.

`searchForVoice` (boolean)

Signal whether a search should be made of all contexts in the context hierarchy for a voice to provide rhythms for the lyrics.

This engraver creates the following layout object(s):

Section 3.1.63 [LyricText], page 340.

`Lyric_engraver` is part of the following context(s): Section 2.1.14 [Lyrics], page 120.

### 2.2.63 Lyric\_performer

Music types accepted:

[Section 1.2.33 \[lyric-event\]](#), page 42

Lyric\_performer is not part of any context.

### 2.2.64 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 2.2.107 \[Staff\\_collecting\\_engraver\]](#), page 267 must move along, otherwise all marks end up on the same Y location.

Music types accepted:

[Section 1.2.34 \[mark-event\]](#), page 42

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 3.1.85 \[RehearsalMark\]](#), page 358.

Mark\_engraver is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 152.

### 2.2.65 Measure\_grouping\_engraver

Create MeasureGrouping to indicate beat subdivision.

Properties (read)

`baseMoment` (moment)

Smallest unit of time that will stand on its own as a subdivided section.

`beatStructure` (list)

List of `baseMoments` that are combined to make beats.

`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 3.1.64 \[MeasureGrouping\]](#), page 341.

Measure\_grouping\_engraver is not part of any context.

### 2.2.66 Melody\_engraver

Create information for context dependent typesetting decisions.

This engraver creates the following layout object(s):

[Section 3.1.65 \[MelodyItem\]](#), page 342.

Melody\_engraver is not part of any context.

### 2.2.67 Mensural\_ligature\_engraver

Handle `Mensural_ligature_events` by glueing special ligature heads together.

Music types accepted:

[Section 1.2.31 \[ligature-event\]](#), page 42

This engraver creates the following layout object(s):

[Section 3.1.66 \[MensuralLigature\]](#), page 342.

`Mensural_ligature_engraver` is part of the following context(s): [Section 2.1.16 \[MensuralVoice\]](#), page 132.

### 2.2.68 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 2.2.107 \[Staff\\_collecting\\_engraver\]](#), page 267.

Music types accepted:

[Section 1.2.67 \[tempo-change-event\]](#), page 47

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.).
- `metronomeMarkFormatter` (procedure)  
How to produce a metronome markup. Called with two arguments: a `TempoChangeEvent` and context.
- `stavesFound` (list of grobs)  
A list of all staff-symbols found.
- `tempoHideNote` (boolean)  
Hide the note = count in tempo marks.

This engraver creates the following layout object(s):

[Section 3.1.67 \[MetronomeMark\]](#), page 342.

`Metronome_mark_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 152.

### 2.2.69 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 3.1.68 \[MultiMeasureRest\]](#), page 344. Reads `measureLength` to determine whether it should use a whole rest or a breve rest to represent one measure.

Music types accepted:

[Section 1.2.36 \[multi-measure-rest-event\]](#), page 42 and [Section 1.2.37 \[multi-measure-text-event\]](#), page 43

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 3.1.68 [`MultiMeasureRest`], page 344, Section 3.1.69 [`MultiMeasureRestNumber`], page 345 and Section 3.1.70 [`MultiMeasureRestText`], page 346.

`Multi_measure_rest_engraver` is part of the following context(s): Section 2.1.3 [`CueVoice`], page 57, Section 2.1.6 [`DrumVoice`], page 76, Section 2.1.13 [`GregorianTranscriptionVoice`], page 107, Section 2.1.16 [`MensuralVoice`], page 132, Section 2.1.24 [`TabVoice`], page 182, Section 2.1.26 [`VaticanaVoice`], page 206 and Section 2.1.27 [`Voice`], page 219.

## 2.2.70 `New_dynamic_engraver`

Create hairpins, dynamic texts and dynamic text spanners.

Music types accepted:

Section 1.2.1 [`absolute-dynamic-event`], page 39 and Section 1.2.60 [`span-dynamic-event`], page 46

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 3.1.38 [`DynamicText`], page 317, Section 3.1.39 [`DynamicTextSpanner`], page 319 and Section 3.1.49 [`Hairpin`], page 328.

`New_dynamic_engraver` is part of the following context(s): Section 2.1.3 [`CueVoice`], page 57, Section 2.1.6 [`DrumVoice`], page 76, Section 2.1.7 [`Dynamics`], page 88, Section 2.1.13 [`GregorianTranscriptionVoice`], page 107, Section 2.1.16 [`MensuralVoice`], page 132, Section 2.1.24 [`TabVoice`], page 182, Section 2.1.26 [`VaticanaVoice`], page 206 and Section 2.1.27 [`Voice`], page 219.

### 2.2.71 `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 3.1.41 \[Fingering\]](#), page 321, [Section 3.1.91 \[Script\]](#), page 363, [Section 3.1.105 \[StringNumber\]](#), page 374 and [Section 3.1.106 \[StrokeFinger\]](#), page 375.

`New_fingering_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.72 `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 3.1.45 \[Glissando\]](#), page 325 and [Section 3.1.131 \[VoiceFollower\]](#), page 398.

`Note_head_line_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.73 `Note_heads_engraver`

Generate note heads.

Music types accepted:

[Section 1.2.39 \[note-event\]](#), page 43

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 3.1.74 \[NoteHead\]](#), page 349.

`Note_heads_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

## 2.2.74 `Note_name_engraver`

Print pitches as words.

Music types accepted:

[Section 1.2.39 \[note-event\]](#), page 43

Properties (read)

`printOctaveNames` (boolean)

Print octave marks for the `NoteNames` context.

This engraver creates the following layout object(s):

[Section 3.1.75 \[NoteName\]](#), page 350.

`Note_name_engraver` is part of the following context(s): [Section 2.1.17 \[NoteNames\]](#), page 145.

## 2.2.75 `Note_performer`

Music types accepted:

[Section 1.2.39 \[note-event\]](#), page 43

`Note_performer` is not part of any context.

## 2.2.76 `Note_spacing_engraver`

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

This engraver creates the following layout object(s):

[Section 3.1.76 \[NoteSpacing\]](#), page 350.

`Note_spacing_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

## 2.2.77 `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 3.1.78 \[OttavaBracket\]](#), page 352.

`Ottava_spanner_engraver` is part of the following context(s): [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.21 \[Staff\]](#), page 164 and [Section 2.1.25 \[VaticanaStaff\]](#), page 196.

## 2.2.78 Output\_property\_engraver

Apply a procedure to any grob acknowledged.

Music types accepted:

[Section 1.2.3 \[apply-output-event\]](#), page 39

`Output_property_engraver` is part of the following context(s): [Section 2.1.2 \[ChordNames\]](#), page 55, [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.7 \[Dynamics\]](#), page 88, [Section 2.1.9 \[FretBoards\]](#), page 92, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.19 \[RhythmicStaff\]](#), page 149, [Section 2.1.20 \[Score\]](#), page 152, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.22 \[StaffGroup\]](#), page 173, [Section 2.1.23 \[TabStaff\]](#), page 175, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.25 \[VaticanaStaff\]](#), page 196, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

## 2.2.79 Page\_turn\_engraver

Decide where page turns are allowed to go.

Music types accepted:

[Section 1.2.11 \[break-event\]](#), page 40

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.

## 2.2.80 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 40 and [Section 1.2.28 \[label-event\]](#), page 42

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 3.1.71 [NonMusicalPaperColumn], page 347 and Section 3.1.79 [PaperColumn], page 353.

**Paper\_column\_engraver** is part of the following context(s): Section 2.1.20 [Score], page 152.

## 2.2.81 Parenthesis\_engraver

Parenthesize objects whose music cause has the **parenthesize** property.

This engraver creates the following layout object(s):

Section 3.1.80 [ParenthesesItem], page 354.

**Parenthesis\_engraver** is part of the following context(s): Section 2.1.20 [Score], page 152.

## 2.2.82 Part\_combine\_engraver

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

Music types accepted:

Section 1.2.39 [note-event], page 43 and Section 1.2.43 [part-combine-event], page 44

Properties (read)

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

**partCombineTextsOnNote** (boolean)  
 Print part-combine texts only on the next note rather than immediately on rests or skips.

**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 307.

**Part\_combine\_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

### 2.2.83 Percent\_repeat\_engraver

Make whole measure repeats.

Music types accepted:

[Section 1.2.46 \[percent-event\]](#), page 44

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.

`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.

This engraver creates the following layout object(s):

[Section 3.1.81 \[PercentRepeat\]](#), page 354 and [Section 3.1.82 \[PercentRepeatCounter\]](#), page 355.

`Percent_repeat_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.84 Phrasing\_slur\_engraver

Print phrasing slurs. Similar to [Section 2.2.101 \[Slur\\_engraver\]](#), page 266.

Music types accepted:

[Section 1.2.48 \[phrasing-slur-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.83 \[PhrasingSlur\]](#), page 356.

`Phrasing_slur_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.85 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 3.1.96 \[SostenutoPedalLineSpanner\]](#), page 366, [Section 3.1.108 \[SustainPedalLineSpanner\]](#), page 377 and [Section 3.1.127 \[UnaCordaPedalLineSpanner\]](#), page 395.

`Piano_pedal_align_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.23 \[TabStaff\]](#), page 175 and [Section 2.1.25 \[VaticanaStaff\]](#), page 196.

### 2.2.86 Piano\_pedal\_engraver

Engrave piano pedal symbols and brackets.

Music types accepted:

Section 1.2.58 [sostenuto-event], page 45, Section 1.2.66 [sustain-event], page 47 and Section 1.2.75 [una-corda-event], page 48

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 3.1.84 [PianoPedalBracket], page 357, Section 3.1.95 [SostenutoPedal], page 365, Section 3.1.107 [SustainPedal], page 376 and Section 3.1.126 [UnaCordaPedal], page 394.

`Piano_pedal_engraver` is part of the following context(s): Section 2.1.7 [Dynamics], page 88, Section 2.1.12 [GregorianTranscriptionStaff], page 97, Section 2.1.15 [MensuralStaff], page 122, Section 2.1.21 [Staff], page 164, Section 2.1.23 [TabStaff], page 175 and Section 2.1.25 [VaticanaStaff], page 196.

### 2.2.87 Piano\_pedal\_performer

Music types accepted:

Section 1.2.58 [sostenuto-event], page 45, Section 1.2.66 [sustain-event], page 47 and Section 1.2.75 [una-corda-event], page 48

`Piano_pedal_performer` is not part of any context.

### 2.2.88 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 149.

### 2.2.89 Pitched\_trill\_engraver

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

This engraver creates the following layout object(s):

Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390 and Section 3.1.122 [TrillPitchHead], page 391.

**Pitched\_trill\_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

### 2.2.90 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 152.

### 2.2.91 Repeat\_tie\_engraver

Create repeat ties.

Music types accepted:

Section 1.2.50 [repeat-tie-event], page 45

This engraver creates the following layout object(s):

Section 3.1.87 [RepeatTie], page 360 and Section 3.1.88 [RepeatTieColumn], page 361.

**Repeat\_tie\_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

### 2.2.92 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 3.1.90 [RestCollision], page 362.

**Rest\_collision\_engraver** is part of the following context(s): Section 2.1.5 [DrumStaff], page 70, Section 2.1.12 [GregorianTranscriptionStaff], page 97, Section 2.1.15 [MensuralStaff], page 122, Section 2.1.21 [Staff], page 164, Section 2.1.23 [TabStaff], page 175 and Section 2.1.25 [VaticanaStaff], page 196.

### 2.2.93 Rest\_engraver

Engrave rests.

Music types accepted:

Section 1.2.51 [rest-event], page 45

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 3.1.89 [Rest], page 362.

**Rest\_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

### 2.2.94 Rhythmic\_column\_engraver

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

This engraver creates the following layout object(s):

Section 3.1.73 [NoteColumn], page 349.

**Rhythmic\_column\_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

### 2.2.95 Scheme\_engraver

Implement engravers in Scheme. Interprets arguments to **\consists** as callbacks.

**Scheme\_engraver** is not part of any context.

### 2.2.96 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 3.1.92 [ScriptColumn], page 363.

**Script\_column\_engraver** is part of the following context(s): Section 2.1.3 [CueVoice], page 57, Section 2.1.6 [DrumVoice], page 76, Section 2.1.13 [GregorianTranscriptionVoice], page 107, Section 2.1.16 [MensuralVoice], page 132, Section 2.1.24 [TabVoice], page 182, Section 2.1.26 [VaticanaVoice], page 206 and Section 2.1.27 [Voice], page 219.

### 2.2.97 Script\_engraver

Handle note scripted articulations.

Music types accepted:

[Section 1.2.5 \[articulation-event\]](#), page 39

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 3.1.91 \[Script\]](#), page 363.

`Script_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.7 \[Dynamics\]](#), page 88, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.98 Script\_row\_engraver

Determine order in horizontal side position elements.

This engraver creates the following layout object(s):

[Section 3.1.93 \[ScriptRow\]](#), page 364.

`Script_row_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.23 \[TabStaff\]](#), page 175 and [Section 2.1.25 \[VaticanaStaff\]](#), page 196.

### 2.2.99 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 3.1.100 \[StaffSpacing\]](#), page 370.

`Separating_line_group_engraver` is part of the following context(s): [Section 2.1.2 \[ChordNames\]](#), page 55, [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.8 \[FiguredBass\]](#), page 91, [Section 2.1.9 \[FretBoards\]](#), page 92, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.17 \[NoteNames\]](#), page 145, [Section 2.1.19 \[RhythmicStaff\]](#), page 149, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.23 \[TabStaff\]](#), page 175 and [Section 2.1.25 \[VaticanaStaff\]](#), page 196.

### 2.2.100 Slash\_repeat\_engraver

Make beat repeats.

Music types accepted:

[Section 1.2.49 \[repeat-slash-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.36 \[DoubleRepeatSlash\]](#), page 315 and [Section 3.1.86 \[RepeatSlash\]](#), page 360.

**Slash\_repeat\_engraver** is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.101 Slur\_engraver

Build slur grobs from slur events.

Music types accepted:

[Section 1.2.55 \[slur-event\]](#), page 45

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 3.1.94 \[Slur\]](#), page 364.

**Slur\_engraver** is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.24 \[TabVoice\]](#), page 182 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.102 Slur\_performer

Music types accepted:

[Section 1.2.55 \[slur-event\]](#), page 45

**Slur\_performer** is not part of any context.

### 2.2.103 Spacing\_engraver

Make a **SpacingSpanner** and do bookkeeping of shortest starting and playing notes.

Music types accepted:

[Section 1.2.59 \[spacing-section-event\]](#), page 46

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 3.1.97 \[SpacingSpanner\]](#), page 367.

`Spacing_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 152.

### 2.2.104 `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 293.

`Span_arpeggio_engraver` is part of the following context(s): [Section 2.1.11 \[GrandStaff\]](#), page 95, [Section 2.1.18 \[PianoStaff\]](#), page 146 and [Section 2.1.22 \[StaffGroup\]](#), page 173.

### 2.2.105 `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 3.1.98 \[SpanBar\]](#), page 368.

`Span_bar_engraver` is part of the following context(s): [Section 2.1.11 \[GrandStaff\]](#), page 95, [Section 2.1.18 \[PianoStaff\]](#), page 146 and [Section 2.1.22 \[StaffGroup\]](#), page 173.

### 2.2.106 `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 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.107 `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 70, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.20 \[Score\]](#), page 152, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.23 \[TabStaff\]](#), page 175 and [Section 2.1.25 \[VaticanaStaff\]](#), page 196.

### 2.2.108 `Staff_performer`

`Staff_performer` is not part of any context.



### 2.2.109 Staff\_symbol\_engraver

Create the constellation of five (default) staff lines.

Music types accepted:

[Section 1.2.62 \[staff-span-event\]](#), page 46

This engraver creates the following layout object(s):

[Section 3.1.101 \[StaffSymbol\]](#), page 370.

**Staff\_symbol\_engraver** is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.19 \[RhythmicStaff\]](#), page 149, [Section 2.1.21 \[Staff\]](#), page 164, [Section 2.1.23 \[TabStaff\]](#), page 175 and [Section 2.1.25 \[VaticanaStaff\]](#), page 196.

### 2.2.110 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 152.

### 2.2.111 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 3.1.102 \[StanzaNumber\]](#), page 371.

**Stanza\_number\_engraver** is part of the following context(s): [Section 2.1.14 \[Lyrics\]](#), page 120.

### 2.2.112 Stem\_engraver

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

Music types accepted:

[Section 1.2.71 \[tremolo-event\]](#), page 48

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 3.1.103 \[Stem\]](#), page 372 and [Section 3.1.104 \[StemTremolo\]](#), page 373.

**Stem\_engraver** is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.113 `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 3.1.110 [`SystemStartBar`], page 379, Section 3.1.111 [`SystemStartBrace`], page 379, Section 3.1.112 [`SystemStartBracket`], page 380 and Section 3.1.113 [`SystemStartSquare`], page 381.

`System_start_delimiter_engraver` is part of the following context(s): Section 2.1.1 [`ChoirStaff`], page 54, Section 2.1.11 [`GrandStaff`], page 95, Section 2.1.18 [`PianoStaff`], page 146, Section 2.1.20 [`Score`], page 152 and Section 2.1.22 [`StaffGroup`], page 173.

### 2.2.114 `Tab_note_heads_engraver`

Generate one or more tablature note heads from event of type `NoteEvent`.

Music types accepted:

Section 1.2.22 [`fingering-event`], page 41, Section 1.2.39 [`note-event`], page 43 and Section 1.2.64 [`string-number-event`], page 47

Properties (read)

- `defaultStrings` (list)  
A list of strings to use in calculating frets for tablatures and fretboards if no strings are provided in the notes for the current moment.
- `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 pitches of each string (starting with the lowest numbered 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 3.1.114 \[TabNoteHead\]](#), page 382.

**Tab\_note\_heads\_engraver** is part of the following context(s): [Section 2.1.24 \[TabVoice\]](#), page 182.

### 2.2.115 **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 pitches of each string (starting with the lowest numbered one).

This engraver creates the following layout object(s):

[Section 3.1.101 \[StaffSymbol\]](#), page 370.

**Tab\_staff\_symbol\_engraver** is part of the following context(s): [Section 2.1.23 \[TabStaff\]](#), page 175.

### 2.2.116 **Tab\_tie\_follow\_engraver**

Adjust **TabNoteHead** properties when a tie is followed by a slur or glissando.

**Tab\_tie\_follow\_engraver** is part of the following context(s): [Section 2.1.24 \[TabVoice\]](#), page 182.

### 2.2.117 **Tempo\_performer**

Properties (read)

**tempoWholesPerMinute** (moment)

The tempo in whole notes per minute.

**Tempo\_performer** is not part of any context.

### 2.2.118 **Text\_engraver**

Create text scripts.

Music types accepted:

[Section 1.2.68 \[text-script-event\]](#), page 47

This engraver creates the following layout object(s):

[Section 3.1.115 \[TextScript\]](#), page 383.

`Text_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.7 \[Dynamics\]](#), page 88, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.119 Text\_spanner\_engraver

Create text spanner from an event.

Music types accepted:

[Section 1.2.69 \[text-span-event\]](#), page 47

This engraver creates the following layout object(s):

[Section 3.1.116 \[TextSpanner\]](#), page 385.

`Text_spanner_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.7 \[Dynamics\]](#), page 88, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.120 Tie\_engraver

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.70 \[tie-event\]](#), page 47

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 3.1.117 \[Tie\]](#), page 386 and [Section 3.1.118 \[TieColumn\]](#), page 387.

`Tie_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.17 \[NoteNames\]](#), page 145, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.121 Tie\_performer

Generate ties between note heads of equal pitch.

Music types accepted:

[Section 1.2.70 \[tie-event\]](#), page 47

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.

### 2.2.122 Time\_signature\_engraver

Create a [Section 3.1.119 \[TimeSignature\]](#), page 388 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 3.1.119 \[TimeSignature\]](#), page 388.

`Time_signature_engraver` is part of the following context(s): [Section 2.1.5 \[DrumStaff\]](#), page 70, [Section 2.1.12 \[GregorianTranscriptionStaff\]](#), page 97, [Section 2.1.15 \[MensuralStaff\]](#), page 122, [Section 2.1.19 \[RhythmicStaff\]](#), page 149, [Section 2.1.21 \[Staff\]](#), page 164 and [Section 2.1.23 \[TabStaff\]](#), page 175.

### 2.2.123 Time\_signature\_performer

`Time_signature_performer` is not part of any context.

### 2.2.124 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)

`baseMoment` (moment)  
Smallest unit of time that will stand on its own as a subdivided section.

`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.

`timeSignatureFraction` (pair of numbers)

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

`Timing_translator` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 152.

### 2.2.125 Translator

Base class. Not instantiated.

`Translator` is not part of any context.

### 2.2.126 Trill\_spanner\_engraver

Create trill spanner from an event.

Music types accepted:

[Section 1.2.73 \[trill-span-event\]](#), page 48

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 3.1.123 \[TrillSpanner\]](#), page 391.

`Trill_spanner_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.127 Tuplet\_engraver

Catch tuplet events and generate appropriate bracket.

Music types accepted:

[Section 1.2.74 \[tuplet-span-event\]](#), page 48

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 3.1.124 \[TupletBracket\]](#), page 392 and [Section 3.1.125 \[TupletNumber\]](#), page 394.

`Tuplet_engraver` is part of the following context(s): [Section 2.1.3 \[CueVoice\]](#), page 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.128 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 57, [Section 2.1.6 \[DrumVoice\]](#), page 76, [Section 2.1.7 \[Dynamics\]](#), page 88, [Section 2.1.13 \[GregorianTranscriptionVoice\]](#), page 107, [Section 2.1.16 \[MensuralVoice\]](#), page 132, [Section 2.1.24 \[TabVoice\]](#), page 182, [Section 2.1.26 \[VaticanaVoice\]](#), page 206 and [Section 2.1.27 \[Voice\]](#), page 219.

### 2.2.129 Vaticana\_ligature\_engraver

Handle ligatures by glueing special ligature heads together.

Music types accepted:

[Section 1.2.31 \[ligature-event\]](#), page 42 and [Section 1.2.47 \[pes-or-flexa-event\]](#), page 44

This engraver creates the following layout object(s):

[Section 3.1.32 \[DotColumn\]](#), page 312 and [Section 3.1.128 \[VaticanaLigature\]](#), page 396.

`Vaticana_ligature_engraver` is part of the following context(s): [Section 2.1.26 \[VaticanaVoice\]](#), page 206.

### 2.2.130 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 3.1.129 \[VerticalAlignment\]](#), page 396.

`Vertical_align_engraver` is part of the following context(s): [Section 2.1.1 \[ChoirStaff\]](#), page 54, [Section 2.1.11 \[GrandStaff\]](#), page 95, [Section 2.1.18 \[PianoStaff\]](#), page 146, [Section 2.1.20 \[Score\]](#), page 152 and [Section 2.1.22 \[StaffGroup\]](#), page 173.

### 2.2.131 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 3.1.132 \[VoltaBracket\]](#), page 399 and [Section 3.1.133 \[VoltaBracketSpanner\]](#), page 400.

`Volta_engraver` is part of the following context(s): [Section 2.1.20 \[Score\]](#), page 152.

## 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.

**baseMoment** (moment)

Smallest unit of time that will stand on its own as a subdivided section.

**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`.

**beamExceptions** (list)

An alist of exceptions to autobeam rules that normally end on beats.

**beatStructure** (list)

List of **baseMoments** that are combined to make beats.

**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.**’.
- cueClefGlyph** (string)  
Name of the symbol within the music font.
- cueClefOctavation** (integer)  
Add this much extra octavation. Values of 7 and -7 are common.
- cueClefPosition** (number)  
Where should the center of the clef symbol go, measured in half staff spaces from the center of the staff.
- 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.
- defaultStrings** (list)  
A list of strings to use in calculating frets for tablatures and fretboards if no strings are provided in the notes for the current moment.

**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.

**explicitCueClefVisibility** (vector)

‘break-visibility’ function for cue 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.

**glissandoMap** (list)

A map in the form of `'((source1 . target1) (source2 . target2) (sourcen . targetn))` showing the glissandi to be drawn for note columns. The value `'()` will default to `'((0 . 0) (1 . 1) (n . n))`, where `n` is the minimal number of note-heads in the two note columns between which the glissandi occur.

**gridInterval** (moment)

Interval for which to generate **GridPoints**.

**handleNegativeFrets** (symbol)

How the automatic fret calculator should handle calculated negative frets. Values include **'ignore**, to leave them out of the diagram completely, **'include**, to include them as calculated, and **'recalculate**, to ignore the specified string and find a string where they will fit with a positive fret number.

**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 two arguments: a **TempoChangeEvent** 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**.

**middleCCuePosition** (number)

The position of the middle C, as determined only by the clef of the cue notes. This can be calculated by looking at **cueClefPosition** and **cueClefGlyph**.

**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**.

**midiChannelMapping** (symbol)

How to map MIDI channels: per **instrument** (default), **staff** or **voice**.

**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.

**partCombineTextsOnNote** (boolean)

Print part-combine texts only on the next note rather than immediately on rests or skips.

**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.

`restCompletionBusy` (boolean)

Signal whether a completion-rest is active.

`restNumberThreshold` (number)

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

`searchForVoice` (boolean)

Signal whether a search should be made of all contexts in the context hierarchy for a voice to provide rhythms for the lyrics.

`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.

**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.

**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 pitches of each string (starting with the lowest numbered one).

**strokeFingerOrientations** (list)

See **fingeringOrientations**.

**subdivideBeams** (boolean)

If set, multiple beams will be subdivided at **baseMoment** 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.

**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.

**timeSignatureSettings** (list)

A nested alist of settings for time signatures. Contains elements for various time signatures. The element for each time signature contains entries for **baseMoment**, **beatStructure**, and **beamExceptions**.

**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.

**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 232.

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.

**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 401, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.46 \[inline-accidental-interface\]](#), page 427 and [Section 3.2.48 \[item-interface\]](#), page 429.

#### 3.1.2 AccidentalCautionary

AccidentalCautionary objects are created by: [Section 2.2.1 \[Accidental-engraver\]](#), page 232.

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 401, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.46 \[inline-accidental-interface\]](#), page 427 and [Section 3.2.48 \[item-interface\]](#), page 429.

### 3.1.3 AccidentalPlacement

AccidentalPlacement objects are created by: [Section 2.2.1 \[Accidental-engraver\]](#), page 232 and [Section 2.2.2 \[Ambitus-engraver\]](#), 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**.

**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 402, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.48 \[item-interface\]](#), page 429.

### 3.1.4 AccidentalSuggestion

AccidentalSuggestion objects are created by: [Section 2.2.1 \[Accidental\\_engraver\]](#), page 232.

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.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.

**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 401, [Section 3.2.3 \[accidental-suggestion-interface\]](#), page 402, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.88 \[script-interface\]](#), page 445, [Section 3.2.89 \[self-alignment-interface\]](#), page 446 and [Section 3.2.93 \[side-position-interface\]](#), page 448.

### 3.1.5 Ambitus

Ambitus objects are created by: [Section 2.2.2 \[Ambitus-engraver\]](#), page 233.

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 #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):

'((cue-end-clef extra-space . 0.5) (clef extra-space . 0.5)  
(cue-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 403, [Section 3.2.7 \[axis-group-interface\]](#), page 404, [Section 3.2.15 \[break-aligned-interface\]](#), page 411, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.48 \[item-interface\]](#), page 429.

### 3.1.6 AmbitusAccidental

AmbitusAccidental objects are created by: [Section 2.2.2 \[Ambitus-engraver\]](#), 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.

**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 401, [Section 3.2.15 \[break-aligned-interface\]](#), page 411, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.93 \[side-position-interface\]](#), page 448.

### 3.1.7 AmbitusLine

AmbitusLine objects are created by: [Section 2.2.2 \[Ambitus-engraver\]](#), page 233.

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 403, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.48 \[item-interface\]](#), page 429.

### 3.1.8 AmbitusNoteHead

AmbitusNoteHead objects are created by: [Section 2.2.2 \[Ambitus-engraver\]](#), page 233.

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 403, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.52 \[ledgered-interface\]](#), page 432, [Section 3.2.70 \[note-head-interface\]](#), page 438, [Section 3.2.86 \[rhythmic-head-interface\]](#), page 444 and [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456.

### 3.1.9 Arpeggio

Arpeggio objects are created by: [Section 2.2.3 \[Arpeggio-engraver\]](#), page 233 and [Section 2.2.104 \[Span\\_arpeggio\\_engraver\]](#), page 267.

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 403, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456.

### 3.1.10 BalloonTextItem

BalloonTextItem objects are created by: [Section 2.2.6 \[Balloon-engraver\]](#), page 235.

Standard settings:

**annotation-balloon** (boolean):  
 #t  
 Print the balloon around an annotation.

**annotation-line** (boolean):  
 #t  
 Print the line from an annotation to the grob that it annotates.

**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 406, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.11 BarLine

BarLine objects are created by: [Section 2.2.7 \[Bar-engraver\]](#), page 235.

Standard settings:

**allow-span-bar** (boolean):  
     #t  
     If false, no inter-staff bar line will be created below this 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  
     An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

**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 407, [Section 3.2.15 \[break-aligned-interface\]](#), page 411, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.48 \[item-interface\]](#), page 429.

### 3.1.12 BarNumber

BarNumber objects are created by: [Section 2.2.8 \[Bar\\_number-engraver\]](#), page 235.

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 411, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.13 BassFigure

BassFigure objects are created by: [Section 2.2.37 \[Figured\\_bass\\_engraver\]](#), page 245.

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 408, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.85 \[rhythmic-grob-interface\]](#), page 444 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.14 BassFigureAlignment

BassFigureAlignment objects are created by: [Section 2.2.37 \[Figured\\_bass\\_engraver\]](#), page 245.

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 402, [Section 3.2.7 \[axis-group-interface\]](#), page 404, [Section 3.2.10 \[bass-figure-alignment-interface\]](#), page 408, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.15 BassFigureAlignmentPositioning

BassFigureAlignmentPositioning objects are created by: [Section 2.2.38 \[Figured\\_bass\\_position\\_engraver\]](#), page 246.

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 404, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.16 BassFigureBracket

BassFigureBracket objects are created by: [Section 2.2.37 \[Figured\\_bass-engraver\]](#), page 245.

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 416, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.48 \[item-interface\]](#), page 429.

### 3.1.17 BassFigureContinuation

BassFigureContinuation objects are created by: [Section 2.2.37 \[Figured\\_bass-engraver\]](#), page 245.

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 416, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.18 BassFigureLine

BassFigureLine objects are created by: [Section 2.2.37 \[Figured\\_bass\\_engraver\]](#), page 245.

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 404, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.19 Beam

Beam objects are created by: [Section 2.2.4 \[Auto\\_beam\\_engraver\]](#), page 234, [Section 2.2.10 \[Beam\\_engraver\]](#), page 236, [Section 2.2.16 \[Chord\\_tremolo\\_engraver\]](#), page 238 and [Section 2.2.45 \[Grace\\_beam\\_engraver\]](#), page 248.

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?

**collision-interfaces** (list):

'(beam-interface clef-interface inline-accidental-interface  
key-signature-interface note-head-interface stem-interface  
time-signature-interface)

A list of interfaces for which automatic beam-collision resolution is run.

**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) (collision-penalty . 500)  
(collision-padding . 0.35) (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.

**normalized-endpoints** (pair):  
`ly:spanner::calc-normalized-endpoints`  
 Represents left and right placement over the total spanner, where the width of the spanner is normalized between 0 and 1.

**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 408, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.100 \[spanner-interface\]](#), page 454, [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456 and [Section 3.2.123 \[unbreakable-spanner-interface\]](#), page 467.

### 3.1.20 BendAfter

BendAfter objects are created by: [Section 2.2.12 \[Bend-engraver\]](#), page 237.

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 between 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 410, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.21 BreakAlignGroup

BreakAlignGroup objects are created by: [Section 2.2.13 \[Break-align-engraver\]](#), page 237.

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 404, [Section 3.2.15 \[break-aligned-interface\]](#), page 411, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.48 \[item-interface\]](#), page 429.

### 3.1.22 BreakAlignment

BreakAlignment objects are created by: [Section 2.2.13 \[Break\\_align\\_engraver\]](#), page 237.

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 cue-end-clef ambitus breathing-sign clef cue-clef staff-bar key-cancellation key-signature time-signature custos) (left-edge cue-end-clef ambitus breathing-sign clef cue-clef staff-bar key-cancellation key-signature time-signature custos) (left-edge ambitus breathing-sign clef key-cancellation key-signature staff-bar time-signature cue-clef 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 404, [Section 3.2.16 \[break-alignment-interface\]](#), page 412, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.48 \[item-interface\]](#), page 429.

### 3.1.23 BreathingSign

BreathingSign objects are created by: [Section 2.2.14 \[Breathing-sign-engraver\]](#), page 237.

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) (cue-clef minimum-space . 2.0) (cue-
    end-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 411, [Section 3.2.17 \[breathing-sign-interface\]](#), page 412, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.24 ChordName

ChordName objects are created by: [Section 2.2.15 \[Chord\\_name\\_engraver\]](#), page 237.

Standard settings:

**after-line-breaking** (boolean):

`ly:chord-name::after-line-breaking`

Dummy property, used to trigger callback for `after-line-breaking`.

**extra-spacing-height** (pair of numbers):

`'(0.2 . -0.2)`

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)`.

**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 413, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.85 \[rhythmic-grob-interface\]](#), page 444 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.25 Clef

Clef objects are created by: [Section 2.2.17 \[Clef\\_engraver\]](#), page 238.

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.

**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):  
     **'((cue-clef 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 411, [Section 3.2.19 \[clef-interface\]](#), page 413, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456.

### 3.1.26 ClusterSpanner

ClusterSpanner objects are created by: [Section 2.2.18 \[Cluster\\_spanner\\_engraver\]](#), page 239.

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 413, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.27 ClusterSpannerBeacon

ClusterSpannerBeacon objects are created by: [Section 2.2.18 \[Cluster\\_spanner\\_engraver\]](#), page 239.

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 413, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.85 \[rhythmic-grob-interface\]](#), page 444.

### 3.1.28 CombineTextScript

CombineTextScript objects are created by: [Section 2.2.82 \[Part\\_combine\\_engraver\]](#), page 260.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.114 \[text-interface\]](#), page 462 and [Section 3.2.115 \[text-script-interface\]](#), page 462.

### 3.1.29 CueClef

CueClef objects are created by: [Section 2.2.23 \[Cue-clef-engraver\]](#), page 240.

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):

`'cue-clef`

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.

**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.

**full-size-change** (boolean):

`#t`

Don’t make a change clef smaller.

**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):  
     '((staff-bar minimum-space . 2.7) (key-cancellation  
       minimum-space . 3.5) (key-signature minimum-space . 3.5)  
       (time-signature minimum-space . 4.2) (custos minimum-space  
       . 0.0) (first-note minimum-fixed-space . 3.0) (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 411, [Section 3.2.19 \[clef-interface\]](#), page 413, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456.

### 3.1.30 CueEndClef

CueEndClef objects are created by: [Section 2.2.23 \[Cue\\_clef\\_engraver\]](#), page 240.

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):  
     'cue-end-clef  
     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.

`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.

`full-size-change` (boolean):

`#t`

Don’t make a change clef smaller.

`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):

```
'((clef extra-space . 0.7) (cue-clef extra-space .
0.7) (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 411, [Section 3.2.19 \[clef-interface\]](#), page 413, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456.

### 3.1.31 Custos

Custos objects are created by: [Section 2.2.24 \[Custos\\_engraver\]](#), page 241.

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 411, [Section 3.2.22 \[custos-interface\]](#), page 414, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456.

### 3.1.32 DotColumn

`DotColumn` objects are created by: [Section 2.2.26 \[Dot\\_column\\_engraver\]](#), page 242 and [Section 2.2.129 \[Vaticana\\_ligature\\_engraver\]](#), page 274.

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 404, [Section 3.2.23 \[dot-column-interface\]](#), page 414, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.48 \[item-interface\]](#), page 429.

### 3.1.33 Dots

Dots objects are created by: [Section 2.2.27 \[Dots-engraver\]](#), page 242.

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 415, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456.

### 3.1.34 DoublePercentRepeat

DoublePercentRepeat objects are created by: [Section 2.2.28 \[Double-percent-repeat-engraver\]](#), page 242.

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`.

This object supports the following interface(s): [Section 3.2.15 \[break-aligned-interface\]](#), page 411, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.77 \[percent-repeat-interface\]](#), page 442 and [Section 3.2.78 \[percent-repeat-item-interface\]](#), page 442.

### 3.1.35 DoublePercentRepeatCounter

`DoublePercentRepeatCounter` objects are created by: [Section 2.2.28 \[Double\\_percent\\_repeat\\_engraver\]](#), 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-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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.77 \[percent-repeat-interface\]](#), page 442, [Section 3.2.78 \[percent-repeat-item-interface\]](#), page 442, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.36 DoubleRepeatSlash

DoubleRepeatSlash objects are created by: [Section 2.2.100 \[Slash\\_repeat\\_engraver\]](#), page 266.

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).

**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::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 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.77 \[percent-repeat-interface\]](#), page 442, [Section 3.2.78 \[percent-repeat-item-interface\]](#), page 442 and [Section 3.2.85 \[rhythmic-grob-interface\]](#), page 444.

### 3.1.37 DynamicLineSpanner

DynamicLineSpanner objects are created by: [Section 2.2.31 \[Dynamic-align-engraver\]](#), page 243 and [Section 2.2.32 \[Dynamic-engraver\]](#), page 244.

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 404, [Section 3.2.25 \[dynamic-interface\]](#), page 415, [Section 3.2.26 \[dynamic-line-spanner-interface\]](#), page 415, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.38 DynamicText

DynamicText objects are created by: [Section 2.2.32 \[Dynamic-engraver\]](#), page 244 and [Section 2.2.70 \[New-dynamic-engraver\]](#), page 256.

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 415, [Section 3.2.27 \[dynamic-text-interface\]](#), page 415, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.88 \[script-interface\]](#), page 445, [Section 3.2.89 \[self-alignment-interface\]](#), page 446 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.39 DynamicTextSpanner

DynamicTextSpanner objects are created by: [Section 2.2.32 \[Dynamic-engraver\]](#), page 244 and [Section 2.2.70 \[New\\_dynamic-engraver\]](#), page 256.

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-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.

**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.

**springs-and-rods** (boolean):  
     `ly:spanner::set-spacing-rods`  
     Dummy variable for triggering spacing routines.

**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 415, [Section 3.2.28 \[dynamic-text-spanner-interface\]](#), page 416, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.56 \[line-spanner-interface\]](#), page 433, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.40 Episema

Episema objects are created by: [Section 2.2.35 \[Episema-engraver\]](#), page 244.

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 416, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.56 \[line-spanner-interface\]](#), page 433, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.41 Fingering

Fingering objects are created by: [Section 2.2.39 \[Fingering-engraver\]](#), page 246 and [Section 2.2.71 \[New-fingering-engraver\]](#), page 257.

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 417, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.114 \[text-interface\]](#), page 462 and [Section 3.2.115 \[text-script-interface\]](#), page 462.

### 3.1.42 FootnoteItem

FootnoteItem objects are created by: [Section 2.2.41 \[Footnote\\_engraver\]](#), page 246.

Standard settings:

**annotation-balloon** (boolean)

Print the balloon around an annotation.

**annotation-line** (boolean):

**#t**

Print the line from an annotation to the grob that it annotates.

**break-visibility** (vector):

**inherit-y-parent-visibility**

A vector of 3 booleans, **#(end-of-line unbroken begin-of-line)**.

**#t** means visible, **#f** means killed.

**footnote-text** (markup):

**#<procedure #f (grob)>**

A footnote for the grob.

**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-extent** (pair of numbers)  
     Hard coded extent in Y direction.

**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 406](#), [Section 3.2.33 \[font-interface\], page 417](#), [Section 3.2.34 \[footnote-interface\], page 418](#), [Section 3.2.42 \[grob-interface\], page 422](#), [Section 3.2.48 \[item-interface\], page 429](#) and [Section 3.2.114 \[text-interface\], page 462](#).

### 3.1.43 FootnoteSpanner

FootnoteSpanner objects are created by: [Section 2.2.41 \[Footnote-engraver\], page 246](#).

Standard settings:

**annotation-balloon** (boolean)  
     Print the balloon around an annotation.

**annotation-line** (boolean):  
     `#t`  
     Print the line from an annotation to the grob that it annotates.

**footnote-text** (markup):  
     `#<procedure #f (grob)>`  
     A footnote for the grob.

**stencil** (stencil):  
     `ly:balloon-interface::print-spanner`  
     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-extent** (pair of numbers)  
     Hard coded extent in Y direction.

**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 406, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.34 \[footnote-interface\]](#), page 418, [Section 3.2.35 \[footnote-spanner-interface\]](#), page 418, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.44 FretBoard

FretBoard objects are created by: [Section 2.2.43 \[Fretboard-engraver\]](#), page 247.

Standard settings:

`after-line-breaking` (boolean):

`ly:chord-name::after-line-breaking`

Dummy property, used to trigger callback for `after-line-breaking`.

`extra-spacing-height` (pair of numbers):

`'(0.2 . -0.2)`

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)`.

`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-custom-format` – The format string to be used label the lowest fret number, when `number-type` equals to `custom`. Default `"~a"`.
- `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`, `arabic` and `custom`. In the later case, the format string is supplied by the `fret-label-custom-format` property. 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 413, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.36 \[fret-diagram-interface\]](#), page 419, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.85 \[rhythmic-grob-interface\]](#), page 444.

### 3.1.45 Glissando

Glissando objects are created by: [Section 2.2.44 \[Glissando\\_engraver\]](#), page 248 and [Section 2.2.72 \[Note\\_head\\_line\\_engraver\]](#), page 257.

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.

**normalized-endpoints** (pair):  
 ly:spanner::calc-normalized-endpoints  
 Represents left and right placement over the total spanner, where the width of the spanner is normalized between 0 and 1.

**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 3.2.37 \[glissando-interface\]](#), page 420, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.56 \[line-spanner-interface\]](#), page 433, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.123 \[unbreakable-spanner-interface\]](#), page 467.

### 3.1.46 GraceSpacing

GraceSpacing objects are created by: [Section 2.2.47 \[Grace-spacing-engraver\]](#), page 249.

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 3.2.38 \[grace-spacing-interface\]](#), page 420, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.97 \[spacing-options-interface\]](#), page 452 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.47 GridLine

GridLine objects are created by: [Section 2.2.48 \[Grid\\_line\\_span\\_engraver\]](#), page 249.

Standard settings:

**layer** (integer):

0

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

**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 3.2.40 \[grid-line-interface\]](#), page 422, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.89 \[self-alignment-interface\]](#), page 446.

### 3.1.48 GridPoint

GridPoint objects are created by: [Section 2.2.49 \[Grid\\_point\\_engraver\]](#), page 249.

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 3.2.41 \[grid-point-interface\]](#), page 422, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.48 \[item-interface\]](#), page 429.

### 3.1.49 Hairpin

Hairpin objects are created by: [Section 2.2.32 \[Dynamic-engraver\]](#), page 244 and [Section 2.2.70 \[New-dynamic-engraver\]](#), page 256.

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 415, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.43 \[hairpin-interface\]](#), page 426, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.89 \[self-alignment-interface\]](#), page 446 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.50 HorizontalBracket

HorizontalBracket objects are created by: [Section 2.2.52 \[Horizontal\\_bracket\\_engraver\]](#), page 250.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.45 \[horizontal-bracket-interface\]](#), page 426, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.51 InstrumentName

InstrumentName objects are created by: [Section 2.2.54 \[Instrument\\_name-engraver\]](#), page 250.

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):

0.3

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 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):

`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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.112 \[system-start-text-interface\]](#), page 461.

### 3.1.52 InstrumentSwitch

InstrumentSwitch objects are created by: [Section 2.2.55 \[Instrument\\_switch\\_engraver\]](#), page 251.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.53 KeyCancellation

KeyCancellation objects are created by: [Section 2.2.57 \[Key\\_engraver\]](#), page 251.

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.

**extra-spacing-width** (pair of numbers):

`'(0.0 . 0.5)`

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)`.

**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) (cue-clef 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 411, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.49 \[key-cancellation-interface\]](#), page 431, [Section 3.2.50 \[key-signature-interface\]](#), page 431 and [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456.

### 3.1.54 KeySignature

KeySignature objects are created by: [Section 2.2.57 \[Key-engraver\]](#), 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):

`'key-signature`

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-width** (pair of numbers):

`'(0.0 . 0.5)`

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)`.

**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) (cue-clef 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 411, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.50 \[key-signature-interface\]](#), page 431 and [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456.

### 3.1.55 LaissezVibrerTie

LaissezVibrerTie objects are created by: [Section 2.2.59 \[Laissez\\_vibrer\\_engraver\]](#), page 252.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.91 \[semi-tie-interface\]](#), page 447.

### 3.1.56 LaissezVibrerTieColumn

LaissezVibrerTieColumn objects are created by: [Section 2.2.59 \[Laissez\\_vibrer\\_engraver\]](#), page 252.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.90 \[semi-tie-column-interface\]](#), page 446.

### 3.1.57 LedgerLineSpanner

LedgerLineSpanner objects are created by: [Section 2.2.60 \[Ledger\\_line\\_engraver\]](#), page 253.

Standard settings:

```

layer (integer):
    0
    An integer which determines the order of printing objects. Objects with
    the lowest value of layer are drawn first, then objects with progressively
    higher values are drawn, so objects with higher values overwrite objects
    with lower values. By default most objects are assigned a layer value of
    1.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.51 \[ledger-line-spanner-interface\]](#), page 431 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.58 LeftEdge

LeftEdge objects are created by: [Section 2.2.13 \[Break-align-engraver\]](#), page 237.

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.

**extra-spacing-height** (pair of numbers):  
     '(+inf.0 . -inf.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):  
     '((ambitus extra-space . 2.0) (breathing-sign minimum-space . 0.0) (cue-end-clef extra-space . 0.8) (clef extra-space . 0.8) (cue-clef extra-space . 0.8) (staff-bar extra-space . 0.0) (key-cancellation extra-space . 0.0) (key-signature extra-space . 0.8) (time-signature extra-space . 1.0) (custos extra-space . 0.0) (first-note fixed-space . 2.0) (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*.

**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 411, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.48 \[item-interface\]](#), page 429.

### 3.1.59 LigatureBracket

LigatureBracket objects are created by: [Section 2.2.61 \[Ligature\\_bracket\\_engraver\]](#), 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):

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.121 \[tuplet-bracket-interface\]](#), page 465.

### 3.1.60 LyricExtender

LyricExtender objects are created by: [Section 2.2.36 \[Extender-engraver\]](#), page 245.

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 be-
  tween 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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.57 \[lyric-extender-interface\]](#), page 433, [Section 3.2.59 \[lyric-interface\]](#), page 434 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.61 LyricHyphen

LyricHyphen objects are created by: [Section 2.2.53 \[Hyphen-engraver\]](#), page 250.

Standard settings:

```
after-line-breaking (boolean):
  ly:spanner::kill-zero-spanned-time
  Dummy property, used to trigger callback for after-line-breaking.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.58 \[lyric-hyphen-interface\]](#), page 434, [Section 3.2.59 \[lyric-interface\]](#), page 434 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.62 LyricSpace

LyricSpace objects are created by: [Section 2.2.53 \[Hyphen-engraver\]](#), page 250.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.58 \[lyric-hyphen-interface\]](#), page 434 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.63 LyricText

LyricText objects are created by: [Section 2.2.62 \[Lyric-engraver\]](#), page 253.

Standard settings:

**extra-spacing-height** (pair of numbers):  
     `'(0.2 . -0.2)`  
     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):  
     `'(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):  
     `'medium`  
     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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.60 \[lyric-syllable-interface\]](#), page 435, [Section 3.2.85 \[rhythmic-grob-interface\]](#), page 444, [Section 3.2.89 \[self-alignment-interface\]](#), page 446 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.64 MeasureGrouping

MeasureGrouping objects are created by: [Section 2.2.65 \[Measure-grouping-engraver\]](#), 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**.

**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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.62 \[measure-grouping-interface\]](#), page 435, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.65 MelodyItem

MelodyItem objects are created by: [Section 2.2.66 \[Melody-engraver\]](#), page 254.

Standard settings:

**neutral-direction** (direction):  
-1

Which direction to take in the center of the staff.

This object supports the following interface(s): [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.63 \[melody-spanner-interface\]](#), page 435.

### 3.1.66 MensuralLigature

MensuralLigature objects are created by: [Section 2.2.67 \[Mensural\\_ligature\\_engraver\]](#), page 255.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.64 \[mensural-ligature-interface\]](#), page 435 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.67 MetronomeMark

MetronomeMark objects are created by: [Section 2.2.68 \[Metronome-mark-engraver\]](#), page 255.

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):  
'(time-signature)  
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)`.

`non-break-align-symbols` (list):

`'(multi-measure-rest-interface)`

A list of symbols that determine which NON-break-aligned interfaces to align this to.

`non-musical` (boolean):

`#t`

True if the grob belongs to a `NonMusicalPaperColumn`.

`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.

`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 411, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.65 \[metronome-mark-interface\]](#), page 436, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.68 MultiMeasureRest

MultiMeasureRest objects are created by: [Section 2.2.69 \[Multi-measure-rest-engraver\]](#), page 255.

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.

**spacing-pair** (pair):

'(break-alignment . break-alignment)

A pair of alignment symbols which set an object's spacing relative to its left and right **BreakAlignments**.

For example, a **MultiMeasureRest** will ignore prefatory items at its bounds (i.e., clefs, key signatures and time signatures) using the following override:

```
\override MultiMeasureRest #'spacing-pair = #'(staff-bar . staff-bar)
```

**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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.66 \[multi-measure-interface\]](#), page 436, [Section 3.2.67 \[multi-measure-rest-interface\]](#), page 436, [Section 3.2.84 \[rest-interface\]](#), page 444, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456.

### 3.1.69 MultiMeasureRestNumber

MultiMeasureRestNumber objects are created by: [Section 2.2.69 \[Multi-measure-rest-engraver\]](#), page 255.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.66 \[multi-measure-interface\]](#), page 436, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.70 MultiMeasureRestText

MultiMeasureRestText objects are created by: [Section 2.2.69 \[Multi-measure-rest-engraver\]](#), page 255.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.66 \[multi-measure-interface\]](#), page 436, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.71 NonMusicalPaperColumn

NonMusicalPaperColumn objects are created by: [Section 2.2.80 \[Paper-column-engraver\]](#), page 259.

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.

keep-inside-line (boolean):
  #t
  If set, this column cannot have objects sticking into the margin.

```



**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 column. Can be **force** or **allow**.

**skyline-vertical-padding** (number):  
     `0.6`  
     The amount by which the left and right skylines of a column are padded vertically, beyond the **Y-extents** and **extra-spacing-heights** of the constituent grobs in the column. Increase this to prevent interleaving of grobs from adjacent columns.

**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 404, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.75 \[paper-column-interface\]](#), page 440, [Section 3.2.92 \[separation-item-interface\]](#), page 447 and [Section 3.2.95 \[spaceable-grob-interface\]](#), page 451.

### 3.1.72 NoteCollision

NoteCollision objects are created by: [Section 2.2.19 \[Collision-engraver\]](#), page 239.

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 404, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.68 \[note-collision-interface\]](#), page 437.

### 3.1.73 NoteColumn

NoteColumn objects are created by: [Section 2.2.94 \[Rhythmic\\_column\\_engraver\]](#), page 264.

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.

**skyline-vertical-padding** (number):  
 0.15  
 The amount by which the left and right skylines of a column are padded vertically, beyond the **Y-extents** and **extra-spacing-heights** of the constituent grobs in the column. Increase this to prevent interleaving of grobs from adjacent columns.

**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 404, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.69 \[note-column-interface\]](#), page 438 and [Section 3.2.92 \[separation-item-interface\]](#), page 447.

### 3.1.74 NoteHead

NoteHead objects are created by: [Section 2.2.20 \[Completion\\_heads\\_engraver\]](#), page 239, [Section 2.2.30 \[Drum\\_notes\\_engraver\]](#), page 243 and [Section 2.2.73 \[Note\\_heads\\_engraver\]](#), page 257.

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.

**extra-spacing-height** (pair of numbers):  
 ly:note-head::include-ledger-line-height  
 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):  
 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 417, [Section 3.2.39 \[gregorian-ligature-interface\]](#), page 421, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.52 \[ledgered-interface\]](#), page 432, [Section 3.2.64 \[mensural-ligature-interface\]](#), page 435, [Section 3.2.70 \[note-head-interface\]](#), page 438, [Section 3.2.85 \[rhythmic-grob-interface\]](#), page 444, [Section 3.2.86 \[rhythmic-head-interface\]](#), page 444, [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456 and [Section 3.2.124 \[vaticana-ligature-interface\]](#), page 467.

### 3.1.75 NoteName

NoteName objects are created by: [Section 2.2.74 \[Note\\_name\\_engraver\]](#), page 258.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.71 \[note-name-interface\]](#), page 439 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.76 NoteSpacing

NoteSpacing objects are created by: [Section 2.2.76 \[Note\\_spacing\\_engraver\]](#), page 258.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.72 \[note-spacing-interface\]](#), page 439 and [Section 3.2.96 \[spacing-interface\]](#), page 452.

### 3.1.77 OctavateEight

OctavateEight objects are created by: [Section 2.2.17 \[Clef-engraver\]](#), page 238 and [Section 2.2.23 \[Cue\\_clef-engraver\]](#), page 240.

Standard settings:

**break-visibility** (vector):

`inherit-x-parent-visibility`

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.78 OttawaBracket

OttawaBracket objects are created by: [Section 2.2.77 \[Ottawa-spanner-engraver\]](#), page 258.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.45 \[horizontal-bracket-interface\]](#), page 426, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.74 \[ottava-bracket-interface\]](#), page 439, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.79 PaperColumn

PaperColumn objects are created by: [Section 2.2.80 \[Paper-column-engraver\]](#), page 259.

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.

**keep-inside-line** (boolean):

`#t`

If set, this column cannot have objects sticking into the margin.

**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 404, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.75 \[paper-column-interface\]](#), page 440, [Section 3.2.92 \[separation-item-interface\]](#), page 447 and [Section 3.2.95 \[spaceable-grob-interface\]](#), page 451.

### 3.1.80 ParenthesesItem

ParenthesesItem objects are created by: [Section 2.2.81 \[Parenthesis-engraver\]](#), page 260.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.76 \[parentheses-interface\]](#), page 441.

### 3.1.81 PercentRepeat

PercentRepeat objects are created by: [Section 2.2.83 \[Percent-repeat-engraver\]](#), page 261.

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.

**spacing-pair** (pair):

`'(break-alignment . staff-bar)`

A pair of alignment symbols which set an object's spacing relative to its left and right **BreakAlignments**.

For example, a **MultiMeasureRest** will ignore prefatory items at its bounds (i.e., clefs, key signatures and time signatures) using the following override:

`\override MultiMeasureRest #'spacing-pair = #'(staff-bar . staff-bar)`

**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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.67 \[multi-measure-rest-interface\]](#), page 436, [Section 3.2.77 \[percent-repeat-interface\]](#), page 442 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.82 PercentRepeatCounter

**PercentRepeatCounter** objects are created by: [Section 2.2.83 \[Percent\\_repeat\\_engraver\]](#), page 261.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.77 \[percent-repeat-interface\]](#), page 442, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.83 PhrasingSlur

PhrasingSlur objects are created by: [Section 2.2.84 \[Phrasing\\_slur\\_engraver\]](#), page 261.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.94 \[slur-interface\]](#), page 449 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.84 PianoPedalBracket

PianoPedalBracket objects are created by: [Section 2.2.86 \[Piano\\_pedal\\_engraver\]](#), page 262.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.79 \[piano-pedal-bracket-interface\]](#), page 442, [Section 3.2.80 \[piano-pedal-interface\]](#), page 443 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.85 RehearsalMark

RehearsalMark objects are created by: [Section 2.2.64 \[Mark-engraver\]](#), 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**.

**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 411, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.61 \[mark-interface\]](#), page 435, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.86 RepeatSlash

RepeatSlash objects are created by: [Section 2.2.100 \[Slash-repeat-engraver\]](#), page 266.

Standard settings:

**slash-negative-kern** (number):

```
0.85
```

The space to remove between slashes in percent repeat glyphs. Larger values bring the two elements closer together.

**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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.77 \[percent-repeat-interface\]](#), page 442, [Section 3.2.78 \[percent-repeat-item-interface\]](#), page 442 and [Section 3.2.85 \[rhythmic-grob-interface\]](#), page 444.

### 3.1.87 RepeatTie

RepeatTie objects are created by: [Section 2.2.91 \[Repeat\\_tie-engraver\]](#), page 263.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.91 \[semi-tie-interface\]](#), page 447.

### 3.1.88 RepeatTieColumn

RepeatTieColumn objects are created by: [Section 2.2.91 \[Repeat-tie-engraver\]](#), page 263.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.90 \[semi-tie-column-interface\]](#), page 446.

### 3.1.89 Rest

Rest objects are created by: [Section 2.2.21 \[Completion-rest-engraver\]](#), page 240 and [Section 2.2.93 \[Rest-engraver\]](#), page 264.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.84 \[rest-interface\]](#), page 444, [Section 3.2.85 \[rhythmic-grob-interface\]](#), page 444, [Section 3.2.86 \[rhythmic-head-interface\]](#), page 444 and [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456.

### 3.1.90 RestCollision

RestCollision objects are created by: [Section 2.2.92 \[Rest-collision-engraver\]](#), page 263.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.83 \[rest-collision-interface\]](#), page 443.

### 3.1.91 Script

Script objects are created by: [Section 2.2.30 \[Drum\\_notes\\_engraver\]](#), page 243, [Section 2.2.71 \[New\\_fingering\\_engraver\]](#), page 257 and [Section 2.2.97 \[Script\\_engraver\]](#), page 265.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.88 \[script-interface\]](#), page 445 and [Section 3.2.93 \[side-position-interface\]](#), page 448.

### 3.1.92 ScriptColumn

ScriptColumn objects are created by: [Section 2.2.96 \[Script\\_column\\_engraver\]](#), page 264.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.87 \[script-column-interface\]](#), page 445.

### 3.1.93 ScriptRow

ScriptRow objects are created by: [Section 2.2.98 \[Script\\_row\\_engraver\]](#), page 265.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.87 \[script-column-interface\]](#), page 445.

### 3.1.94 Slur

Slur objects are created by: [Section 2.2.101 \[Slur\\_engraver\]](#), page 266.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.94 \[slur-interface\]](#), page 449 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.95 SostenutoPedal

SostenutoPedal objects are created by: [Section 2.2.86 \[Piano\\_pedal\\_engraver\]](#), page 262.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.81 \[piano-pedal-script-interface\]](#), page 443, [Section 3.2.89 \[self-alignment-interface\]](#), page 446 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.96 SostenutoPedalLineSpanner

SostenutoPedalLineSpanner objects are created by: [Section 2.2.85 \[Piano\\_pedal\\_align\\_engraver\]](#), page 261.

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 404, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.80 \[piano-pedal-interface\]](#), page 443, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.97 SpacingSpanner

SpacingSpanner objects are created by: [Section 2.2.103 \[Spacing\\_engraver\]](#), page 266.

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 3.2.42 \[grob-interface\], page 422](#), [Section 3.2.97 \[spacing-options-interface\], page 452](#), [Section 3.2.98 \[spacing-spanner-interface\], page 452](#) and [Section 3.2.100 \[spanner-interface\], page 454](#).

### 3.1.98 SpanBar

SpanBar objects are created by: [Section 2.2.105 \[Span\\_bar\\_engraver\], page 267](#).

Standard settings:

**allow-span-bar** (boolean):  
`#t`  
 If false, no inter-staff bar line will be created below this 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  
 An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

**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 407, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.99 \[span-bar-interface\]](#), page 453.

### 3.1.99 StaffGrouper

StaffGrouper objects are not created by any engraver.

Standard settings:

**staff-staff-spacing** (list):  
 '((basic-distance . 9) (minimum-distance . 7) (padding . 1)  
 (stretchability . 5))

When applied to a staff-group's `StaffGrouper` grob, this spacing alist controls the distance between consecutive staves within the staff-group. When applied to a staff's `VerticalAxisGroup` grob, it controls the distance between the staff and the nearest staff below it in the same system, replacing any settings inherited from the `StaffGrouper` grob of the containing staff-group, if there is one. This property remains in effect even when non-staff lines appear between staves. The alist can contain the following keys:

- **basic-distance** – the vertical distance, measured in staff-spaces, between the reference points of the two items when no collisions would result, and no stretching or compressing is in effect.

- **minimum-distance** – the smallest allowable vertical distance, measured in staff-spaces, between the reference points of the two items, when compressing is in effect.
- **padding** – the minimum required amount of unobstructed vertical whitespace between the bounding boxes (or skylines) of the two items, measured in staff-spaces.
- **stretchability** – a unitless measure of the dimension’s relative propensity to stretch. If zero, the distance will not stretch (unless collisions would result).

**staffgroup-staff-spacing** (list):

```
'((basic-distance . 10.5) (minimum-distance . 8) (padding .
1) (stretchability . 9))
```

The spacing alist controlling the distance between the last staff of the current staff-group and the staff just below it in the same system, even if one or more non-staff lines exist between the two staves. If the **staff-staff-spacing** property of the staff’s **VerticalAxisGroup** grob is set, that is used instead. See **staff-staff-spacing** for a description of the alist structure.

This object supports the following interface(s): [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.101 \[staff-grouper-interface\]](#), page 455.

### 3.1.100 StaffSpacing

StaffSpacing objects are created by: [Section 2.2.99 \[Separating\\_line\\_group-engraver\]](#), page 265.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.96 \[spacing-interface\]](#), page 452 and [Section 3.2.102 \[staff-spacing-interface\]](#), page 455.

### 3.1.101 StaffSymbol

StaffSymbol objects are created by: [Section 2.2.109 \[Staff\\_symbol-engraver\]](#), page 268 and [Section 2.2.115 \[Tab\\_staff\\_symbol-engraver\]](#), page 270.

Standard settings:

**layer** (integer):

```
0
```

An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.

**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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.103 \[staff-symbol-interface\]](#), page 456.

### 3.1.102 StanzaNumber

StanzaNumber objects are created by: [Section 2.2.111 \[Stanza\\_number\\_engraver\]](#), page 268.

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-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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.105 \[stanza-number-interface\]](#), page 457 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.103 Stem

Stem objects are created by: [Section 2.2.112 \[Stem-engraver\]](#), page 268.

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 4.25 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 417](#), [Section 3.2.42 \[grob-interface\], page 422](#), [Section 3.2.48 \[item-interface\], page 429](#) and [Section 3.2.106 \[stem-interface\], page 457](#).

### 3.1.104 StemTremolo

StemTremolo objects are created by: [Section 2.2.112 \[Stem\\_engraver\], page 268](#).

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.107 \[stem-tremolo-interface\]](#), page 459.

### 3.1.105 StringNumber

StringNumber objects are created by: [Section 2.2.71 \[New\\_fingering-engraver\]](#), page 257.

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. 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.

**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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.108 \[string-number-interface\]](#), page 459, [Section 3.2.114 \[text-interface\]](#), page 462 and [Section 3.2.115 \[text-script-interface\]](#), page 462.

### 3.1.106 StrokeFinger

StrokeFinger objects are created by: [Section 2.2.71 \[New\\_fingering-engraver\]](#), page 257.

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 417](#), [Section 3.2.42 \[grob-interface\], page 422](#), [Section 3.2.48 \[item-interface\], page 429](#), [Section 3.2.89 \[self-alignment-interface\], page 446](#), [Section 3.2.93 \[side-position-interface\], page 448](#), [Section 3.2.109 \[stroke-finger-interface\], page 460](#), [Section 3.2.114 \[text-interface\], page 462](#) and [Section 3.2.115 \[text-script-interface\], page 462](#).

### 3.1.107 SustainPedal

SustainPedal objects are created by: [Section 2.2.86 \[Piano\\_pedal\\_engraver\], page 262](#).

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.80 \[piano-pedal-interface\]](#), page 443, [Section 3.2.81 \[piano-pedal-script-interface\]](#), page 443, [Section 3.2.89 \[self-alignment-interface\]](#), page 446 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.108 SustainPedalLineSpanner

SustainPedalLineSpanner objects are created by: [Section 2.2.85 \[Piano\\_pedal\\_align\\_engraver\]](#), page 261.

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 404, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.80 \[piano-pedal-interface\]](#), page 443, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.109 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.

**skyline-horizontal-padding** (number):

0.5

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.

**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 404, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.110 \[system-interface\]](#), page 460.

### 3.1.110 SystemStartBar

SystemStartBar objects are created by: [Section 2.2.113 \[System\\_start\\_delimiter\\_engraver\]](#), page 269.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.111 \[system-start-delimiter-interface\]](#), page 460.

### 3.1.111 SystemStartBrace

SystemStartBrace objects are created by: [Section 2.2.113 \[System\\_start\\_delimiter\\_engraver\]](#), page 269.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.111 \[system-start-delimiter-interface\]](#), page 460.

### 3.1.112 SystemStartBracket

SystemStartBracket objects are created by: [Section 2.2.113 \[System\\_start\\_delimiter\\_engraver\]](#), page 269.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.111 \[system-start-delimiter-interface\]](#), page 460.

### 3.1.113 SystemStartSquare

SystemStartSquare objects are created by: [Section 2.2.113 \[System\\_start\\_delimiter\\_engraver\]](#), page 269.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.111 \[system-start-delimiter-interface\]](#), page 460.

### 3.1.114 TabNoteHead

TabNoteHead objects are created by: [Section 2.2.114 \[Tab\\_note\\_heads-engraver\]](#), page 269.

Standard settings:

**details** (list):  
     `'((cautionary-properties (angularity . 0.4) (half-thickness . 0.075) (padding . 0) (procedure . #<procedure parenthesize-stencil (stencil half-thickness width angularity padding)>) (width . 0.25)) (head-offset . 3/5) (harmonic-properties (angularity . 2) (half-thickness . 0.075) (padding . 0) (procedure . #<procedure parenthesize-stencil (stencil half-thickness width angularity padding)>) (width . 0.25)) (repeat-tied-properties (note-head-visible . #t) (parenthesize . #t)) (tied-properties (break-visibility . #(#f #f #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):

`tab-note-head::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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.70 \[note-head-interface\]](#), page 438, [Section 3.2.85 \[rhythmic-grob-interface\]](#), page 444, [Section 3.2.86 \[rhythmic-head-interface\]](#), page 444, [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456, [Section 3.2.113 \[tab-note-head-interface\]](#), page 461 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.115 TextScript

TextScript objects are created by: [Section 2.2.118 \[Text-engraver\]](#), page 270.

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**.

**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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.47 \[instrument-specific-markup-interface\]](#), page 427, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.89 \[self-alignment-interface\]](#), page 446, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.114 \[text-interface\]](#), page 462 and [Section 3.2.115 \[text-script-interface\]](#), page 462.

### 3.1.116 TextSpanner

TextSpanner objects are created by: [Section 2.2.119 \[Text\\_spanner\\_engraver\]](#), page 271.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.56 \[line-spanner-interface\]](#), page 433, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.117 Tie

Tie objects are created by: [Section 2.2.20 \[Completion-heads-engraver\]](#), page 239 and [Section 2.2.120 \[Tie-engraver\]](#), page 271.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.117 \[tie-interface\]](#), page 463.

### 3.1.118 TieColumn

TieColumn objects are created by: [Section 2.2.120 \[Tie-engraver\]](#), page 271.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.116 \[tie-column-interface\]](#), page 463.



### 3.1.119 TimeSignature

TimeSignature objects are created by: [Section 2.2.122 \[Time\\_signature\\_engraver\]](#), page 272.

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  
     Grob 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):  
     -1  
     Read by ly:break-aligned-interface::calc-extent-aligned-anchor for aligning an anchor to a grob's extent.

**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):  
     '((cue-clef extra-space . 1.5) (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 411, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429 and [Section 3.2.118 \[time-signature-interface\]](#), page 464.

### 3.1.120 TrillPitchAccidental

TrillPitchAccidental objects are created by: [Section 2.2.89 \[Pitched\\_trill\\_engraver\]](#), page 263.

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-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 401, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.46 \[inline-accidental-interface\]](#), page 427, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.119 \[trill-pitch-accidental-interface\]](#), page 465.

### 3.1.121 TrillPitchGroup

TrillPitchGroup objects are created by: [Section 2.2.89 \[Pitched.trill\\_engraver\]](#), page 263.

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):  
`parenthesize-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 404, [Section 3.2.33 \[font-interface\]](#), page 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.70 \[note-head-interface\]](#), page 438, [Section 3.2.76 \[parentheses-interface\]](#), page 441 and [Section 3.2.93 \[side-position-interface\]](#), page 448.

### 3.1.122 TrillPitchHead

TrillPitchHead objects are created by: [Section 2.2.89 \[Pitched-trill-engraver\]](#), page 263.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.52 \[ledgered-interface\]](#), page 432, [Section 3.2.82 \[pitched-trill-interface\]](#), page 443, [Section 3.2.86 \[rhythmic-head-interface\]](#), page 444 and [Section 3.2.104 \[staff-symbol-referencer-interface\]](#), page 456.

### 3.1.123 TrillSpanner

TrillSpanner objects are created by: [Section 2.2.126 \[Trill-spanner-engraver\]](#), page 273.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.56 \[line-spanner-interface\]](#), page 433, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.120 \[trill-spanner-interface\]](#), page 465.

### 3.1.124 TupletBracket

TupletBracket objects are created by: [Section 2.2.127 \[Tuplet-engraver\]](#), page 273.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.121 \[tuplet-bracket-interface\]](#), page 465.

### 3.1.125 TupletNumber

TupletNumber objects are created by: [Section 2.2.127 \[Tuplet\\_engraver\]](#), page 273.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.100 \[spanner-interface\]](#), page 454, [Section 3.2.114 \[text-interface\]](#), page 462 and [Section 3.2.122 \[tuplet-number-interface\]](#), page 466.

### 3.1.126 UnaCordaPedal

UnaCordaPedal objects are created by: [Section 2.2.86 \[Piano\\_pedal\\_engraver\]](#), page 262.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.48 \[item-interface\]](#), page 429, [Section 3.2.81 \[piano-pedal-script-interface\]](#), page 443, [Section 3.2.89 \[self-alignment-interface\]](#), page 446 and [Section 3.2.114 \[text-interface\]](#), page 462.

### 3.1.127 UnaCordaPedalLineSpanner

UnaCordaPedalLineSpanner objects are created by: [Section 2.2.85 \[Piano\\_pedal\\_align\\_engraver\]](#), page 261.

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 404, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.80 \[piano-pedal-interface\]](#), page 443, [Section 3.2.93 \[side-position-interface\]](#), page 448 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.128 VaticanaLigature

VaticanaLigature objects are created by: [Section 2.2.129 \[Vaticana\\_ligature\\_engraver\]](#), page 274.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.124 \[vaticana-ligature-interface\]](#), page 467.

### 3.1.129 VerticalAlignment

VerticalAlignment objects are created by: [Section 2.2.130 \[Vertical\\_align\\_engraver\]](#), page 274.

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 402, [Section 3.2.7 \[axis-group-interface\]](#), page 404, [Section 3.2.42 \[grob-interface\]](#), page 422 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.130 VerticalAxisGroup

VerticalAxisGroup objects are created by: [Section 2.2.5 \[Axis\\_group\\_engraver\]](#), page 234 and [Section 2.2.51 \[Hara\\_kiri\\_engraver\]](#), page 250.

Standard settings:

**axes** (list):  
     '(1)  
     List of axis numbers. In the case of alignment grobs, this should contain only one number.

**default-staff-staff-spacing** (list):  
     '((basic-distance . 9) (minimum-distance . 8) (padding . 1))  
     The settings to use for **staff-staff-spacing** when it is unset, for ungrouped staves and for grouped staves that do not have the relevant **StaffGrouper** property set (**staff-staff-spacing** or **staffgroup-staff-spacing**).

**nonstaff-unrelatedstaff-spacing** (list):  
     '((padding . 0.5))  
     The spacing alist controlling the distance between the current non-staff line and the nearest staff in the opposite direction from **staff-affinity**, if there are no other non-staff lines between the two, and **staff-affinity** is either UP or DOWN. See **staff-staff-spacing** for a description of the alist structure.

**staff-staff-spacing** (list):  
     ly:axis-group-interface::calc-staff-staff-spacing  
     When applied to a staff-group's **StaffGrouper** grob, this spacing alist controls the distance between consecutive staves within the staff-group. When applied to a staff's **VerticalAxisGroup** grob, it controls the distance between the staff and the nearest staff below it in the same system, replacing any settings inherited from the **StaffGrouper** grob of the containing staff-group, if there is one. This property remains in effect even when non-staff lines appear between staves. The alist can contain the following keys:

- **basic-distance** – the vertical distance, measured in staff-spaces, between the reference points of the two items when no collisions would result, and no stretching or compressing is in effect.
- **minimum-distance** – the smallest allowable vertical distance, measured in staff-spaces, between the reference points of the two items, when compressing is in effect.
- **padding** – the minimum required amount of unobstructed vertical whitespace between the bounding boxes (or skylines) of the two items, measured in staff-spaces.
- **stretchability** – a unitless measure of the dimension’s relative propensity to stretch. If zero, the distance will not stretch (unless collisions would result).

**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 404, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.44 \[hara-kiri-group-spanner-interface\]](#), page 426 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.131 VoiceFollower

VoiceFollower objects are created by: [Section 2.2.72 \[Note\\_head\\_line\\_engraver\]](#), page 257.

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 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.56 \[line-spanner-interface\]](#), page 433 and [Section 3.2.100 \[spanner-interface\]](#), page 454.

### 3.1.132 VoltaBracket

VoltaBracket objects are created by: [Section 2.2.131 \[Volta-engraver\]](#), page 274.

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 417, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.45 \[horizontal-bracket-interface\]](#), page 426, [Section 3.2.55 \[line-interface\]](#), page 432, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.100 \[spanner-interface\]](#), page 454, [Section 3.2.114 \[text-interface\]](#), page 462, [Section 3.2.125 \[volta-bracket-interface\]](#), page 467 and [Section 3.2.126 \[volta-interface\]](#), page 468.

### 3.1.133 VoltaBracketSpanner

VoltaBracketSpanner objects are created by: [Section 2.2.131 \[Volta\\_engraver\]](#), page 274.

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 404, [Section 3.2.42 \[grob-interface\]](#), page 422, [Section 3.2.93 \[side-position-interface\]](#), page 448, [Section 3.2.100 \[spanner-interface\]](#), page 454 and [Section 3.2.126 \[volta-interface\]](#), page 468.

## 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 287, [Section 3.1.2 \[AccidentalCautionary\]](#), page 287, [Section 3.1.4 \[AccidentalSuggestion\]](#), page 289, [Section 3.1.6 \[AmbitusAccidental\]](#), page 291 and [Section 3.1.120 \[TrillPitchAccidental\]](#), page 389.

**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**.
- 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 288.

**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 289.

**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 298 and [Section 3.1.129 \[VerticalAlignment\]](#), page 396.

**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 290, [Section 3.1.7 \[AmbitusLine\]](#), page 292 and [Section 3.1.8 \[AmbitusNoteHead\]](#), page 292.

**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 293](#).

## 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-staff-staff-spacing** (list)

The settings to use for **staff-staff-spacing** when it is unset, for ungrouped staves and for grouped staves that do not have the relevant **StaffGrouper** property set (**staff-staff-spacing** or **staffgroup-staff-spacing**).

**max-stretch** (number)

The maximum amount that this **VerticalAxisGroup** can be vertically stretched (for example, in order to better fill a page).

**no-alignment** (boolean)

If set, don't place this grob in a **VerticalAlignment**; rather, place it using its own **Y-offset** callback.

**nonstaff-nonstaff-spacing** (list)

The spacing alist controlling the distance between the current non-staff line and the next non-staff line in the direction of **staff-affinity**, if both are on the same side of the related staff, and **staff-affinity** is either UP or DOWN. See **staff-staff-spacing** for a description of the alist structure.

**nonstaff-relatedstaff-spacing** (list)

The spacing alist controlling the distance between the current non-staff line and the nearest staff in the direction of **staff-affinity**, if there are no non-staff lines between the two, and **staff-affinity** is either UP or DOWN. If **staff-affinity** is CENTER, then **nonstaff-relatedstaff-spacing** is used for the nearest staves on *both* sides, even if other non-staff lines appear between the current one and either of the staves. See **staff-staff-spacing** for a description of the alist structure.

**nonstaff-unrelatedstaff-spacing** (list)

The spacing alist controlling the distance between the current non-staff line and the nearest staff in the opposite direction from **staff-affinity**, if there are no other non-staff lines between the two, and

**staff-affinity** is either **UP** or **DOWN**. See **staff-staff-spacing** for a description of the alist structure.

**staff-affinity** (direction)

The direction of the staff to use for spacing the current non-staff line. Choices are **UP**, **DOWN**, and **CENTER**. If **CENTER**, the non-staff line will be placed equidistant between the two nearest staves on either side, unless collisions or other spacing constraints prevent this. Setting **staff-affinity** for a staff causes it to be treated as a non-staff line. Setting **staff-affinity** to **#f** causes a non-staff line to be treated as a staff.

**staff-staff-spacing** (list)

When applied to a staff-group's **StaffGrouper** grob, this spacing alist controls the distance between consecutive staves within the staff-group. When applied to a staff's **VerticalAxisGroup** grob, it controls the distance between the staff and the nearest staff below it in the same system, replacing any settings inherited from the **StaffGrouper** grob of the containing staff-group, if there is one. This property remains in effect even when non-staff lines appear between staves. The alist can contain the following keys:

- **basic-distance** – the vertical distance, measured in staff-spaces, between the reference points of the two items when no collisions would result, and no stretching or compressing is in effect.
- **minimum-distance** – the smallest allowable vertical distance, measured in staff-spaces, between the reference points of the two items, when compressing is in effect.
- **padding** – the minimum required amount of unobstructed vertical whitespace between the bounding boxes (or skylines) of the two items, measured in staff-spaces.
- **stretchability** – a unitless measure of the dimension's relative propensity to stretch. If zero, the distance will not stretch (unless collisions would result).

**vertical-skylines** (pair of skylines)

Two skylines, one above and one below this grob.

## Internal properties:

**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-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.
- 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.
- X-common** (graphical (layout) object)  
Common reference point for axis group.
- Y-common** (graphical (layout) object)  
See **X-common**.

This grob interface is used in the following graphical object(s): [Section 3.1.5 \[Ambitus\]](#), page 290, [Section 3.1.14 \[BassFigureAlignment\]](#), page 298, [Section 3.1.15 \[BassFigureAlignment-Positioning\]](#), page 298, [Section 3.1.18 \[BassFigureLine\]](#), page 300, [Section 3.1.21 \[BreakAlign-Group\]](#), page 302, [Section 3.1.22 \[BreakAlignment\]](#), page 303, [Section 3.1.32 \[DotColumn\]](#), page 312, [Section 3.1.37 \[DynamicLineSpanner\]](#), page 316, [Section 3.1.71 \[NonMusicalPaper-Column\]](#), page 347, [Section 3.1.72 \[NoteCollision\]](#), page 348, [Section 3.1.73 \[NoteColumn\]](#), page 349, [Section 3.1.79 \[PaperColumn\]](#), page 353, [Section 3.1.96 \[SostenutoPedalLineSpanner\]](#), page 366, [Section 3.1.108 \[SustainPedalLineSpanner\]](#), page 377, [Section 3.1.109 \[System\]](#), page 378, [Section 3.1.121 \[TrillPitchGroup\]](#), page 390, [Section 3.1.127 \[UnaCordaPedalLineSpanner\]](#), page 395, [Section 3.1.129 \[VerticalAlignment\]](#), page 396, [Section 3.1.130 \[VerticalAxis-Group\]](#), page 397 and [Section 3.1.133 \[VoltaBracketSpanner\]](#), page 400.

### 3.2.8 balloon-interface

A collection of routines to put text balloons around an object.

#### User settable properties:

- annotation-balloon** (boolean)  
Print the balloon around an annotation.
- annotation-line** (boolean)  
Print the line from an annotation to the grob that it annotates.
- 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\*](#).

#### Internal properties:

- spanner-placement** (direction)  
The place of an annotation on a spanner. LEFT is for the first spanner, and RIGHT is for the last. CENTER will place it on the broken spanner that falls closest to the center of the length of the entire spanner, although this behavior is unpredictable in situations with lots of rhythmic diversity. For predictable results, use LEFT and RIGHT.

This grob interface is used in the following graphical object(s): [Section 3.1.10 \[BalloonTextItem\]](#), page 294, [Section 3.1.42 \[FootnoteItem\]](#), page 322 and [Section 3.1.43 \[FootnoteSpanner\]](#), page 323.

### 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.

#### 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 295 and [Section 3.1.98 \[SpanBar\]](#), page 368.

### 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 298.

### 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 298.

### 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.
- collision-interfaces** (list)  
A list of interfaces for which automatic beam-collision resolution is run.
- collision-voice-only** (boolean)  
Does automatic beam collision apply only to the voice in which the beam was created?
- 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:

**covered-grobs** (array of grobs)  
Grobs that could potentially collide with a beam.

**least-squares-dy** (number)  
The ideal beam slope, without damping.

**normal-stems** (array of grobs)  
An array of visible stems.

**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 300](#).

### 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 302](#).

### 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`.

**non-break-align-symbols** (list)

A list of symbols that determine which NON-break-aligned interfaces to align this to.

This grob interface is used in the following graphical object(s): [Section 3.1.12 \[BarNumber\]](#), page 296, [Section 3.1.67 \[MetronomeMark\]](#), page 342 and [Section 3.1.85 \[RehearsalMark\]](#), page 358.

### 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 290, [Section 3.1.6 \[AmbitusAccidental\]](#), page 291, [Section 3.1.11 \[BarLine\]](#), page 295, [Section 3.1.21 \[BreakAlignGroup\]](#), page 302, [Section 3.1.23 \[BreathingSign\]](#), page 304, [Section 3.1.25 \[Clef\]](#), page 305, [Section 3.1.29 \[CueClef\]](#), page 309, [Section 3.1.30 \[CueEndClef\]](#), page 310, [Section 3.1.31 \[Custos\]](#), page 311, [Section 3.1.34 \[DoublePercentRepeat\]](#), page 313, [Section 3.1.53 \[KeyCancellation\]](#), page 332, [Section 3.1.54 \[KeySignature\]](#), page 333, [Section 3.1.58 \[LeftEdge\]](#), page 336 and [Section 3.1.119 \[TimeSignature\]](#), page 388.

**3.2.16 break-alignment-interface**

The object that performs break alignment. See [Section 3.2.15 \[break-aligned-interface\]](#), page 411.

**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 303.

**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 304.

### 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 305 and [Section 3.1.44 \[FretBoard\]](#), page 324.

### 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 305, [Section 3.1.29 \[CueClef\]](#), page 309 and [Section 3.1.30 \[CueEndClef\]](#), page 310.

### 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 307.

### 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 307](#).

**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 3.1.31 \[Custos\]](#), [page 311](#).

**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 3.1.32 \[DotColumn\]](#), [page 312](#).

### 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 3.1.33 \[Dots\]](#), page 313.

### 3.2.25 dynamic-interface

Any kind of loudness sign.

This grob interface is used in the following graphical object(s): [Section 3.1.37 \[DynamicLineSpanner\]](#), page 316, [Section 3.1.38 \[DynamicText\]](#), page 317, [Section 3.1.39 \[DynamicTextSpanner\]](#), page 319 and [Section 3.1.49 \[Hairpin\]](#), page 328.

### 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 3.1.37 \[DynamicLineSpanner\]](#), page 316.

### 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 3.1.38 \[DynamicText\]](#), page 317.

### 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 3.1.39 \[DynamicTextSpanner\]](#), [page 319](#).

### 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 299](#).

### 3.2.30 episema-interface

An episema line.

This grob interface is used in the following graphical object(s): [Section 3.1.40 \[Episema\]](#), [page 320](#).

### 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 299.

### 3.2.32 finger-interface

A fingering instruction.

This grob interface is used in the following graphical object(s): [Section 3.1.41 \[Fingering\]](#), page 321.

### 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 287, [Section 3.1.2 \[AccidentalCautionary\]](#), page 287, [Section 3.1.4 \[AccidentalSuggestion\]](#), page 289, [Section 3.1.6 \[AmbitusAccidental\]](#), page 291, [Section 3.1.7 \[AmbitusLine\]](#), page 292, [Section 3.1.8 \[AmbitusNoteHead\]](#), page 292, [Section 3.1.9 \[Arpeggio\]](#), page 293, [Section 3.1.10 \[BalloonTextItem\]](#), page 294, [Section 3.1.11 \[BarLine\]](#), page 295, [Section 3.1.12 \[BarNumber\]](#), page 296, [Section 3.1.13 \[BassFigure\]](#), page 298, [Section 3.1.19 \[Beam\]](#), page 300, [Section 3.1.23 \[BreathingSign\]](#), page 304, [Section 3.1.24 \[ChordName\]](#), page 305, [Section 3.1.25 \[Clef\]](#), page 305, [Section 3.1.28 \[CombineTextScript\]](#), page 307, [Section 3.1.29 \[CueClef\]](#), page 309,

Section 3.1.30 [CueEndClef], page 310, Section 3.1.31 [Custos], page 311, Section 3.1.33 [Dots], page 313, Section 3.1.34 [DoublePercentRepeat], page 313, Section 3.1.35 [DoublePercentRepeatCounter], page 314, Section 3.1.36 [DoubleRepeatSlash], page 315, Section 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319, Section 3.1.40 [Episema], page 320, Section 3.1.41 [Fingering], page 321, Section 3.1.42 [FootnoteItem], page 322, Section 3.1.43 [FootnoteSpanner], page 323, Section 3.1.44 [FretBoard], page 324, Section 3.1.51 [InstrumentName], page 330, Section 3.1.52 [InstrumentSwitch], page 331, Section 3.1.53 [KeyCancellation], page 332, Section 3.1.54 [KeySignature], page 333, Section 3.1.61 [LyricHyphen], page 338, Section 3.1.63 [LyricText], page 340, Section 3.1.66 [MensuralLigature], page 342, Section 3.1.67 [MetronomeMark], page 342, Section 3.1.68 [MultiMeasureRest], page 344, Section 3.1.69 [MultiMeasureRestNumber], page 345, Section 3.1.70 [MultiMeasureRestText], page 346, Section 3.1.71 [NonMusicalPaperColumn], page 347, Section 3.1.74 [NoteHead], page 349, Section 3.1.75 [NoteName], page 350, Section 3.1.77 [OctavateEight], page 351, Section 3.1.78 [OttavaBracket], page 352, Section 3.1.79 [PaperColumn], page 353, Section 3.1.80 [ParenthesesItem], page 354, Section 3.1.81 [PercentRepeat], page 354, Section 3.1.82 [PercentRepeatCounter], page 355, Section 3.1.85 [RehearsalMark], page 358, Section 3.1.89 [Rest], page 362, Section 3.1.91 [Script], page 363, Section 3.1.95 [SostenutoPedal], page 365, Section 3.1.98 [SpanBar], page 368, Section 3.1.102 [StanzaNumber], page 371, Section 3.1.103 [Stem], page 372, Section 3.1.105 [StringNumber], page 374, Section 3.1.106 [StrokeFinger], page 375, Section 3.1.107 [SustainPedal], page 376, Section 3.1.111 [SystemStartBrace], page 379, Section 3.1.112 [SystemStartBracket], page 380, Section 3.1.113 [SystemStartSquare], page 381, Section 3.1.114 [TabNoteHead], page 382, Section 3.1.115 [TextScript], page 383, Section 3.1.116 [TextSpanner], page 385, Section 3.1.119 [TimeSignature], page 388, Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390, Section 3.1.122 [TrillPitchHead], page 391, Section 3.1.123 [TrillSpanner], page 391, Section 3.1.125 [TupletNumber], page 394, Section 3.1.126 [UnaCordaPedal], page 394, Section 3.1.128 [VaticanaLigature], page 396 and Section 3.1.132 [VoltaBracket], page 399.

### 3.2.34 footnote-interface

Make a footnote.

#### User settable properties:

`footnote-text` (markup)  
A footnote for the grob.

This grob interface is used in the following graphical object(s): [Section 3.1.42 \[FootnoteItem\]](#), page 322 and [Section 3.1.43 \[FootnoteSpanner\]](#), page 323.

### 3.2.35 footnote-spanner-interface

Make a footnote spanner.

#### User settable properties:

`footnote-text` (markup)  
A footnote for the grob.

#### Internal properties:

`spanner-placement` (direction)  
The place of an annotation on a spanner. LEFT is for the first spanner, and RIGHT is for the last. CENTER will place it on the broken spanner that falls closest to the center of the length of the entire spanner, although this behavior is unpredictable in situations with lots of rhythmic diversity. For predictable results, use LEFT and RIGHT.



This grob interface is used in the following graphical object(s): [Section 3.1.43 \[FootnoteSpanner\]](#), page 323.

### 3.2.36 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-custom-format** – The format string to be used label the lowest fret number, when **number-type** equals to **custom**. Default **"~a"**.
- **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**, **arabic** and **custom**. In the later case, the format string is supplied by the **fret-label-custom-format** property. 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 3.1.44 \[FretBoard\]](#), [page 324](#).

### 3.2.37 glissando-interface

A glissando.

#### Internal properties:

**glissando-index** (integer)

The index of a glissando in its note column.

This grob interface is used in the following graphical object(s): [Section 3.1.45 \[Glissando\]](#), [page 325](#).

### 3.2.38 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 3.1.46 \[GraceSpacing\]](#), [page 326](#).

**3.2.39 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?

`descendens` (boolean)  
 Is this neume of descendent type?

`ascendens` (boolean)  
 Is this neume of ascending type?

`oriscus` (boolean)  
 Is this neume an oriscus?

`quilisma` (boolean)  
 Is this neume a quilisma?

`deminutum` (boolean)  
 Is this neume deminished?

`cavum` (boolean)  
 Is this neume outlined?

`linea` (boolean)  
 Attach vertical lines to this neume?

`pes-or-flexa` (boolean)  
 Shall this neume be joined with the previous head?

`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.

`prefix-set` (number)  
 A bit mask that holds all Gregorian head prefixes, such as `\virga` or `\quilisma`.

This grob interface is used in the following graphical object(s): [Section 3.1.74 \[NoteHead\]](#), [page 349](#).

### 3.2.40 grid-line-interface

A line that is spanned between grid-points.

#### User settable properties:

**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 3.1.47 \[GridLine\]](#), [page 327](#).

### 3.2.41 grid-point-interface

A spanning point for grid lines.

This grob interface is used in the following graphical object(s): [Section 3.1.48 \[GridPoint\]](#), [page 327](#).

### 3.2.42 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 3.1.72 \[NoteCollision\]](#), [page 348](#) 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)  
An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.
- 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 287, [Section 3.1.2 \[AccidentalCautionary\]](#), page 287, [Section 3.1.3 \[AccidentalPlacement\]](#), page 288, [Section 3.1.4 \[AccidentalSuggestion\]](#), page 289, [Section 3.1.5 \[Ambitus\]](#), page 290, [Section 3.1.6 \[AmbitusAccidental\]](#), page 291, [Section 3.1.7 \[AmbitusLine\]](#), page 292, [Section 3.1.8 \[AmbitusNoteHead\]](#), page 292, [Section 3.1.9 \[Arpeggio\]](#), page 293, [Section 3.1.10 \[BalloonTextItem\]](#), page 294, [Section 3.1.11 \[BarLine\]](#), page 295, [Section 3.1.12 \[BarNumber\]](#), page 296, [Section 3.1.13 \[BassFigure\]](#), page 298, [Section 3.1.14 \[BassFigureAlignment\]](#), page 298, [Section 3.1.15 \[BassFigureAlignmentPositioning\]](#), page 298, [Section 3.1.16 \[BassFigureBracket\]](#), page 299, [Section 3.1.17 \[BassFigureContinuation\]](#), page 299, [Section 3.1.18 \[BassFigureLine\]](#), page 300, [Section 3.1.19 \[Beam\]](#), page 300, [Section 3.1.20 \[BendAfter\]](#), page 302, [Section 3.1.21 \[BreakAlignGroup\]](#), page 302, [Section 3.1.22 \[BreakAlignment\]](#), page 303, [Section 3.1.23 \[BreathingSign\]](#), page 304, [Section 3.1.24 \[ChordName\]](#), page 305, [Section 3.1.25 \[Clef\]](#), page 305, [Section 3.1.26 \[ClusterSpanner\]](#), page 307, [Section 3.1.27 \[ClusterSpannerBeacon\]](#),

page 307, Section 3.1.28 [CombineTextScript], page 307, Section 3.1.29 [CueClef], page 309, Section 3.1.30 [CueEndClef], page 310, Section 3.1.31 [Custos], page 311, Section 3.1.32 [DotColumn], page 312, Section 3.1.33 [Dots], page 313, Section 3.1.34 [DoublePercentRepeat], page 313, Section 3.1.35 [DoublePercentRepeatCounter], page 314, Section 3.1.36 [DoubleRepeatSlash], page 315, Section 3.1.37 [DynamicLineSpanner], page 316, Section 3.1.38 [DynamicText], page 317, Section 3.1.39 [DynamicTextSpanner], page 319, Section 3.1.40 [Episema], page 320, Section 3.1.41 [Fingering], page 321, Section 3.1.42 [FootnoteItem], page 322, Section 3.1.43 [FootnoteSpanner], page 323, Section 3.1.44 [FretBoard], page 324, Section 3.1.45 [Glissando], page 325, Section 3.1.46 [GraceSpacing], page 326, Section 3.1.47 [GridLine], page 327, Section 3.1.48 [GridPoint], page 327, Section 3.1.49 [Hairpin], page 328, Section 3.1.50 [HorizontalBracket], page 329, Section 3.1.51 [InstrumentName], page 330, Section 3.1.52 [InstrumentSwitch], page 331, Section 3.1.53 [KeyCancellation], page 332, Section 3.1.54 [KeySignature], page 333, Section 3.1.55 [LaissezVibrerTie], page 334, Section 3.1.56 [LaissezVibrerTieColumn], page 335, Section 3.1.57 [LedgerLineSpanner], page 335, Section 3.1.58 [LeftEdge], page 336, Section 3.1.59 [LigatureBracket], page 337, Section 3.1.60 [LyricExtender], page 338, Section 3.1.61 [LyricHyphen], page 338, Section 3.1.62 [LyricSpace], page 339, Section 3.1.63 [LyricText], page 340, Section 3.1.64 [MeasureGrouping], page 341, Section 3.1.65 [MelodyItem], page 342, Section 3.1.66 [MensuralLigature], page 342, Section 3.1.67 [MetronomeMark], page 342, Section 3.1.68 [MultiMeasureRest], page 344, Section 3.1.69 [MultiMeasureRestNumber], page 345, Section 3.1.70 [MultiMeasureRestText], page 346, Section 3.1.71 [NonMusicalPaperColumn], page 347, Section 3.1.72 [NoteCollision], page 348, Section 3.1.73 [NoteColumn], page 349, Section 3.1.74 [NoteHead], page 349, Section 3.1.75 [NoteName], page 350, Section 3.1.76 [NoteSpacing], page 350, Section 3.1.77 [OctavateEight], page 351, Section 3.1.78 [OttavaBracket], page 352, Section 3.1.79 [PaperColumn], page 353, Section 3.1.80 [ParenthesesItem], page 354, Section 3.1.81 [PercentRepeat], page 354, Section 3.1.82 [PercentRepeatCounter], page 355, Section 3.1.83 [PhrasingSlur], page 356, Section 3.1.84 [PianoPedalBracket], page 357, Section 3.1.85 [RehearsalMark], page 358, Section 3.1.86 [RepeatSlash], page 360, Section 3.1.87 [RepeatTie], page 360, Section 3.1.88 [RepeatTieColumn], page 361, Section 3.1.89 [Rest], page 362, Section 3.1.90 [RestCollision], page 362, Section 3.1.91 [Script], page 363, Section 3.1.92 [ScriptColumn], page 363, Section 3.1.93 [ScriptRow], page 364, Section 3.1.94 [Slur], page 364, Section 3.1.95 [SostenutoPedal], page 365, Section 3.1.96 [SostenutoPedalLineSpanner], page 366, Section 3.1.97 [SpacingSpanner], page 367, Section 3.1.98 [SpanBar], page 368, Section 3.1.99 [StaffGrouper], page 369, Section 3.1.100 [StaffSpacing], page 370, Section 3.1.101 [StaffSymbol], page 370, Section 3.1.102 [StanzaNumber], page 371, Section 3.1.103 [Stem], page 372, Section 3.1.104 [StemTremolo], page 373, Section 3.1.105 [StringNumber], page 374, Section 3.1.106 [StrokeFinger], page 375, Section 3.1.107 [SustainPedal], page 376, Section 3.1.108 [SustainPedalLineSpanner], page 377, Section 3.1.109 [System], page 378, Section 3.1.110 [SystemStartBar], page 379, Section 3.1.111 [SystemStartBrace], page 379, Section 3.1.112 [SystemStartBracket], page 380, Section 3.1.113 [SystemStartSquare], page 381, Section 3.1.114 [TabNoteHead], page 382, Section 3.1.115 [TextScript], page 383, Section 3.1.116 [TextSpanner], page 385, Section 3.1.117 [Tie], page 386, Section 3.1.118 [TieColumn], page 387, Section 3.1.119 [TimeSignature], page 388, Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390, Section 3.1.122 [TrillPitchHead], page 391, Section 3.1.123 [TrillSpanner], page 391, Section 3.1.124 [TupletBracket], page 392, Section 3.1.125 [TupletNumber], page 394, Section 3.1.126 [UnaCordaPedal], page 394, Section 3.1.127 [UnaCordaPedalLineSpanner], page 395, Section 3.1.128 [VaticanaLigature], page 396, Section 3.1.129 [VerticalAlignment], page 396, Section 3.1.130 [VerticalAxisGroup], page 397, Section 3.1.131 [VoiceFollower], page 398, Section 3.1.132 [VoltaBracket], page 399 and Section 3.1.133 [VoltaBracketSpanner], page 400.

### 3.2.43 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 3.1.49 \[Hairpin\]](#), [page 328](#).

### 3.2.44 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.
- `keep-alive-with` (array of grobs)  
An array of other `VerticalAxisGroups`. If any of them are alive, then we will stay alive.

This grob interface is used in the following graphical object(s): [Section 3.1.130 \[VerticalAxisGroup\]](#), [page 397](#).

### 3.2.45 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 3.1.50 \[HorizontalBracket\]](#), page 329, [Section 3.1.78 \[OttavaBracket\]](#), page 352 and [Section 3.1.132 \[VoltaBracket\]](#), page 399.

**3.2.46 inline-accidental-interface**

An inlined accidental (i.e. normal accidentals, cautionary accidentals).

This grob interface is used in the following graphical object(s): [Section 3.1.1 \[Accidental\]](#), page 287, [Section 3.1.2 \[AccidentalCautionary\]](#), page 287 and [Section 3.1.120 \[TrillPitchAccidental\]](#), page 389.

**3.2.47 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-custom-format** – The format string to be used label the lowest fret number, when **number-type** equals to `custom`. Default `"~a"`.
- **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`, `arabic` and `custom`. In the later case, the format string is supplied by the **fret-label-custom-format** property. 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.

**graphical** (boolean)

Display in graphical (vs. text) form.

**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 3.1.115 \[TextScript\]](#), [page 383](#).

### 3.2.48 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
<b>all-invisible</b>	no	no	no
<b>begin-of-line-visible</b>	no	no	yes
<b>end-of-line-visible</b>	yes	no	no
<b>all-visible</b>	yes	yes	yes
<b>begin-of-line-invisible</b>	yes	yes	no
<b>end-of-line-invisible</b>	no	yes	yes
<b>center-invisible</b>	yes	no	yes

**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 287,  *Section 3.1.2 [AccidentalCautionary]*, page 287,  *Section 3.1.3 [AccidentalPlacement]*, page 288,  *Section 3.1.4 [AccidentalSuggestion]*, page 289,  *Section 3.1.5 [Ambitus]*, page 290,  *Section 3.1.6 [AmbitusAccidental]*, page 291,  *Section 3.1.7 [AmbitusLine]*, page 292,  *Section 3.1.8 [AmbitusNoteHead]*, page 292,  *Section 3.1.9 [Arpeggio]*, page 293,  *Section 3.1.10 [BalloonTextItem]*, page 294,  *Section 3.1.11 [BarLine]*, page 295,  *Section 3.1.12 [BarNumber]*, page 296,  *Section 3.1.13 [BassFigure]*, page 298,  *Section 3.1.16 [BassFigureBracket]*, page 299,  *Section 3.1.21 [BreakAlignGroup]*, page 302,  *Section 3.1.22 [BreakAlignment]*, page 303,  *Section 3.1.23 [BreathingSign]*, page 304,  *Section 3.1.24 [ChordName]*, page 305,  *Section 3.1.25 [Clef]*, page 305,  *Section 3.1.27 [ClusterSpannerBeacon]*, page 307,  *Section 3.1.28 [CombineTextScript]*, page 307,  *Section 3.1.29 [CueClef]*, page 309,  *Section 3.1.30 [CueEndClef]*, page 310,  *Section 3.1.31 [Custos]*, page 311,  *Section 3.1.32 [DotColumn]*, page 312,  *Section 3.1.33 [Dots]*, page 313,  *Section 3.1.34 [DoublePercentRepeat]*, page 313,  *Section 3.1.35 [DoublePercentRepeatCounter]*, page 314,  *Section 3.1.36 [DoubleRepeatSlash]*, page 315,  *Section 3.1.38 [DynamicText]*, page 317,  *Section 3.1.41 [Fingering]*, page 321,  *Section 3.1.42 [FootnoteItem]*, page 322,  *Section 3.1.44 [FretBoard]*, page 324,  *Section 3.1.47 [GridLine]*, page 327,  *Section 3.1.48 [GridPoint]*, page 327,  *Section 3.1.52 [InstrumentSwitch]*, page 331,  *Section 3.1.53 [KeyCancellation]*, page 332,  *Section 3.1.54 [KeySignature]*, page 333,  *Section 3.1.55 [LaissezVibrerTie]*, page 334,  *Section 3.1.56 [LaissezVibrerTieColumn]*, page 335,  *Section 3.1.58 [LeftEdge]*, page 336,  *Section 3.1.63 [LyricText]*, page 340,  *Section 3.1.65 [MelodyItem]*, page 342,  *Section 3.1.67 [MetronomeMark]*, page 342,  *Section 3.1.71 [NonMusicalPaperColumn]*, page 347,  *Section 3.1.72 [NoteCollision]*, page 348,  *Section 3.1.73 [NoteColumn]*, page 349,  *Section 3.1.74 [NoteHead]*, page 349,  *Section 3.1.75 [NoteName]*, page 350,  *Section 3.1.76 [NoteSpacing]*, page 350,  *Section 3.1.77 [OctavateEight]*, page 351,  *Section 3.1.79 [PaperColumn]*, page 353,  *Section 3.1.80 [ParenthesesItem]*, page 354,  *Section 3.1.85 [RehearsalMark]*, page 358,  *Section 3.1.86 [RepeatSlash]*, page 360,  *Section 3.1.87 [RepeatTie]*, page 360,  *Section 3.1.88 [RepeatTieColumn]*, page 361,  *Section 3.1.89 [Rest]*, page 362,  *Section 3.1.90 [RestCollision]*, page 362,  *Section 3.1.91 [Script]*, page 363,  *Section 3.1.92 [ScriptColumn]*, page 363,  *Section 3.1.93 [ScriptRow]*, page 364,  *Section 3.1.95 [SostenutoPedal]*, page 365,  *Section 3.1.98 [SpanBar]*, page 368,  *Section 3.1.100 [StaffSpacing]*, page 370,  *Section 3.1.102 [StanzaNumber]*, page 371,  *Section 3.1.103 [Stem]*, page 372,  *Section 3.1.104 [StemTremolo]*, page 373,  *Section 3.1.105 [StringNumber]*, page 374,  *Section 3.1.106 [StrokeFinger]*, page 375,  *Section 3.1.107 [SustainPedal]*, page 376,  *Section 3.1.114 [TabNoteHead]*,

page 382, Section 3.1.115 [TextScript], page 383, Section 3.1.119 [TimeSignature], page 388, Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390, Section 3.1.122 [TrillPitchHead], page 391 and Section 3.1.126 [UnaCordaPedal], page 394.

### 3.2.49 key-cancellation-interface

A key cancellation.

This grob interface is used in the following graphical object(s): Section 3.1.53 [KeyCancellation], page 332.

### 3.2.50 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 3.1.53 [KeyCancellation], page 332 and Section 3.1.54 [KeySignature], page 333.

### 3.2.51 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 3.1.57 [LedgerLineSpanner], page 335.

### 3.2.52 ledgered-interface

Objects that need ledger lines, typically note heads. See also [Section 3.2.51 \[ledger-line-spanner-interface\]](#), page 431.

#### 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 292, [Section 3.1.74 \[NoteHead\]](#), page 349 and [Section 3.1.122 \[TrillPitchHead\]](#), page 391.

### 3.2.53 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.

### 3.2.54 ligature-interface

A ligature.

This grob interface is not used in any graphical object.

### 3.2.55 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 3.1.39 \[DynamicTextSpanner\]](#), page 319, [Section 3.1.40 \[Episema\]](#), page 320, [Section 3.1.45 \[Glissando\]](#), page 325, [Section 3.1.49 \[Hairpin\]](#), page 328, [Section 3.1.50 \[HorizontalBracket\]](#), page 329, [Section 3.1.59 \[LigatureBracket\]](#), page 337, [Section 3.1.78 \[OttavaBracket\]](#), page 352, [Section 3.1.84 \[PianoPedalBracket\]](#), page 357, [Section 3.1.116 \[TextSpanner\]](#), page 385, [Section 3.1.123 \[TrillSpanner\]](#), page 391, [Section 3.1.124 \[TupletBracket\]](#), page 392, [Section 3.1.131 \[VoiceFollower\]](#), page 398 and [Section 3.1.132 \[VoltaBracket\]](#), page 399.

### 3.2.56 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 3.1.39 \[DynamicTextSpanner\]](#), page 319, [Section 3.1.40 \[Episema\]](#), page 320, [Section 3.1.45 \[Glissando\]](#), page 325, [Section 3.1.116 \[TextSpanner\]](#), page 385, [Section 3.1.123 \[TrillSpanner\]](#), page 391 and [Section 3.1.131 \[VoiceFollower\]](#), page 398.

### 3.2.57 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 lyric extender).
- 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 3.1.60 \[LyricExtender\]](#), [page 338](#).

**3.2.58 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 3.1.61 \[LyricHyphen\]](#), [page 338](#) and [Section 3.1.62 \[LyricSpace\]](#), [page 339](#).

**3.2.59 lyric-interface**

Any object that is related to lyrics.

This grob interface is used in the following graphical object(s): [Section 3.1.60 \[LyricExtender\]](#), [page 338](#) and [Section 3.1.61 \[LyricHyphen\]](#), [page 338](#).

### 3.2.60 lyric-syllable-interface

A single piece of lyrics.

This grob interface is used in the following graphical object(s): [Section 3.1.63 \[LyricText\]](#), [page 340](#).

### 3.2.61 mark-interface

A rehearsal mark.

This grob interface is used in the following graphical object(s): [Section 3.1.85 \[RehearsalMark\]](#), [page 358](#).

### 3.2.62 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 3.1.64 \[Measure-Grouping\]](#), [page 341](#).

### 3.2.63 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 3.1.65 \[MelodyItem\]](#), [page 342](#).

### 3.2.64 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.
- `ligature-flexa` (boolean)  
request joining note to the previous one in a flexa.
- `head-width` (dimension, in staff space)  
The width of this ligature head.
- `add-join` (boolean)  
Is this ligature head-joined with the next one by a vertical line?
- `flexa-interval` (integer)  
The interval spanned by the two notes of a flexa shape (1 is a second, 7 is an octave).
- `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 3.1.66 \[MensuralLigature\]](#), page 342 and [Section 3.1.74 \[NoteHead\]](#), page 349.

**3.2.65 metronome-mark-interface**

A metronome mark.

This grob interface is used in the following graphical object(s): [Section 3.1.67 \[MetronomeMark\]](#), page 342.

**3.2.66 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 3.1.68 \[MultiMeasureRest\]](#), page 344, [Section 3.1.69 \[MultiMeasureRestNumber\]](#), page 345 and [Section 3.1.70 \[MultiMeasureRestText\]](#), page 346.

**3.2.67 multi-measure-rest-interface**

A rest that spans a whole number of measures.

**User settable properties:**

- `bound-padding` (number)  
The amount of padding to insert around spanner bounds.
- `expand-limit` (integer)  
Maximum number of measures expanded in church rests.
- `hair-thickness` (number)  
Thickness of the thin line in a bar line.
- `measure-count` (integer)  
The number of measures for a multi-measure rest.

`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.

`spacing-pair` (pair)

A pair of alignment symbols which set an object's spacing relative to its left and right `BreakAlignments`.

For example, a `MultiMeasureRest` will ignore prefatory items at its bounds (i.e., clefs, key signatures and time signatures) using the following override:

```
\override MultiMeasureRest #'spacing-pair = #'(staff-bar . staff-bar)
```

`thick-thickness` (number)

Bar line thickness, measured in `line-thickness`.

### 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 3.1.68 \[MultiMeasureRest\]](#), page 344 and [Section 3.1.81 \[PercentRepeat\]](#), page 354.

### 3.2.68 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 3.2.69 \[note-column-interface\]](#), page 438: 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 3.1.72 \[NoteCollision\]](#), page 348.

### 3.2.69 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 3.1.73 \[NoteColumn\]](#), [page 349](#).

### 3.2.70 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 292, [Section 3.1.74 \[NoteHead\]](#), page 349, [Section 3.1.114 \[TabNoteHead\]](#), page 382 and [Section 3.1.121 \[TrillPitchGroup\]](#), page 390.

**3.2.71 note-name-interface**

Note names.

This grob interface is used in the following graphical object(s): [Section 3.1.75 \[NoteName\]](#), page 350.

**3.2.72 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 3.1.76 \[NoteSpacing\]](#), page 350.

**3.2.73 only-prebreak-interface**

Kill this grob after the line breaking process.

This grob interface is not used in any graphical object.

**3.2.74 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 3.1.78 \[OttavaBracket\]](#), page 352.

**3.2.75 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 3.1.71 \[NonMusical-PaperColumn\]](#), page 347 and [Section 3.1.79 \[PaperColumn\]](#), page 353.

### 3.2.76 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 3.1.80 \[ParenthesesItem\]](#), page 354 and [Section 3.1.121 \[TrillPitchGroup\]](#), page 390.

### 3.2.77 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 3.1.34 \[DoublePercentRepeat\]](#), page 313, [Section 3.1.35 \[DoublePercentRepeatCounter\]](#), page 314, [Section 3.1.36 \[DoubleRepeatSlash\]](#), page 315, [Section 3.1.81 \[PercentRepeat\]](#), page 354, [Section 3.1.82 \[PercentRepeatCounter\]](#), page 355 and [Section 3.1.86 \[RepeatSlash\]](#), page 360.

### 3.2.78 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 3.1.34 \[DoublePercentRepeat\]](#), page 313, [Section 3.1.35 \[DoublePercentRepeatCounter\]](#), page 314, [Section 3.1.36 \[DoubleRepeatSlash\]](#), page 315 and [Section 3.1.86 \[RepeatSlash\]](#), page 360.

### 3.2.79 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 3.1.84 \[PianoPedalBracket\]](#), page 357.

**3.2.80 piano-pedal-interface**

A piano pedal sign.

This grob interface is used in the following graphical object(s): [Section 3.1.84 \[PianoPedalBracket\]](#), page 357, [Section 3.1.96 \[SostenutoPedalLineSpanner\]](#), page 366, [Section 3.1.107 \[SustainPedal\]](#), page 376, [Section 3.1.108 \[SustainPedalLineSpanner\]](#), page 377 and [Section 3.1.127 \[UnaCordaPedalLineSpanner\]](#), page 395.

**3.2.81 piano-pedal-script-interface**

A piano pedal sign, fixed size.

This grob interface is used in the following graphical object(s): [Section 3.1.95 \[SostenutoPedal\]](#), page 365, [Section 3.1.107 \[SustainPedal\]](#), page 376 and [Section 3.1.126 \[UnaCordaPedal\]](#), page 394.

**3.2.82 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 3.1.122 \[TrillPitchHead\]](#), page 391.

**3.2.83 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 3.1.90 \[RestCollision\]](#), [page 362](#).

**3.2.84 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 3.1.68 \[MultiMeasureRest\]](#), [page 344](#) and [Section 3.1.89 \[Rest\]](#), [page 362](#).

**3.2.85 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 298](#), [Section 3.1.24 \[ChordName\]](#), [page 305](#), [Section 3.1.27 \[ClusterSpannerBeacon\]](#), [page 307](#), [Section 3.1.36 \[DoubleRepeatSlash\]](#), [page 315](#), [Section 3.1.44 \[FretBoard\]](#), [page 324](#), [Section 3.1.63 \[LyricText\]](#), [page 340](#), [Section 3.1.74 \[NoteHead\]](#), [page 349](#), [Section 3.1.86 \[RepeatSlash\]](#), [page 360](#), [Section 3.1.89 \[Rest\]](#), [page 362](#) and [Section 3.1.114 \[TabNoteHead\]](#), [page 382](#).

**3.2.86 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 292, [Section 3.1.74 \[NoteHead\]](#), page 349, [Section 3.1.89 \[Rest\]](#), page 362, [Section 3.1.114 \[TabNoteHead\]](#), page 382 and [Section 3.1.122 \[TrillPitchHead\]](#), page 391.

### 3.2.87 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 3.1.92 \[ScriptColumn\]](#), page 363 and [Section 3.1.93 \[ScriptRow\]](#), page 364.

### 3.2.88 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 289, [Section 3.1.38 \[DynamicText\]](#), page 317 and [Section 3.1.91 \[Script\]](#), page 363.

### 3.2.89 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 289, [Section 3.1.12 \[BarNumber\]](#), page 296, [Section 3.1.35 \[DoublePercentRepeatCounter\]](#), page 314, [Section 3.1.38 \[DynamicText\]](#), page 317, [Section 3.1.41 \[Fingering\]](#), page 321, [Section 3.1.47 \[GridLine\]](#), page 327, [Section 3.1.49 \[Hairpin\]](#), page 328, [Section 3.1.51 \[InstrumentName\]](#), page 330, [Section 3.1.52 \[InstrumentSwitch\]](#), page 331, [Section 3.1.63 \[LyricText\]](#), page 340, [Section 3.1.67 \[MetronomeMark\]](#), page 342, [Section 3.1.69 \[MultiMeasureRestNumber\]](#), page 345, [Section 3.1.70 \[MultiMeasureRestText\]](#), page 346, [Section 3.1.77 \[OctavateEight\]](#), page 351, [Section 3.1.82 \[PercentRepeatCounter\]](#), page 355, [Section 3.1.85 \[RehearsalMark\]](#), page 358, [Section 3.1.95 \[SostenutoPedal\]](#), page 365, [Section 3.1.105 \[StringNumber\]](#), page 374, [Section 3.1.106 \[StrokeFinger\]](#), page 375, [Section 3.1.107 \[SustainPedal\]](#), page 376, [Section 3.1.115 \[TextScript\]](#), page 383 and [Section 3.1.126 \[UnaCordaPedal\]](#), page 394.

### 3.2.90 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 3.1.56 \[LaissezVibrerTieColumn\]](#), page 335 and [Section 3.1.88 \[RepeatTieColumn\]](#), page 361.

**3.2.91 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 3.1.55 \[LaissezVibrerTie\]](#), page 334 and [Section 3.1.87 \[RepeatTie\]](#), page 360.

**3.2.92 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.

**skyline-vertical-padding** (number)

The amount by which the left and right skylines of a column are padded vertically, beyond the **Y-extents** and **extra-spacing-heights** of the constituent grobs in the column. Increase this to prevent interleaving of grobs from adjacent columns.

### 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 3.1.71 \[NonMusicalPaperColumn\]](#), page 347, [Section 3.1.73 \[NoteColumn\]](#), page 349 and [Section 3.1.79 \[PaperColumn\]](#), page 353.

### 3.2.93 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 289, Section 3.1.6 [AmbitusAccidental], page 291, Section 3.1.9 [Arpeggio], page 293, Section 3.1.12 [BarNumber], page 296, Section 3.1.15 [BassFigureAlignmentPositioning], page 298, Section 3.1.28 [CombineTextScript], page 307, Section 3.1.35 [DoublePercentRepeatCounter], page 314, Section 3.1.37 [DynamicLineSpanner], page 316, Section 3.1.40 [Episema], page 320, Section 3.1.41 [Fingering], page 321, Section 3.1.50 [HorizontalBracket], page 329, Section 3.1.51 [InstrumentName], page 330, Section 3.1.52 [InstrumentSwitch], page 331, Section 3.1.64 [MeasureGrouping], page 341, Section 3.1.67 [MetronomeMark], page 342, Section 3.1.69 [MultiMeasureRestNumber], page 345, Section 3.1.70 [MultiMeasureRestText], page 346, Section 3.1.77 [OctavateEight], page 351, Section 3.1.78 [OttavaBracket], page 352, Section 3.1.82 [PercentRepeatCounter], page 355, Section 3.1.85 [RehearsalMark], page 358, Section 3.1.91 [Script], page 363, Section 3.1.96 [SostenutoPedalLineSpanner], page 366, Section 3.1.102 [StanzaNumber], page 371, Section 3.1.105 [StringNumber], page 374, Section 3.1.106 [StrokeFinger], page 375, Section 3.1.108 [SustainPedalLineSpanner], page 377, Section 3.1.110 [SystemStartBar], page 379, Section 3.1.111 [SystemStartBrace], page 379, Section 3.1.112 [SystemStartBracket], page 380, Section 3.1.113 [SystemStartSquare], page 381, Section 3.1.115 [TextScript], page 383, Section 3.1.116 [TextSpanner], page 385, Section 3.1.120 [TrillPitchAccidental], page 389, Section 3.1.121 [TrillPitchGroup], page 390, Section 3.1.123 [TrillSpanner], page 391, Section 3.1.127 [UnaCordaPedalLineSpanner], page 395, Section 3.1.132 [VoltaBracket], page 399 and Section 3.1.133 [VoltaBracketSpanner], page 400.

### 3.2.94 slur-interface

A slur. The following properties may be set in the `details` list.

#### `region-size`

Size of region (in staff spaces) for determining potential endpoints in the Y direction.

#### `head-encompass-penalty`

Demerit to apply when note heads collide with a slur.

#### `stem-encompass-penalty`

Demerit to apply when stems collide with a slur.

#### `closeness-factor`

Additional demerit used when scoring encompasses.

#### `edge-attraction-factor`

Factor used to calculate the demerit for distances between slur endpoints and their corresponding base attachments.

#### `same-slope-penalty`

Demerit for slurs with attachment points that are horizontally aligned.

#### `steeper-slope-factor`

Factor used to calculate demerit only if this slur is not broken.

#### `non-horizontal-penalty`

Demerit for slurs with attachment points that are not horizontally aligned.

#### `max-slope`

The maximum slope allowed for this slur.

#### `max-slope-factor`

Factor that calculates demerit based on the max slope.

#### `free-head-distance`

The amount of vertical free space that must exist between a slur and note heads.

**absolute-closeness-measure**

Factor to calculate demerit for variance between a note head and slur.

**extra-object-collision-penalty**

Factor to calculate demerit for extra objects that the slur encompasses, including accidentals, fingerings, and tuplet numbers.

**accidental-collision**

Factor to calculate demerit for **Accidental** objects that the slur encompasses. This property value replaces the value of **extra-object-collision-penalty**.

**extra-encompass-free-distance**

The amount of vertical free space that must exist between a slur and various objects it encompasses, including accidentals, fingerings, and tuplet numbers.

**extra-encompass-collision-distance**

This detail is currently unused.

**head-slur-distance-factor**

Factor to calculate demerit for variance between a note head and slur.

**head-slur-distance-max-ratio**

The maximum value for the ratio of distance between a note head and slur.

**free-slur-distance**

The amount of vertical free space that must exist between adjacent slurs. This subproperty only works for **PhrasingSlur**.

**edge-slope-exponent**

Factor used to calculate the demerit for the slope of a slur near its endpoints; a larger value yields a larger demerit.

**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.

This grob interface is used in the following graphical object(s): [Section 3.1.83 \[PhrasingSlur\]](#), [page 356](#) and [Section 3.1.94 \[Slur\]](#), [page 364](#).

### 3.2.95 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 3.1.71 \[NonMusical-PaperColumn\]](#), page 347 and [Section 3.1.79 \[PaperColumn\]](#), page 353.

### 3.2.96 spacing-interface

This object calculates the desired and minimum distances between two columns.

### Internal properties:

`left-items` (array of grobs)

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`right-items` (array of grobs)

DOCME

This grob interface is used in the following graphical object(s): [Section 3.1.76 \[NoteSpacing\]](#), page 350 and [Section 3.1.100 \[StaffSpacing\]](#), page 370.

### 3.2.97 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 3.1.46 \[GraceSpacing\]](#), page 326 and [Section 3.1.97 \[SpacingSpanner\]](#), page 367.

### 3.2.98 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 3.1.97 \[SpacingSpanner\]](#), [page 367](#).

### 3.2.99 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 3.1.98 \[SpanBar\]](#), [page 368](#).

### 3.2.100 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:

**normalized-endpoints** (pair)

Represents left and right placement over the total spanner, where the width of the spanner is normalized between 0 and 1.

**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 298](#), [Section 3.1.15 \[BassFigureAlignmentPositioning\]](#), [page 298](#), [Section 3.1.17 \[BassFigureContinuation\]](#), [page 299](#), [Section 3.1.18 \[BassFigureLine\]](#), [page 300](#), [Section 3.1.19 \[Beam\]](#), [page 300](#), [Section 3.1.20 \[BendAfter\]](#), [page 302](#), [Section 3.1.26 \[ClusterSpanner\]](#), [page 307](#), [Section 3.1.37 \[DynamicLineSpanner\]](#), [page 316](#), [Section 3.1.39 \[DynamicTextSpanner\]](#), [page 319](#), [Section 3.1.40 \[Episema\]](#), [page 320](#), [Section 3.1.43 \[FootnoteSpanner\]](#), [page 323](#), [Section 3.1.45 \[Glissando\]](#), [page 325](#), [Section 3.1.46 \[GraceSpacing\]](#), [page 326](#), [Section 3.1.49 \[Hairpin\]](#), [page 328](#), [Section 3.1.50 \[HorizontalBracket\]](#), [page 329](#), [Section 3.1.51 \[InstrumentName\]](#), [page 330](#), [Section 3.1.57 \[LedgerLineSpanner\]](#), [page 335](#), [Section 3.1.59 \[LigatureBracket\]](#), [page 337](#), [Section 3.1.60 \[LyricExtender\]](#), [page 338](#), [Section 3.1.61 \[LyricHyphen\]](#), [page 338](#), [Section 3.1.62 \[LyricSpace\]](#), [page 339](#), [Section 3.1.64 \[MeasureGrouping\]](#), [page 341](#), [Section 3.1.66 \[MensuralLigature\]](#), [page 342](#), [Section 3.1.68 \[MultiMeasureRest\]](#), [page 344](#), [Section 3.1.69 \[MultiMeasureRestNumber\]](#), [page 345](#), [Section 3.1.70 \[MultiMeasureRestText\]](#), [page 346](#), [Section 3.1.78 \[OttavaBracket\]](#), [page 352](#), [Section 3.1.81 \[PercentRepeat\]](#), [page 354](#), [Section 3.1.82 \[PercentRepeatCounter\]](#), [page 355](#), [Section 3.1.83 \[PhrasingSlur\]](#), [page 356](#), [Section 3.1.84 \[PianoPedalBracket\]](#), [page 357](#), [Section 3.1.94 \[Slur\]](#), [page 364](#), [Section 3.1.96 \[SostenutoPedalLineSpanner\]](#), [page 366](#), [Section 3.1.97 \[SpacingSpanner\]](#), [page 367](#), [Section 3.1.99 \[StaffGrouper\]](#), [page 369](#),

Section 3.1.101 [StaffSymbol], page 370, Section 3.1.108 [SustainPedalLineSpanner], page 377, Section 3.1.109 [System], page 378, Section 3.1.110 [SystemStartBar], page 379, Section 3.1.111 [SystemStartBrace], page 379, Section 3.1.112 [SystemStartBracket], page 380, Section 3.1.113 [SystemStartSquare], page 381, Section 3.1.116 [TextSpanner], page 385, Section 3.1.117 [Tie], page 386, Section 3.1.118 [TieColumn], page 387, Section 3.1.123 [TrillSpanner], page 391, Section 3.1.124 [TupletBracket], page 392, Section 3.1.125 [TupletNumber], page 394, Section 3.1.127 [UnaCordaPedalLineSpanner], page 395, Section 3.1.128 [VaticanaLigature], page 396, Section 3.1.129 [VerticalAlignment], page 396, Section 3.1.130 [VerticalAxisGroup], page 397, Section 3.1.131 [VoiceFollower], page 398, Section 3.1.132 [VoltaBracket], page 399 and Section 3.1.133 [VoltaBracketSpanner], page 400.

### 3.2.101 staff-grouper-interface

A grob that collects staves together.

#### User settable properties:

##### **staff-staff-spacing** (list)

When applied to a staff-group's **StaffGrouper** grob, this spacing alist controls the distance between consecutive staves within the staff-group. When applied to a staff's **VerticalAxisGroup** grob, it controls the distance between the staff and the nearest staff below it in the same system, replacing any settings inherited from the **StaffGrouper** grob of the containing staff-group, if there is one. This property remains in effect even when non-staff lines appear between staves. The alist can contain the following keys:

- **basic-distance** – the vertical distance, measured in staff-spaces, between the reference points of the two items when no collisions would result, and no stretching or compressing is in effect.
- **minimum-distance** – the smallest allowable vertical distance, measured in staff-spaces, between the reference points of the two items, when compressing is in effect.
- **padding** – the minimum required amount of unobstructed vertical whitespace between the bounding boxes (or skylines) of the two items, measured in staff-spaces.
- **stretchability** – a unitless measure of the dimension's relative propensity to stretch. If zero, the distance will not stretch (unless collisions would result).

##### **staffgroup-staff-spacing** (list)

The spacing alist controlling the distance between the last staff of the current staff-group and the staff just below it in the same system, even if one or more non-staff lines exist between the two staves. If the **staff-staff-spacing** property of the staff's **VerticalAxisGroup** grob is set, that is used instead. See **staff-staff-spacing** for a description of the alist structure.

This grob interface is used in the following graphical object(s): [Section 3.1.99 \[StaffGrouper\]](#), page 369.

### 3.2.102 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 3.1.100 \[StaffSpacing\]](#), [page 370](#).

**3.2.103 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 3.1.101 \[StaffSymbol\]](#), [page 370](#).

**3.2.104 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 292](#), [Section 3.1.9 \[Arpeggio\]](#), [page 293](#), [Section 3.1.19 \[Beam\]](#), [page 300](#), [Section 3.1.25 \[Clef\]](#), [page 305](#), [Section 3.1.29 \[CueClef\]](#), [page 309](#), [Section 3.1.30 \[CueEnd-Clef\]](#), [page 310](#), [Section 3.1.31 \[Custos\]](#), [page 311](#), [Section 3.1.33 \[Dots\]](#), [page 313](#), [Section 3.1.53 \[KeyCancellation\]](#), [page 332](#), [Section 3.1.54 \[KeySignature\]](#), [page 333](#), [Section 3.1.68 \[Multi-MeasureRest\]](#), [page 344](#), [Section 3.1.74 \[NoteHead\]](#), [page 349](#), [Section 3.1.89 \[Rest\]](#), [page 362](#), [Section 3.1.114 \[TabNoteHead\]](#), [page 382](#) and [Section 3.1.122 \[TrillPitchHead\]](#), [page 391](#).

### 3.2.105 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 3.1.102 \[StanzaNumber\]](#), page 371.

### 3.2.106 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 3.1.103 \[Stem\]](#), [page 372](#).

**3.2.107 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 3.1.104 \[StemTremolo\]](#), [page 373](#).

**3.2.108 string-number-interface**

A string number instruction.

This grob interface is used in the following graphical object(s): [Section 3.1.105 \[StringNumber\]](#), [page 374](#).



### 3.2.109 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 3.1.106 \[StrokeFinger\]](#), [page 375](#).

### 3.2.110 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.

This grob interface is used in the following graphical object(s): [Section 3.1.109 \[System\]](#), [page 378](#).

### 3.2.111 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 3.1.110 \[SystemStartBar\]](#), page 379, [Section 3.1.111 \[SystemStartBrace\]](#), page 379, [Section 3.1.112 \[SystemStartBracket\]](#), page 380 and [Section 3.1.113 \[SystemStartSquare\]](#), page 381.

**3.2.112 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 3.1.51 \[InstrumentName\]](#), page 330.

**3.2.113 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.

**Internal properties:**

- `display-cautionary` (boolean)  
Should the grob be displayed as a cautionary grob?
- `span-start` (boolean)  
Is the note head at the start of a spanner?

This grob interface is used in the following graphical object(s): [Section 3.1.114 \[TabNoteHead\]](#), page 382.

### 3.2.114 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 294, [Section 3.1.12 \[BarNumber\]](#), page 296, [Section 3.1.13 \[BassFigure\]](#), page 298, [Section 3.1.23 \[BreathingSign\]](#), page 304, [Section 3.1.24 \[ChordName\]](#), page 305, [Section 3.1.28 \[CombineTextScript\]](#), page 307, [Section 3.1.35 \[DoublePercentRepeatCounter\]](#), page 314, [Section 3.1.38 \[DynamicText\]](#), page 317, [Section 3.1.39 \[DynamicTextSpanner\]](#), page 319, [Section 3.1.41 \[Fingering\]](#), page 321, [Section 3.1.42 \[FootnoteItem\]](#), page 322, [Section 3.1.43 \[FootnoteSpanner\]](#), page 323, [Section 3.1.52 \[InstrumentSwitch\]](#), page 331, [Section 3.1.63 \[LyricText\]](#), page 340, [Section 3.1.67 \[MetronomeMark\]](#), page 342, [Section 3.1.69 \[MultiMeasureRestNumber\]](#), page 345, [Section 3.1.70 \[MultiMeasureRestText\]](#), page 346, [Section 3.1.75 \[NoteName\]](#), page 350, [Section 3.1.77 \[OctavateEight\]](#), page 351, [Section 3.1.78 \[OttavaBracket\]](#), page 352, [Section 3.1.82 \[PercentRepeatCounter\]](#), page 355, [Section 3.1.85 \[RehearsalMark\]](#), page 358, [Section 3.1.95 \[SostenutoPedal\]](#), page 365, [Section 3.1.102 \[StanzaNumber\]](#), page 371, [Section 3.1.105 \[StringNumber\]](#), page 374, [Section 3.1.106 \[StrokeFinger\]](#), page 375, [Section 3.1.107 \[SustainPedal\]](#), page 376, [Section 3.1.114 \[TabNote-Head\]](#), page 382, [Section 3.1.115 \[TextScript\]](#), page 383, [Section 3.1.125 \[TupletNumber\]](#), page 394, [Section 3.1.126 \[UnaCordaPedal\]](#), page 394 and [Section 3.1.132 \[VoltaBracket\]](#), page 399.

### 3.2.115 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 307, [Section 3.1.41 \[Fingering\]](#), page 321, [Section 3.1.105 \[StringNumber\]](#), page 374, [Section 3.1.106 \[StrokeFinger\]](#), page 375 and [Section 3.1.115 \[TextScript\]](#), page 383.

### 3.2.116 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 3.1.118 \[TieColumn\]](#), page 387.

### 3.2.117 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**.

This grob interface is used in the following graphical object(s): [Section 3.1.117 \[Tie\]](#), page 386.

### 3.2.118 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 3.1.119 \[TimeSignature\]](#), page 388.

### 3.2.119 trill-pitch-accidental-interface

An accidental for trill pitch.

This grob interface is used in the following graphical object(s): [Section 3.1.120 \[TrillPitchAccidental\]](#), page 389.

### 3.2.120 trill-spanner-interface

A trill spanner.

This grob interface is used in the following graphical object(s): [Section 3.1.123 \[TrillSpanner\]](#), page 391.

### 3.2.121 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 3.1.59 \[LigatureBracket\]](#), page 337 and [Section 3.1.124 \[TupletBracket\]](#), page 392.

### 3.2.122 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 3.1.125 \[TupletNumber\]](#), page 394.

**3.2.123 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 300 and [Section 3.1.45 \[Glissando\]](#), page 325.

**3.2.124 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 3.1.74 \[NoteHead\]](#), page 349 and [Section 3.1.128 \[VaticanaLigature\]](#), page 396.

**3.2.125 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 3.1.132 \[VoltaBracket\]](#), [page 399](#).

**3.2.126 volta-interface**

A volta repeat.

This grob interface is used in the following graphical object(s): [Section 3.1.132 \[VoltaBracket\]](#), [page 399](#) and [Section 3.1.133 \[VoltaBracketSpanner\]](#), [page 400](#).

**3.3 User backend properties**

- add-stem-support** (boolean)  
If set, the **Stem** object is included in this script's support.
- 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.
- annotation-balloon** (boolean)  
Print the balloon around an annotation.
- annotation-line** (boolean)  
Print the line from an annotation to the grob that it annotates.
- 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.

**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.

**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.
- collision-interfaces** (list)  
A list of interfaces for which automatic beam-collision resolution is run.
- collision-voice-only** (boolean)  
Does automatic beam collision apply only to the voice in which the beam was created?
- 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-staff-staff-spacing** (list)  
The settings to use for **staff-staff-spacing** when it is unset, for ungrouped staves and for grouped staves that do not have the relevant **StaffGrouper** property set (**staff-staff-spacing** or **staffgroup-staff-spacing**).
- 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.

**footnote-text** (markup)

A footnote for the grob.

**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-custom-format** – The format string to be used label the lowest fret number, when **number-type** equals to **custom**. Default **"~a"**.
- **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**, **arabic** and **custom**. In the later case, the format string is supplied by the **fret-label-custom-format** property. 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.

**graphical** (boolean)

Display in graphical (vs. text) form.

**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.
- 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)  
An integer which determines the order of printing objects. Objects with the lowest value of layer are drawn first, then objects with progressively higher values are drawn, so objects with higher values overwrite objects with lower values. By default most objects are assigned a layer value of 1.
- 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 lyric extender).

**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).
- 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-break-align-symbols** (list)  
A list of symbols that determine which NON-break-aligned interfaces to align this to.
- non-default** (boolean)  
Set for manually specified clefs.
- non-musical** (boolean)  
True if the grob belongs to a **NonMusicalPaperColumn**.
- nonstaff-nonstaff-spacing** (list)  
The spacing alist controlling the distance between the current non-staff line and the next non-staff line in the direction of **staff-affinity**, if both are on the same side of the related staff, and **staff-affinity** is either UP or DOWN. See **staff-staff-spacing** for a description of the alist structure.
- nonstaff-relatedstaff-spacing** (list)  
The spacing alist controlling the distance between the current non-staff line and the nearest staff in the direction of **staff-affinity**, if there are no non-staff lines between the two, and **staff-affinity** is either UP or DOWN. If **staff-affinity** is CENTER, then **nonstaff-relatedstaff-spacing** is used for the nearest staves on *both* sides, even if other non-staff lines appear between the current one and either of the staves. See **staff-staff-spacing** for a description of the alist structure.

**nonstaff-unrelatedstaff-spacing** (list)

The spacing alist controlling the distance between the current non-staff line and the nearest staff in the opposite direction from **staff-affinity**, if there are no other non-staff lines between the two, and **staff-affinity** is either UP or DOWN. See **staff-staff-spacing** for a description of the alist structure.

**normalized-endpoints** (pair)

Represents left and right placement over the total spanner, where the width of the spanner is normalized between 0 and 1.

**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.

**skyline-vertical-padding** (number)

The amount by which the left and right skylines of a column are padded vertically, beyond the **Y-extents** and **extra-spacing-heights** of the constituent grobs in the column. Increase this to prevent interleaving of grobs from adjacent columns.

**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\*](#).

**spacing-pair** (pair)

A pair of alignment symbols which set an object’s spacing relative to its left and right **BreakAlignments**.

For example, a **MultiMeasureRest** will ignore prefatory items at its bounds (i.e., clefs, key signatures and time signatures) using the following override:

```
\override MultiMeasureRest #'spacing-pair = #'(staff-bar . staff-bar)
```

**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 use for spacing the current non-staff line. Choices are UP, DOWN, and CENTER. If CENTER, the non-staff line will be placed equidistant between the two nearest staves on either side, unless collisions or other spacing constraints

prevent this. Setting **staff-affinity** for a staff causes it to be treated as a non-staff line. Setting **staff-affinity** to **#f** causes a non-staff line to be treated as a staff.

**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**.

**staff-staff-spacing** (list)

When applied to a staff-group's **StaffGrouper** grob, this spacing alist controls the distance between consecutive staves within the staff-group. When applied to a staff's **VerticalAxisGroup** grob, it controls the distance between the staff and the nearest staff below it in the same system, replacing any settings inherited from the **StaffGrouper** grob of the containing staff-group, if there is one. This property remains in effect even when non-staff lines appear between staves. The alist can contain the following keys:

- **basic-distance** – the vertical distance, measured in staff-spaces, between the reference points of the two items when no collisions would result, and no stretching or compressing is in effect.
- **minimum-distance** – the smallest allowable vertical distance, measured in staff-spaces, between the reference points of the two items, when compressing is in effect.
- **padding** – the minimum required amount of unobstructed vertical whitespace between the bounding boxes (or skylines) of the two items, measured in staff-spaces.
- **stretchability** – a unitless measure of the dimension's relative propensity to stretch. If zero, the distance will not stretch (unless collisions would result).

**staffgroup-staff-spacing** (list)

The spacing alist controlling the distance between the last staff of the current staff-group and the staff just below it in the same system, even if one or more non-staff lines exist between the two staves. If the **staff-staff-spacing** property of the staff's **VerticalAxisGroup** grob is set, that is used instead. See **staff-staff-spacing** for a description of the alist structure.

**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.
- covered-grobs** (array of grobs)  
Grobs that could potentially collide with a beam.
- 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.
- display-cautionary** (boolean)  
Should the grob be displayed as a cautionary grob?
- 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-interval** (integer)  
The interval spanned by the two notes of a flexa shape (1 is a second, 7 is an octave).
- 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.
- glissando-index** (integer)  
The index of a glissando in its note column.
- 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.
- keep-alive-with** (array of grobs)  
An array of other **VerticalAxisGroups**. If any of them are alive, then we will stay alive.
- 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.
- ligature-flexa** (boolean)  
request joining note to the previous one in a flexa.
- 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.
- quantize-position** (boolean)  
If set, a vertical alignment is aligned to be within staff spaces.
- quantized-positions** (pair of numbers)  
The beam positions after quantizing.
- 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.
- slur** (graphical (layout) object)  
A pointer to a **Slur** object.
- spacing** (graphical (layout) object)  
The spacing spanner governing this section.
- spacing-wishes** (array of grobs)  
An array of note spacing or staff spacing objects.

- span-start** (boolean)  
Is the note head at the start of a spanner?
- spanner-placement** (direction)  
The place of an annotation on a spanner. **LEFT** is for the first spanner, and **RIGHT** is for the last. **CENTER** will place it on the broken spanner that falls closest to the center of the length of the entire spanner, although this behavior is unpredictable in situations with lots of rhythmic diversity. For predictable results, use **LEFT** and **RIGHT**.
- 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.
- strophæ** (boolean)  
Is this neume a strophæ?
- 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-score-count** [Function]  
 count number of beam scores.
- 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-book-parts** *book* [Function]  
 Return book parts in *book*.
- ly:book-header** *book* [Function]  
 Return header in *book*.
- ly:book-paper** *book* [Function]  
 Return paper in *book*.
- 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:book-scores** *book* [Function]  
 Return scores in *book*.
- ly:box?** *x* [Function]  
 Is *x* a Box object?
- ly:bp** *num* [Function]  
*num* bigpoints (1/72th inch).
- ly:bracket** *a iv t p* [Function]  
 Make a bracket in direction *a*. The extent of the bracket is given by *iv*. The wings protrude by an amount of *p*, which may be negative. The thickness is given by *t*.
- ly:broadcast** *disp ev* [Function]  
 Send the stream event *ev* to the dispatcher *disp*.
- ly:camel-case->lisp-identifier** *name-sym* [Function]  
 Convert FooBar\_Bla to foo-bar-bla style symbol.
- ly:chain-assoc-get** *key achain default-value strict-checking* [Function]  
 Return value for *key* from a list of alists *achain*. If no entry is found, return *default-value* or **#f** if *default-value* is not specified. With *strict-checking* set to **#t**, a programming\_error is output in such cases.
- ly:cm** *num* [Function]  
*num* 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 *be\_verbose\_global* set?
- ly:connect-dispatchers** *to from* [Function]  
 Make the dispatcher *to* listen to events from *from*.
- ly:context?** *x* [Function]  
 Is *x* a Context object?
- ly:context-current-moment** *context* [Function]  
 Return the current moment of *context*.
- ly:context-event-source** *context* [Function]  
 Return event-source of context *context*.
- ly:context-events-below** *context* [Function]  
 Return a **stream-distributor** that distributes all events from *context* and all its sub-contexts.



<b>ly:context-find</b> <i>context name</i>	[Function]
Find a parent of <i>context</i> that has name or alias <i>name</i> . Return <b>#f</b> if not found.	
<b>ly:context-grob-definition</b> <i>context name</i>	[Function]
Return the definition of <i>name</i> (a symbol) within <i>context</i> as an alist.	
<b>ly:context-id</b> <i>context</i>	[Function]
Return the ID string of <i>context</i> , i.e., for <code>\context Voice = "one"</code> ... return the string <code>one</code> .	
<b>ly:context-name</b> <i>context</i>	[Function]
Return the name of <i>context</i> , i.e., for <code>\context Voice = "one"</code> ... return the symbol <code>Voice</code> .	
<b>ly:context-now</b> <i>context</i>	[Function]
Return <code>now-moment</code> of context <i>context</i> .	
<b>ly:context-parent</b> <i>context</i>	[Function]
Return the parent of <i>context</i> , <b>#f</b> if none.	
<b>ly:context-property</b> <i>context sym def</i>	[Function]
Return the value for property <i>sym</i> in <i>context</i> . If <i>def</i> is given, and property value is '(), return <i>def</i> .	
<b>ly:context-property-where-defined</b> <i>context name</i>	[Function]
Return the context above <i>context</i> where <i>name</i> is defined.	
<b>ly:context-pushpop-property</b> <i>context grob eltpop val</i>	[Function]
Do a single <code>\override</code> or <code>\revert</code> operation in <i>context</i> . The grob definition <i>grob</i> is extended with <i>eltpop</i> (if <i>val</i> is specified) or reverted (if unspecified).	
<b>ly:context-set-property!</b> <i>context name val</i>	[Function]
Set value of property <i>name</i> in context <i>context</i> to <i>val</i> .	
<b>ly:context-unset-property</b> <i>context name</i>	[Function]
Unset value of property <i>name</i> in context <i>context</i> .	
<b>ly:default-scale</b>	[Function]
Get the global default scale.	
<b>ly:dimension?</b> <i>d</i>	[Function]
Return <i>d</i> as a number. Used to distinguish length variables from normal numbers.	
<b>ly:dir?</b> <i>s</i>	[Function]
Is <i>s</i> 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.	
<b>ly:dispatcher?</b> <i>x</i>	[Function]
Is <i>x</i> a Dispatcher object?	
<b>ly:duration?</b> <i>x</i>	[Function]
Is <i>x</i> a Duration object?	
<b>ly:duration&lt;?</b> <i>p1 p2</i>	[Function]
Is <i>p1</i> shorter than <i>p2</i> ?	
<b>ly:duration-&gt;string</b> <i>dur</i>	[Function]
Convert <i>dur</i> to a string.	

<b>ly:duration-dot-count</b> <i>dur</i>	[Function]
Extract the dot count from <i>dur</i> .	
<b>ly:duration-factor</b> <i>dur</i>	[Function]
Extract the compression factor from <i>dur</i> . Return it as a pair.	
<b>ly:duration-length</b> <i>dur</i>	[Function]
The length of the duration as a <b>moment</b> .	
<b>ly:duration-log</b> <i>dur</i>	[Function]
Extract the duration log from <i>dur</i> .	
<b>ly:effective-prefix</b>	[Function]
Return effective prefix.	
<b>ly:encode-string-for-pdf</b> <i>str</i>	[Function]
Encode the given string to either Latin1 (which is a subset of the PDFDocEncoding) or if that's not possible to full UTF-16BE with Byte-Order-Mark (BOM).	
<b>ly:engraver-announce-end-grob</b> <i>engraver grob cause</i>	[Function]
Announce the end of a grob (i.e., the end of a spanner) originating from given <i>engraver</i> instance, with <i>grob</i> being a grob. <i>cause</i> should either be another grob or a music event.	
<b>ly:engraver-make-grob</b> <i>engraver grob-name cause</i>	[Function]
Create a grob originating from given <i>engraver</i> instance, with given <i>grob-name</i> , a symbol. <i>cause</i> should either be another grob or a music event.	
<b>ly:error</b> <i>str rest</i>	[Function]
A Scheme callable function to issue the error <i>str</i> . The error is formatted with <b>format</b> and <i>rest</i> .	
<b>ly:eval-simple-closure</b> <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.	
<b>ly:event-deep-copy</b> <i>m</i>	[Function]
Copy <i>m</i> and all sub expressions of <i>m</i> .	
<b>ly:event-property</b> <i>sev sym</i>	[Function]
Get the property <i>sym</i> of stream event <i>mus</i> . If <i>sym</i> is undefined, return '().	
<b>ly:event-set-property!</b> <i>ev sym val</i>	[Function]
Set property <i>sym</i> in event <i>ev</i> to <i>val</i> .	
<b>ly:expand-environment</b> <i>str</i>	[Function]
Expand \$VAR and \${VAR} in <i>str</i> .	
<b>ly:export</b> <i>arg</i>	[Function]
Export a Scheme object to the parser so it is treated as an identifier.	
<b>ly:find-file</b> <i>name</i>	[Function]
Return the absolute file name of <i>name</i> , or #f if not found.	
<b>ly:font-config-add-directory</b> <i>dir</i>	[Function]
Add directory <i>dir</i> to FontConfig.	
<b>ly:font-config-add-font</b> <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** *name* [Function]  
Get the file for font *name*.
- ly:font-design-size** *font* [Function]  
Given the font metric *font*, return the design size, relative to the current output-scale.
- ly:font-file-name** *font* [Function]  
Given the font metric *font*, 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.

<b>ly:get-all-function-documentation</b>	[Function]
Get a hash table with all LilyPond Scheme extension functions.	
<b>ly:get-all-translators</b>	[Function]
Return a list of all translator objects that may be instantiated.	
<b>ly:get-context-mods</b> <i>contextmod</i>	[Function]
Returns the list of context modifications stored in <i>contextmod</i> .	
<b>ly:get-listened-event-classes</b>	[Function]
Return a list of all event classes that some translator listens to.	
<b>ly:get-option</b> <i>var</i>	[Function]
Get a global option setting.	
<b>ly:gettext</b> <i>original</i>	[Function]
A Scheme wrapper function for <b>gettext</b> .	
<b>ly:grob?</b> <i>x</i>	[Function]
Is <i>x</i> a Grob object?	
<b>ly:grob-alist-chain</b> <i>grob global</i>	[Function]
Get an alist chain for grob <i>grob</i> , with <i>global</i> as the global default. If unspecified, <b>font-defaults</b> from the layout block is taken.	
<b>ly:grob-array?</b> <i>x</i>	[Function]
Is <i>x</i> a Grob_array object?	
<b>ly:grob-array-&gt;list</b> <i>grob-arr</i>	[Function]
Return the elements of <i>grob-arr</i> as a Scheme list.	
<b>ly:grob-array-length</b> <i>grob-arr</i>	[Function]
Return the length of <i>grob-arr</i> .	
<b>ly:grob-array-ref</b> <i>grob-arr index</i>	[Function]
Retrieve the <i>index</i> th element of <i>grob-arr</i> .	
<b>ly:grob-basic-properties</b> <i>grob</i>	[Function]
Get the immutable properties of <i>grob</i> .	
<b>ly:grob-chain-callback</b> <i>grob proc sym</i>	[Function]
Find the callback that is stored as property <i>sym</i> of grob <i>grob</i> and chain <i>proc</i> to the head of this, meaning that it is called using <i>grob</i> and the previous callback's result.	
<b>ly:grob-common-refpoint</b> <i>grob other axis</i>	[Function]
Find the common refpoint of <i>grob</i> and <i>other</i> for <i>axis</i> .	
<b>ly:grob-common-refpoint-of-array</b> <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> .	
<b>ly:grob-default-font</b> <i>grob</i>	[Function]
Return the default font for grob <i>grob</i> .	
<b>ly:grob-extent</b> <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> .	
<b>ly:grob-interfaces</b> <i>grob</i>	[Function]
Return the interfaces list of grob <i>grob</i> .	

- ly:grob-layout** *grob* [Function]  
Get \layout definition from grob *grob*.
- ly:grob-object** *grob sym* [Function]  
Return the value of a pointer in grob *grob* of property *sym*. It returns '() (end-of-list) if *sym* is undefined in *grob*.
- ly:grob-original** *grob* [Function]  
Return the unbroken original grob of *grob*.
- ly:grob-parent** *grob axis* [Function]  
Get the parent of *grob*. *axis* is 0 for the X-axis, 1 for the Y-axis.
- ly:grob-pq<?** *a b* [Function]  
Compare two grob priority queue entries. This is an internal function.
- ly:grob-properties** *grob* [Function]  
Get the mutable properties of *grob*.
- 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 *grob* on axis *a* over distance *d*.

- ly:gulp-file** *name size* [Function]  
Read *size* characters from the file *name*, and return its contents in a string. If *size* is undefined, the entire file is read. 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 *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 it.
- 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?



<code>ly:moment&lt;? a b</code>	[Function]
Compare two moments.	
<code>ly:moment-add a b</code>	[Function]
Add two moments.	
<code>ly:moment-div a b</code>	[Function]
Divide two moments.	
<code>ly:moment-grace-denominator mom</code>	[Function]
Extract denominator from grace timing.	
<code>ly:moment-grace-numerator mom</code>	[Function]
Extract numerator from grace timing.	
<code>ly:moment-main-denominator mom</code>	[Function]
Extract denominator from main timing.	
<code>ly:moment-main-numerator mom</code>	[Function]
Extract numerator from main timing.	
<code>ly:moment-mod a b</code>	[Function]
Modulo of two moments.	
<code>ly:moment-mul a b</code>	[Function]
Multiply two moments.	
<code>ly:moment-sub a b</code>	[Function]
Subtract two moments.	
<code>ly:music? obj</code>	[Function]
Is <i>obj</i> a music object?	
<code>ly:music-compress m factor</code>	[Function]
Compress music object <i>m</i> by moment <i>factor</i> .	
<code>ly:music-deep-copy m</code>	[Function]
Copy <i>m</i> and all sub expressions of <i>m</i> .	
<code>ly:music-duration-compress mus fact</code>	[Function]
Compress <i>mus</i> by factor <i>fact</i> , which is a <b>Moment</b> .	
<code>ly:music-duration-length mus</code>	[Function]
Extract the duration field from <i>mus</i> and return the length.	
<code>ly:music-function? x</code>	[Function]
Is <i>x</i> a <b>music-function</b> ?	
<code>ly:music-function-extract x</code>	[Function]
Return the Scheme function inside <i>x</i> .	
<code>ly:music-length mus</code>	[Function]
Get the length of music expression <i>mus</i> and return it as a <b>Moment</b> object.	
<code>ly:music-list? lst</code>	[Function]
Is <i>lst</i> a list of music objects?	

- ly:music-mutable-properties** *mus* [Function]  
Return an alist containing the mutable properties of *mus*. The immutable properties are not available, since they are constant and initialized by the **make-music** function.
- ly:music-output?** *x* [Function]  
Is *x* a **Music\_output** object?
- ly:music-property** *mus sym val* [Function]  
Return the value for property *sym* of music expression *mus*. If no value is found, return *val* or '() if *val* is not specified.
- ly:music-set-property!** *mus sym val* [Function]  
Set property *sym* in music expression *mus* to *val*.
- ly:music-transpose** *m p* [Function]  
Transpose *m* such that central C is mapped to *p*. Return *m*.
- ly:note-column-accidentals** *note-column* [Function]  
Return the **AccidentalPlacement** grob from *note-column* if any, or **SCM\_EOL** otherwise.
- ly:note-column-dot-column** *note-column* [Function]  
Return the **DotColumn** grob from *note-column* if any, or **SCM\_EOL** otherwise.
- ly:note-head::stem-attachment** *font-metric glyph-name* [Function]  
Get attachment in *font-metric* for attaching a stem to notehead *glyph-name*.
- ly:number->string** *s* [Function]  
Convert *s* to a string without generating many decimals.
- ly:optimal-breaking** *pb* [Function]  
Optimally break (pages and lines) the **Paper\_book** object *pb* to minimize badness in both vertical and horizontal spacing.
- ly:option-usage** [Function]  
Print **ly:set-option** usage.
- ly:otf->cff** *otf-file-name* [Function]  
Convert the contents of an OTF file to a CFF file, returning it as a string.
- ly:otf-font?** *font* [Function]  
Is *font* an OpenType font?
- ly:otf-font-glyph-info** *font glyph* [Function]  
Given the font metric *font* of an OpenType font, return the information about named glyph *glyph* (a string).
- ly:otf-font-table-data** *font tag* [Function]  
Extract a table *tag* from *font*. Return empty string for non-existent *tag*.
- ly:otf-glyph-count** *font* [Function]  
Return the number of glyphs in *font*.
- ly:otf-glyph-list** *font* [Function]  
Return a list of glyph names for *font*.
- ly:output-def?** *def* [Function]  
Is *def* an output definition?

<code>ly:output-def-clone</code> <i>def</i>	[Function]
Clone output definition <i>def</i> .	
<code>ly:output-def-lookup</code> <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.	
<code>ly:output-def-parent</code> <i>def</i>	[Function]
Return the parent output definition of <i>def</i> .	
<code>ly:output-def-scope</code> <i>def</i>	[Function]
Return the variable scope inside <i>def</i> .	
<code>ly:output-def-set-variable!</code> <i>def sym val</i>	[Function]
Set an output definition <i>def</i> variable <i>sym</i> to <i>val</i> .	
<code>ly:output-description</code> <i>output-def</i>	[Function]
Return the description of translators in <i>output-def</i> .	
<code>ly:output-formats</code>	[Function]
Formats passed to <code>--format</code> as a list of strings, used for the output.	
<code>ly:outputter-close</code> <i>outputter</i>	[Function]
Close port of <i>outputter</i> .	
<code>ly:outputter-dump-stencil</code> <i>outputter stencil</i>	[Function]
Dump stencil <i>expr</i> onto <i>outputter</i> .	
<code>ly:outputter-dump-string</code> <i>outputter str</i>	[Function]
Dump <i>str</i> onto <i>outputter</i> .	
<code>ly:outputter-module</code> <i>outputter</i>	[Function]
Return output module of <i>outputter</i> .	
<code>ly:outputter-output-scheme</code> <i>outputter expr</i>	[Function]
Eval <i>expr</i> in module of <i>outputter</i> .	
<code>ly:outputter-port</code> <i>outputter</i>	[Function]
Return output port for <i>outputter</i> .	
<code>ly:page-marker?</code> <i>x</i>	[Function]
Is <i>x</i> a <code>Page_marker</code> object?	
<code>ly:page-turn-breaking</code> <i>pb</i>	[Function]
Optimally break (pages and lines) the <code>Paper_book</code> object <i>pb</i> such that page turns only happen in specified places, returning its pages.	
<code>ly:pango-font?</code> <i>f</i>	[Function]
Is <i>f</i> a pango font?	
<code>ly:pango-font-physical-fonts</code> <i>f</i>	[Function]
Return alist of (ps-name file-name font-index) lists for Pango font <i>f</i> .	
<code>ly:paper-book?</code> <i>x</i>	[Function]
Is <i>x</i> a <code>Paper_book</code> object?	
<code>ly:paper-book-header</code> <i>pb</i>	[Function]
Return the header definition ( <code>\header</code> ) in <code>Paper_book</code> object <i>pb</i> .	

<code>ly:paper-book-pages</code> <i>pb</i>	[Function]
Return pages in <code>Paper_book</code> object <i>pb</i> .	
<code>ly:paper-book-paper</code> <i>pb</i>	[Function]
Return the paper output definition ( <code>\paper</code> ) in <code>Paper_book</code> object <i>pb</i> .	
<code>ly:paper-book-performances</code> <i>pb</i>	[Function]
Return performances in <code>Paper_book</code> object <i>pb</i> .	
<code>ly:paper-book-scopes</code> <i>pb</i>	[Function]
Return scopes in <code>Paper_book</code> 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-include-string</code> <i>parser-smob ly-code</i>	[Function]
Include the string <i>ly-code</i> into the input stream for <i>parser-smob</i> .	

<b>ly:parser-lexer</b> <i>parser-smob</i>	[Function]
Return the lexer for <i>parser-smob</i> .	
<b>ly:parser-lookup</b> <i>parser-smob symbol</i>	[Function]
Look up <i>symbol</i> in <i>parser-smob</i> 's module. Return '() if not defined.	
<b>ly:parser-output-name</b> <i>parser</i>	[Function]
Return the base name of the output file.	
<b>ly:parser-parse-string</b> <i>parser-smob ly-code</i>	[Function]
Parse the string <i>ly-code</i> with <i>parser-smob</i> . Upon failure, throw <b>ly-file-failed</b> key.	
<b>ly:parser-set-note-names</b> <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.	
<b>ly:parser-set-repetition-function</b> <i>parser fun</i>	[Function]
Replace the current repetition function in <i>parser</i> . <i>fun</i> is the new repetition function.	
<b>ly:parser-set-repetition-symbol</b> <i>parser sym</i>	[Function]
Replace the current repetition symbol in <i>parser</i> . <i>sym</i> is the new repetition symbol.	
<b>ly:performance-write</b> <i>performance filename</i>	[Function]
Write <i>performance</i> to <i>filename</i> .	
<b>ly:pfb-&gt;pfa</b> <i>pfb-file-name</i>	[Function]
Convert the contents of a Type 1 font in PFB format to PFA format.	
<b>ly:pitch?</b> <i>x</i>	[Function]
Is <i>x</i> a Pitch object?	
<b>ly:pitch&lt;?</b> <i>p1 p2</i>	[Function]
Is <i>p1</i> lexicographically smaller than <i>p2</i> ?	
<b>ly:pitch-alteration</b> <i>pp</i>	[Function]
Extract the alteration from pitch <i>pp</i> .	
<b>ly:pitch-diff</b> <i>pitch root</i>	[Function]
Return pitch <i>delta</i> such that <i>pitch</i> transposed by <i>delta</i> equals <i>root</i> .	
<b>ly:pitch-negate</b> <i>p</i>	[Function]
Negate <i>p</i> .	
<b>ly:pitch-notename</b> <i>pp</i>	[Function]
Extract the note name from pitch <i>pp</i> .	
<b>ly:pitch-octave</b> <i>pp</i>	[Function]
Extract the octave from pitch <i>pp</i> .	
<b>ly:pitch-quartertones</b> <i>pp</i>	[Function]
Calculate the number of quarter tones of <i>pp</i> from middle C.	
<b>ly:pitch-semitones</b> <i>pp</i>	[Function]
Calculate the number of semitones of <i>pp</i> from middle C.	
<b>ly:pitch-steps</b> <i>p</i>	[Function]
Number of steps counted from middle C of the pitch <i>p</i> .	

<b>ly:pitch-transpose</b> <i>p delta</i>	[Function]
Transpose <i>p</i> by the amount <i>delta</i> , where <i>delta</i> is relative to middle C.	
<b>ly:pointer-group-interface::add-grob</b> <i>grob sym grob-element</i>	[Function]
Add <i>grob-element</i> to <i>grob</i> 's <i>sym</i> grob array.	
<b>ly:position-on-line?</b> <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).	
<b>ly:prob?</b> <i>x</i>	[Function]
Is <i>x</i> a Prob object?	
<b>ly:prob-immutable-properties</b> <i>prob</i>	[Function]
Retrieve an alist of immutable properties.	
<b>ly:prob-mutable-properties</b> <i>prob</i>	[Function]
Retrieve an alist of mutable properties.	
<b>ly:prob-property</b> <i>prob sym val</i>	[Function]
Return the value for property <i>sym</i> of Prob object <i>prob</i> . If no value is found, return <i>val</i> or '() if <i>val</i> is not specified.	
<b>ly:prob-property?</b> <i>obj sym</i>	[Function]
Is boolean prop <i>sym</i> of <i>sym</i> set?	
<b>ly:prob-set-property!</b> <i>obj sym value</i>	[Function]
Set property <i>sym</i> of <i>obj</i> to <i>value</i> .	
<b>ly:prob-type?</b> <i>obj type</i>	[Function]
Is <i>obj</i> the specified prob-type?	
<b>ly:programming-error</b> <i>str rest</i>	[Function]
A Scheme callable function to issue the internal warning <i>str</i> . The message is formatted with <b>format</b> and <i>rest</i> .	
<b>ly:progress</b> <i>str rest</i>	[Function]
A Scheme callable function to print progress <i>str</i> . The message is formatted with <b>format</b> and <i>rest</i> .	
<b>ly:property-lookup-stats</b> <i>sym</i>	[Function]
Return hash table with a property access corresponding to <i>sym</i> . Choices are <b>prob</b> , <b>grob</b> , and <b>context</b> .	
<b>ly:protects</b>	[Function]
Return hash of protected objects.	
<b>ly:pt</b> <i>num</i>	[Function]
<i>num</i> printer points.	
<b>ly:register-stencil-expression</b> <i>symbol</i>	[Function]
Add <i>symbol</i> as head of a stencil expression.	
<b>ly:relative-group-extent</b> <i>elements common axis</i>	[Function]
Determine the extent of <i>elements</i> relative to <i>common</i> in the <i>axis</i> direction.	
<b>ly:reset-all-fonts</b>	[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:slur-score-count** [Function]  
count number of slur scores.
- 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:spanner-set-bound!** *spanner dir item* [Function]  
Set grob *item* as bound in direction *dir* for *spanner*.
- ly:spawn** *command rest* [Function]  
Simple interface to g\_spawn\_sync *str*. The error is formatted with **format** and *rest*.
- 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-scale** *stil x y* [Function]  
 Scale *stil* using the horizontal and vertical scaling factors *x* and *y*.
- 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?** *obj* [Function]  
 Is *obj* 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?
- ly:translator-context** *trans* [Function]  
 Return the context of the translator object *trans*.
- ly:translator-description** *me* [Function]  
 Return an alist of properties of translator *me*.
- ly:translator-group?** *x* [Function]  
 Is *x* a Translator\_group object?
- ly:translator-name** *trans* [Function]  
 Return the type name of the translator object *trans*. The name is a symbol.
- ly:transpose-key-alist** *l pit* [Function]  
 Make a new key alist of *l* transposed by pitch *pit*.
- ly:truncate-list!** *lst i* [Function]  
 Take at most the first *i* of list *lst*.
- ly:ttf->pfa** *ttf-file-name idx* [Function]  
 Convert the contents of a TrueType font file to PostScript Type 42 font, returning it as a string. The optional *idx* argument is useful for TrueType collections (TTC) only; it specifies the font index within the TTC. The default value of *idx* is 0.
- ly:ttf-ps-name** *ttf-file-name idx* [Function]  
 Extract the PostScript name from a TrueType font. The optional *idx* argument is useful for TrueType collections (TTC) only; it specifies the font index within the TTC. The default value of *idx* is 0.
- ly:unit** [Function]  
 Return the unit used for lengths as a string.

- ly:usage** [Function]  
Print usage message.
- ly:version** [Function]  
Return the current lilypond version as a list, e.g., (1 3 127 uu1).
- ly:warning** *str rest* [Function]  
A Scheme callable function to issue the warning *str*. The message is formatted with **format** and *rest*.
- ly:wide-char->utf-8** *wc* [Function]  
Encode the Unicode codepoint *wc*, an integer, as UTF-8.

## Appendix A Indices

### A.1 Concept index

(Index is nonexistent)

### A.2 Function index

ly:add-context-mod.....	490	ly:duration-length.....	493
ly:add-file-name-alist.....	490	ly:duration-log.....	493
ly:add-interface.....	490	ly:duration<?.....	492
ly:add-listener.....	490	ly:duration?.....	492
ly:add-option.....	490	ly:effective-prefix.....	493
ly:all-grob-interfaces.....	490	ly:encode-string-for-pdf.....	493
ly:all-options.....	490	ly:engraver-announce-end-grob.....	493
ly:all-stencil-expressions.....	490	ly:engraver-make-grob.....	493
ly:assoc-get.....	490	ly:error.....	493
ly:axis-group-interface::add-element.....	490	ly:eval-simple-closure.....	493
ly:beam-score-count.....	490	ly:event-deep-copy.....	493
ly:book-add-bookpart!.....	490	ly:event-property.....	493
ly:book-add-score!.....	490	ly:event-set-property!.....	493
ly:book-book-parts.....	490	ly:expand-environment.....	493
ly:book-header.....	490	ly:export.....	493
ly:book-paper.....	490	ly:find-file.....	493
ly:book-process.....	490	ly:font-config-add-directory.....	493
ly:book-process-to-systems.....	491	ly:font-config-add-font.....	493
ly:book-scores.....	491	ly:font-config-display-fonts.....	494
ly:box?.....	491	ly:font-config-get-font-file.....	494
ly:bp.....	491	ly:font-design-size.....	494
ly:bracket.....	491	ly:font-file-name.....	494
ly:broadcast.....	491	ly:font-get-glyph.....	494
ly:camel-case->lisp-identifier.....	491	ly:font-glyph-name-to-charcode.....	494
ly:chain-assoc-get.....	491	ly:font-glyph-name-to-index.....	494
ly:cm.....	491	ly:font-index-to-charcode.....	494
ly:command-line-code.....	491	ly:font-magnification.....	494
ly:command-line-options.....	491	ly:font-metric?.....	494
ly:command-line-verbose?.....	491	ly:font-name.....	494
ly:connect-dispatchers.....	491	ly:font-sub-fonts.....	494
ly:context-current-moment.....	491	ly:format.....	494
ly:context-event-source.....	491	ly:format-output.....	494
ly:context-events-below.....	491	ly:get-all-function-documentation.....	495
ly:context-find.....	492	ly:get-all-translators.....	495
ly:context-grob-definition.....	492	ly:get-context-mods.....	495
ly:context-id.....	492	ly:get-listened-event-classes.....	495
ly:context-name.....	492	ly:get-option.....	495
ly:context-now.....	492	ly:gettext.....	495
ly:context-parent.....	492	ly:grob-alist-chain.....	495
ly:context-property.....	492	ly:grob-array->list.....	495
ly:context-property-where-defined.....	492	ly:grob-array-length.....	495
ly:context-pushpop-property.....	492	ly:grob-array-ref.....	495
ly:context-set-property!.....	492	ly:grob-array?.....	495
ly:context-unset-property.....	492	ly:grob-basic-properties.....	495
ly:context?.....	491	ly:grob-chain-callback.....	495
ly:default-scale.....	492	ly:grob-common-refpoint.....	495
ly:dimension?.....	492	ly:grob-common-refpoint-of-array.....	495
ly:dir?.....	492	ly:grob-default-font.....	495
ly:dispatcher?.....	492	ly:grob-extent.....	495
ly:duration->string.....	492	ly:grob-interfaces.....	495
ly:duration-dot-count.....	493	ly:grob-layout.....	496
ly:duration-factor.....	493	ly:grob-object.....	496

ly:grob-original	496	ly:moment-div	500
ly:grob-parent	496	ly:moment-grace-denominator	500
ly:grob-pq<?	496	ly:moment-grace-numerator	500
ly:grob-properties	496	ly:moment-main-denominator	500
ly:grob-property	496	ly:moment-main-numerator	500
ly:grob-property-data	496	ly:moment-mod	500
ly:grob-relative-coordinate	496	ly:moment-mul	500
ly:grob-robust-relative-extent	496	ly:moment-sub	500
ly:grob-script-priority-less	496	ly:moment<?	500
ly:grob-set-nested-property!	496	ly:moment?	499
ly:grob-set-object!	496	ly:music-compress	500
ly:grob-set-parent!	496	ly:music-deep-copy	500
ly:grob-set-property!	496	ly:music-duration-compress	500
ly:grob-staff-position	496	ly:music-duration-length	500
ly:grob-suicide!	496	ly:music-function-extract	500
ly:grob-system	496	ly:music-function?	500
ly:grob-translate-axis!	496	ly:music-length	500
ly:grob?	495	ly:music-list?	500
ly:gulp-file	497	ly:music-mutable-properties	501
ly:hash-table-keys	497	ly:music-output?	501
ly:inch	497	ly:music-property	501
ly:input-both-locations	497	ly:music-set-property!	501
ly:input-file-line-char-column	497	ly:music-transpose	501
ly:input-location?	497	ly:music?	500
ly:input-message	497	ly:note-column-accidentals	501
ly:interpret-music-expression	497	ly:note-column-dot-column	501
ly:interpret-stencil-expression	497	ly:note-head::stem-attachment	501
ly:intlog2	497	ly:number->string	501
ly:is-listened-event-class	497	ly:optimal-breaking	501
ly:item-break-dir	497	ly:option-usage	501
ly:item?	497	ly:otf->cff	501
ly:iterator?	497	ly:otf-font-glyph-info	501
ly:lexer-keywords	497	ly:otf-font-table-data	501
ly:lily-lexer?	497	ly:otf-font?	501
ly:lily-parser?	497	ly:otf-glyph-count	501
ly:listener?	497	ly:otf-glyph-list	501
ly:make-book	498	ly:output-def-clone	502
ly:make-book-part	498	ly:output-def-lookup	502
ly:make-dispatcher	498	ly:output-def-parent	502
ly:make-duration	498	ly:output-def-scope	502
ly:make-global-context	498	ly:output-def-set-variable!	502
ly:make-global-translator	498	ly:output-def?	501
ly:make-listener	498	ly:output-description	502
ly:make-moment	498	ly:output-formats	502
ly:make-music	498	ly:outputter-close	502
ly:make-music-function	498	ly:outputter-dump-stencil	502
ly:make-output-def	498	ly:outputter-dump-string	502
ly:make-page-label-marker	498	ly:outputter-module	502
ly:make-page-permission-marker	498	ly:outputter-output-scheme	502
ly:make-pango-description-string	498	ly:outputter-port	502
ly:make-paper-outputter	499	ly:page-marker?	502
ly:make-pitch	499	ly:page-turn-breaking	502
ly:make-prob	499	ly:pango-font-physical-fonts	502
ly:make-scale	499	ly:pango-font?	502
ly:make-score	499	ly:paper-book-header	502
ly:make-simple-closure	499	ly:paper-book-pages	503
ly:make-stencil	499	ly:paper-book-paper	503
ly:make-stream-event	499	ly:paper-book-performances	503
ly:message	499	ly:paper-book-scopes	503
ly:minimal-breaking	499	ly:paper-book-systems	503
ly:mm	499	ly:paper-book?	502
ly:module->alist	499	ly:paper-fonts	503
ly:module-copy	499	ly:paper-get-font	503
ly:modules-lookup	499	ly:paper-get-number	503
ly:moment-add	500	ly:paper-outputsacle	503

ly:paper-score-paper-systems .....	503	ly:score? .....	506
ly:paper-system-minimum-distance .....	503	ly:set-default-scale .....	506
ly:paper-system? .....	503	ly:set-grob-modification-callback .....	506
ly:parse-file .....	503	ly:set-middle-C! .....	506
ly:parser-clear-error .....	503	ly:set-option .....	506
ly:parser-clone .....	503	ly:set-property-cache-callback .....	507
ly:parser-define! .....	503	ly:simple-closure? .....	507
ly:parser-error .....	503	ly:skyline-pair? .....	507
ly:parser-has-error? .....	503	ly:skyline? .....	507
ly:parser-include-string .....	503	ly:slur-score-count .....	507
ly:parser-lexer .....	504	ly:smob-protects .....	507
ly:parser-lookup .....	504	ly:solve-spring-rod-problem .....	507
ly:parser-output-name .....	504	ly:source-file? .....	507
ly:parser-parse-string .....	504	ly:spanner-bound .....	507
ly:parser-set-note-names .....	504	ly:spanner-broken-into .....	507
ly:parser-set-repetition-function .....	504	ly:spanner-set-bound! .....	507
ly:parser-set-repetition-symbol .....	504	ly:spanner? .....	507
ly:performance-write .....	504	ly:spawn .....	507
ly:pfb->pfa .....	504	ly:staff-symbol-line-thickness .....	507
ly:pitch-alteration .....	504	ly:staff-symbol-staff-space .....	507
ly:pitch-diff .....	504	ly:start-environment .....	507
ly:pitch-negate .....	504	ly:stderr-redirect .....	508
ly:pitch-notename .....	504	ly:stencil-add .....	508
ly:pitch-octave .....	504	ly:stencil-aligned-to .....	508
ly:pitch-quarternotes .....	504	ly:stencil-combine-at-edge .....	508
ly:pitch-semitones .....	504	ly:stencil-empty? .....	508
ly:pitch-steps .....	504	ly:stencil-expr .....	508
ly:pitch-transpose .....	505	ly:stencil-extent .....	508
ly:pitch<? .....	504	ly:stencil-fonts .....	508
ly:pitch? .....	504	ly:stencil-in-color .....	508
ly:pointer-group-interface::add-grob .....	505	ly:stencil-rotate .....	508
ly:position-on-line? .....	505	ly:stencil-rotate-absolute .....	508
ly:prob-immutable-properties .....	505	ly:stencil-scale .....	508
ly:prob-mutable-properties .....	505	ly:stencil-translate .....	508
ly:prob-property .....	505	ly:stencil-translate-axis .....	508
ly:prob-property? .....	505	ly:stencil? .....	508
ly:prob-set-property! .....	505	ly:stream-event? .....	508
ly:prob-type? .....	505	ly:string-percent-encode .....	508
ly:prob? .....	505	ly:string-substitute .....	509
ly:programming-error .....	505	ly:success .....	509
ly:progress .....	505	ly:system-font-load .....	509
ly:property-lookup-stats .....	505	ly:text-interface::interpret-markup .....	509
ly:protects .....	505	ly:translator-context .....	509
ly:pt .....	505	ly:translator-description .....	509
ly:register-stencil-expression .....	505	ly:translator-group? .....	509
ly:relative-group-extent .....	505	ly:translator-name .....	509
ly:reset-all-fonts .....	505	ly:translator? .....	509
ly:round-filled-box .....	506	ly:transpose-key-alist .....	509
ly:round-filled-polygon .....	506	ly:truncate-list! .....	509
ly:run-translator .....	506	ly:ttf->pfa .....	509
ly:score-add-output-def! .....	506	ly:ttf-ps-name .....	509
ly:score-embedded-format .....	506	ly:unit .....	509
ly:score-error? .....	506	ly:usage .....	510
ly:score-header .....	506	ly:version .....	510
ly:score-music .....	506	ly:warning .....	510
ly:score-output-defs .....	506	ly:wide-char->utf-8 .....	510
ly:score-set-header! .....	506		